

# The Story of Trendnow

(Game master notes)

Fanus, the eighth Blue Wizard, has been gone now for at least two generations, but his powers live on in legend. During his reign, he achieved great power, and used it to help others. He gained many friends because of his benevolence, and with his power, he could command the respect of his enemies.

The tiny town of Lendow's Berkshire, was his home away from his wizardly duties. Although small, the town carried great weight in foreign matters because of Fanus. Now Fanus is dead, and Lendow's Berkshire is once again a smudge on the map.

But, Fanus is not the subject of this story. To speed up introductions, Trendnow was an alchemist. He was also a close friend of Fanus.

In fact, the two were such close friends that Fanus confided his paranoia to Trendnow. Some people have irrational fears, fears of death or pain. Fanus had a great wizard's fear: the fear of being ridiculed after death.

Somewhere in the surrounding hills is the resting hall of the blue wizard. He may be dead, or he may just be reclusive. Everyone can thank Trendnow for the uncertainty pertaining to Fanus' fate. Some time after Fanus stopped returning to Lendow's Berkshire a rumor began concerning the whereabouts of the wizard's tomb, and the great wealth to be found there. Trendnow could not stand this disrespect for his deceased companion.

The new rumors started with the children in a simple play verse:

Fanus, Fanus, wizard of blue,  
magic makes his life.  
His age is known by just a few,  
magic makes his life.  
etc...

The rumors quickly spread from the children to the adults until everyone believed in Fanus' immortality. The thought of some lichlike form of the powerful mage was enough to keep all glory hunters from searching for any supposed tomb.

Trendnow's propaganda had unprecedented effects on the populace. The town's people did not stop at Fanus immortal. They created for themselves a Fanus Deity. In their local books, the eighth blue wizard took his rightful place beside the local river goddess, Dartila.

Trendnow himself did not escape his own rumors. Being the companion of a god made him a sort of godling too. The followers of Fanus believe that one day Fanus will return with both Dartila and Trendnow.

And so, a minor alchemist became a god without his knowledge or consent. Wherever he went when he died, he is surely amused by the antics of his devout followers.

# Trendnow's Haven

by Jeremy Fowler(-Lindemulder)

This is a description of the internal parts of what used to be the home of Trendnow, alchemist to Fanus. It consists of a front living area, a central study area, a rear detention block, and an upper section devoted to heavenly observations and alchemical ritual.

The People of the nearby Town of Lendow's Berkshire incorrectly believe that Trendnow is still alive. They do not, however, know the exact location of his cliff side haven. These catacombs have long since been taken over by others and perverted to uses other than those that they were originally intended to serve. As a matter of fact, those that now live within these halls have not explored them thoroughly, and may be quite oblivious to each others existence.

Before entering great stone doors, a party may find it very useful to stay in the city for a few days. If they do, several rumors will be common, and some of them will be quite useful in understanding the impact that Trendnow's Haven has on the surrounding area.

First of all, Trendnow is immortal, or so the people believe. Invading his Haven is both brave and sacrilegious. No one in town will have the slightest idea of where it might be located, but careful perusal of Trenia Marblem's library will give detailed directions how to get there.

The second bit of information, entire crops have recently been stolen. Not ruined, but harvested during the night and never seen again. The disappearances are not a total mystery. Some small humanoid creatures have been discovered in the area, and most farmers agree that if they find the rest of these little ruffians, they will find their grain and fruit. No one suspects that there might be any organization behind their behavior, or that they might be using Trendnow's Haven as a refuge. None of the Town's people would believe it if someone told them about either. Showing them is another story.

When it rains in Lendow's Berkshire, it pours. The few crops that did not disappear got fried. Burned, scorched, soot to the ground, you can call it what you want. It is all inedible. The town stores are running low, and most of the local wealth is being funneled into bringing in food from the surrounding areas. This is bad economically as well emotionally. Strangers are resented, and prices were never higher. If they knew that it was an actual dragon that set fire to their fields, there would be total anarchy.

Lendow's Berkshire should be a tense place for any traveling party. Prices will be exceptionally high for outsiders. Local help will be impossible to find.

