

Advanced
Dungeons and Dragons

Adventure Module LAB1

The Lanthorn Of Velzarkis



FOR USE WITH LEVEL 1 CHARACTERS

The Lanthorn of Velzarkis is a fun and challenging adventure suitable for beginning a Greyhawk based campaign with new or experienced players.



Dungeon Module LAB1

The Lanthorn of Velzarkis

February 4, 2024

Designed by D.H. Boggs From Material by Lenard Lakofka

AN ADVENTURE FOR FIRST LEVEL CHARACTERS



Len Lakofka
archive



Credits

Designers:

D.H. Boggs, Lenard Lakofka

Editor:

Michael "Von Molke" Mossbarger

Art Director:

Dan Smith (SMIF)

Graphic Designer:

D.H. "Aldarron" Boggs

Cartography:

Lenard Lakofka

Troy "Cannibaal" Alleman

Interior Illustrator:

Dan Smith (SMIF)

Cover Illustrator:

Front: Stock Art © Dean Spencer

Back: Esta Marie

Special Thanks:

Lakofka Archive: Anna B. Meyer, Gaetano LeFavi, Baufrin, Josh Popp, D.H. Boggs, David "Big Mac" Shephard, Jay L. Scott, Allan Grohe; and all the folks who worked on L4 & L5 modules.

Playtesters:

Eowyn Boggs, Jade Menzies, Ava Pagano, Ben Zyniecki, and Melissa



On the Front Cover

Having traversed the misty island of Erenfall, the young adventurers approach the base of the Tower of Velzarkis where they hope to find their overdue mentors.



On the Back Cover

The alchemist Sabim approaches the Isle of Eranfall on his flying carpet, unaware of the danger that awaits.

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Advanced Dungeons & Dragons

Dungeon Module LAB1

The Lanthorn of Velzarkis

An AD&D adventure for 1st level characters prepared by D.H. Boggs with material from Lenard Lakofka

Lendore is the largest and the southernmost of the Spindrift Isles. The islands north of Lendore were shrouded in both fog and myth and seldom visited. For as long as memory tells, these misty northern islands have been feared and avoided. Ages ago the islands held places sacred to elves, and legends say elves dwell there still, fiercely guarding their hidden realms. People feared what they did not know.

Following unfortunate events in Kroton in CY 576, the wizard Velzarkis sold his tower there and withdrew to the northern Spindrift Isles to study undisturbed in a newly built seclusion. Some five years later as the Greyhawk Wars raged on the continent and nearby seas, Velzarkis crafted the Lanthorn.

Many have argued over Velzarkis' motivations. Most say he became increasingly concerned that the Lendore isles would fall victim to the Scarlet Brotherhood, or to a warring faction of the Great Kingdom and that he crafted the Lanthorn purely to protect the islands.

Others have said he was working for the Brotherhood somehow, and a few have whispered that Velzarkis was allied with a secret faction of the mysterious Lendorian elves, a faction bent on controlling not just Lendore but the entire Spindrifts also, and the Lanthorn was just the first step in a long-term plan of conquest.

Whatever lay behind it, Velzarkis knew that fear and ignorance can be turned to advantage. He crafted the great Lanthorn and set it atop his tower. It had but one purpose, to extend the shrouding mists of the northern Spindrifts southward and cloak all Lendore Isle and the surrounding water with them, while simultaneously creating a powerful illusion. All but the most wary and powerful who sailed through the mists near to the shores of Lendore would fall victim to its enchantments. The illusion made all things seem elven. Were they to come near a fishing vessel, they would see a powerful elven warship instead. Coastal villages appeared to be elven bastions, and the people there, whatever their race, seemed to all eyes as elves. The Lanthorn was the first step in an elaborate ruse.

Indeed, many of the weak-minded living along the coast of Lendore were also affected. Whole villages fled in terror from ghostly elven armies or hid out as illusionary elven patrols swept by. People were rattled, some so

much so that they fled the island immediately, but most of the population was either unaffected or realized something else was going on.

Velzarkis sent letters to many of the principal barons and rulers in Lendore, including the Council of Nine at Lorelarma, the Baron of Asmogorgon, the Duke of Kroton and so on, explaining what he had done and making the claim that it "was for their own protection" done "with the full blessing of your elven neighbors." There were some objections of course but most rulers saw the benefits - it kept them in power. "Refugee" ships were organized to follow those who had already fled on their own. These were filled with people carefully instructed to spread a story of invasion on the mainland and island kingdoms to the south. Armies of elves had returned they said, and conquered the island, claiming it was rightfully theirs. Humans and humanoids had been forced to flee or to enter servitude. For several months boatloads of these fake refugees showed up in nearby coastal cities, spread their stories, and slowly melted away, returning eventually to Lendore.

Lendorian merchants then hired real elves to lead or pretend to lead their trading missions so business could continue. Real elves also met with any outside visitors who managed to penetrate the mists and reach the island shores, and any outsiders known to have seen through the ruse were quickly dispatched or discredited. Although the occasional rumor was whispered to the contrary, most outsiders were well convinced the Lendore isles had fallen into elvish hands, powerful elves that were not to be trifled with except at great cost.

For their part, most of the actual Lendorian elves in the Spindrifts seemed disinterested in the Lanthorn and its effects. Certain factions, however, sought to take advantage of the situation. Though not nearly numerous enough to have really conquered the various towns and cities of Lendore Isle, these elves made contacts with merchants, businesspeople and officials in many of the prominent polities to "offer their services" in order to "facilitate" governance and commerce in the current situation, growing more and more influential throughout the island as time passed.

And so it was for decades.

Then one day the swirling mists blew away and the illusion simply stopped. Alarmed, many of the prominent figures on the island, encouraged by the Lendorian elven infiltrators, tried to discover what had happened. Velzarkis must be contacted, they reasoned, but no one knew exactly where Velzarkis' seclusion was except that it was on an isle to the north. Attempts to scry into

Velzarkis' seclusium proved futile. Hastily, expeditions of available champions were called to go and investigate. Yours is the first of these expeditions to be organized and attempt the journey, its various members having agreed to meet at North Landing where a caravel called the *Taventown* waited, and from there sail into the Northern Spindriffts to find Velzarkis' Seclusium and restore the magic that had cloaked Lendore Isle these many years.

THE ADVENTURE BEGINS

Not long after leaving from North Landing, you soon found that the Northern Spindriffts were still shrouded in fog as they had been for millennia. Sailing into these swirling mists and the unknown that waited was a daunting venture. But the *Taventown* pressed onward until the mists again cleared, revealing land in the distance. The expedition on the *Taventown* had gone not even half the remaining distance to the newly sighted isle when she was met by an elven warship crewed by Lendorian elves. After a short parley, the *Taventown* was directed to an elven port town you learned they called Green Glade, at least as translated into the common tongue.

It was clear the presence of you outsiders was and still is unwelcome, and under other circumstances hostilities would surely have ensued, however, realizing the threat to their own security, the elven leadership decided to permit the Lendorian heroes to investigate the seclusium of Velzarkis. The plan determined that your masters, mentors, and their senior henchmen would be taken to the island where the seclusium lay. The expedition would travel there on an elven sloop under guard and accompanied by the elven mage Sabim the Alchemist who had visited several times with Velzarkis before. Sabim would follow the elven sloop flying on his magic carpet.

The elves explained that there are three main islands and perhaps a dozen smaller ones. The largest, Voleax is the domain of Feor, a prince of the cloud giants ruling from a vast castle site on the island. Green Glade lies upon the second largest, Olvenrest, the sacred home of the Lendorian elves. The third, Eranfall is a sparsely inhabited and mountainous wilderness where Velzarkis chose to make his home.

You were told the trip to Eranfall would be short, and Velzarkis' seclusium was only a few hours march inland. The Lendorian lords were sure they would be back before nightfall and so they told their squires, acolytes, and apprentices - that is, they told you, that you were to remain at Green Glade. The *Taventown* would be kept under guard in the port. The crew and passengers were permitted to enter Green Glade and avail themselves of the amenities of the town but under clear instructions



not to go inland. The elves had given the expedition leave to stay for no more than five days. Before the sun sets on the fifth day the *Taventown* must return to Lendore or the ship will be captured and everyone imprisoned or killed.

That was three days ago.

The elves - except for Sabim's apprentice Sedecrem Fayari -- seem largely unconcerned. Sedecrem, however, appears worried, and has approached you - the hero's apprentices and squires left behind on the ship - with subtle questions hoping to fathom why his master and the Lendorian heroes have not yet returned. It seemed he wanted to follow them and maybe was hatching a plan. Sedecrem is somewhere in Green Glade. The rest of you are on the *Taventown*. It is morning. What do you want to do?

DM notes:

The composition of the party can be either the pre-gens provided; original, first level characters; or a mix of the above. Sedecrem can be a PC or NPC as the players desire and of course can be re-named (the name is not one of Len's but derives from the play test). All PC's should be first level characters on their first adventure, and most, if not all, should be the apprentices/squires/

initiates/students of the high level characters who went to investigate the seclusion.

If original characters are made, the DM may find it necessary to create a new Lendorian hero of the appropriate class to represent their master/mentor and add that to the group of heroes or replace one of the heroes given here with the new one. Details can be left vague as nearly all the Lendorian heroes on the expedition were killed 2 days ago, as was Sabim and the elven sailors on the transport sloop.

Goals of the party:

- 1) Arrange transportation to Eranfall without attracting the attention of the elven warship in the harbor
- 2) Find the seclusion and determine the fate of the Heroes.
- 3) Restore the Lanthorn (in fact, this is impossible - but the players should not suspect this)

DM Background:

While most of the inhabitants of Lendor welcomed the protection provided by Velzarkis' Lanthorn, the manticores of Manville* most certainly did not. After searching for several years, they located Velzarkis' seclusion and attacked, hoping to destroy the Lanthorn. They failed. Velzarkis proved too powerful. And so the surviving manticores licked their wounds and seethed with hatred. Several months ago, Seigo, a new would-be leader arose in Manville. Being eager to prove his worth and filled with a spirit of vengeance, Seigo put together a new expedition to attack Velzarkis again.

Much to their surprise they met no resistance whatsoever as they flew into the top of the seclusion and were able to easily destroy the Lanthorn. They spent the next week exploring and pillaging the rich hunting grounds of Eranfall island. Just as they were preparing to return to Manville in triumph the heroes from Lendore appeared.

As the expedition began to move inland, three of the manticores attacked and disabled the ship and then turned on the heroes. A fierce battle left one of the manticores dead, the other two wounded. Realizing they were facing a strong party, the remaining manticores set up an ambush along the trail. The ambush left casualties on both sides but the manticores took the worst of it. Seven more were killed and the leader badly wounded and unable to fly. His partner carried him back to the top of Velzarkis' tower.

Here the five remaining heroes stormed the tower, but three more fell to the tower's still active traps. The final two surviving heroes who made it to the crest of the tower attacked the manticores. The loyal mate fought

the heroes and all three were killed in the battle, leaving Seigo alone and broken atop Velzarkis tower.

*Manville stems from "Manticore Village" but it isn't a village proper with buildings and streets; it is a small canyon with multiple caves where scores or perhaps hundreds of manticores dwell.

Green Glade and Olvenrest

Olvenrest Island appears to be largely wooded and comprised of low hills and coastal plains frequently obscured by mist. Green Glade is an un-walled town of graceful buildings and carefully manicured foliage. It is a deep-water port with two wooden docks. The town follows the gentle curve of the bay and rises with the land which consists of a saddle between low hills and gentle slope rising inland.

The population is predominantly typical Lendorian elf. They are high elves in all respects except outward appearance, being lavender in both skin and hair coloration with amber being the usual eye color. Note: It is obvious that Lenard Lakofka used some sort of random tables when creating these NPC's and these included quirky things like nearsightedness and missing limbs. It gets a bit excessive for nearly every villager to be half blind and thumb-less, so the GM is advised to take or ignore these facets of the description as suits the character of their games.

INTERACTING

The elves in Green Glade will react to the characters each in their own way. It is important to consider the alignment and character type of all involved and not simply give blanket reactions. Some will be naturally friendly or interested, some naturally hostile, and others hopeful of making a sale. If players inquire about hiring a boat to take them to Eranfall, as they might, they will receive an "I don't know" or "check at the docks" 70% of the time. However, 30% of the time they will be told to ask Reppiks. Reppiks and his brother Nagillig are known to have a boat and be willing to take on passengers or do other sorts of work for a little coin.

Reppiks and his brother will initially be found talking to the Shipwright in area 3. However, if the PC's are looking for them later or after an initial encounter in area 3, the pair can be found at their home or at the tavern. Their home has no location or description - simply pick one of the unnumbered buildings and describe it as a simple and careworn wood house. (Note: the names Reppiks and Nagillig were created for this adventure and assigned to the existing unnamed NPCs at the Boat Builder, area 3).

THE TAVENTOWN

Hull value: 55

Armament: Light Catapult

Max Speed: 38 miles per day under full sail

Cargo:

Churn, barrel of tallow, silk, wheat, four pigs, two dogs, two sheep, cask of candles, six bars of silver, rosemary, garlic, yeast, scroll case, rabbit pelts, brazier, candelabra, thyme, table, ink, logs, hour-glass, desk

Non-cargo items:

8 sails, 3 oars, 9 locks, 8 doors, 8 block & tackle, 4 100'coils of rope, 8 hammocks, 9 beds, 9 tables, 11 benches, 4 pots, 4 pans, 4 utensils, 6 cauldrons, 12 lbs. salt, 10 lbs. onions, 11 lbs. herbs, 10 lbs. butter, 11 lbs. coarse sugar, 7 lbs. bread, 9 lbs. oranges, 12 lbs. figs, 11 lbs. raisins, 6 barrels (50 gal each) water, 5 barrels (50 gal each) beer, 6 barrels (50 gal each) ale, 9 barrels (50 gal each) wine, 10 barrels (20 gal each) cooking oil, 11 barrels (20 gal each) lamp oil, 5 jugs (2 gal each) whiskey

The Crew of the Ship

Note: any of the crew can be taken as PCs or henchmen and can be given a class as desired where appropriate. For example, sailors 4 and 8 are excellent candidates for the Magic-user class. All NPCs wear standard clothes needed to work on the ship along with the extra noted in chart. Additionally, the appearance, age, height and weight can all be figured out as needed.

Sailor/Man at arms #1 human male (AC: 7; hp 2; #AT 1; D 1-4; AL NE; S 15, I 15, W 18, D 12, C 12, Ch 15)

Deity: Pyremius

Skills: reading lips, weaponsmith

Clothing: vest, shoes, brooch

Possessions: studded leather armor, 2 daggers, sling, belt pouch, fishhook, flute

Valuables: 14gp, 17sp, 70cp

Sailor/Man at arms #2 human male (AC: 7; hp 4; #AT 1; D 1-4; AL LN; S 13, I 16, W 14, D 12, C 12, Ch 13)

Deity: Norebo

Skills: juggling, hunting, tracking

Clothing: tunic, soft boots

Possessions: studded leather armor, 2 daggers, sling, flint and steel

Valuables: 8gp, 32sp, 45cp

Sailor/Man at arms #3 human male (AC: 6; hp 5; #AT 1; D 1-8; AL N; S 12, I 17, W 17, D 15, C 15, Ch 12)

Deity: Wee Jass

Skills: armorer, bowyer/fletcher

Clothes: brooch, buckle

Possessions: studded leather armor, battle axe, hand axe, mirror, torch, knife, flask of greek fire, pitons

Valuables: 4gp, 7sp, 92cp

Sailor/Man at arms #4 human male (AC: 5; hp 9; #AT 1; D 2-5; AL LN; S 13, I 14, W 15, D 17, C 17, Ch 15)

Deity: Phaulkon

Skills: endurance, spellcraft

Clothing: cap

Possessions: leather armor, hammer, sling, torch

Valuables: 6sp, 8cp

Sailor/Man at arms #5 human male (AC: 7; hp 5; #AT 1; D 1-4; AL CN; S 12, I 14, W 13, D 11, C 12, Ch 16)

Deity: Norebo

Skills: running

Clothing: hose, 2 brooches, girdle

Possessions: studded leather armor, 2 daggers, sling, knife, sack, flint and steel, flute

Valuables: 3gp, 21sp, 48cp

Sailor/Man at arms #6 human male (AC: 7; hp 4; #AT 1; D 1-4; AL N; S 11, I 12, W 17, D 13, C 13, Ch 12)

Deity: Phaulkon

Skills: armorer

Clothing: 2 pair hose

Possessions: studded leather armor, 2 daggers, sling

Valuables: 15sp, 42cp

Sailor/Man at arms #7 human male (AC: 7; hp 2; #AT 1; D 1-4; AL N; S 14, I 17, W 15, D 14, C 12, Ch 14)

Deity: Norebo

Skills: bowyer/fletcher

Clothing: light cloak, soft boots

Possessions: studded leather armor, 2 daggers, sling, belt pouch, torch, holy symbol, ball of string

Valuables: 23sp, 107cp

Sailor/Man at arms #8 human female (AC: 7; hp 3; #AT 1; D 2-5; AL N; S 11, I 18, W 11, D 15, C 15, Ch 15)

Deity: Wee Jas

Skills: smuggling, mountaineering

Clothing: brooch, soft boots, sash, 2 tunics, light cloak

Possessions: leather armor, hammer, sling, holy symbol, candles, whetstone, flask of greek fire, pitons, lantern

Valuables: 4gp, 27sp, 37cp

Sailor/Man at arms #9 human male (AC: 7; hp 6; #AT 1; D 1-8; AL LN; S 14, I 14, W 12, D 14, C 11, Ch 14)

Deity: Wee Jas

Skills: armorer
Clothing: light cloak, soft boots, tunic, brooch
Possessions: studded leather armor, battle axe, hand axe, backpack
Valuables: 14gp, 33sp, 90cp

Sailor/Man at arms #10 human male (AC: 7; hp 4; #AT 1; D 1-4; AL LN; S 17, I 12, W 10, D 14, C 13, Ch 15)
Deity: Osprem
Skills: running, blind fighting
Clothing: shoes, vest
Possessions: studded leather armor, 2 daggers, sling, blanket, ball of string
Valuables: 4gp, 19sp, 65cp

Sailor/Man at arms #11 human male (AC: 7; hp 4; #AT 1; D 1-8; AL LN; S 14, I 13, W 13, D 13, C 14, Ch 14)
Deity: Wee Jas
Skills: jumping, mountaineering
Clothing: girdle, shoes, fancy robe
Possessions: studded leather armor, battle axe, hand axe, knife, flute, sack
Valuables: 35sp, 66cp

Sailor/Man at arms #12 human male (AC: 4; hp 9; #AT 1; D 1-8; AL LN; S 15, I 15, W 16, D 17, C 15, CH 14)
Deity: Phaulkon
Skills: animal lore, endurance
Clothing: tunic, gloves, riding boots, shoes, hose
Possessions: studded leather armor, battle axe, hand axe, candles, belt pouch, flute, mirror, pitons
Valuables: 15sp, 77cp

Sailor/Man at arms #13 human male (AC: 7; hp 5; #AT 1; D 1-6; AL CG; S 16, I 14, W 12, D 13, C 16, Ch 15)
Deity: Phyton
Skills: endurance, jumping
Clothing: fancy robe, light cloak, warm cloak
Possessions: leather armor, shield, short sword, short bow, holy symbol, torch, sack
Valuables: 5gp, 19sp, 30cp

Sailor/Man at arms #14 human male (AC: 7; hp 5; #AT 1; D 1-6; AL N; S 13, I 16, W 14, D 13, C 15, Ch 14)
Deity: Norebo
Skills: survival, local history
Clothing: hose, gloves
Possessions: leather armor, shield, short sword, short bow, mirror, 2 belt pouches, whetstone
Valuables: 21sp, 83cp

Sailor/Man at arms #15 human female (AC: 7; hp 8; #AT 1; D 1-6; AL LN; S 18/77, I 13, W 14, D 14, C 15, Ch 13)
Deity: Osprem

Skills: survival, gaming
Clothing: hat, hose, fancy robe, warm cloak, vest, girdle
Possessions: leather armor, shield, short sword, short bow, waterskin
Valuables: 5gp, 30sp, 64cp

Sailor/Man at arms #16 human male (AC: 6; hp 3; #AT 1; D 2-5; AL N; S 15, I 16, W 15, D 16, C 13, Ch 18)
Deity: Phyton
Skills: mountaineering, tumbling
Clothing: belt, tunic
Possessions: leather armor, hammer, sling, flute
Valuables: 39sp, 55cp

Passenger human male (AC: 10; hp 1; #AT 1; D 1-4; AL NG; S 12, I 13, W 15, D 12, C 14, Ch 16) Deity: Rao
Skills: leathersmith, appraising, disguise, ventriloquism
Clothing: soft boots, gloves
Possessions: dagger, torch, knife, holy symbol, tools and materials of trade, sealing wax, iron pot, fishing net
Valuables: 8sp, 56cp





TOWN OF GREEN GLADE

Primary terrain features nearby: THE OCEAN.
 Primary reason for existence: FISHING
 Secondary reason for existence: AGRICULTURE
 The predominant alignment in the town is CG

Total number of Buildings: 71
 Population 621:
 347 Males
 221 Females
 53 Children
 77 sheep/goats/chickens
 22 warhorses
 120 riding horses

Guards outside of town (hidden/towers/guard posts):

Guard 1, male elf (AC: 6; hp 8, #AT 1; D 1-6; AL N; S 13, I 14, W 11, D 10 C 14 Ch 14) Wears studded leather and shield and carries a spear and hand axe.