To find Trendnow's Haven, one must have either great luck or great fortune. The only map to the Great stone doors is located in the library of Trenia Marblem, as mentioned above. No one will just happen to spot the doors when just passing through the area either. They were made to blend into the surrounding area. The only exterior abnormality that might be spotted from any distance is the great cave entrance about 100 feet above the main entrance. It actually only appears as an outcropping of rocks, but at dusk on clear evenings someone might spot the last suns rays reflecting off of the great telescope lens in the cave observatory.

The suggested manner of finding the Haven is to have the players seek Trendnow. Perhaps an old friend would send word greetings to him through the players. Or maybe his name is mentioned in some old magical manuscript. There were many ancient learnings that disappeared with Trendnow. He was said to know how to make quicksilver from thin air.

Since the only existing map is a written one, it should probably be included here for the convenience of the dungeon master. The following is an excerpt from the history of the great wizards. (For a description of the rest of the works see the section on Fanus.)

... As Fanus did range the kingdom's of his time, the home which he held dear was kept by his closest companion apart from the breathy Ralina. Trendnow was the name of this one who concocted the baser elements for his master's makings. And so to the fields he goes, for retreat from the city wares in places such as this. No more to see the common people for moons and suns to come. The mountain of Merrimole opens its arms to him in great doors of stony oak beneath his great hall on the mountainside. The eye Of Trendnow is on the land in ways unknown to the lesser man. From his halls watching and learning of the fields below. To the east he goes, and to the west he returns following the river Merri on its downstream journey. At the seat of man he disembarks to find the last stones on the sunward bank in the evening hours of his travel. from there he sets his foot to grass and blade in the way of men before until the path should end in black of night. The morning sun then lights his way....

The verse is obviously cryptic, as is the tradition with old works. An explanation will make it clear to the dungeon master, but none should be given to the players. If they just follow the outline, and the dungeon master gives the necessary descriptions, they should have no trouble finding it.

The river Merri flows from east to west outside the town. If one follows it east there are several landmarks on the southern bank. The first is the titan fork - a tree with a nine foot diameter trunk that forks about halfway up. The second is the seat of gods - a great rock formation reminiscent of a huge chair. The third is the seat of man which appears as a much smaller version of the seat of gods. The fourth is the scorched plateau. Some time ago a large area of the southern shore was burned. Now nothing will grow there. No one knows why. There are other smaller landmarks, but these are the obvious ones that any one can spot. They are difficult not to notice.

The seat of man is set in a clearing with a gravel bank. At the western end of this bank there is an over grown path. Anyone with knowledge of the woods will see it clearly. Others will have a chance of finding it based on their intelligence (say 4 or 5 times as a percentage).

Following this path will lead about an hour through the woods into a clearing at the base of Merrimole mountain. As the first rays of dawn creep over the trees it will be apparent that what by night appeared to be just a mountain side in a clearing is actually a set of huge stone doors some 30 feet high and the clearing is the track marks that these doors would make if opened. The clearing is not in the least bit overgrown.

# The Haven and Its Contents

1. The great stone doors will swing open easily on well oiled hinges. Few have noticed in the past, but the doors were once wooden and somehow were remade into stone. Some of the original grain of the wood is still noticeable.

The first room inside has a 30 foot ceiling and is about 20 feet square. To the west and south are large, rotten wooden doors, and to the east a tunnel has been dug rather unneatly through the mountain rock.

The room is lit from this eastern tunnel and silhouettes an old man sitting there. He is always surprised to see visitors, but is never surprised enough to not beg for food. He is very hungry and would be very grateful for the slightest morsel. Grateful enough to give what little information he knows of this area. He knows of the little menaces (kobalds) to the west, and he will tell of great danger to the east. More than this he cannot tell unless the magic holding his tongue can be dispelled.

This old man is Indor, a kind of familiar to the wizard that dwells to the east. And like any other familiar, what he sees is also seen by his master. (Indor, 0 level, hp.4.)

## The Chambers of Ostenregard

Rooms #2 through #6 are all freshly cut from the mountain rock. They all have low ceilings of about 7 feet and may give anyone over 5 feet tall a feeling of claustrophobia. This complex of caves is the headquarters of an evil magic user by the name of Ostenregard. He is the organizing brains behind the kobalds; he keeps them in line through intimidation. With their help he intends to take over Lendow's Berkshire, and the way things are going with the poor harvest, he just might do it.

2. In this cave like room Ostenregard has placed 4 continual light spells. They are more than enough to keep out the nocturnal kobalds. Anyone passing through this room with open eyes will suffer disadvantage in any combat for two rounds due to the bright alert images (-1 to hit).

3. Red tapestries cover the walls of this room. Besides the light spilling in from cave #2 there is also a dim oil lamp providing luminescence. In the center of this room is what appears to be a vacant desk. In fact this is where Ostenregard stays and he is 70% likely to be invisible and standing just behind the desk. Since he can see through Indor's eyes, he probably knows of any approaching visitors. If he is not here, he is outside the haven on other business.

Ostenregard will wait for everyone to enter the room and immediately attack with magic missiles. He will fight to the death for he will not leave Mlain unprotected in the back room. (Ostenregard, 11th level magic user, hp.30.)

If Ostenregard is killed Indor's body will immediately catch fire and the poor old man will become ashes. He will probably lead a better afterlife than he did a mortal existence.

The desk contains several sheets of vellum and a bottle of simple ink made from lamp black. The writing quill has a golden tinge. Ostenregard plucked it from a griffon. In the lowest drawer is the greatest prize. Ostenregard's hidebound traveling spell book. It is locked with a poison pin in the mechanism (type B insinuating poison, normal save). Inside

are all of the spells listed with Ostenregard plus light, and find familiar.

The chair to the desk looks normal enough, but it may be noticed that it is much heavier than it should be. Ostenregard keeps a horde of 125 gold pieces in a hidden compartment in the seat.

**4.** This next cavernous room is where Ostenregard sleeps. There is a neatly made large bed in the center of the room, and a dressing stand and old trunk against the western wall. On the stand is a change of black robes and a red dress. In the trunk are other various male and female clothing.

**5.** This a kitchen of some sort. There is a hole for smoke to escape above a fire heating a cauldron of boiling water. On a shelf in one of the corners there are jars of various herbs and spices. No meat will be found.

**6.** This is a small laboratory. There is one cabinet on the north wall and a counter on the east wall. Under the counter a beautiful woman will cower in fear of anyone other than Ostenregard. Her name is Mlain and she is (was?) Ostenregard's consort. (Mlain, 0 level, hp.3.)

Scattered about the room such things can be found as a mortar and pestle, a couple of beakers, and three jars containing black powder (charcoal), yellow powder (sulfur), and white powder (saltpeter). He must be working on some fire based spell.

### Inside the Haven

The next set of rooms are all of the original haven's design. Some parts no longer serve the function of their design because a band of kobalds has invaded part of the haven and is now using it as a home.

**7.** This room appears to be some kind of celebration hall. The ceiling is painted to look like the summer evening sky, and the walls are covered with crumbling frescos. Each of the wall paintings continues the common theme of a tall man wearing blue robes and performing various benevolent acts.

In the rooms center there are three evenly placed statues arranged in a line from north to south. The first in the line is of a man in long robes. Judging by the expression on his face, nothing would bother this individual. The second is of a tall, beautiful, and almost frightening woman dressed in leather or hide armor. The third statue is a kneeling man who looks to the heavens painted on the ceiling. His stare rests on the north star. These statues are of Fanus the eighth blue wizard, Dartila goddess of the Merri river, and Trendnow, respectively.

**8.** Both corridors leading to this room appear very well traveled, and there are many crude weapons scattered about for anyone to find. Being in this dark, cavernous setting gives the kobalds a sense of security.

This room used to be a grand dining hall, but now it is the kobald den. The two great banquet tables have been pushed against the east and west walls to form shelter for the young and a giant weasel kennel. It's because of these keen smelling weasels that the kobalds can never be completely surprised.