Guard 2, male elf (AC: 4; hp 9, #AT 1; D 1-6; AL CG; S 11, I 15, W 10, D 16, C 10 Ch 17) Wears studded leather and shield and carries a spear and hand axe.

Guard 3, male elf (AC: 6; hp 6; #AT 1; D 1-6; AL N; S 10, I 14, W 13, D 9, C 13, Ch 15) Wears studded leather and shield and carries a spear and a hand axe.

Michfan, Captain of the Guards, female high elf, F5 (AC: 4; hp 45; #AT 1; D 1-8; AL CG; S 15, I 12, W 14, D 12, C 12, Ch 13) Deity: Gadhelyn
Age 294; ht 4' 7"; wt 72 lbs.
Skills: Etiquette, cobbling
Appearance: thin face, thin nose, nearsighted (100/20), purple eyes, black hair, missing/disfigured left foot
Clothing: green boots, gauntlets
Possessions: long sword, long bow (specialized), spear, javelin, tan and white chainmail with accents and shield
Valuables: purse with 44sp, 49cp, gem (base value 280gp)

LOCATIONS

(Editor's note: while the inhabitants are detailed and the buildings generally described, exact relationships and location narratives are generally left up to the referee to develop as desired.)

1) The Alchemists

The alchemists occupy a stone and wood, flat-roofed building 130 years old, in need of repair, which has wood floors and a cellar. There is a door in the corner, nine glass windows and a sign on the building. The windows are trapped with noise makers. Inside there is a small storefront for business with a small shrine to Sehanine Moonbow. Two children play nearby in a well-built tree house.

Notes: Chalgar will usually be here, but Sabim should not be. The apprentice Sedecrem Fayari is not here when first encountered by the PC's but at the Grocers instead. Thereafter he could be here or anywhere in the town that the DM wishes, such as the Boat Builder area 3, or the Village Green area 19.

Sabim the Alchemist, MU 8 (invoker), high elf male (AC: 9; hp 46; #AT 1; D 1-6; AL N; S 10, I 13, W 12, D 13, C 17, Ch 16) Deity: Sehanine Moonbow
Age 232; ht 5' 5"; wt 98 lbs

Skills: blacksmith, calligraphy, cooking, etiquette, spellcraft (alchemy)

Appearance: Yellow hair, missing/disfigured right hand

Clothing: red robes

Possessions: darts

Valuables: *staff of accelerated healing*, *wand of size and alignment*, *bracers of defense* AC: 9, has one random portion for sale

Chalgar, Rgr7, high elf male (AC: 2; hp 40; #AT 2; D 1-8; AL CG; S 18/23, I 17, W 17, D 19, C 13, Ch 11)

Deity: Sehanine Moonbow

Age 102; ht 5' 10"; wt 98 lbs

Skills: hunting, alchemy, cave direction, animal lore

Appearance: thin face, thin nose, streaked hair, nearsighted (140/20), wears a corsage of flowers

Clothes: various jewelry

Possessions: black ring mail with orange accents, shield, long sword (specialized), javelin, spear, long bow

Valuables: purse with 2pp, 15gp, 16sp, 1cp

2) The Barber

The home of the Barber is a wood building with a dirt floor, 2 rooms and six opaque wide windows in the corners. There are also two corner doors (barred), one of which is fortified iron. The building is painted orange and bears a sign indicating a barbershop. A shed is partially hidden among the trees and bushes surrounding the house. Several of the trees are curiously twisted.

The windows are trapped with alarms and the doors are trapped with a crossbow (15% chance of being poisoned). The window alarms also inflict 1d4 in damage when tripped.

The Barber, male elf (AC: 10; hp 5; #AT 1; D 1-2; AL LN; S 12, I 16, W 14, D 13, C 14, Ch 10) Wears no armor and carries no weapons.

3) The Boat Builder

In the bay nearby there is a fleet of 11 fishing boats ranging in capacity from small 2 crew boats to medium sized vessels capable of holding 7 people comfortably.

Note: The boats in the harbor are not guarded. It would be possible to sneak a boat out at night without being noticed. However, without at least one person with sailing experience aboard there would be no chance of reaching Erenfall. Thus, players who wish to have their characters steal a boat and sail to Erenfall must have an experienced sailor accompany them or they will not reach the island and will instead be picked up in daylight by the elven warship anchored offshore.

This large one room, pentagonal wood building with a gable roof is built entirely around a large tree. A large deck extends into the tree. The 66-year-old building is painted red, and has two corner doors and a central, fortified main door. Five opaque corner windows allow additional light into the building but are trapped with damage dealing traps. There is a watchdog inside along with 11sp and 28cp.

Outside the house are several fruit trees, a large wood-pile and axe, and a streetlamp.

The shipwright is outside conversing with two fighters.

The Shipwright, male elf (AC: 10; hp 7; #AT 1; D 1-2; AL CG; S 9, I 9, W 11, D 12, C 11, Ch 14) Wears no armor and carries no weapons.

Reppiks, F1, elf male (AC: 7; hp 8; #AT 1; D 1-6; AL NG; S 13, I 14, W 13, D 12, C 13, Ch 14) Wears studded leather and carries a spear and long sword.

Nagillig, F1, elf male (AC: 10; hp 3; #AT 1; D 1-2; AL NG; S 10, I 9, W 18, D 12, C 13, Ch 11) Wears no armor and carries no weapons.

originally unnamed

Brothers Reppiks and Nagillig are fishermen and can be hired to take PC's to Eranfall. They will not go inland with the party and will want to leave upon discovering the ruined sloop or any other signs of danger.

4) Bowyer

The bowyer's home is a blue, gable-roofed rectangular building of wood and stone with a central, fortified iron door (barred) and 4 narrow, oiled glass windows at the corners. The windows have damage dealing traps and are shuttered. The one room building is 133 years old and has a wooden floor and a small shrine.

There is a privy in the back.

The bowyer has several bows for sale - 30% average, 31-70% +1, 81-99% +1 with additional magic potential (choose ability)

The Bowyer Tisum. F7, high elf male (AC: 4; hp 57; #AT 2; D 1-8; AL N; S 15, I 9, W 13, D 13, C 11, Ch 9) Deity: Ehlenestra

Age 281; ht 5' 9"; wt 103

Skills: trap removal, etiquette, hunting, tailor, fishing, bow making

Appearance: thin face, thin nose, nearsighted (60/20), yellow hair, missing/disfigured left leg

Clothing: multi-colored robes, cloak

Possessions: chainmail and shield, spear with flowers, spear, long bow, long sword (specialized)

Valuables: purse with 5pp, 4gp, 39sp, 23cp

Tisum's wife Semol, F3 high elf female (AC: 3; hp 25; #AT 1; D 1-8; AL CG; S 14, I 11, W 10, D 9, C 9, Ch 11) Deity: Ehlenestra

Age 38; ht 4' 4"; wt 64 lbs

Skills: hunting, fletcher/bowmaker

Appearance: thin face, thin nose, black hair, purple eyes, nearsighted (60/20)

Clothing: earring, matching boots and gloves, expensive red clothing

Possessions: splint mail and shield, long sword (specialized), 2 long bows

Valuables: purse with 6pp, 19gp, 20sp, 50cp

Tisum and Semol have two children who play outside nearby.

There are 6 elves here talking with the bowyer. None of them currently wear armor or carry any weapons:



#1, elf male (AC: 10; hp 8; #AT 1; D 1-2; AL CN; S 14, I 11, W 22, D 15, C 14, Ch 12)

#2, elf female (AC: 10; hp 9; #AT 1; D 1-2; AL CG; S 10, I 11, W 10, D 10, C 9, Ch 17)

#3 elf male (AC: 10; hp 9; #AT 1; D 1-2; AL N; S 12, I 15, W 15, D 11, C 12, Ch 11)

#4 elf male (AC: 10; hp 4; #AT 1; D 1-2; AL CG; S 15, I 13, W 14, D 14, C 12, Ch 12)

#5 elf male (AC: 10; hp 6; #AT 1; D 1-2; AL LN; S 14, I 15, W 12, D 10, C 14, Ch 13)

#6 elf male (AC: 10; hp 11; #AT 1; D 1-2; AL CN; S 11, I 12, W 10, D 11, C 13, Ch 9)

5) Butcher

The Butcher's building is 112 years old and easily identified by the sign hanging nearby. It is a square building of red stone and wood, with 3 outer corner doors (barred) and 6 glass/oiled narrow windows also at the corners. There are 3 rooms inside guarded by a watchdog, a monkey, and mechanical traps. The windows are trapped with noisemakers. There is an outbuilding and the whole lot is surrounded by bramble bushes and twisted trees. The two occupants are outside in conversation with three other elves:

The Butcher Yosolm, Rgr 2, high elf female (AC: 3; hp 17; #AT 1; D 1-8; AL CG; S 13, I 13, W 14, D 17, C 16, Ch 17) Deity: Erevan Ilesere

Age 268; ht 4' 6"; wt 65 lbs

Skills: hunting

Appearance: thin face, thin nose, pale gold hair, nearsighted (140/20)

Clothing: earring, red robes, tan cloak, gloves

Possessions: ring mail and shield, long bow (specialized), 2 long swords

Valuables: purse with 18sp, 7cp

Assistant butcher Korell, Th6, dwarf male (AC: 2; hp 37; #AT 1; D 1-4; AL CN; S 12, I 18, W 9, D 16, C 15, Ch 8) Deity: Ehlenestra

Age 296; ht 4' 7"; wt 101

Skills: reading/writing, languages (ancient), tailor

Appearance: thin face, thin nose, black hair, nearsighted (120/20), missing/disfigured left thumb

Clothing: tan hat

Possessions: split mail with white and brown accents, dagger, long bow, javelin, hand axe

Valuables: purse with 4pp, 9gp, 25cp

There are three individuals in the shop currently:

#1 elf male (AC: 10; hp 4; #AT 1; D 1-2; AL CG; S 14, I 9, W 12, D 13, C 14, Ch 13)

#2 Th1, elf male (AC: 10; hp 5; #AT 1; D 1-2; AL CG; S 10, I 14, W 18, D 12, C 10, Ch 12)

#3 elf male (AC: 10; hp 6; #AT 1; D 1-2; AL CG; S 12, I 11, W 12, D 11, C 10, Ch 14)

6) Candle Maker

This circular, yellow building is built of wood and stone and marked with a sign identifying it as the Candle makers. There are two rooms inside, one outside door and 5 skylights in the central peak roof.

The skylights have bars on them and are trapped with noisemakers. A giant scorpion is tied near the smokehouse and guards the compound.

Outside there is an outhouse, a smokehouse, and a large pile of cut wood with an ax nearby, and the entire compound is surrounded by a wall.

The Candle maker Yomchar, F8, high elf male (AC: 3; hp 85; #AT 1; D 1-6; AL CG; S 13, I 11, W 8, D 15, C 17, Ch 12) Deity: Sehanine Moonbow

Age 51; ht 5' 2"; wt 107 lbs.

Skills: weather sense, blind fighting, mountaineering, hunting, cave direction

Appearance: thin face, thin nose, silver hair, nearsighted (140/20), missing/disfigured left fingers

Clothing: earring, tan robes

Possessions: chainmail and shield, short bow (specialized), blue rod (as club), spear, battle axe, crossbow

Valuables: purse with 5pp, 21gp, 49sp, 2cp, *potion of super heroism*

Nearby is another elf with food for sale from a small cart:

Food Vendor, elf male (AC: 10; hp 3; #AT 1; D 1-2; AL NG; S 13, I 15, W 14, D 11, C 12, Ch 9)

7) Carpenter

This wood, star-shaped, three-room building is nestled between several large trees and has a wood deck that extends around them. The sign hanging nearby indicates that this is the carpenter's residence. The building has a full basement, and attic, four narrow skylights and four doors - all barred from the inside. Two of the doors are also fortified with iron. A gong sounds if any of these doors are opened. There is an outhouse in the back.

Master Carpenter Norelchar, F5, high elf male (AC: 3; hp 33; #AT 1; D 1-8; AL CG; S 14, I 15, W 10, D 13, C 14, Ch 11) Deity: Sehanine Moonbow
Age 82; ht 5' 9"; wt 109
Skills: stonemasonry, weaponsmith, carpentry
Appearance: thin face, thin nose, yellow hair, near-sighted (100/20), disfigured left hand
Clothing: black cloak, tan boots and gloves
Possessions: splint mail and shield, long bow (specialized), long sword, spear
Valuables: purse with 11pp, 22gp, 7sp, 35cp and a gem worth 2160gp

Carpenter Veydar, F2/Th2, grey elf male (AC: 6; hp 12; #AT 1; D 1-8; AL CG; S 14, I 13, W 14, D 15, C 12, Ch 11) Deity: Gadhelyn
Age 244; ht 5' 0"; wt 106 lbs.
Skills: weather sense
Appearance: thin face, thin nose, nearsighted (89/20), missing/disfigured right fingers
Clothes: green and yellow cape, red hat
Possessions: ring mail, heavy crossbow, battle axe, dagger
Valuables: purse with 8pp, 11gp, 45sp, 16cp and a scroll of *minor globe of invulnerability*

8) Cheese Maker

Eight sheep are grazing in the yard of this yellow wood house built around a large tree. The sign hanging from the nearby lamppost says Cheese Maker. The house is square and has three corner doors and one central door in the facade, a skylight and two shuttered windows in each of the four walls - these are all trapped with noise-makers. Inside are 3 rooms and a basement and the doors are all barred from the inside. The building is also trapped with damage dealing traps. Two children are outside playing during the day and two customers can be seen exiting the building. Trees behind the house are covered in vines.

Nessmar the Cheese maker, Man at Arms/F5, high elf male (AC: 1; hp 45; #AT 1; D 1-6; AL LN; S 16, I 14, W 13, D 18, C 15, Ch 13) Deity: Gadehyn
Age 293; ht 5' 5"; wt 117 lbs.
Skills: blind fighting, expert hunter, musical instrument
Appearance: thin face, thin nose, nearsighted (100/20), hearing problems, missing/disfigured right arm
Clothing: Brown cloak, black boots, gloves
Possessions: chainmail, long bow (double specialized), heavy crossbow, spear
Valuables: purse with 3gp, 17sp, 2cp and a gem worth 2170gp
Child #1 elf male (AC: 10; hp 8; #AT 1; D 1-2; AL CG; S 10, I 14, W 12, D 9, C 13, Ch 13)

Child #2 elf female (AC: 10; hp 7; #AT 1; D 1-2; AL LG; S 10, I 10, W 12, D 12, C 10, Ch 9)

Customer #1, Priest apprentice CO elf male (AC: 10; hp 6; #AT 1; D 1-2; AL N; S 16, I 15, W 11, D 11, C 15, Ch 15)

Customer #2, Thief apprentice Th0 elf male (AC: 8; hp 6; #AT 1; D 1-6; AL CG; S 13, I 12, W 11, D 11, C 12, Ch 10). Wears leather armor and carries a dagger and spear. Has a purse with 15sp and 20cp.

9) Cobbler

This two-story, gabled, block and wing building is built entirely of white stone. There are 5 windows with metal bars and shutters, a skylight and four corner doors that are barred and trapped with a crossbow (15% chance of being poisoned). The building is 79 years old and has a basement. Nearby is a wood outhouse.

Michfan the cobbler lives and works here but she is also the captain of the guard and is often with them or patrolling about.

10) Orchard

Very orderly, row after row of fruit trees grow here.

The keepers of the orchard live in a 78-year-old rectangular, flat-roofed, wood building painted green and surrounded by berry bushes. There are 6 opaque windows (stained glass) in the corners, 2 outer corner doors and 2 rooms with storage space above the ceiling and damage dealing traps for the unwary intruder. Outside there is an outhouse and a storage shed with tools for tree care. There is also one very large old tree under which two young children are playing.

Orchard Keeper #1 elf male (AC: 3; hp 4; #AT 1; D 1-6; AL CG; S 10, I 14, W 11, D 17, C 15, Ch 11). Wears studded leather armor with a shield and carries a spear and a hand axe. Has a purse with 13sp and 21cp.

Orchard Keeper #2 elf male (AC: 6; hp 4; #AT 1; D 1-6; AL N; S 10, I 11, W 12, D 13, C 13, Ch 13). Wears studded leather armor with a shield and carries a spear and hand axe.

11) Fresh Food Market

The market is a rectangular building of white stone divided into three rooms. Set at the corners are nine narrow exterior windows with bars and there is an entrance door in the middle of the facade. A large fruit tree grows near the building and clumps of gnarled bushes grow behind it where there is also an outhouse, a corner door into the building, a large pile of cut wood, and an

ax. The doors are trapped with crossbows (15% chance of being poisoned) and locked when the store is closed. The windows have shutters and are trapped with noisemakers. The building has an attic used as a storage area.

Wees the Grocer, C4, high elf male (AC: 5; hp 27; #AT 1; D 2-7; AL N; S 17, I 13, W 16, D 13, C 13, Ch 15)
Deity: Erevan Ilesere

Age 258; ht 5' 8"; wt 106 lbs.

Skills: animal training, wild psionic (aura sight, share strength, ectoplasmic form, telekinesis, PSP: 111)

Appearance: thin face, thin nose, nearsighted (140/20), black hair, missing/disfigured left hand

Clothing: black and yellow cloak, tan boots and gloves

Possessions: scale mail and shield, mace, spear

Valuables: purse with 25sp, 6cp

Presently there are two others at the market. One is armed, the other is the apprentice alchemist, Sedecrem. He is buying rations for the journey he is quietly planning to find his master Sabim. It is up to the GM to decide if the armed elf is a compatriot of Sedecrem's, a guard at the market, or simply another shopper. If the party needs a little extra muscle, a compatriot of some sort is a fine idea. Further, Sedecrem could be instrumental in recruiting other elves from the village if the player count is light and more party members are desired.