In all, there are 126 kobalds here, but the 32 females will try to protect the 18 young, so they will fight last. That leaves 55 kobalds with clubs and another 20 attacking with spears. The last one is the tribal leader and he uses his axe. (All kobalds have 3hp except the leader who has 6hp. There are three giant weasels with 17, 19, and 22hp.) The number of attacking kobalds will decrease by the number that the party may have already encountered.

Stacked in the southeast corner are many bushels of wheat, two human skeletons, 32 copper pieces, and one empty bone scroll case.

**9.** This intermediate chamber is the wash room. In the southeastern corner is an ornamented washbasin with a lion's head spout spewing water from the wall. The liquid pours into the water etched receptacle and then disappears through a hole in the bottom and back into the rock to which it is attached. Beside this basin sits a yellow-grey lump of something that might once have been an animal fat soap, and some rags where there used to be fine hand towels.

**10.** This room is basically a 20 foot cube. Its one outstanding feature is its cleanliness compared to any of the other rooms. A thin layer of dust covers the floor, but no more than that. Examination of the door will reveal two circular holes which are definitely part of its original design. Sitting outside in the hallway is some mechanical contraption which has been recently smashed by the kobalds from room #8.

This room once served to house large quantities of gasses on which Trendnow would experiment. The seals on the door are very old and not capable of functioning properly any more.

**11.** For his experiments, Trendnow often used live subjects. Rats, mice, and various other vermin were housed in this room. Since the kobalds came this room has become a shambles of smashed cages and little rodent bodies. Most of the animals have been long dead, but a few escaped some time ago and their progeny may scurry around the floor from time to time.

**12.** The kitchen is dominated by two great cooking pits which have long been cold. The herbs, in jars along the walls, have long been unidentifiable and rank. There is also long since decomposed meat here, and the putrid smell is enough to set the strongest man off of his feed.

As an added bonus, anyone entering this room is subject to a 25% chance per turn of attracting a rotgrub. The fact that the door has been opened and the kobalds have not completely destroyed its contents will serve as a warning to most wary adventurers.

### Deep Within the Haven's Heart

The next few chambers, have been totally sealed off for several years. They are just as they were when Trendnow died except for a thick layer of dust which covers the top of everything. Beyond this point, Osterregard has no inkling of what might exist. He has imagined treasures, but so far all of his efforts to pass the library doors at room #13 have failed.

**13.** While the entrance doors to the haven are huge, these leading to the inner recesses are beautiful. Both of the wooden doors on the northern wall of this room are ornately

decorated with platinum, and ivory dragons (about 750 gold pieces worth). It is magically shut and protected by a 16th level wizard lock spell.

This room was Trendnow's library, and although he was not a magic user, he did know the workings of many spells. The works contained within the books lining the walls will aid in the research of any transmutational or phantasmal spell. On inspection one will find that the books contained within are of three general types.

The first type is only describable as boring. There are about 100 different biographies and autobiographies of seemingly obscure people. On further inspection, it will be found that each of the biographies is about a member of one of the original families that left with the colored wizards in the days after the war. Within these books the locations of the swords Redbane, Darkbane, Renwael, and Anarchy may be learned. (See the legend of Fanus.)

The second set of 40 books contain details of Trendnow's research. Picking through the finely written experiments could easily take years, and will be totally fruitless unless the reader has a specific spell that he wishes to research. Just reading these will be a wasted effort. Yet, within these books is the information, in its entirety, for any transmutational spell in the player handbook (gamemaster's discretion is advised).

The last set is a collection of 4 books penned by Fanus. Together they outline most phantasmal magic user spells quite clearly. They are of course written in magic. Volume one contains a magic aura spell identical to Nystul's, ventriloquism, and a version of Leomund's trap. The next book contains a Mirror image spell and Hallucinatory Terrain. The third book contains phantasmal force, and the fourth book contains simulacrum.

In the center of the room sits a desk which has been decorated like the two doors on the north wall. There are no drawers in the desk, but on top of it, undisturbed for many years, lays a stack of browning paper under an onyx paper weight, a quill in an inkwell filled with dried up ink, a sharpening blade for the quill, and a large tome with the Rune "T" engraved on the cover. The book is Trendnow's tome, "On the Transmutational properties of Ether, Aether, and Air." (See section on Trendnow's tome.)

On the east wall is a secret door hidden by the bookcase there. Near the top right side of the case is a metal stud. If it is depressed the bookcase will slide aside and reveal a hallway beyond, which is surprisingly lit with a continual light spell on the wall.

**14.** This room was Trendnow's laboratory. Lit by a continual light spell, everything within can be seen in a glance. There is a long counter which protrudes into the center of the room from the western wall. To the north and south are cabinets neatly filled with equipment such as beakers, tongs, and the skulls of small animals. In the northwest corner is an oven and rotting firewood, and in the southwest corner is a water pump which is rusty, but will still work.

**15.** Although a 10 foot wide under ground stream crosses this room, it is normally easy to cross on the footbridge. There is the problem, however, that a water weird has recently taken up residence here (22hp.). Company is not a common occurrence so it will only be 10% probable that it will notice anyone passing through. If it does happen to notice, it will attack in the usual water weird manner.

**16.** This chamber is actually one great spiral staircase up into the cliff side some 100 feet. All along the wall is a great fresco which appears to be more math than art. By traveling up

and down these stairs, one can see many of the great cosmic events in the night time sky. Several eclipses are catalogued, along with comets, planets, nebulae, and other heavenly paraphernalia.

The top of the staircase is in room #19 on the upper map. Opening the door at the base of the stairs sets off a mechanism in the room which strikes a gong. Opening the upper door resets the mechanism. The machine is a simple apparatus constructed primarily of wooden and metal parts. Making it nonfunctional is quite simple, but it will sound the first time anyone enters the room by the lower door. It once announced visitors to Trendnow's observatory. Now it serves to make all efforts to be silent useless.

**17.** Trendnow loved music and devoted this room to his musical pleasure. Against the west wall is a large reed organ complete with bellows. In the northwest corner sits a 7 string lute of very fine craftsmanship; it lacks strings. Finally, on a table in the northeast corner is a recorder.

On the organ is a copy of some music in Trendnow's own hand. He was very proud of this one major work which he had composed, and displayed it proudly. Its title "Face Cage" is also a musical clue. If starting from the left end of the upper keyboard the notes F, A, C, and E are held down along with the notes C, A, G, and E on the lower keyboard, then the great organ may be pushed aside. The organ may only be pushed while that one combination is depressed, all others fail. It cannot be discovered by just randomly pressing keys, but a Bard has a chance equal to his or her legend lore percentage of realizing that there is a secret passage behind the organ.

Behind the organ is a cave like room with a pool of water in the center. This is the legendary "Dragon's Blood" pool, a bard is almost sure to know of it. On the walls are many cryptic alchemical symbols describing the properties of the water. They say that the water is good to drink, good for the spirit, good for the soul, and can add what one needs most. The weak get strength, the foolish become wise, and the ugly become beautiful.

The water in the pool tastes excellent, and has none of the properties for which it is famed. Those drinking here and believing that they will receive some miraculous benefit will leave with a sense of renewed confidence, and nothing more. Not until later will it be apparent that they truly have not changed.

**18.** This was Trendnow's cloak room, and true to it's name there is a cloak in it. The cloak is adorned with the same "T" rune found on Trendnow's tome. Next to it is a staff of strong wood and a short sword of expensive design.

There are several pegs along the wall of this room, but no cloaks hang from any of the others.

**19.** Here is the upper portion of the spiral staircase of room #16. This upper door is connected to the lower one by a long worn leather strap. The purpose of this strap is to reset a mechanism on the lower floor which announces visitors with a gong. The reset cord may quite easily be cut, thereafter making the gong mechanism nonfunctional. (for a full description of this chamber see room #16.)

**20.** This corridor used to be traversable, but time has taken its toll on the timbers of the floor. Now a 50 foot deep hole can be seen where there once was a sturdy timber footpath. Some of the original floor boards are still here, but they will not hold more than



150 gold pieces in weight before collapsing.

Under the corridor is a large volcanic cavern of approximately 50 feet by 70 feet with a 50 foot ceiling. The only way in is through the corridor on the ceiling. That is also the only way out. Other than that, There is nothing special about the chamber.