Armed elf male (AC: 6; hp 5; #AT 1; D 1-6; AL LN; S 11, I 11, W 12, D 13, C 12, Ch 14). Wears studded leather armor and a shield and carries a spear and hand axe. Has a purse with 14sp and 22cp.

Sedecrem Fayari, apprentice alchemist, MU1 elf male (AC: 10; hp 8; #AT 1; D 1-2; AL CG; S 17, I 17, W 12, D 14, C 13, Ch 16). Sedecrem is an attractive and personable young elf with typical Lendorian elf features – lavender skin and hair with amber eyes.

12) Graveyard

There are 9 burials and four stone buildings here in a small graveyard surrounded by a fence.

One of the stone buildings is not a tomb, but rather is the house of the keeper of the graveyard.

Crypt Keeper Somher, F1, high elf male (AC: -1; hp 10; #AT 1; D 1-6; AL N; S 16, I 15, W 12, D 18, C 8, Ch 13)
Deity: Ehlenestra

Age 50; ht 4' 11"; wt 80 lbs.

Skills: animal lore

Appearance: thin face, thin hair, streaked hair, nearsighted (160/20), missing/disfigured right toes(s)

Clothing: green cloak, white boots, and gloves

Possessions: splint mail and shield, long bow (specialized), spear, spare longbow, dagger

Valuables: purse with 16gp, 30sp, 30cp

Two elf children are playing nearby while one adult elf is visiting.

Visitor, elf male (AC: 10; hp 6; #AT 1; D 1-2; AL CG; S 14, I 11, W 13, D 12, C 14, Ch 15)

13) Inn

This rustic square building of stone and wood is very obviously an inn. A sign and crest indicating such hangs on the building and tables and chairs are arranged outside. A streetlamp provides light at night. A small wagon is parked nearby. The fifty-three-year-old building could benefit from some repair work but is generally sound. It has five opaque corner windows, a single front door fortified with iron and a corner door leading to an outhouse. The windows are trapped with noisemakers. Several gnarled trees and bushes are carefully placed around the building and a single fruit tree graces the yard. Several large trees and one very big one are behind the building to the north. A watchdog frequently lies by the front door and a watch raven perches wherever it pleases in the main room inside. The building has three rooms overall. From midday until well into the night music can be heard coming from the building where live performers frequently include musicians, jugglers, and dancing.

The main room can comfortably accommodate 18 patrons - more than that becomes crowded.

Interestingly, the inn is owned and managed by one of the few dwarves on the island.

Innkeeper Famseed, F1/Th1, dwarf male (AC: 3; hp 7; #AT 1; D 1-6; AL N; S 18/16, I 12, W 14, D 18, C 11, Ch 14)
Deity: Gadhelyn

Age 234; ht 3' 7"; wt 99

Skills: writing

Appearance: thin face, thin nose, pale gold hair, wears an eyepatch over his right eye and the left eye is nearsighted (120/20)

Clothing: black robes

Possessions: ring mail, long bow, hand axe, red cane

Valuables: purse with 4sp, 18cp

Three elves work at the inn:

Staff #1 elf male (AC: 10; hp 12; #AT 1; D 1-2; AL CG; S 11, I 12, W 15, D 13, C 11, Ch 10)



Staff #2 elf female (AC: 10; hp 6; #AT 1; D 1-2; AL N; S 11, I 12, W 14, D 16, C 12, Ch 13)

Staff #3 elf female (AC: 10; hp 3; #AT 1; D 1-2; AL CG; S 13, I 12, W 14, D 14, C 11, Ch 9)

There are several individuals that may be found here in the evenings. During the day, these individuals may be encountered in the village green #19 or another random location in the village. Other randomly determined villagers may also be here in the evening including the brothers Reppiks and Nagillig (see #3 The Boat Builder for stats).

Dostell, Dr4 high elf male (AC: 7; hp 27; #AT 1; D 1-8; AL N; S 15, I 11, W 14, D 14, C 15, Ch 18) Deity: Gad-helyn

Age 189; ht 6' 0"; wt 115

Skills: engineering, agriculture, tailor

Appearance: thin face, pale gold hair, nearsighted (160/20), missing/disfigured left ear

Possessions: studded leather armor, long sword (specialized), hand axe, quarter staff

Valuables: purse with 5sp, 18cp

Usistar, Rgr3, high elf male (AC: 3; hp 24; #AT 1; D 1-8; AL CG; S 17, I 9, W 14, D 14, C 14, Ch 10) Deity: Sehanine Moonbow

Age 113; ht 5' 6"; wt 96 lbs.

Skills: hunting, wild psionic (psychic impersonation, probe, ESP, contact PSP: 104)

Appearance: thin face, coppery red hair, missing/disfigured right thumb

Clothing: earring, blue boots

Possessions: bluish-black splint mail with accents and shield, long sword (specialized), dagger, two spears

Valuables: purse with 3sp

Vopsol, Th4, high elf male (AC: 6; hp 27; #AT 1; D 1-4; AL NE; S 14, I 16, W 13, D 16, C 17, Ch 11) Deity: Pyremius

Age 196; ht 4' 10"; wt 80 lbs.

Skills: brewing, fire-building

Appearance: thin face, thin nose, coppery red hair, nearsighted (60/20), disfigured/missing right arm

Clothing: Earring, white cloak, red hat

Possessions: leather armor, 4 throwing daggers, dagger

Valuables: purse with 6sp, 18cp

Jarbor, Rgr3. High elf female (AC: 1; hp 25; #AT 1; D 1-8; AL CG; S 15, I 14, W 16, D 16, C 15, Ch 13) Deity: Erevan Ilesere

Age 128; ht 4' 4"; wt 57 lbs.

Skills: hunting, riding

Appearance: purple eyes, silver hair, nearsighted (160/20), missing/disfigured left toe(s)

Clothing: earring, white cape, boots and gloves, gauntlets

Possessions: splint mail and shield, long bow (specialized), two long swords

Valuables: purse with 49sp, 30 cp

14) Leather smith

This 81-year-old, one-room, rectangular building is built partially around a tree and seems like it would benefit from a few repairs. There is an outer corner door fortified with iron and another door in the center of the back wall of the building, both are barred. There is a single skylight and five wide oiled glass windows to let in light and an upper attic space for storage. On this tan colored building is also a sign indicating the leather work business. There is a deck area built into the attached tree and other large trees grow nearby. Also nearby are an axe and a large wood pile, and an outhouse.

Leather-smith #1 Doshole, Th1, high elf female (AC: 4; hp 6; D 1-8; AL LN; S 11, I 14, W 9, D 17, C 12, Ch 8) Deity: Erevan Ilesere
Age 251; ht 4' 7"; wt 84 lbs.
Skills: leatherworking
Appearance: pale gold hair, nearsighted (140/20), wears flowers
Clothing: earring, expensive blue clothes
Possessions: leather armor, long bow (specialized), long sword, dagger
Valuables: purse with 26sp, 6cp

Leather-smith #2 Poldall, Rgr3, high elf male (AC: 1; hp 35; #AT 1; D 1-8; AL CG; S 14, I 18, W 14, D 16, C 17, Ch 14) Deity: Gadhelyn
Age 326; ht 5' 9"; wt 111 lbs.
Skills: hunting, leatherworking
Appearance: thin face, thin nose, coppery red hair, nearsighted 60/20
Clothing: blue casual town clothes, multi-colored gloves, multi-colored boots
Possessions: splint mail and shield, long sword (specialized), second long sword, dagger
Valuables: purse with 3gp, 7sp, 6cp

Singer, elf male (AC: 10; hp 9; #AT 1; D 1-2; AL N; S 8, I 15, W 13, D 15, C 13, Ch 11)

15) Lumber Mill

The final location on the north road out of the village is a large, rectangular stone and wood building that serves as a lumber mill and home to the sawyer. A sign on the building identifies it as such. Inside the mill a guardian monkey runs free and outside the mill are children doing likewise. The building is orange in color and has one outer door on the corner that can be barred. The door is trapped with a gong that sounds every time it is opened. There are 4 stained glass windows (barred) on the building and a skylight over the saw. Near the building are many bramble bushes, a few twisted trees, and one massive one.

The Sawyer Nesson, MU3, high elf male (AC: 9; hp 10; #AT 1; D 1-6; AL CG; S 11, I 14, W 16, D 11, C 8, Ch 14) Deity: Ehlenestra
Age 295; ht 5' 4"; wt 100 lbs.
Skills: necromancy, spellcraft
Appearance: thin face, streaked hair, nearsighted (40/20), missing/disfigured right foot
Clothing: red casual town clothing
Possessions: cudgel, black quarter staff
Valuables: bracers of defense AC: 9, falcon (familiar), purse with 14sp, 59cp

16) Limner

The rectangular blue building of wood and stone here bears a sign indicating the presence of a limner. The 79-year-old building has five wide opaque windows with shutters and a skylight to ensure the limner has ample natural light to work by. There are two outer corner doors that are barred and rigged with a gong which sounds every time they are opened. The windows are trapped with damage dealing traps and the house is guarded by a watchdog. In the yard may be found numerous twisted trees, a smokehouse, an outhouse and a pile of cut wood with an axe nearby.

Hussoss, F1, high elf male (AC: 1; hp 10; #AT 1; D 1-8; AL CG; S 14, I 12, W 16, D 17, C 10, Ch 13) Deity: Sehanine Moonbow
Age 207; ht 5' 5"; wt 92 lbs.
Skills: painting, hunting
Appearance: thin face, thin nose, yellow hair, nearsighted (100/20)
Clothing: earring, green cape, brown boots and gloves
Possessions: splint mail and shield, long sword (specialized), second long sword, spear, scepter
Valuables: purse with 25sp, 24cp

There are 2 elven children playing outside and two adult elves going about their business.

Adult Man-at-Arms elf male (AC: 8; hp 4; #AT 1; D 1-6; AL CG; S 17, I 16, W 16, D 12, C 13, Ch 14). Wears leather armor and carries a spear and dagger. Has a purse with 13sp, 30cp

Anonymous adult elf male (AC: 10; hp 9; #AT 1; D 1-2; AL CG; S 12, I 12, W 14, D 12, C 10, Ch 14)

17) Mill

The circular red building here is obviously a windmill built of stone and wood and situated to catch the ocean breeze funneling up or down the saddle in which the village sits. It has two outer doors and nine windows with bars and shutters and noisemaker traps. The doors are barred and trapped with a deadfall (25% chance of

upturned sharp objects). One of the doors bears a crest. The mill is 112 years old and could use a fresh coat of paint. There are three rooms inside and a basement. A guardian monkey and a guardian dog have free reign indoors. A few bushes and gnarled trees grow in the yard.

Sunny the Miller, Rgr8, high elf male (AC: 0; hp 75; #AT 2; D 1-8; AL CG; S 12, I 9, W 14, D 16, C 16, Ch 12) Deity: Gadhelyn Age 226; ht 5' 4"; wt 113 lbs. Skills: animal training, hunting, mountaineering, fishing, rope use

Appearance: thin face, thin nose, yellow hair, nearsighted (40/20), hearing problems

Clothing: multi-tone blue casual town clothes, green boots, gauntlets

Possessions: plate mail and shield, long sword (specialized), dagger, javelin, spear

Valuables: purse with 11gp, 5sp, 41cp

Four adult elves are here with the miller. One of them is armed and another one wears the robes of an apprentice magic user.

Adult #1 Man-at-arms, elf male (AC: 7; hp 9; #AT 1; D 1-8; AL NG; S 14, I 14, W 16, D 13, C 11, Ch 11). Wears studded leather armor and carries a long sword and spear. Has a purse with 12sp, 42cp

Adult #2 elf female (AC: 10; hp 6; #AT 1; D 1-2; AL LG; S 10, I 10, W 14, D 14, C 12, Ch 17)

Adult #3, apprentice magic-user, MU1, elf male (AC: 10; hp 4; #AT 1; D 1-2; AL CN; S 19, I 13, W 11, D 13, C 12, Ch 15)

Adult #4 elf male (AC: 10; hp 5; #AT 1; D 1-2; AL CG; S 12, I 11, W 12, D 9, C 13, Ch 13)

18) Potter

The sign hanging on this grey, star-shaped wood building with four corner doors and 8 narrow windows with

bars announces that this is the potters. There are three rooms in the 53-year-old building and a basement. The windows are trapped with noisemakers and there is a mechanical trap inside for the unwary. A large pile of cut wood and an axe are nearby and some children are playing under a fruit tree adjacent to the building. There is an outhouse and a shed also nearby.



The light of a streetlamp will cast light into the yard at night.

The Potter lhole, Th4, elf female (AC: 7; hp 24; #AT 1; D 1-8; AL LN; S 12, I 7, W 13, D 13, C 15, Ch 12) Deity: Gadhelyn Age 300; ht 4' 11"; wt 73 lbs. Skills: pottery, trap removal, rope use

Appearance: thin face, thin nose, black hair, nearsighted (60/20), missing/disfigured left hand

Clothing: white and red robes, tan boots and gloves

Possessions: studded leather armor, long bow (specialized), two long swords

Valuables: purse with 4pp, 15gp, 49sp, 33cp

lhole's thief apprentice is speaking with three elves that have come to the pottery shop.

lhole's apprentice T1, elf male (AC: 8; hp 6; #AT 1; D 1-6; AL NG; S 13, I 11, W 13, D 9, C 13, Ch 11). Wears leather armor and carries a spear and dagger. Has a purse with 13sp, 55cp

Adult #1 elf male (AC: 9; hp 6; #AT 1; D 1-2; AL CG; S 14, I

14, W 12, D 15, C 11, Ch 14)

Adult #2 elf male (AC: 8; hp 6; #AT 1; D 1-2; AL LN; S 14, I 16, W 17, D 16, C 14, Ch 13)

Adult #3 elf male (AC: 10; hp 4; #AT 1; D 1-2; AL NG; S 12, I 10, W 8, D 14, C 9, Ch 13)

19) Village Green

The Village Green is the common area of town, a pleasure garden where gatherings, business, and simple

leisure all take place. It is a mix of open spaces and well-manicured trees, bushes, and flower gardens. There are three elven statues, and five small buildings of stone which sometimes serve as booths or shelters but are often empty.

During the day a juggler wanders about perfecting his craft, and at night several streetlamps can provide illumination.

There are two elves seemingly admiring the flowers:

Adult Man-at-arms, elf male (AC: 7; hp 8; #AT 1; D 1-8; AL NE; S 14, I 14, W 14, D 11, C 13, Ch 15). Wears studded leather armor and carries a long sword and spear. Has a purse with 9sp, 53cp

Adult in the Flower Garden #2 elf male (AC: 9; hp 3; #AT 1; D 1-2; AL LE; S 11, I 9, W 15, D 15, C 15, Ch 14)

The following group of mischievous individuals may be here in the Village Green or elsewhere at times:

Unnamed #1 elf male (AC: 6; hp 4; #AT 1; D 1-8; AL CG; S 15, I 12, W 11, D 13, C 15, Ch 13). Wears studded leather armor and carries a long sword and spear

Unnamed #2 elf male (AC: 10; hp 9; #AT 1; D 1-2; AL CG; S 13, I 13, W 10, D 13, C 10, Ch 11)

Unnamed #3, apprentice T1 elf male (AC: 10; hp 3; #AT 1; D 1-2; AL N; S 11, I 14, W 13, D 14, C 14, Ch 14)

Unnamed #4 elf female (AC: 10; hp 4; #AT 1; D 1-2; AL CG; S 12, I 13, W 15, D 11, C 13, Ch 11)

Unnamed #5, apprentice T1 elf male (AC: 9; hp 6; #AT 1; D 1-2; AL CG; S 16, I 18, W 15, D 15, C 13, Ch 17)

Unnamed #6 elf male (AC: 10; hp 9; #AT 1; D 1-2; AL CG; S 13, I 15, W 16, D 11, C 13, Ch 10)

Unnamed #7, apprentice T1 elf male (AC: 10; hp 6; #AT 1; D 1-2; AL N; S 15, I 15, W 12, D 10, C 13, Ch 15)

Just north of the cobbler's building (area 9) and east of the street is a large white stone fountain with a circular pool. The fountain serves the water needs of the village and is safe for all uses. The fountain also marks a common entrance into the Village Green (area 19).

Two elves are by the well:

Unnamed Adult #1 elf male (AC: 10; hp 7; #AT 1; D 1-2; AL CG; S 11, I 9, W 16, D 13, C 5, Ch 11)

Unnamed Adult #2 elf male (AC: 9; hp 4; #AT 1; D 1-2; S 13, I 13, W 12, D 15, C 14, Ch 11)

THE ISLAND OF ERANFALL

The island appears rugged, wooded, and mountainous. The steep hills form a spine down the center of the island but are lost in a thick cloud layer. A single peak pierces the cloud layer appearing like an island in a sea of mist. Atop the peak is the Secluseum of Velzarkis.

Island Locations

Area 1) Elven Ship

Location of the elven sloop used to transport the heroes. The ship is anchored and abandoned. The mast is broken at the midpoint and the sail droops on the side of the ship and partially into the water. Investigation of the ship shows only a large bloodstain and no sign of the crew.

The water surrounding the boat is only 3' deep at low tide and it is not difficult to wade to the beach from here.

Area 2) Landing Beach

Small sandy beach surrounded by steep hills. A stair built of earth and logs wends up the hill behind the beach to a path moving into the interior.

This is the only sandy beach on the entire island and the easiest place to gain access by boat. Mangroves and rocky cliffs make access difficult elsewhere.

Area 3) Dead Manticore

The carcass of a manticore lies here. The head and shoulders of the manticore rest upon a short beach of stones and boulders, while the remainder of the beast is in the water as waves crash against it and provide the illusion that it may be breathing or moving. The face of the manticore should be facing away from any PC's, but when they can finally see it, the face will be seen to be half burned away by a lightning strike.

Area 4) Fountain of Mists

Here mist seems to pour out from a rift in the broken ground. The mist is thick and perpetual.

Area 5) Sabim

Hanging from a tree at this location is Sabim's magic carpet, severely shredded and no longer magical. The crumpled body of Sabim lies at the base of the tree. Someone or something has stripped him of any valuables and useful equipment.



Area 6) Site of the Manticore Ambush

The area is entirely and perpetually shrouded in fog originating in area 6. There are five manticore corpses here randomly distributed within 100 feet of the clearing. Two of them are partially hanging in trees. The manticore corpses bear numerous deep wounds caused both by magic and mundane weapons. One of them has a javelin sticking out of its body. Manticore spikes are stuck in the ground and in tree trunks and one has pinned and killed an owl through its body to the trunk of a tree. The owl can be easily recognized as Nessel's familiar. Several of the trees are scorched and burned. Blood is on the ground and the brush has been trampled and broken. At the far edge of the clearing several bodies lie supine side by side. Damaged, broken or otherwise unusable equipment lies in a heap nearby and when uncovered, the bodies will be seen to have been stripped of all valuables and clothing.

The bodies are those of the following NPC party members: 'D Crisam, Timhepto, Nasusta, Quessmar, Bollael, and Jajombilt.

What Happened: The nine remaining manticores set up an ambush here and managed to kill seven members of the party but all but two of the manticores were killed. During the battle, Sabim on his magic carpet became

locked in battle with Seigo and his mate which carried them some distance away. Sabim was killed (area 4) but Seigo was severely wounded and left unable to fly. His mate, largely unscathed, carried him back to the tower. Meanwhile, the party overcame the seven other manticores. The five surviving expedition members - Nessel, Suremman, Yosmor, Wumfar and Semsolm, resolved to continue to the tower, believing the major threat to have been neutralized.

Before nightfall, goblins discovered all the dead expedition members outside of the tower and stripped them of all valuables. These they took along with the now captive Wocave to their lair.