The next set of rooms are also part of the original design, but all of them have been taken over for new uses than the original ones for which they were intended. The great telescope chamber is now a dragon's lair, and the inner rooms have been ransacked by a powerful magic user who also shares quarters here. The occupants of this upper level Have no idea of the existence of the lower level because they could not travel through the darkness of corridor #20 since there was no floor, and no hint of there ever being one on the northern end. As far as Selfa D'air is concerned, the cavern below corridor #20 continues on forever.

**21.** In this small room are remnants of a small private temple to the local river goddess Dartilla. The original structure has been fragmented, and the pieces have been desecrated with some unholy black substance.

There were once many precious gems in innumerable sockets all over the alter. They are gone now. Also gone is the once rose colored paint on the walls. Only hints of it still remain in the corners.

Of all the precious things that must once have been kept in this room, only Dartila's statue still remains. Her face is identical to the statue of her in room #7. Being 8 feet tall and much to large for the door (it was originally made in pieces and then assembled in the room) it could not be carried out.

A careful search of the room will confirm that nothing with any great monitory value remains except the statue. The statue may be disassembled if someone can discern how it is put together. The seams are not obvious, but if they are found, the catches can be broken. The statue is worth about 600 gold pieces in silver alone, but the silver scimitar in Dartila's grasp is priceless to those wishing to fight creatures from the lower planes such as devils. It is a real silver sword (1D8 damage).

**22.** The furniture of this room has been broken apart and piled in the northeast corner as one might stack fire wood. That is what it now is, firewood.

In the center of this once bedroom there is no longer any bed. Instead there is now a great brown pentagram painted on the floor. The brown paint is actually blood, but even more horrifying than what someone uses for paint, is what lays in the center of the pentagram.

There in all its anti-splendor, is what appears to be a goat footed demonic creature stretched prone on the floor. On closer inspection it will be seen that this body is not an actual devil, at least not yet. The hooves are from an actual goat, as are the horns. The human torso also seems to be real. Someone has gone through a lot of trouble to create an image of a creature that could only be mistaken for a pit fiend.

If magic is detected for, it will be found that a strong dweomer radiates from the "body." The magic is specifically a version of a cacodemon spell, with the main difference is that a devil is being summoned rather than a demon. Other than that there is no difference. Around the room are the required candles, powders, herbs and parchments for the actual finishing of the spell. For now the body waits for its new inhabitant.

The magic here is very tricky, and since it is being cast by a 14th level magic user, only a spell caster of similar power with some knowledge of necromancy (the spell "animate dead" will do) can actually ruin the magic being cast here. A simple dispel magic, will have only a temporary effect unless the the ritual is stopped completely. Clumsy attempts at defacing or defiling the ceremony are 50% probable to complete it and summon The greater devil to his new body prematurely. The method used to defile the temple should act as a modifier to this percentage with holy water giving a -30% and burning a +40%. Fire should almost certainly summon The greater devil, Rami, to protect the new body that he has been looking forward to for so long.

The pit fiend ( 62hp.) should be repulsive to anyone seeing it, but it can also be very useful if used against the dragon in the Telescope chamber #25. If he ever is summoned (however he is summoned), he will be characteristically bad tempered as most pit fiends are. If he can, he will attack the closest person. All of his attacks, however, will be physical as being ripped about dimensional planes is tough business, and it will take him several minutes to gather his wits enough to use psionics. His name is Rami, and he will be confused at first, but if he is allowed to recover, the consequences will have to be suffered by those present. Unless, of course, they can exercise some power over him.

**23.** This small room was once a wardrobe for the adjoining bedroom. Now it is used to store the unused bodily parts from the animals and people used to make the body in the bedroom #22. Each part has been preserved with herbs, and wrapped carefully in linen.

**24.** In this chamber, the evening skies can be seen in murals on the walls. The stars and planets are recognizable in their exaggerated forms, and if checked with the actual sky, the pictures will prove quite accurate where positioning is concerned.

The ceiling is dominated by a painting of the sun surrounded by the signs of the zodiac. There are three extra signs which are not usually associated with the traditional path of the sun through the heavens. Magic users and clerics may notice (5% per point of intelligence or wisdom respectively) these other signs. They are a rat, a coil of rope, and three shoes. They have no significance here, they just may prove to be interesting.

On a pedestal in the center of the room rests a large leather bound book of star charts (worth perhaps 100 gold pieces to one who knows its uses). The pages are old, and very worn, and many of the pages are illuminated in egg tempera. It is very fragile, and will not last through extremes of temperature or moisture.

There are signs of recent habitation here. In the northeast corner is a cot, a jug of wine, a loaf of bread, and a block of cheese. When the party enters the room, they may be met by Selfa D'air (01-10%), or she may not be here (11-60%), or the party may hear her slamming the eastern door shut behind her as she runs to the observatory #25 (61-00%). (Selfa D'air, 15th level magic user, hp.36.) If she is here, she will immediately throw a confusion spell and then leave by the east door as quickly as possible. She will not face anyone by herself if she does not have to, and Restis the Red will need a full round to wake up in the next room.

**25.** This large cavernous room is open to a 110' drop down the side of a cliff. However, it is only a 10' climb to the grassy slope above the 40' ceiling. the room was once the observatory of the late Trendnow, but the only remaining evidence of this fact is the large telescope in the southeastern area of the room. The room now serves it's sole function as the lair of a 322 year old dragon. (Restis, very old red dragon, hp.70.) If Selfa D'air is in the

room. Restis will either be awake or in the process of waking up. See room #24. If Selfa was not there (11-60%) then she is not here either. Otherwise she has wakened Restis on the third round after she closed the door to the observatory behind her. If for some reason Selfa never made it through the door, Restis will still be sleeping.

For all those interested in that obligatory dragon hoard, here it is. It has to be fought for sooner or later because Restis sleeps in it like any good dragon should.

We start with a hefty 27,000 copper pieces, pile on top of that about 15,000 silver pieces, and round it off with 7,000 gold pieces.

Throughout the pile are several valuable pieces of jewelry: A pair of jade ear rings (750 gold), one gold earring (15 gold), one silver tiara (25 gold), a jade necklace (1,000 gold), two finely crafted silver bracelets (30 gold each), and five assorted gold rings (15 gold each) make up the ornamental part of Restis' treasure.

There are also several unset gems of varied worth: The most noticeable one is a black sapphire (4,500 gold), however there are some fifteen lesser stones (10 gold each).

There is also a more practical side to Restis' horde: Over the years he has managed to "acquire" twelve long swords, 5 short swords, three two-handed swords, thirteen daggers, and one scimitar.

There are also pieces of armor strewn about, but few of them are still wearable. There is one suit of splinted mail that will fit most average sized humans (6' tall 175#), but other than that there are only unwearable fragments left.

Now, most adventurers will appreciate a good monetary horde, but what they really want is magical treasure. Three of the objects above are less mundane than they appear. One long sword is cursed (-1), the single earring confers a normal body temperature on the wearer (see Ring of Warmth), and one of the gold pieces has all of the properties of a luck stone.

Also in this large room are Selfa D'air's books of magic. There are seven books, one to hold each level of spell. They are all worn, yet legible, and an observant adventurer may notice dragon claw prints on them. Restis has read from them on occasion. They are located next to the big telescope, away from most battle. Still, if Restis breathes fire, there is a base 2% chance of setting the books aflame. Within the magical works are:

<u>1st level</u>	<u>2nd level</u>	<u>3rd level</u>	
read magic	darkness 15'r	fly	
shield	levitate	lightning bolt	
push	shatter	slow	
affect normal fires	knock	haste	
comprehend languages	mirror image		
charm person	pyrotechnics		
<u>4th level</u>	<u>5th level</u>	<u>6th level</u>	<u>7th level</u>
confusion	cone of cold	legend lore	cacodemon (devil)
minor globe of invulnerability		death spell	vanish
polymorph self			limited wish
polymorph other			
fire charm			

Selfa herself carries one object of interest. Besides the usual trappings of a magic user, and all of the varrious spell components, she wears an amulet around her neck. Inscribed on this amulet in magical writing are the words "Hearin lies the Greater Devil Rami." This is the Talisman of the pit fiend in room #22. With it, Rami can be commanded for nine hours. It should be noted here that someone inspects the talisman, without magical protective measures, and the body in room #22 is still intact, Rami will come for the possesser 10% of the time. For more information see Devils' Talismans p.20 of the Monster Manual.