Area 7) Trapped Bridge

If characters are traveling down the path, they will see an opening ahead with a log bridge spanning about four feet over a swampy depression.

The bridge is 25 feet long and is trapped. Hidden in the bushes on the other side is a switch that releases the locking mechanism, allowing the bridge to pivot entirely on a central axis, spilling whatever or whoever is on the bridge into the swamp below.

Anyone on the bridge must beat a Dexterity save with a -10 penalty to cling to the bridge which will rotate completely so that the former top surface is now underneath.

The swamp is in fact quicksand, or rather quick mud. Anyone who falls into the swamp will begin to sink at a rate of 100 pounds weight per minute. The quicksand is exactly 6 feet deep, so any characters less than 6' 4" will suffocate at the usual rate once submerged. Strength 10 or greater is required to move in the muck but doing so will DOUBLE the rate of sinking.

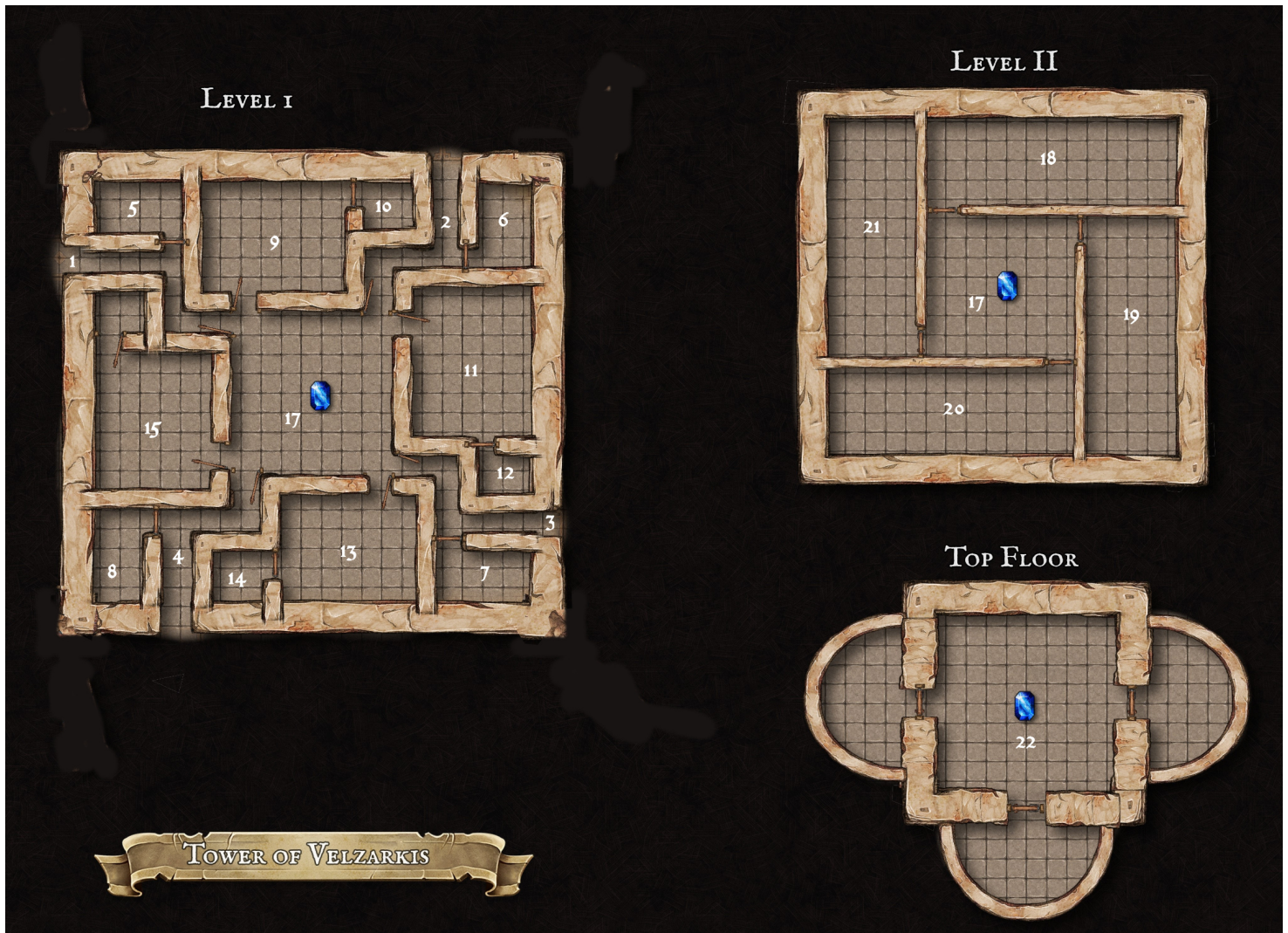
The goblins will wait until as many of the party members as possible are on the bridge before springing the trap. There is a single goblin hiding in a very secluded spot where the switch is located. They will not flip the switch if a single scout crosses first but will wait for the maximum numbers. If only one or two of the PCs manage to hang on to the bridge and not fall into the quicksand, the seven goblins present will attempt to take them out with arrows fired from short bows. The goblins will have 50% cover when firing.

Goblin x7 (AC 6; MV 6"; HD 1-1; hp 4 each; #AT 1; D 1-6 or by weapon)

The goblins aren't interested in a fight - they just want to loot the party after they suffocate in the quicksand. If a serious fight breaks out involving more than one or two of the PC's the goblins will attempt to scatter.

If the characters hesitate to cross the bridge, two of the seven waiting goblins will enter the path across the bridge from the party and drag a set of armor formerly belonging to 'D Crisam behind them as bait. As they walk down the path the goblins will bicker with each other pretending to be oblivious to their surroundings. Just as they approach the bridge, they will pretend to be surprised to suddenly see the adventurers, drop the armor on the path just on the other side of the bridge and run away. They will not respond to any attempts at communication unless captured or surrounded.





Area 8) Seclusionium of Velzarkis

The seclusionium is a square tower of three stacked sections, each about 15 feet tall. Each ground floor elevation has a single entrance with a heavy wood door leading into the tower. A faint path circles the tower, but the main path approaches the south entryway.

All but one of these entrances is trapped.

1) East Door and Corridor

On the east, the heavy wood door is *wizard locked*, but the tunnel passage beyond is completely safe.

2 and 3) North and West Doors and Corridors

The heavy wood door is trapped with a poison gas trap.
 * The door will open normally but elves, thieves, and hobbits may detect the faint noise of glass breaking. Nothing will happen for 1 round - just enough time for characters to begin entering the building - at which point the entryway to the tunnel corridor will suddenly fill with gas.

4) South Door and Corridor

The heavy wood door at the south tower entrance is held ajar by a jumbled pile of stones about 2.5 feet high. The stones are rough cut and of varying size and weight, but none less than eight pounds. The lower legs of someone extend from the pile near the doorway. The body is otherwise covered by the stones, and noticeably wearing socks but no shoes.

This is the body of Suremman who was caught in the falling rock trap that guarded this door. His boots were stolen by the goblins. It will take 20 minutes to dig him out by normal means. The Lendore NPC heroes intended to do so after clearing out the tower, but of course they did not return. Aside from his missing boots, the remainders of his possessions are on the body.

It is perfectly possible to enter the tower here by crawling over the rock pile.

*Poisonous Gas in Velzarkis' tower.

The poison gas traps in Velzarkis tower are all identical. The gas is in a liquid state in a 4oz. vial which will break when the trap is triggered, exposing the liquid to air and turning it into poison gas. The gas will expand to fill 125 cubic ft. (5' x 5' x 5') but is entirely colorless and cannot be seen normally. The gas will remain effective for 5 rounds before dissipating unless blown away by a powerful wind. Characters who fail their saving throw will take 2d8 points of damage in 4 hp per round increments. A successful save vs. poison results in no damage.

Note: the poison gas traps at the entryways of 2 and 3 will trigger by merely opening the door, however, all the poison gas traps inside the tower are magnetically activated by anyone wearing metal armor or carrying anything metal of the size of a sword or larger who then passes through the trapped doorway. Anyone not bedecked with metal, such as a wizard in a robe, will not trigger the gas traps in the interior of the building.

Tower Room Key:

Note: all ceilings throughout the tower are 15 feet high.

Flagstone Teleporter) This gem-shaped flagstone in the central room is raised some six inches above the rest of the floor. The flagstones on the first, second floors and third floors are identical in appearance. However, flagstones on the second and third floors will alternate in color every 30 seconds, changing from a red color to a blue color then back to red. If anyone standing on the stone while it is blue were to jump, they would find themselves landing on the stone of the floor directly above. Even a tiny hop, so long as both feet leave the ground, will cause the teleportation. Similarly, when the stone is

red in color, the character hoping on it will land on the stone on the floor below them.

The stones are only about two feet wide and will accommodate only one humanoid-sized character at a time. The character must not be only partially on the stone or it won't work. Larger creatures that can't fit entirely on the flagstone – such as a mule or manticores - can't use the device.

5) Coal Storage

The door to this 10' x 15' room opens in. This room is two-thirds full of anthracite coal. A clutter of rusty shovels and wood buckets is tossed in the corner nearest the door. The shovels are too small to be comfortably used by humans or elves but might suit dwarves, goblins, halflings and the like.

6) Guest Room

The door to this 10' x 15' room opens in. The room has a wood frame bed, chaise lounge, and large wood tub that is completely dry but appears to be coated with something yellow at the bottom. The bed has a straw mattress but is otherwise undressed and the room appears to be unused. A large wood crate sits near the west wall with a crumpled rag or towel on top.

The wood crate is entirely filled with goose down. The object on top is indeed a towel.

The yellow coating at the bottom of the wood tub is yellow mold: 50% chance to emit a cloud of spores in a 10-foot radius. Characters in the cloud must roll a successful saving throw vs. poison or die. A *cure disease* spell and a *resurrection* spell within 24 hours are necessary to restore life. Fire of any sort destroys yellow mold. A *continual light* spell renders it dormant for 2d6 turns.



7) Empty

The door to this 10' x 15' room opens in. The room is empty but does have a stone stair (L) leading down to the dungeon area.

8) Storage

The door to this 10' x 15' room opens in. Four large wood barrels (24 gallons) rest in a wood rack that takes up most of the west wall. All the barrels are tapped. A wood shelf against the south wall is filled with tankards of various sorts. The barrels contain red wine, mead, ale, and whiskey - all quite potable.

9) Garden

The door to this 20' x 25' room opens in. During the daytime, the ceiling of this room looks like the open blue sky on a sunny day. The sun itself is a bright yellow disk that moves across the exact middle of the ceiling from east to west in exact imitation of the real sun. At night the ceiling turns black, and star filled, while a white moon-like disk moves slowly across the ceiling in imitation of the real moon, phases and all, casting a pale light.

Every day, at exactly 5:15 AM and 3:05 PM the ceiling clouds over and it begins to rain for exactly 3 minutes and 30 seconds.

The floor of the room is largely taken up by long dirt filled troughs separated by 2' wide aisles. Growing in the troughs are a wide variety of herbs, and several root and other vegetables including low beans and peas, garlic, and leeks. The plants are obviously well cared for and are all edible except for one small trough marked "do not eat" in which belladonna and wolf's bane are growing. In addition to the plants, half a dozen chickens wander freely around the room and will leave eggs in the morning.

There is a wood stall in the southeast corner filled with horribly smelling, composting chicken dung.

At night 1d4 goblins will enter this room from the dungeon below and tend to the plants and chickens. They will also take any eggs they find and sometimes harvest a few herbs or vegetables. Tending to this room is a duty assigned to the goblins as part of the agreement Velzarkis made allowing them to live in the dungeon below. The goblins are unaware Velzarkis is dead and would not trust the news if they were told.

10) Storage

The door to this 10' x 15' room opens in. This room holds two wood wheelbarrows, a dozen small shovels, (both flat and round), various hand gardening tools, buckets,

wood trays, a dozen clay pots in various shapes and sizes, and a 2-foot-tall pile of loose dirt.

11) Shop

The door to this 20' x 25' room opens in. The room is a clutter of benches and tools, clearly a workshop. Nine gnome-shaped figures stand at various places in the room.

Hidden in the door jamb, and thus undetectable until the door is opened, is a small switch that must be slid down to prevent the crossbow trap set up against the north wall from being active. Otherwise, someone stepping on the flagstone beyond the threshold will trigger the crossbow to fire at point blank range as if shot by a 2 HD creature for 1d6 points of damage. Note that tapping with a 10' pole will also trigger the trap.

The gnome figures are wood automatons who will respond only to a single command, depending on the tool they are holding. There are gnomes operating a standing forge, a grinding wheel, a pole lathe, a sawhorse, a shave horse, and a drill press.

The commands to activate the automatons are crank, grind, pedal, saw, draw, and press. Two gnomes hold a band saw over the sawhorse; the other device has a single gnome operator. The mindless gnome automatons are incapable of doing anything other than their given task.

Everything here is dusty and appears unused for some time. There is all manner of tools, scraps of leather, oil, nails and spikes, nuts and bolts, and wire. Included among the tools are all the pipes and specialty pliers needed for glassblowing. The tools are common, used and worth only a few copper pieces each. The workshop is basic and appears suitable only for common woodworking, smithing, and construction tasks, not for complex clockwork.

12) Storage

The door to this 10' x 15' room opens in. The room was used for storage. There is general bric-a-brac, broken furniture, old carpets, two covered paintings (one a winter storm scene, the other a storm at sea), three bolts of ordinary cloth, two empty wood boxes, etc. Among the items is a wood bucket half full of amber resin, worth 20gp.

13) Stable

The door to this 20' x 25' room opens in. This room has two 5' x 5' wood cages on the north wall and three 5' x 5' wood stalls along the south wall on the eastern half. The stall doors are all closed.

The wood cages are empty and appear unused; however, one of the stalls contains animal bones, which if ex-

amed closely can be determined to be those of a mule. All the stalls are clean and have been mucked out.

A wood shelf occupies the remainder of the south wall. The shelf has two open bins containing equine grooming tools and brushes but is otherwise empty and very dusty.

Pegs on the wall around the room hold two pack saddles and leather tack for two mules or ponies. The leather is stiff, and all covered with (harmless) green mold.

14) Storage

The door to this 10' x 15' room opens in. An old spinning wheel is surrounded by high stacks of loose straw. Otherwise, the room is empty.

15) Kitchen

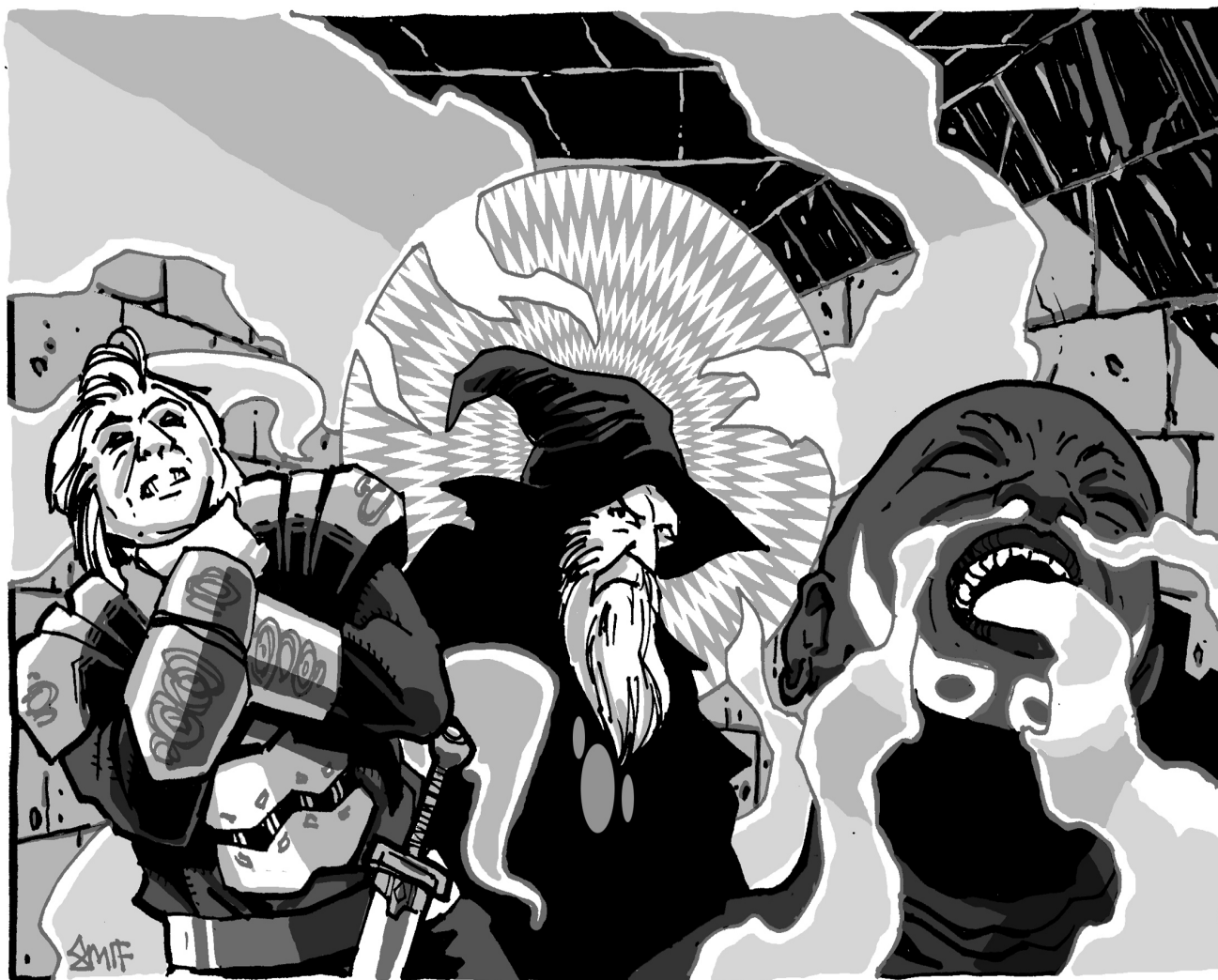
The door to this 20' x 25' room opens in. This kitchen holds two long wood plank tables over which hang a menagerie of kitchen utensils, pots, pans and so on. There is also deep stone sink that drains to the outside, a standing barrel of water, two standing cupboards (one with various dried herbs and one with towels, strainers, a

scale, funnels and so on, a china cabinet full of dishes* and utensils, a 5-foot rectangular charcoal grill and a cast iron coal fired cook stove. A full kindling box nest to the stove and a small wicker chair (goblin sized) in the southwest corner are the last item of note.

The entire kitchen is spotlessly clean and maintained, however there are clues that a meal has not been prepared here in a long time. The interior of the cook stove is full of cobwebs as are the dusty sticks in the kindling box and the grate on the grill is quite rusty. Also crumpled and tossed onto the powdery ashes in the grill is an old, yellowed scrap of paper. If this is un-crumpled it can be seen to contain a breakfast order for an omelet in faded ink.

If characters come to this room between 5 AM and 9 AM, they will encounter the goblin chef.

Goblin Chef (AC 6; MV 6"; HD 1-1; hp 6; #AT 1; D 1-6 or by weapon)



There is a 50% chance the goblin chef is futzing around cleaning things or 50% chance she is sleeping in the chair.

Previously, when he was hungry, Velzarkis would magically send her a meal order on a paper note that would find her wherever she was on the island. She hasn't received a meal order in years - she is not sure how many - but it was not unusual for the wizard to go silent for weeks or even months at a time, so despite the years, she hasn't dared to abandon her kitchen for fear he will suddenly send her a new meal order. Besides, being the wizard's chef gives her a certain prestige over the other goblins.

*The plates, cups, and saucers in the china cabinet are a full 60-piece dinnerware set, appearing to be standard white ceramic with a simple but elegant design of intertwining blue and yellow lines around the edges. The dinnerware, however, is enchanted to be entirely weightless even when full. Each item can be easily moved but will rest exactly where it is left without falling. Altogether, the set is worth 7000gp - minus 100gp for any item lost or broken from the set.

16) Pantry

The door to this 10' x 15' room opens in. It is a pantry with a few items but nothing fresh. The room is lined with bins and shelves along the walls. There are four small ceramic barrels containing old flour, salt, sugar, and dried fish and about a dozen sealed glass jars with pickled meat, eggs, cucumbers, and prunes. The bins are empty and overall, the shelves are mostly bare aside from the items mentioned.

17) Central Hall

This 25' x 25' room is identical on both the first and second floor. Both are empty save for a teleportation platform (T) in the center and the four standing panels along each wall. The panels are enchanted and consist of an 8-foot wide, floor to ceiling wood frame with a piece of white sailcloth stretched taut. Speaking aloud "show me" followed by a location or scene will cause a moving image of the place/thing to appear on the canvas. The image will be general and not real time. It will loop once a minute, showing the same thing over again. A new image can be called forth at any time.

Velzarkis created these panels as decorative art in lieu of hanging tapestries on the walls. Theoretically, they are worth 1500 gp each, however the frame cannot fit through the doors and if the panels are dismantled in any way the magic will be dispelled leaving ordinary cloth and wood.

Note that on the first floor none of the panels are currently active, but on the second floor the one on the south wall is of a magnificent funeral pyre on a Zeai longship, and the other three are snowy landscapes seen at night while the northern lights play in the sky. No sound, cold or heat comes from any of the scenes, but the burning longship does cast a fiery glow around the room.

T) This gem-shaped flagstone is part of the teleportation system of tower described on page 21.



18) Experiment Room

The skeletons of half a dozen fish slowly float about this 15' x 40' room as if they were suspended in water. Two leather sacks float likewise. The sacks are made of three or four leather panels which have been sewn together.

On the floor near the center of the room is what appears to have been another sack that has been opened or split at the seams.

The sack on the floor is empty and once contained the fish that are now mere skeletons. The remaining two sacks each contain six "eggs" - semitransparent globules each holding one full grown floating piranha in stasis. The globules are quite fragile and if thrown or dropped will burst open and release the piranha. These enchanted piranhas swim through the air exactly as if they were swimming in water, and they will be hungry.

Piranha, enchanted (AC: 7; MV 9"; HD 1hp; #AT 1; D 1-4 SA 4 or more attack as shoal (see Appendix 3 for more information)

Note the sacks themselves are not magical and will simply fall to the ground if the floating eggs are removed. The thread holding the sacks together is not strong. If the entire sack is thrown, the whole thing will burst and release all 6 enchanted piranhas at once.

There is nothing else in the room. There is, however, a single window in the north wall with interior wooden shutters which are currently closed and barred, admitting no light.

19) Spell Casting Room

The 15 x 40' room appears to be empty except for a dark cloud and rainstorm over a 5' area near the south wall. The rain appears to evaporate when it hits the floor. The rain is not water but a highly corrosive acid.

The cloud is an experimental spell Velzarkis was working on.

There is a single casement window of thick glass (the only glass window in the tower) and interior wood shutters, one of which covers half the window but the other of which is open. Scorch marks can be seen on the walls and floor. A pair of rusty ice skates hangs from a hook near the door. If the skates are removed from the hook the rainstorm will disappear and the floor will instantly be coated with an inch of ice. If the skates are put back the ice will disappear, but the rainstorm will not come back. The ice skates are normal strap-on iron skates which can be fitted to any medium sized shoe.

A body lies near the rainstorm in a pool of blood. It is the fighter Semsolm. Rather stupidly, he reached into the rain to see if it was real water and much of his right arm was instantly dissolved. The acid proceeded to work up into his body and he was dead within seconds. His equipment is intact except that his armor is ruined.

At that point, only Nessel and Wumfar remained of the original expedition. Both were only lightly wounded and resolved to continue to the top of the tower to determine what had become of the Lanthorn.

20) Laboratory

The door to this 40' x 15' laboratory room opens in. The door is ajar, as if recently opened. Benches, tables, and shelves fill this room. The tables are covered with a clutter of dusty objects, dried body parts, jars, glass vials, boxes, hanging crystals, and scorched pots on tall trivets.

There is a 33% chance that any spell component a character looks for can be found here. The following is also here:

- A clear glass bottle with a closed stopper. The inside is smoky and glowing symbols appear and disappear within the smoke at random. If the bottle is opened the smoke will instantly evaporate leaving an empty bottle.
- A large ceramic jug marked "antidote", containing 32 doses of antidote for the poison gas traps.
- On the floor lying on its side is a dark green glass bottle marked "Healing Potion". Trapped inside is Yosmor the gnome. Yosmor found and uncorked this bottle in the wizard's lab, thinking it was a healing potion. When he removed the cork the trap activated, shrinking and teleport-

ing Yosmor into the bottle which then re-corked itself. Yosmor is aware in the bottle and will die in 10 days if not freed. The bottle may be uncorked, which will free Yosmor immediately. It can also be opened by casting dispel magic, or by a command word from Velzarkis (unlikely, considering he is dead). When his companions saw what happened to Yosmor, they decided to leave the bottle where it lay and come back for him later, afraid that if they touched it they might suffer the same fate. If freed, Yosmor is at 10 of his maximum 40hp.

Scattered among the mess of jars, vials, and bottles are several potions: *resistance to fire, invulnerability, invisibility, healing, gaseous form, and extra healing*. These can be found using normal means.

21) Velzarkis Bedroom

The 40' x 15' room is dark. Among the first things characters may notice is a hooded figure sitting at a table with their back to the door. The figure is the dead dried husk of Velzarkis. He is quite dead, having passed away of natural causes four years ago.

The corpse is without possessions except for a *wand of lightning* with 1 charge left tucked into the left sleeve.

The room has a single window on the west wall that is shuttered and barred on the inside letting in no light. The shutters are wood as are all the shutters on this floor.

A magical crystal ball rests on the table as does an empty tankard and a puddle of candle wax from a candle that burned to the end.

Shelves covered with books and scrolls line the walls. A canopy bed with down pillows and silk sheets on a down mattress is positioned along the north wall and flanked by a cluttered table on the west side and a chifferobe on the east side.

The clutter on the table is just cups, papers and similar junk covered with a thin layer of dust. Next to the chifferobe is a plain wood chest. The chest is wiz-locked at 20th level. Inside are nine 7" x 10" tomes, soft-bound in high quality leather stained a medium blue. These are Velzarkis' spell books, one for each level of spells, as follows:

The book of first level spells:

firewater, identify, jump, dancing lights, spider climb, detect magic



The book of second level spells:
preserve, rope trick, Leomund's trap, strength, detect invisibility, forget

have to do with weather phenomena of one sort or another.

The book of third level spells:
cloudburst, blink, fly, tongues, lightning bolt, Melf's minute meteor

The book of fourth level spells:
ice storm, shout, wall of ice, Evard's black tentacles, charm monster, dimension door

The book of fifth level spells:
dolor, Bigby's interposing hand, cone of cold, Leomund's lamentable belabourment, cloudkill, dismissal

The book of sixth level spells:
Otiluke's freezing sphere, chain lightning, control weather, lower water, transmute water to dust

The book of seventh level spells:
teleport without error, duo-dimension, vanish, statue

The book of eighth level spells:
polymorph any object, incendiary cloud, power word: blind

The book of ninth level spells:
meteor swarm, crystalbrittle, imprisonment

These spell books could be sold to a Magic-user for 1000 gp plus 100 gp per level.

The chiffarobe contains five wizard robes of good quality, small clothes, pants, and socks. The robes are varying shades of blue and grey and two of them are embroidered with images of clouds, lightning bolts, and snowflakes.

The books and scrolls on the bookshelf are haphazardly arranged. Most of the books

On the shelves may be found the following scrolls:

- *Illusionary script*
- *glasse*
- *protection from evil*
- Instructions for making a *girdle of giant strength*.
- Instructions for making the poison gas of the type found in the tower traps, and antidote.

22) The Lanthorn Shattered; Seigo Waiting

This 25' x 25' room is capped by a hipped roof of clear glass. The entire eastern slope of the roof has been shattered leaving only twisted metal frame and pieces of glass all over the floor below. A short pillar along the north wall between two open windows has been toppled over and the remains of the Lanthorn - twisted bits of electrum and shards of crystal are also scattered across the floor. There is no hope of restoring it to function.

A few pieces of heavily chewed body parts are also scattered on the floor, but these are not as evident as the two human corpses, the manticore corpse and the still-living manticore Seigo.

The two dead men have both been gnawed on but are recognizable as Nessel the druid and Wumfar the fighter. Both were killed in final battle with Seigo and his mate, but not before killing the mate and further wounding Seigo. All their equipment remains.

Seigo, Manticore (AC 4; MV 12"/18"; HD 6+3; hp 12 (37); #AT 3; D 1-3/1-3/1-8; SA Tail spikes)

Seigo is badly wounded, limping, unable to fly and down to only 12hp, but will fight to the death. He is not expecting intruders so unless the PC's have done something extreme to draw his attention beforehand, he will be surprised when the first PC arrives.

Any attempt to engage him in conversation will be short and fruitless. All he will say is something like "Now you die." Upon getting over his surprise, Seigo will lead with a spike attack.

As noted, there are two open windows in the north wall and the other walls have open archways leading to balconies. The eastern balcony is structurally unstable. It will not hold more than 50 lbs., at which limit it will break away and fall 35 feet.

If Seigo is defeated, the Dungeon Master should make a point to note that only the bodies of Wumfar and Nessel are here. The DM should then note any of the NPC heroes who have yet to be found, such as Wocave (a pris-

oner of the Goblins), and possibly Yosmor (trapped in a bottle in the lab) or Semsolm (dead in the spell casting room) and possibly Suremman (killed by a falling rock trap, room 4). It is up to the characters as to whether they want to continue looking for missing mentors or return to Green Glade.

Area 9) Goblin Cave Entrance

A thin trail leads into a narrow gully cutting into the side of the hill. The gully ends in a cracked rock face forming a cave entrance. The first ten feet are natural beyond which is a worked tunnel lined with fieldstone masonry. Natural light during the day will only provide light for the first 20' of the tunnel, beyond which it is entirely dark.

This tunnel is the main entrance for the goblins.

Area 10) Secret Entrance

The hill here is steep and rocky but a disused trail crosses in and out of a rocky gully cutting into the hill. At the mouth of the gully is a spring out of which flows a small stream. At the head of the gully is a short but steep rock face below the hill.

The rock face holds a secret door, long unused, due to the presence of an explosive rune. The door opens into a tunnel with a short landing and a set of stairs leading down. The rune is carved on the back of the door which is just as hidden on the inside as it is on the outer side. Thus, anyone inside searching for the door and getting a successful roll has a 50% chance of discovering and triggering the rune instead.

The ensuing explosion obliterates the rune and delivers 6d4 + 6 points of damage to the reader, with no saving throw. Anyone else on the landing on the stairs can make a saving throw attempt for half damage or suffer the full effect as well.

A successful *dispel magic* will erase the rune, and a detect magic will reveal the presence of some kind of inscription magic without triggering the explosion - unless it is then "read", of course.

Velzarkis placed the rune here in case the ghouls escaped their prison and attempted to sneak out this way.

Searching the door from the outside holds no danger of triggering the rune.

The Dungeon

The dungeon is the home of the goblins, and it is one possible route into the tower, although easily the most diffi-

cult one. The interior is a mix of passages carved through bedrock and worked stone.

There is no chance that a first level party could "clear" this dungeon and if players try it will be a valuable lesson in old school Total Party Kill. However, the goblins aren't going anywhere, and the riches hidden here may well be worth a return trip if/when the PCs reach higher levels.

The party does have a decent chance of rescuing Wocave, if they approach down the stairs (L) and make it an in-and-out mission and an even better chance if they negotiate for her release.

Note: all the goblins know where Wocave is being held and any one of them would gladly lead the party there if threatened or bribed.

The goblins do not want to fight the party and the goblin chief will offer to trade Wocave for treasure at the first

opportunity. They will claim to not know where her possessions or any of the other NPC's possessions are, knowing full-well they have them in room K. They will reluctantly trade away at least Wocave's possessions if threatened. If forced to fight both males and females will participate in combat and have identical stats. The young will be non-combatants.

A) Guardroom

There are always two goblins here minding who or what comes down the passage. The two goblins are armed with spears and shields; one can use his short bow for ranged attacks.

There is a gong hanging from a frame which the goblins will bang repeatedly if they are sure there are hostile intruders.

Goblin x2 (AC 6; MV 6"; HD 1-1; hp 4 each; #AT 1; D 1-6 or by weapon).



If the gong rings or a fight breaks out, the goblin chief and his guards will arrive in 1 round. The chief will call out in common. "Stop or we kill prisoner!" The chief will negotiate for the release of the prisoner Wocave as noted above.

B) Communal Sleeping Chamber

The chamber is dimly lit by braziers casting eerie shadows on the collected junk of the score or more goblins who sleep here. Pallets piled with blankets and surrounded chairs, small tables, boxes, and such are haphazardly distributed about the room, but a path can be discerned between the two exits on the eastern side of the chamber and the corridor exiting to the west.

Goblins x12 (AC 6; MV 6"; HD 1-1; hp 4 each; #AT 1; D 1-6 or by weapon)

Goblin young x2 (non-combatants)

A thorough search of the room will turn up a lot of worn and questionable items along with a total of 40sp 108cp and a single gem worth 25gp.

C) Communal hall

The air here is a thick confusion of odors, both pleasant and not so pleasant, and rings with the chatter of voices. Goblins busily go about performing a dozen different tasks in this room; productive tasks such as cooking or weaving and less productive tasks such as playing games and drinking.

Four long wooden tables with wicker chairs are placed in the center of the room. Two padded wooden chairs sit upon a stone dias along the northeast wall of the chamber. The chief sits here when he is holding court.

The goblins here are not expecting an enemy to come down the stairs as they consider any who enter the tower - including the manticores - to have done so at the invitation of the great wizard Velzarkis.

If the PC's come down the stairs carrying a light source the goblins will be aware of them before they reach the bottom and they will have already sent someone to get the chief.

In any case when they appear at the bottom of the stairs all the goblins will have stopped whatever they were doing and be staring at the newcomers. An older goblin will promptly yell out "What you want?" in common, followed by either "The chief is on his way." in common or "Runt, go get the chief" in Goblin as appropriate. The chief will arrive in 1 round. The older goblin will be the

kitchen chef (room 15), unless it happens to be between 5 am and 11 am when she is always in her kitchen.

If a fight breaks out, the goblin chief will call out in common. "Stop or we kill prisoner!" The chief will negotiate for the release of the prisoner Wocave as noted above.

Goblins x19 (AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 or by weapon)

Goblin young x2 (non-combatants)

There is really no treasure here beyond what a few goblins have in their purse - 3sp and 23cp altogether.

D) Ghouls

An iron portcullis bars this passage and there is no apparent mechanism to raise it. It can be lifted by a combined strength of 24. The chamber on the other side is the dwelling place of 3 ghouls, trapped here by Velzarkis long ago.

This room is barren, but there are scores of broken pieces of bone scattered about the floor.

Ghouls x3 (AC 6; MV 9"; HD 2; hp 15, 9, 8; #AT 3; D 1-3/1-3/1-6; SA Paralyzation)

E) Dampening Chamber

An eerie quiet permeates this empty room. Light seems to dim and disappear into the dull stone and the air is particularly chill. Strange as it is, the room seems peaceful and may be an appealing place to rest.

No magic at all will work here. It is a complete dead zone.

Characters that fall asleep here will wake up as ghouls if they fail a saving throw vs. paralysis!

F) Communal Sleeping Chamber

In the dim light from two lit braziers can be seen all manner of homey bric-a-brac and furnishings cluttering this domestic space. There are beds and boxes, braziers and blankets and a dozen goblins:

Goblins x9 (AC 6; MV 6"; HD 1-1; hp 3 each; #AT 1; D 1-6 or by weapon)

Goblin young x3 (non-combatants)

The goblins are unaware of the secret door. A thorough search of the room will turn up a lot of worn and questionable items along with a total of 61sp 18cp, 14 pieces of valueless costume jewelry and 3 pieces of real jewelry worth 50 gp each.

These goblins will run to the aid of those in B or C if a serious fight breaks out in either chamber. They will not wait to be trapped here.

G) Glowing Symbol

A menacing symbol carved in the center of the corridor floor glows with an eerie light. The carving covers the floor wall edge to wall edge. About five feet beyond the symbol the corridor ends in an open archway leading into a chamber from which can be seen the glint of shiny objects.

The symbol is a *symbol of death*. It is perfectly safe to anyone uttering aloud the name "Velzarkis", otherwise anyone passing over the symbol will trigger it.

Triggering means the symbol will distribute a total of 150 HP of damage to all beings with less than 80 HP within 60', starting with the nearest one. Any creature/character that has more than 80 HP is ignored by the spell. There is no saving throw.

A *read magic* spell will identify the symbol and a successful *dispel magic* against a 20th level spell will remove it.

H) Secret Workshop

This is a secret workshop created by Velzarkis to fashion the Lanthorn. The center of the room is dominated by a 4' tall stone model of Velzarkis tower except that the glass roof is not present thus exposing the upper floor. As in real life, the pillar on which the Lanthorn sat is toppled over and the shattered remains of a tiny model Lanthorn are scattered on the floor.

The room also contains a brazier near the door, a standing forge and workbench with a vise, a small anvil and a padded stool south of the tower model, a rack of tools hanging on the south wall, three open chests on the west

wall and rack of pegs holding spools of wire on the east wall.

The tools consist of a flat hammer, four ball peen hammers (small to large), three pairs of pliers (small to large), metal sheers, and a strange hollow tube. All of these are made of mithril and enchanted. The set is easily worth 10,000 gp.

The spools of wire on the pegs are of a few different sorts and gauges, including two spools of copper wire and one spool of fine gauge mithril wire worth 400 gp.

The largest of the three chests is half filled with charcoal.

The second chest holds 7,819 pieces of electrum.

The third chest contains a mix of gems and jewelry:

- 3 gems worth 50gp each
- 4 gems worth 100gp each
- 1 gem worth 500gp
- 2 gems worth 1000gp each
- 1 piece of jewelry worth 600gp
- 1 piece of jewelry worth 2000gp
- 1 piece of jewelry worth 4000gp
- 1 piece of jewelry worth 6000gp
- 1 piece of jewelry worth 8000gp

I) Guardroom

Chairs line the walls of this 10' x 15' alcove and what are obviously salvaged tapestries hang on the walls. A small charcoal brazier gives off a dim light and warms the room.

A table has been pushed up against the east wall. On it sits a pitcher of water and three small wood bowls. In the center, a rickety looking newly constructed wood cage holds a female warrior. It is Wocave, and though obviously battered, gagged, and tightly bound with



rope, she appears to be sound. She has on her clothes, but her armor and weapons are missing.

Wocave

Called "Wick" by her friends. She was lifted in the air by one of the manticores during the battle and dropped some distance away from the fight. She survived the fall and was knocked unconscious (she's very tough). The surviving party members believed she had been killed. When she came to, she realized the goblins had found her, tied her up, and are now holding her prisoner in their lair. She currently has 5 of her maximum 59hp remaining.

Wocave is guarded by a single goblin, but if any fighting breaks out, the chieftain and her mates will rush from room J to join the battle.

J) Chieftain's Room

The chieftain's room has a wood sleeping platform covered in blankets, and colorful pillows. The walls are decorated with furs and crossed spears. A wicker chair draped with furs sits next to a small table with some goblets and a pitcher of water.

Goblin Chief (AC 3; HD 1+6; hp 14; #AT 1; D 2-8 or by weapon; SA fight as groll)

Goblin bodyguards x2 (AC 4; HD 1+6; hp 12 each; #AT 1; D 2-8 or by weapon; SA fight as groll)

All three are armed with morning stars. The chieftain wears a *ring of protection +1* given to his father by Velzarkis and he has a gold chain around his neck worth 80gp.

K) Treasury and Storehouse

The armor, equipment and wealth of the following dead and wounded NPCs can be found here:

Wocave, Timhepto, Nasusta, Quessmar, Bollael, and Jajombilt. The room also contains the following treasure:

1000cp

ring of water walking

scroll of protection: magic

1 gem worth 50gp

9 gems worth 100gp each

2 gems worth 500gp each

L) Stairs Up

These stairs lead to level 1 **room 6** of the tower.

APPENDIX 1:

FIRST LEVEL PRE-GEN CHARACTERS

List includes all the first level characters found in Ships Sailing for Elvin Isles, but as several character types were either underrepresented at first level or not present at all in that document, I also included a few characters from two other documents in the Lakofka archives, namely "party one" and "Compendium of Greyhawk Notes" to increase the options available. As mentioned, it is also entirely possible for players to play one of the listed crewmen or first level/unleveled elves from Green Glade and assign them a fledgling class.

Fighters/Rangers:

(Source for #1 "Ships Sailing for Elvin Isles" source for #2: "party one", source for #3: "Compendium of Greyhawk Notes")



Setara, F1, human male (AC 2; hp 10; #AT 1; D 1-8; AL LN; S 15, I 14, W 12, D 12, C 12, Ch 11) Deity: Wee Jas Age 26; ht 5' 8"; wt 131 lbs.

Skills: Carpentry, fishing, blind-fighting

Appearance: Thin face, grey hair

Clothing: orange light cloak, tunic, riding boots, girdle, brooch

Possessions: mirror, backpack, chalk, blanket, torch, sack, plate mail and shield, battle axe, hand axe (specialized), dagger

Valuables: purse with 5pp, 10gp, 36sp, 15cp, *ring of free action*

Unnamed F1, human female (AC: 2; hp 8; #AT 1; D 1-8; AL NG; S 16, I 14, W 11, D 18, C 12, Ch 13) Deity: Phaulkon

Age 20 ; ht 5' 1"; wt 115 lbs.

Skills: Navigator, set snares, can fight with sword and dagger simultaneously

Appearance: Blonde hair, blue eyes

Clothing: brown cloak, brown shirt, black tunic, brown boots, hat with feather

Possessions: backpack, sharp knife, 4 torches, water bottle, razor, blanket, flint and steel, studded leather armor and shield, long sword, dagger, longbow, 20 arrows
 Valuables: coin pouch with 22gp, 20sp, 11cp, 2 gems (50gp)



Obarell, Rgr1, human male (AC: 6; hp 15; #AT 1; D 2-9; AL LG; S 15, I 13, W 14, D 14, C 15, Ch 11) Deity: Phaulkon

Age 21; ht 6' 0"; wt 167 lbs.

Skills: Farmer, heraldry, animal lore, survival

Appearance: Square jaw, blue eyes, blonde hair

Clothing: Casual green clothes, Shoes, soft boots, vest

Possessions: Backpack, torch, waterskin, 2 sacks, studded leather armor and wooden shield, longsword (+1 damage only), longbow, 3 throwing daggers

Valuables: purse with 92gp, 22sp

Magic Users:

(Source: "Compendium of Greyhawk Notes")

Gesenfar, MU1, human male (AC: 8; hp 4; #AT 1; D 1-3; AL LG; S 9, I 18, W 13, D 16, C 10, Ch 13) Deity: Wee Jas

Age 23; ht 5' 7"; wt 110 lbs.

Skills: Mason, herbalism

Appearance: Black hair, hazel eyes, trim beard

Clothing: cloak

Possessions: spellbook, sack, parchment, quill, ink

Valuables: medallion of ESP (30' range), 9gp, 19sp, 13cp, gems sewn into cloak: 4 @ 50gp, 3@100gp, 1@200gp, 1@250gp

Spellbook: *burning hands, detect magic, identify, light, protection from evil, shield, read magic, sleep*
 Currently has *light* memorized

Thieves:

(Source "party one")

Unnamed T1, halfling male (AC: 5; hp 6; #AT 1; D 1-6; AL N; S 13, I 12, W 10, D 17, C 16, Ch 9) Deity: Norebo

Age 32; ht 3' 4"; wt 80 lbs.

Skills: Tailor, painter, local history, ventriloquism

Appearance: red hair, clean shaven, grey eyes

Clothing: Green tunic, brown pants, brown cape

Possessions: lock picks, grey cloak, small knife, cap, hat, leather gloves, small mirror, thread and needle, flint and steel, 10' string, leather armor, short sword, 3 throwing daggers

Valuables: coin pouch with 18gp, 18sp, 18cp, 6 gems (100gp)



Druids:

(Source "Ships Sailing for Elvin Isles")

Weby, Dr1, human male (AC: 7; hp 10; #AT 1; D 1-6; AL N; S 15, I 9, W 17, D 11, C 18, Ch 17) Deity: Osprem

Age 29; ht 6' 1"; wt 243 lbs

Skills: knight (born into a landed family), heraldry, religion, etiquette

Appearance: thin face, hearing problems, dark orange hair

Clothing: amber colored warm cloak, vest, sash, hose

Possessions: Fint and steel, 2 torches, knife, belpouch, chalk, studded leather armor, sling (specialized), quarterstaff

Valuables: 4sp, 17cp



Clerics:

(Source #1: "party one", source #2: "Ships Sailing for Elvin Isles")

Unnamed, C1 dwarf male (AC: 4; hp 10; #AT 1; D 2-7; AL NG; S 11, I 11, W 16, D 10, C 17, Ch 10) Deity: Phaulkon

Age 98; ht 5' 0"; wt 185

Skills: Miner, ancient languages

Appearance: black beard, brown hair, brown eyes

Clothing: Black tunic, black pants, black boots

Possessions: Holy symbol, dried pork, water skin, blanket, candy, wine skin, silver cup, 8 candles, chainmail and shield, iron cap, mace, throwing hammer

Valuables: 12gp, 15sp, 7cp, 3 gems (100gp), ring of jumping

Unnamed, C1, human female (AC: 5; hp 8; #AT 1; D 4-9; AL LG; S 13, I 14, W 16, D 15, C 15, Ch 13) Deity: Phaulkon

Age 24; ht 5' 7"; wt 145 lbs.

Skills: Bowyer/fletcher, herbalism, religion, cooking

Appearance: brown hair, brown eyes

Clothing: black cape, blue tunic, black pants, hard black boots, brooch, gloves, soft boots, dress

Possessions: small pillow, 2 large sacks, backpack, blanket, studded leather armor and shield, Mace +2, throwing hammer

Valuables: 56gp, 20sp, 7cp, 4 gems (50gp)

(Originally an unnamed *Taventown* passenger)

Unnamed, C1 human female (AC: 5; hp 6; #AT 1; D 1-8; AL NG; S 13, I 12, W 11, D 16, C 13, Ch 18) Deity: Phaulkon

Age 23; ht 5' 5"; wt 140 lbs.

Skills: Gaming, brewing, riding,

Appearance: black curly hair, earring

Clothing: Soft boots

Possessions: candles, holy symbol, fishhook, knife, studded leather armor, battle axe, hand axe

Valuables: 8sp, 25cp



APPENDIX 2:

The NPC adventuring party (The PC's mentors)

Leader:

Nessol, Dr9, high elf male (AC: 7; hp 49; #AT 1; D 1-8; AL N; S 16, I 11, W 14, D 8, C 14, Ch 17) Deity: Ehlenestra

Age 74; ht 5' 2" wt 103 lbs

Skills: Local ancient history, dancing, heraldry, animal lore

Appearance: No right arm, thin face and nose, blonde hair, earring

Clothing: multi-colored town clothes, orange cap

Possessions: Holy symbol (pine cone), quarterstaff, cane, leather armor, long sword (specialized), dagger, hand axe

Valuables: *Cloak of Protection +1*, *wand of flame extinguishing* (11 charges), *scroll: sacred guardian* (12 days), purse with 10gp, 15gp, 25sp, 15cp

Has two animal companions: owl and wolf

Spheres: Major – Earth, Plant Minor – Air, Fire, Creation, Animal, Water, Healing

Bonus Spells: *Speak with plants*, *Plant door*, *Transport via plants*

Suremman, F7 human male (AC: 3; hp 68; #AT 2; D 1-4; AL LN; S 16, I 12, W 10, D 10, C 17, Ch 13) Deity: Osprem

Age 38; ht 6' 2"; wt 217 lbs.

Skills: Mining, blind fighting, hunting

Appearance: Brown hair, moustache, earring, good quality tan clothes

Clothing: cap, vest, shoes, light and heavy cloak

Possessions: Fishhook, flint and steel, sack, whistle, splint mail and shield, dagger (specialized), javelin, spear

Valuables: purse with 31sp, 23cp, *potion of strength*

Wumfar, F4 human male (AC: 6; hp 35; #AT 1; D 1-6; AL N; S 14, I 17, W 13, D 13, C 11, Ch 13) Deity: Norebo

Age 21; ht 6' 3"; wt 265 lbs.

Skills: Hunting

Appearance: full armor with accents, earring, black hair, red clothes

Clothing: Soft boots, hose, 2 warm cloaks, brooch, ordinary robe, gloves

Possessions: 3 flint and steel, 2 blankets, ball of string, fishhook, flute ring mail and shield, hand axe (specialized), dagger

Valuables: purse with 10gp, 12sp, 60cp

Extroverted, talks all the time, obnoxious

Semsolm, F8 human male (AC: 2; hp 61; #AT 2; D 1-6; AL NG; S 16, I 11, W 17, D 15, C 12, Ch 13) Deity: Rao

Age 43; ht 5' 6"; wt 215

Skills: Direction sense, gaming, hunting, dancing

Appearance: Thin face, thin nose, nearsighted 60/20, hearing problems, streaked hair

Clothing: Soft boots, riding boots, brooch, ordinary amber robe, vest,

Possessions: Chalk, 3 Flint and steel, fishhook, sack, parchment, pot of honey, signet ring, buckle splint mail and shield, hand axe (specialized), light crossbow, spear

Valuables: purse with 21gp, 45sp, 1cp, *wand of lightning*

'D Crisam, F3 human male (AC: 0; hp 23; #AT 1; D 1-4; AL LN; S 15, I 18, W 9, D 18, C 15, Ch 9) Deity: Osprem

Age 32; ht 6' 5"; wt 232 lbs.

Skills: Mountaineering, cobbling, wild psionic (detonate, precognition, animal affinity, energy containment 83 PSP)

Appearance: Moustache and beard, thin face, purple eyes, dark orange hair

Clothing: grey vest, ordinary robe, belt, sash, hose

Possessions: Flint and steel, torch, sack, knife, whetstone, backpack, fishing net, lantern, prose book, flask of greek fire, chain mail and shield (full armor with accents), light crossbow (specialized), javelin

Valuables: purse with 4pp, 20gp, 20sp, 2cp

Timhepto, F2 human male (AC: 4; hp 14; #AT 1; D 1-4; AL N; S 15, I 13, W 15, D 13, C 12, Ch 14) Deity: Wee Jass

Age 26; ht 6' 4"; wt 262 lbs.

Skills: Gaming

Appearance: red hair

Clothing: 2 green warm cloaks, soft boots

Possessions: Chalk, 2 flutes, candles, blanket, dice, chain mail and shield (full armor with accents), light crossbow (specialized), javelin

Valuables: purse with 42sp, 9cp - Fighter Level 2

Quessmar, F3 human female (AC: 6; hp 28; #AT 1; D 1-4; AL CN; S 18/77, I 14, W 10, D 14, C 9, Ch 8) Deity: Phyton

Age 20, ht 5' 9"; wt 146 lbs

Skills: Gaming

Appearance: Grey hair

Clothing: Casual tan clothes, warm cloak, riding boots, light cloak, ordinary robe

Possessions: Flint and steel, sack, ring mail and shield, light crossbow (specialized), dagger

Valuables: purse with 2pp, 4gp, 18sp, 55cp

Yosmor , F5/Th5 gnome male (AC: 3; hp 40; #AT 1; D 1-6; AL LG; S 12, I 18, W 14, D 18, C 18, Ch 11) Deity: Phyton

Age 211; ht 4' 3"; wt 124 lbs.

Skills: Riding, stonemason, fire-building

Appearance: Moustache, this face and nose, balding black hair

Clothing: Casual red clothes, sash, cap, riding boots, warm cloak, soft boots

Possessions: Holy symbol, backpack, ring mail, hand axe, 2 daggers

Valuables: purse with 20gp, 3sp, 39cp

Nasusta, C5 human male (AC: 3; hp 26; #AT 1; D 2-7; AL LG; S 11, I 11, W 16, D 12, C 13, Ch 10) Deity: Phaulkon

Age 22; ht 5' 3"; wt 167 lbs.

Skills: Cave direction, blacksmith, ancient history

Appearance: Thin face, black hair

Clothing: Casual blue clothing, soft boots, 2 tunics, vest, shoes, brooch, belt, cap

Possessions: Torch, fishhook, 2 backpacks, holy symbol, chalk, knife, flute, book of prose, whistle, splint mail and shield, flail, quarterstaff

Valuables: purse with 4pp, 4gp, 11sp, 12cp

Bollael, F6 human male (AC: 6; hp 43; #AT 1/2; D 2-5; AL N; S 14, I 14, W 12, D 8, C 11, Ch 12) Deity: Phaulkon
Age 40; ht 6' 2"; wt 191 lbs.

Skills: Survival, blind-fighting, endurance, seamstress/tailor, wild psionic (clairvoyance, empathy, know location 38 PSP)

Appearance: Thin face, dark orange hair

Clothing: Casual grey clothing, fancy robe, 2 tunics, light cloak, soft boots, 2 brooches

Possessions: Mirror, waterskin, fishhook, backpack, torch, 3 bells, ring mail and shield, heavy crossbow (specialized), spear, long sword

Valuables: *potion of climbing*

Jajombilt, F2 human female (AC: 2; hp 20; #AT 1; D 1-4; AL LN; S 17, I 16, W 13, D 12, C 13, Ch 11) Deity: Osprem

Age 29; ht 4' 10"; wt 164 lbs.

Skills: Bowyer/fletcher, tinker, wild psionic (aging, sensitivity to psychic impressions 35 PSP)

Appearance: streaked hair

Clothing: Green clothing, 4 vests, sash, ordinary robe

Possessions: Flint and steel, 2 balls of string, 2 backpacks, torch, belt pouch, plate mail and shield, (full armor with accents), light crossbow, long bow

Valuables: purse with 5pp, 4gp, 20sp, 12cp



Wocave, F5 human female (AC: 3; hp 59; #AT 1; D 1-6; AL LN; S 13, I 11, W 6, D 9, C 18, Ch 11) Deity: Phaulkon

Age 32; ht 5' 3"; wt 88 lbs.

Skills: Endurance, bowyer/fletcher

Appearance: Thin face, streaked hair

Clothing: Expensive blue clothing, riding boots, robe, ordinary robe, sash, soft boots

Possessions: Knife, whetstone, candles, backpack, chalk, 2 flutes, holy symbol, splint mail and shield, javelin (specialized), battle axe, light crossbow

Valuables: purse with 14gp, 4sp, 7cp

Extroverted, talks all the time, obnoxious

Piranha (Enchanted)

Frequency: very rare
 No. Appearing: 1-20
 Armor Class: 7
 Hit Dice: 1 hit point each
 % In Lair: Nil
 Treasure Type: Nil
 Move: 90'
 No. of Attacks: 1
 Damage: 1-4
 Special Attacks: see below
 Special Defenses: Nil
 Magic Resistance: Standard
 Intelligence: Non-
 Alignment: Neutral
 Size: S
 Psionic Ability: Nil
 Attack/Defense Modes: Nil

These magical creatures are exactly as their underwater brethren. They exist out of water and swim through the air as if underwater. Enchanted Piranhas can attack individually inflicting only 1-4 points of damage. If there are multiple piranhas (a shoal of 4 or more) they all attack the first round for a total of 1-4 points of damage. After drawing blood (on creatures that have blood) they will go into a feeding frenzy, attacking at +3 for 3-12 points of damage until no flesh remains.

Wand of Flame Extinguishing (Any)

This 12" long wand is always made of a substance other than wood. Glass is most typical. It has the following functions:

When 1 charge is expended, it can instantly extinguish a small fire such as a torch or a lantern.

When two charges are expended, it can instantly put out a medium fire like a campfire or it can instantly stop the burning effects of a magical spell or flaming flask of oil.

When three charges are expended, the magic can halve the amount of damage done by a *fireball* or *flame strike* if used during the same round the spell is cast. The item cannot be recharged.

Exp. Point Value: 3000 Value: 15,000gp

Potion of Strength (Any)

This potion is similar to a *potion of giant strength*, but less powerful. When consumed, the magic adds 1d4+1 points to the user's Strength ability score for the duration of the potion. For non-fighters, the maximum the potion can increase the ability score is 18. For fighter classes that use exceptional strength, going from 18 to add exceptional strength of 18/01 is one point, and each 50% of Exceptional Strength counts as 1 point, so a character receiving 4 points with a Strength score of 17 can increase their strength to 18/00, with the commensurate to hit and damage bonuses applied. The strength score cannot exceed 18/00 in any case.

Exp. Point Value: 300 Value: 500gp

Staff of Accelerated Healing (C only)

This staff is similar in appearance to a *Staff of Curing*, but is somewhat weaker. The staff has the following powers:

Expending one charge allows a being to heal more rapidly during resting periods of 8 hours or more. The standard amount is 1 hit point. One charge will increase this amount to 2. 2 charges expended will allow the being to heal 3 points during the period, and 3 charges will allow the being to heal 4 points during the period. This is in addition to any other magical or special abilities that allow this amount to increase. Also, expending 1 charge, the user can cast a *cure light wounds* spell, as per the spell in the Player's Handbook.

Exp. Point Value: 4000 Value: 17,000gp

Wand of Size and Alignment (C, M only)

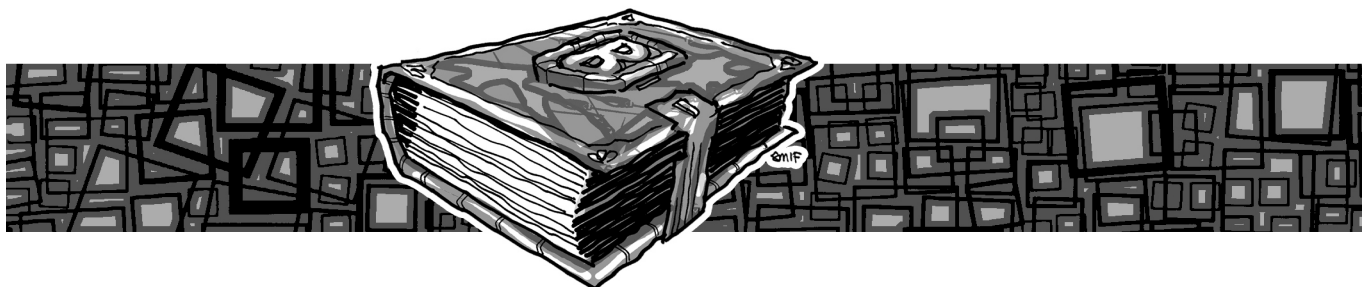
This wand can be made of almost any substance. Its powers are as follows:

Expending 1 charge is the same effect as casting *Enlarge/Reduce* per the spell in the Player's Handbook.

Expending 2 charges casts the same *Enlarge/Reduce* spell and also forces the target to move up or down one on the alignment chart, from law to neutral to chaotic, or from evil to neutral to lawful.

The item cannot be recharged.

Exp. Point Value: 4000 Value: 28,000gp



APPENDIX 4:

BEHIND THE SCENES:

Lenard Lakofka created the Lendore Isles for the world of Greyhawk and ran many games and campaigns there from the mid 1970's until the end of his life in 2020. Greyhawk evolved through several eras of publication and the timeline advanced. For some reason Lakofka's creation was literally wiped clean and rewritten in the Greyhawk Wars publications. Lakofka believed it had been done maliciously because of his close friendship with Gary Gygax who had become persona-non-grata at TSR. In any case, the new Lendore took a hint found in earlier publications that some sort of elven presence existed in the northern Spindrift Isles and built it up into some kind of hidden, densely populated empire that somehow turned evil and successfully launched an overnight campaign to ethnically cleanse all of Lendore Isle. See the appendix for an in-depth discussion of this story-line.

Fortunately, the published material - what most folks consider "canon" is deliberately vague, uncertain and somewhat contradictory on exactly what was going on in the Lendore isles, leaving plenty of room for an alternate interpretation.

That possibility led me to the idea of explaining the elf conquest of Lendore isle after the Greyhawk wars as an elaborate illusory ruse.

While I was thinking about this and watching one of the Gary Con panels, a comment was made that there are very few introductory adventures for Greyhawk besides *The Village of Homlet* and, it was pointed out that even L1 isn't intended for beginners, as the players characters are expected to be 2nd or 3rd level.

The third leg of the stool for me, so to speak, was becoming involved with the Lakofka Archive material left unfinished or unpublished at Len's passing. Looking through the material I realized there were maps of areas and detailed descriptions of towns which were "orphans" and would likely never see clean-up and use. These were items that were not tied into any known location or on any regional map. Len most likely had a specific idea for these things when he made them but unfortunately, we will never know.

I resolved to find a way to draw in as much of this orphan material as feasible, incorporating it into a first level introductory adventure that would both rescue Lakofka's legacy from the misbegotten elven invasion storyline and potentially lead to the classic L-series adventure path if a DM didn't mind a bit of re-dating.

The first and most important would be the base town for the adventure. Green Glade was chosen because it was a truly orphaned town. The description was created in 1992 and matches the style and content of other papers prepared for a campaign setting Lakofka created called "Stormcoast", however Green Glade does not appear on the Stormcoast map. So, if it was intended to be part of that campaign it would have to have been some off-continent location we know nothing about.

In addition, two other documents called "Encounters in the Elven Isles" and "Ship sailing to the Elven Isles" were of the same date and style as the Stormcoast campaign papers, but again no "Elven Isles" exist on the Stormcoast map. Perhaps Len did intend for there to be Elven Islands somewhere off the Stormcoast map - or it is even possible that Len meant the Elven Isles of Greyhawk. Whatever the case, I chose to transport all these orphan documents into the "Elven Isles" of the Spindrifts in Greyhawk and give them new life.

Two more untitled documents provided the site of the adventure itself. The first was an island map with no name and no text, but some sort of trails marked which led to a tower or object at the top of the central mountain - this became the map of Eranfall and the location of the tower. The other document is the tower itself - three levels crudely drawn in pencil on graph paper. This was marked as "The Temple of Dy" and had a couple notes about traps and each room was numbered but no key exists anymore.

In addition to these materials, I tried to use names and other details from Len's archive rather than invent them. Siego and Eranfall are both names Lakofka invented also (for NPCs). The wizard Velzarkis is mentioned in one of his campaigns; play reports as is a place called Taventown - an unknown location but a good name to borrow for the name of the ship. None of Len's details for either Velzarkis the wizard or Taventown the town have survived.

APPENDIX 5:

CONVERTING STORMCOAST GODS TO GREYHAWK:

The deities found in Lakofka's *Green Glade* and *Ships Sailing to Elvin Isles* documents are those found only in his *Stormcoast Campaign* materials with one exception - Rao. Unfortunately, it seems we have information on only the elven gods (Althaes, Balasar, Eminor, Zaramin). Of the rest we know nothing beyond the alignment and class of their followers. Using that, I made a guess as to the most appropriate Greyhawk god equivalent and created the tables below for conversion.

Human God	Alignments	Classes	GH equivalent
Abaraba	LN LG N	Fighter Ranger Druid Cleric	Phaulkon
Bos	N LN CN	Thief Druid Bard Cleric MU Fighter	Wee Jas
Duez	N CG CN	Thief Druid Bard Cleric Fighter	Norebo
Dy (Greater God)	NE	Thief Fighter	Pyremius
Izor	LN LE N NG	Thief Druid Fighter	Osprem
Rao	N LG NG	Thief Druid Fighter	Rao
Thax	CG LG CN N	Thief Bard Druid Fighter Ranger	Phyton

Elven God	Alignments	Classes	GH Equivalent
Althaes	N, CG, NG	MU, Ranger, Fighter	Sehanine Moonbow
Balasar	CG, LN, N	Fighter, Thief, Ranger, Druid	Gadhelyn
Eminor	CG, LN, N	Ranger, Thief, Cleric	Erevan Ilesere
Zaramin	N, CG, CN	Fighter, Thief, MU	Ehlenestra

APPENDIX 6:

USING THIS ADVENTURE TO START AN L SERIES ADVENTURE PATH:

The following are some suggestions on how to string together a Lakofka derived Campaign. While the published modules L1-L3 do suggest ways to tie at least those three together, there are some problems. Fortunately, Lakofka also left some notes on how he personally handled it and how events unfolded in his campaign. Those notes found in these documents: *"LENDORE ISLAND L3, History of the L series; LENDORE ISLAND MODULE L4, DEMON'S BANE; A wildly inaccurate history of Lendore Isle from CY 573 to the present"*, helped form the suggestions below.

Calendar: The Lanthorn of Velzarkis takes place several decades after the supposed Elven Takeover, circa CY 582, at the end of the Greyhawk Wars. The L1-L5 series takes place in 576 and 577 CY. If you play those modules strictly as written there is no going from LAB1 to L1 short of some type of time travel plot. So what to do? Fortunately, the dates of 576/577 are in no way an important feature of the L series modules - you can simply hand wave the date so that whatever year you choose for LAB1, say CY 624 for a contemporary campaign, will be the same for the other modules. The only hitch is that the ever-young Duke of Kroten will be even more obviously not naturally young looking - something he could barely still get away with in 576. If you choose instead to set the Lanthorn of Velzarkis in 576 CY you can, but that will require changing a bit of the accepted history to allow for an earlier period of time in which the Lendore Isles were hidden in the Lanthorn's fog. Either choice of date for the adventure will have little effect on the history of the rest of the Flanaess.

LAB1 to L1

The easy hook for the party to travel to the L1 adventure is to have one of the PC's receive word that a family member or friend of theirs is among the kidnap victims or is simply afraid.

The journey should take about three days and pass through Garroten/Lake Farmin to help set up L2. While in the village introduce the characters to Abraham briefly and mention that there is a performance at the playhouse they can watch if they want to.

L1 to L2

Upon successfully completing L1, Grellus the Baron of Restenford will send for the party. The message reads:

"I Grellus, Baron of Restenford, having learned of your heroic actions wish to greet you to receive our commendation and to discuss a further opportunity for service. Come at once."

Assuming they go, they will arrive on Planting 2nd - only to discover the Baron was assassinated the night before.

They will be greeted by Peltar who informs them of the murder and that a reward of 1000gp is being offered for the killer. At this point he has only the clues found in the room. Have the players discover the information on page 2 of *The Assassin's Knot* by investigating themselves around Restenford. This may take several days, but eventually they will uncover enough of the plot to lead them to "Garroten" which you might as well call Lake Farmin since the name changed to this in later publications (and frankly Garroten is too much of a give-away).

Important: Combine the characters of Yalta (bldg #31) and Qualton the Abbot and have Qualton/Yalta desire to marry the baroness Fairwind not the daughter Andrella.

At some point early in their investigation have the PC's observe Qualton/Yalta playing darts in a tavern or perhaps bocce ball if it is an outdoor setting and note specifically that he is throwing left handed.

Just before the PC's undertake the journey to Lake Farmin, word arrives that Fairwind the Baroness of Restenford and Qualton the Abbot are found dead in an apparent murder suicide. The priests robe and the harp missing a string will be found in Qualton's house along with a suicide note in which Qualton confessed to both murders, claiming he had been the Baroness' lover, but when she refused to marry him, he couldn't go on with life.

Qualton/Yalta did orchestrate the death of the baron, but the note of course is a fake, created by the assassins to throw the investigation off their trail. The assassin Telli murdered both Fairwind and Qualton/Yalta.

If PCs ask Peltar to see the suicide note, he will allow it. Mention that something about it seems odd but give the player character's the chance to observe that it is definitely written by a right-handed writer, even though otherwise it does look like other samples of Qualton/Yalta's writing. If the PCs don't see the note, have Peltar contact them and inform them that he has determined the note to be a forgery.

The fake note and that one clue (the red button) still points at Lake Farmin/Garroten should send them to that village next.

L2 to L3

If the PC's discover and subsequently destroy the assassin's guild of Lake Farmin/Garroten responsible for the murders, Andrella, the Banneret of Restenford, the only survivor of the family, will Knight two of the player characters (these were Alberk and Ralyman in Len's original campaign) for catching the killers of her parents. She will give these Knights the ruin of the abbey they had captured on Bone Hill and the lands appertaining.

Ask the players if they want to go back to Bone Hill and the abbey. They may wish to take over the place, but they don't have to, of course. In any case be sure you know where they are when the raids occur.

The Abbey will be a target of attack by a group of orcs, bugbears, ogres, hill giants and trolls who came from a lair located in the Farmin Mountains - the Deep Dwarven Delve.

If the PC's are not at the abbey, then the monsters will take over the place and the PC's will have to root them out.

These attacks are being organized by Nebub (formerly known as Festus in Len's campaign), the evil Duke of Kroten, (a town some 30 miles northwest of Voxbonder) He is annoyed at the transfer of the abbey to the PC's and wants it to fall to his sway. This accomplished he will have placed a wedge between the allied towns of Restenford and Lake Farmin and will be able to conquer them one by one.

There are several ways to play this. The most straightforward is to have Nebub be a toady and chief agent of Baalzebul. Alternatively, they could be rivals, but that may be a more complicated scenario than needed.

It will not be difficult to track the raiders to L3. According to Len, "The entrance to the deep dwarven delve is north of Pebble Hills. On the Wilderness map of L1 and L2 it should be Guardian Peak but is labeled Garden Peak. The main entrance is on the north end. The elevation lines should be 400 feet not 500 - eliminate the top contour line. The Peak should be 2145 not 3145"

Len also posted on social media that he had a different ending. "In the last encounter they met Beelzebul. Literally. And when they literally meet him, they have killed off the evil dwarves, and he says "Well, you know, I don't care that much for dwarves, anyway. Take the two big eyes as your reward and," he says "What do you want?". And (the PCs) had exactly 3 minutes but didn't know the clock was running." Len gave the party three minutes to

figure out that they should request to be transported to Restenford before the demon starts summoning more demons, essentially endlessly.

According to Len's history, the cleric "Ralyman recovered a *mace of disruption*" in his own L3 campaign, so you may want to seed this item in the dungeon. However, in the published adventure the sword Zalco seems to have taken the place of the mace.

This mace or sword is an important MacGuffin for L4 and L5.

L3 Sensitivity Note

Baalzebul

Baalzebul is the demonic "Boss" in L3, but is also a figure known in real world religions. Many people have and some yet do consider Baalzebul to be quite real as a matter of their faith and regardless of what you or I may think about that, it can be culturally insensitive to treat some people's understood reality as a fantasy caricature in a game. Better to take the high road, be respectful, and choose a fantasy name for a fantasy character. In my games I always replace names taken from world religions with invented names. Frankly, given the rich pantheons created for Greyhawk it seems out of place to revert to real world cosmologies for the names of demons. For my L-series campaign, I use the age old trick of simply reversing the spelling to Lubezlab.

L3 to L4 and L5

The Duke of Kroton orders the thief **Rellgo** and assassin **Grimm** (see L4) to steal the sword Zalco (or the mace of disruption if you choose to use it instead). They are successful.

While making off with the prize, a witness named Ardahla stumbles across them and is stabbed. The wound is potentially fatal, but the PC's will have a chance to question her or possibly save her. She will provide them with an accurate description of Rellgo and Grimm but does not know what direction they went.

It is important that Rellgo and Grimm get away and give the sword (or mace) to the Duke of Kroten.

The goal of L4 and L5 for the PC's will be:

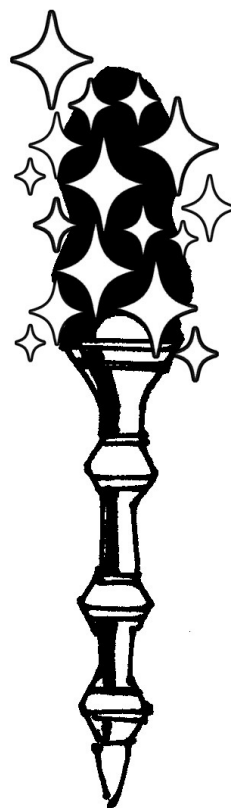
1. Find the thieves
2. Recover the sword Zelco (or mace of disruption)
3. Undo the Duke of Kroten and his backers.

The Hand of the Highwayman

As an option, DM's may wish to also run this adventure as part of the series. *The Hand of the Highwayman* is a bit of an odd duck. This is not a Len Lakofka adventure, but rather an online release by WotC, published as a "Web Enhancement for *Song and Silence*" a 3rd edition guidebook for Rogues and Thieves.

Strangely, the adventure subverts the official elven ethnic cleansing narrative, treating it as a distant afterthought. Despite taking place after the Lendorian Elves have conquered Lendore Isle, the adventure setting is a very human Restenford and surrounding area, untouched by any meaningful Lendorian Elf presence.

The narrative of the adventure is very easily adapted and improved by having the main villain Siruis acting as an agent of Nebub, the evil Duke of Kroton, instead of Lendorian Elves. As such this adventure could be placed as a bridge between L4 and L5, or within the framework of L5, as desired.



APPENDIX 6:

LOOKING DEEPER INTO THE ELVIN CONQUEST NARRATIVE:

Greyhawk is a fantasy setting, and that means anything is possible. At the same time, I don't think it is wrong to also say that the majority of fans expect the details of the setting to adhere to a basic sense of consistency and internal logic. In short, we want Greyhawk to be fantastic, but also make some sense. Things that don't make sense tend to get ret-conned by fans, and sometimes even by the publisher.

For example, when certain things were published in *Fate of Istus* about the Scarlet Brotherhood that many felt didn't make sense, a later booklet, *The Scarlet Brotherhood*, ignored and replaced the problematic *Fate of Istus* material.

Lenard Lakofka, a founding father of the hobby, bitterly rejected the idea that the Lendore Isle had been taken over by a cult of evil elves who removed almost the entire non-elven population. To him, it was entirely far-fetched and didn't make sense, turning "his" island into a completely different place with no trace of the material he had created beyond the use of a few names. It is easy to see why he would be deeply upset over it. The Lendore Isles were of course his best-known contribution to the world of Greyhawk. He had written and published five modules set there - two of them TSR classics (*The Secret of Bone Hill* and *The Assassins Knot*). Having meticulously created towns, cities, hundreds and hundreds of characters, and so on, only to see the years of work he put into the setting completely blitzed and overridden by elven ethnic cleansing was certainly a hard slap in the face, to put it mildly. His entire world was canceled, crushed, and replaced. One wonders whose mother Lakofka had insulted to deserve such treatment.

However, just because post-Gygax TSR chose to scorn a legend in the hobby doesn't mean the material they replaced his with would be bad for gamers in and of itself. Should the rest of us feel just as upset as Len? Greyhawk fans certainly don't need to concern themselves with the hurt feelings of any particular contributor. Who cares really? A good tale is a good tale, as far as the average gamer is concerned.

So leaving the treatment of Lakofka aside, let's just ask if the new story is a good tale. Does it advance the story in a plausible way that is consistent with the setting? Does it make good gaming sense?

To answer that we need to look briefly at Lendore Isles narrative as it evolved.

According to the 1980 *World of Greyhawk*:

- There are four islands in the Spindrifts of which Lendore is by far the largest.
- The other three together are perhaps 2/3rds the size of Lendore and shrouded in fog
- There are several major cities on Lendore
- The largest city is Lo Reltarma with a population of 10,000
- The population of Lendore is 20,000+
- Elves control the northern 3 islands but is unclear how many there are or if they live on more than one of the islands
- There are no reported elven towns or villages because "seclusion is all they require"
- There is no contact whatever with the elves and no one who enters their islands returns

The picture this paints is pretty clear. Lendore Isle is by far the most important island in the chain with a thriving and varied population. The three northern isles have a smaller population of reclusive elven hermit types and who knows what else.

However, all of this changes with the 1992 publication of *From the Ashes* (FtA). In a few paragraphs we are told:

- The number of islands has jumped from four to six
- The shrouding fog now covers Lendor Isle as well.
- The elves now follow a single elven ruler
- All but a handful of non-elves have been forced off the island in the span of 3 days
- The elves transported virtually all the humans, demi-humans, and humanoids on elven ships.
- There is no significant resistance, but a few fishermen are allowed to remain.

This scenario is expanded upon in the *Living Greyhawk Gazetteer* (LGG). I realize that the canonicity of the LGG is debated, but it only adds information to the *From the Ashes* scenario in this case.

- The number of islands has dropped to five, one more than it started with.
- The elven population of the Spindrifts has ballooned to 40,000+
- All the elves have converted to a cult of Sehanine Moonbow
- A council of 5 elves in the northern isles had always maintained contact with the rulers of Lendore

- Lo Reltarma has been reduced to a population of 3,200 and other towns are abandoned.
- The humans etc. left willingly because they were scared by some "phantasms" and the threat of being thrown into prison.

Okay, that's what is supposed to happen, so let's ask the question again. Is this a good story? Does it make sense?

Plainly it does not. Aside from the obvious moral failing of a plotline featuring ethnic cleansing by otherwise benign high elves as if it were no big deal, the FtA/LGG scenario may well be the most astonishing, nonsensical storyline in all of Greyhawk. The module *Puppets* has a better conceived plot.

Here is what we are being asked to swallow:
First, the ships:

- A population of a few thousand decentralized elves have built an entire fleet of Elvin Warships
- This fleet of warships must number in the hundreds of vessels.
- To have transported roughly 30,000 humans and non-humans of Lendore in 3 days they would have had to have enough ships to transport 10,000 people a day. At most, filled completely to capacity, these ships might have been able to carry 150 people with no cargo, but if we are talking families with belongings as we surely must be, then a figure of 100 per ship is generous. You would therefore need to launch 1000 ships per day.
- A significant chunk of the elven population must therefore be full-time sailors
- Ships require timber - lots of it. That means the elves would have had to cut down much of the forests on their islands

Second, the Cult:

- An entire population of a few thousand decentralized elves has all simultaneously converted to the same cult and agrees to the same cold-hearted plan to ethnically cleanse all non-elves from Lendore.
- Since ethnic cleansing is obviously a very aggressive, evil act, they must all be of evil alignment. These aren't drow, mind you, so such uniformity of belief for 40,000 elves strains credulity even further.
- These evil elves have now given up their reclusive ways by which they lived for centuries

- These evil elves claim to worship Sehanine Moonbow but are acting in complete discord with the alignment of the Chaotic Good goddess who could never order the displacement and dispossession of an entire population.
- The entire population of humans and non-humans on Lendore leave without a fight. Not a single NPC resists.
- Lords and ladies give up their castles and lands, power and titles
- Farmers abandon their animals, fields, generational farms, and livelihood
- Mayors and city councils give up their towns
- Wizards walk away from their towers
- Priests abandon their churches and monasteries
- Cemeteries full of loved ones are forgotten
- Dwarves abandon their mines
- Bankers leave their banks
- In a matter of hours, people simply get up and walk away from the only life they have ever known.
- And so forth...

Third, the persuasion and the numbers:

- The evil elves managed to accomplish this incredible feat of ethnic cleansing by casting illusions and threatening to put people in prison if they didn't go along with it.
- It is unclear how many elves were in the northern Spindrifts in 583 when this was supposed to have happened. The *World of Greyhawk Folio* (WoG) uses terms like "many" and "numerous" but also indicates the lack of sizeable towns and the general sense that there were nowhere near as many elves as there were humans. The 40,000 figure in LGG is supposed to include elves who have migrated to the islands, but even if that figure is taken as the original total, it barely outnumbers the humans (20,000+) and demi-humans (10,000?) taken together on Lendore.
- LGG in general vastly increases the population numbers of many places. For example, the elven nation of Celene has a population of 15,000 in WoG and 140,000 in LGG. That's a 9-fold increase. If we applied the same increase to Lendore Isles, by LGG standards there should have been 180,000 humans there. In that case, humans should outnumber elves by more than 4 to 1.
- The elves might have numerical superiority (assuming the WoG human population and the LGG elf population) but at most it is only 1.5 to 1 - certainly the elves don't have the over-

whelming superiority needed to put everyone from high level mages to no level potato farmers in prison.

- Where are all these prisons, by the way, capable of holding 30,000 souls?

"Realistically" if the reclusive elves in the northern Spindrifts, who may or may not have had a slight numerical advantage, had demanded the evacuation of Lendore, they would have been laughed at.

"Realistically" tens of thousands of people would not have abandoned their lives, livelihoods, friends, titles, etc. because of rumors of elven jails and illusions.

"Realistically" all the elves, whatever their true numbers, would not have been unified racist cultists bent on the evil destruction of an entire non-elven polity via ethnic cleansing.

"Realistically" the elves would not have had thousands or even hundreds of ships, but perhaps a few dozen or at most, a few score.

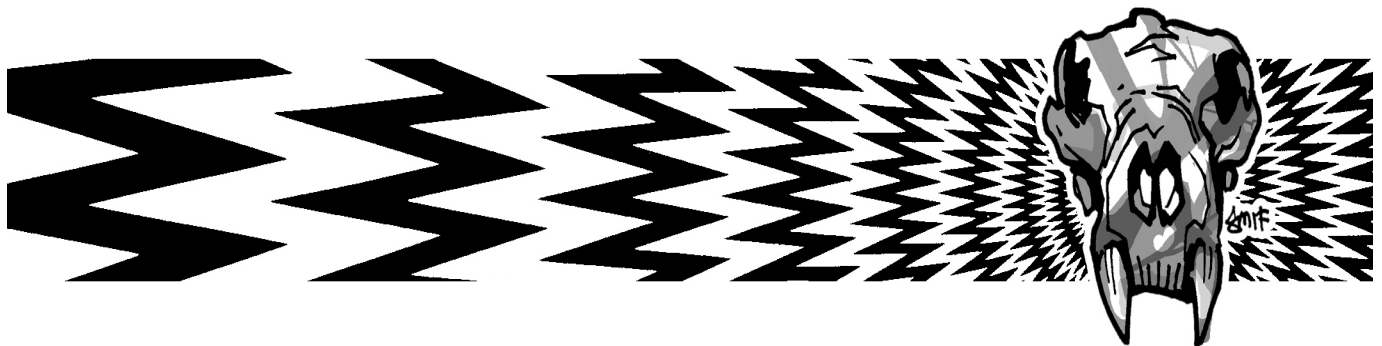
"Realistically" if the elves attempted to invade Lendore Isle they would be at an extreme disadvantage, attempting to transport troops by ship or even magic to fight an enemy they don't significantly outnumber on their home ground. To draw upon some real-world examples, it would be like Malta invading Crete or the Bahamas invading Cuba.

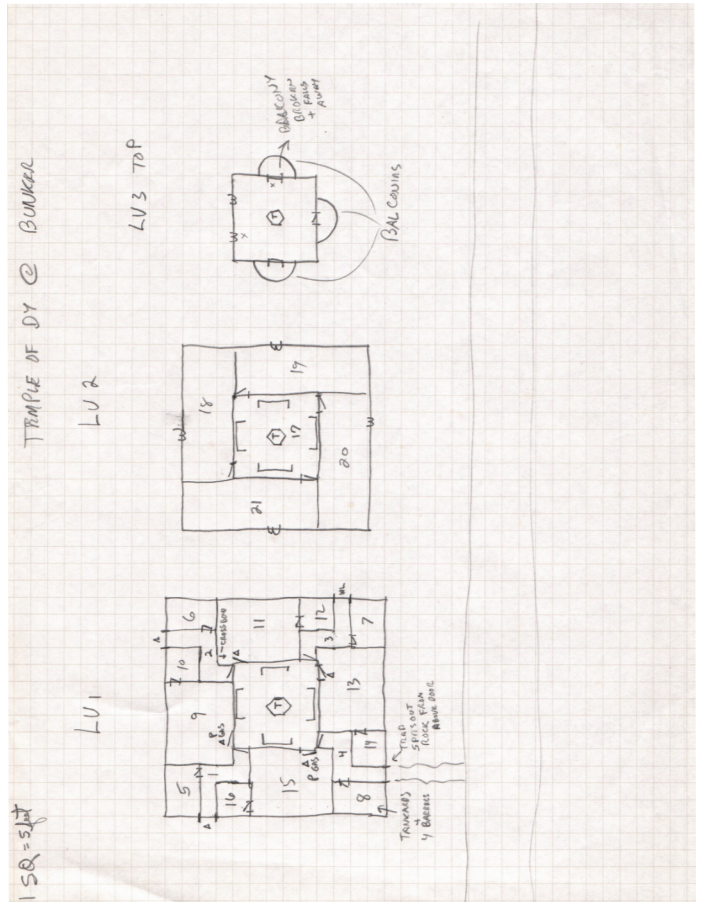
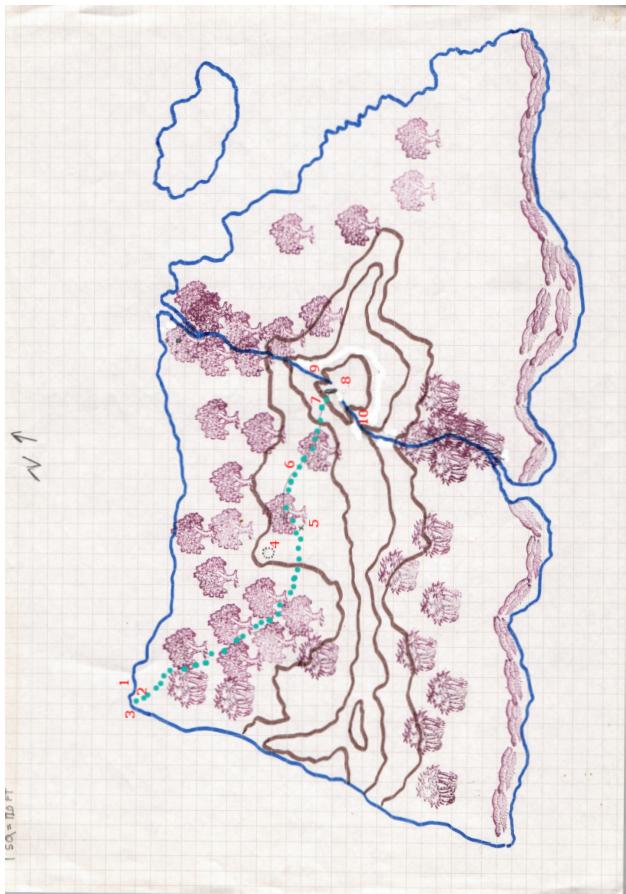
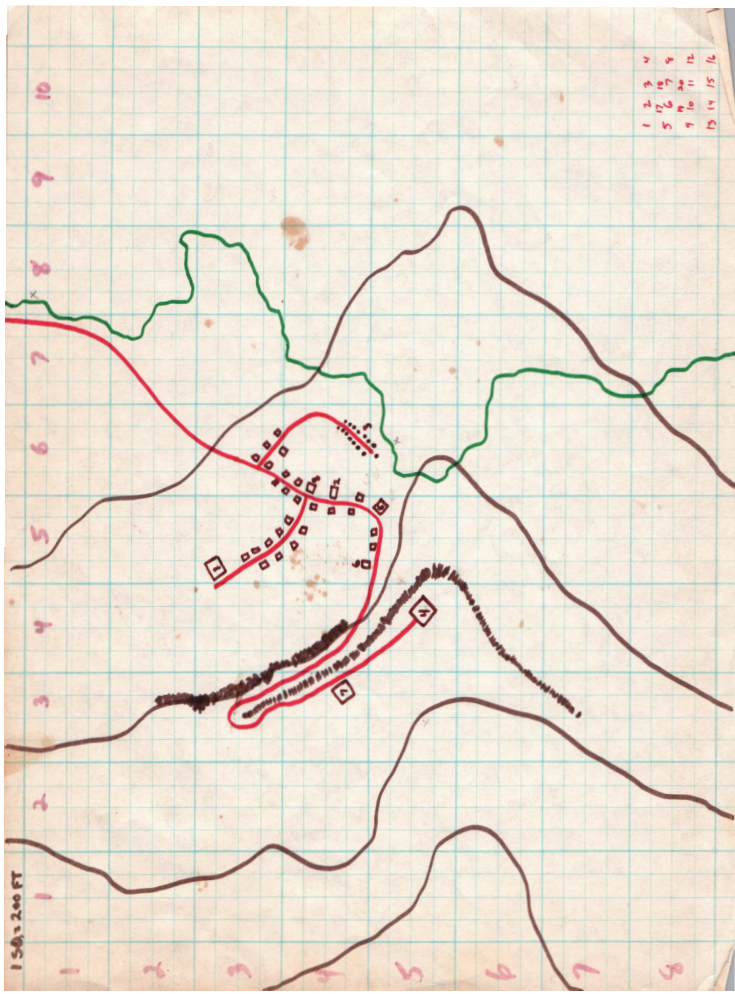
"Realistically" if the elves had tried to use illusions to frighten the populace off the island, the numerous high-level Magic-users, Illusionists, Druids and Clerics would have fought against it and dispelled many of them. The people would not simply have lined up to leave.

"Realistically" Lendorians, from fishermen to farmers to high-powered lords, paladins, wizards, priests and heroes would have fought the elves tooth and nail for every inch of ground - and they would have every advantage in such a fight.

"Realistically" the elven take-over story is nonsense and *can't be true*.

And that is the key to understanding it. Imagine if the whole thing were an elaborate ruse!







VOLEAX ISLAND



OLVENREST ISLAND

ERANFALL ISLAND



GREEN GLADE

VELZARKIS TOWER



GREEN GLADE





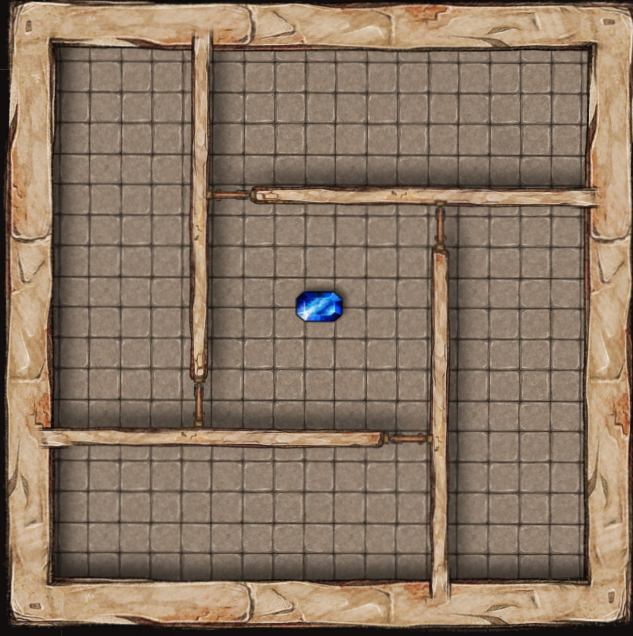
GREEN GLADE







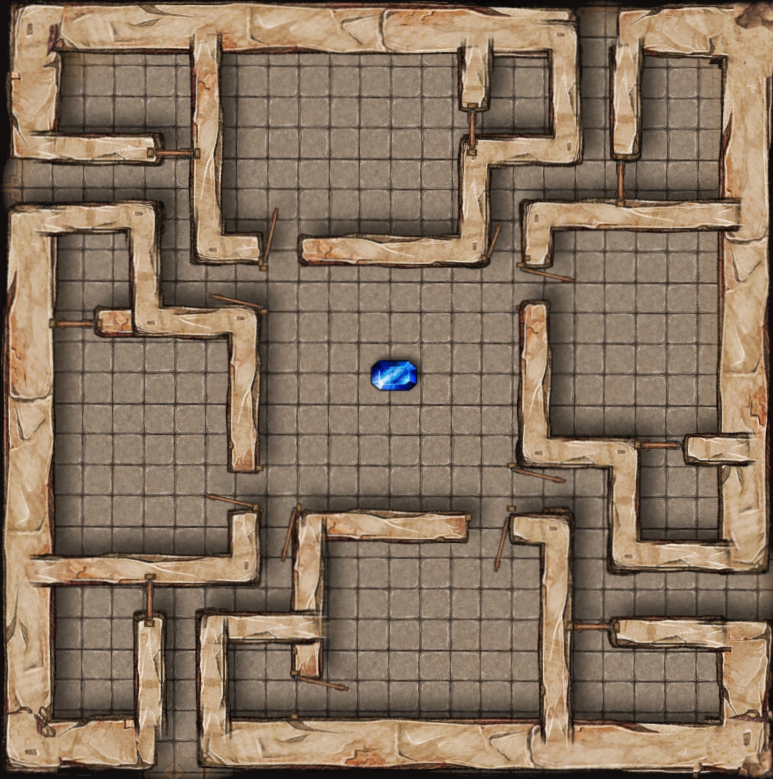
LEVEL II



TOP FLOOR

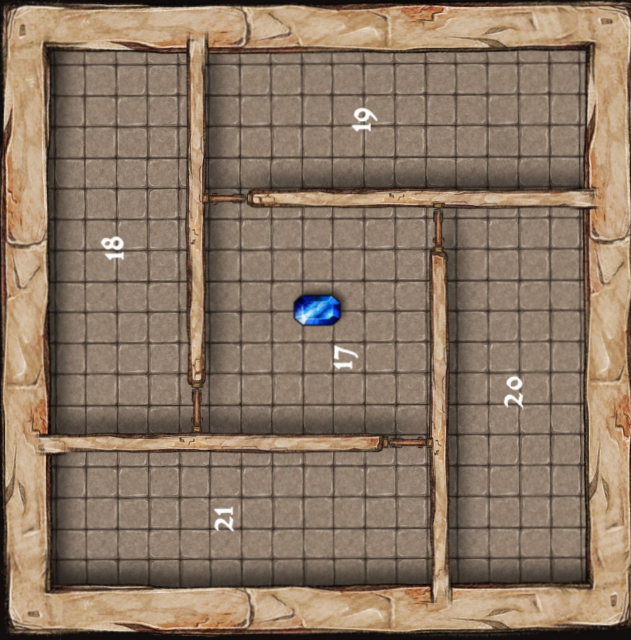


LEVEL I



TOWER OF VELZARKIS

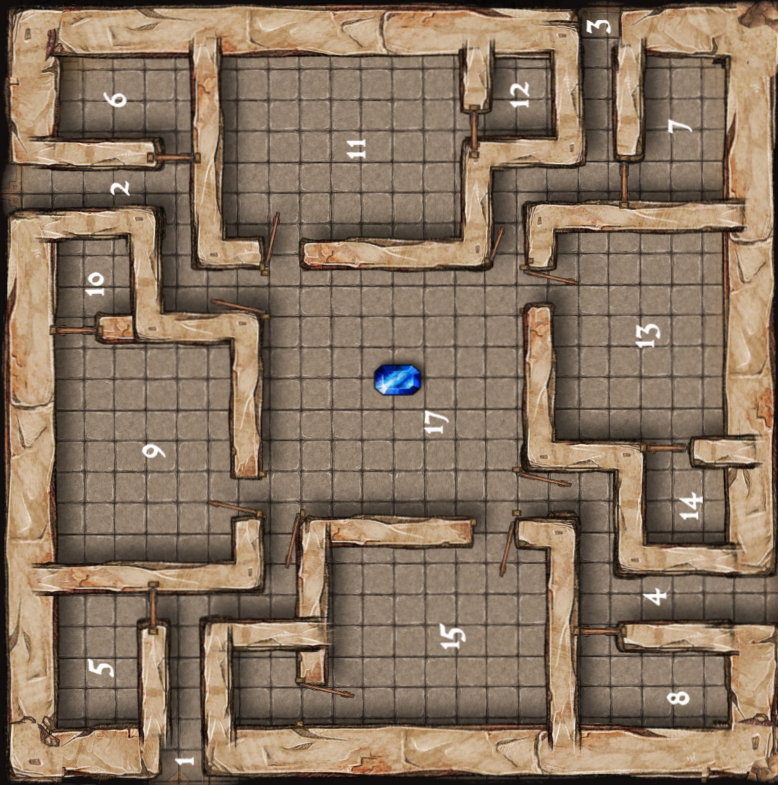
LEVEL II



TOP FLOOR



LEVEL I



TOWER OF VELZARKIS







LENARD LAKOFKA

IN DEDICATION AND LOVING MEMORY OF

JANUARY 10, 1944 – OCTOBER 23, 2020

PUBLISHED ADVENTURES

- L1 The Secret of Bone Hill (TSR 1981)**
- L2 The Assassin's Knot (TSR 1983)**
- L3 Deep Dwarven Delve (WotC 1999)**
- L4 Devilpwan (pdf on Dragonsfoote 2009)**
- L5 The Kroten Campaign (pdf on Dragonsfoote 2013)**
- LA 1 The Lighthouse (Lakofka Archive 2023)**
- LA2 Devil's Dung (Lakofka Archive 2023)**
- LAB1 The Lanthorn of Velzarkis (Lakofka Archive 2024)**

And coming soon...

RL1 The Ravages of the Mind
And more from the Lakofka Archive!



WHY HAVE THEY NOT RETURNED?

Three days gone and no sign of them yet. You were left behind from what your mentors assured you would be a short and quick expedition to find the wizard Velzarkis to ask him why his lanthorn has ceased to function. Now time is running out! Can you solve the mystery of the Lanthorn of Velzarkis?

This Advanced Dungeons and Dragons adventure is designed to be the starting point of a Lendore Isles campaign set in the world of Greyhawk™. Players may use their own 1st level characters or choose from the pre-gens provided.

The Lanthorn of Velzarkis is suitable for 4-8 Players age 10 and up and can be completed in 1-3 sessions of play. This starter adventure features new magic items from Len Lakofka, a new monster, traps, puzzles, and hours of fun!