## Afterword

So ends the description of the present day condition of Trendnow's haven. For the dungeon masters convienience here are listed the characters described above, all in one place.

Room #1 Indor - 0 level human  
 STR:8 INT:9 WIS:10 DEX:11 CON:12 CHA:9  
 CHAOTIC NEUTRAL AC:10 HP:4

Room #3 Ostenregard - magic user 11th level (70% chance)  
 STR:9 INT:16 WIS:14 DEX:10 CON:9 CHA:11  
 CHAOTIC EVIL AC:10 HP:30

### spells

<u>1st level</u>	<u>2nd level</u>	<u>3rd level</u>
magic missile	invisibility	fireball
magic missile	continual light	slow
mending	continual light	haste
read magic	web	haste
<u>4th level</u>	<u>5th level</u>	
dig	passwall	
polymorph self	hold monster	
charm monster	animate dead	

Room #6 Mlain - 0 level  
 STR:7 INT:11 WIS:11 DEX:10 CON:8 CHA:17  
 CHAOTIC NEUTRAL AC:10 HP:3

Room #8 Kobalds - 1/2 hit die monsters 55 with clubs, 20 with spears  
 CHAOTIC EVIL AC:7 HP:2

Kobald leader - 1 hit die monster wields an axe  
 CHAOTIC EVIL AC:7 HP:6

Three giant weasels - 3+3 hit die monsters  
 2-12 points damage with teeth.  
 NEUTRAL AC:6 HP:17, 19, 22

NOTES: Remember that the number of fighting kobalds should decrease by the number encountered as wandering monsters.

Room #15 Water weird - 6 hit die monster  
10% chance Chaotic Evil AC:4 HP:22

Room #22 Pit fiend - The greater devil Rami, 13 hit die monster  
Only here STR:18/00 INT:17 WIS:18 DEX:17 CON:16 CHA:-2  
if summoned LAWFUL EVIL AC:-3 HP:62

NOTES: Rami will be confused for at least 1 turn after being  
being sommoned. In this state, he cannot use psionic  
power.

Room #24 Selfa D'air - magic user 15th level (see chances of being here in description  
STR:4 INT:15 WIS:13 DEX:9 CON:9 CHA:14  
NEUTRAL EVIL AC:10 HP:36  
spells

<u>1st level</u>	<u>2nd level</u>	<u>3rd level</u>
read magic	darkness 15'r	fly
shield	levitate	lightning bolt
push	shatter	lightning bolt
affect normal fires	knock	
comprehend languages		

<u>4th level</u>	<u>5th level</u>	<u>6th level</u>	<u>7th level</u>
confusion	cone of cold	legend lore	cacodemon (devil)
minor globe of	cone of cold	death spell	
invulnerability			
polymorph self			

Room #25 Restis the Red - Red Dragon (very old and average size) (He will usually  
be sleeping)  
HP. 70

spells

<u>1st level</u>	<u>2nd level</u>	<u>3rd level</u>	<u>4th level</u>
charm person	mirror image	slow	fire charm
comprehend languages	pyrotechnics	haste	

# Charts and Tables

Room Descriptive Table

Room #		Occupied	Wandering monsters	Recent habitation
1	Entrance	Yes	Yes	Yes
2	Cave	No	No	Yes
3	Cave/study	70%	No	Yes
4	Cave/bed	No	No	Yes
5	Cave/kit.	No	No	Yes
6	Cave/lab	Yes	No	Yes
7	Grand hall	No	Yes	Yes
8	Dining hall	Yes	No	Yes
9	Wash room	No	Yes	Yes
10	Empty room	No	Yes	No
11	Rat cages	No	Yes	Yes
12	Kitchen	No	No	No
13	Library	No	No	No
14	Lab	No	No	No
15	Bridge	10%	No	No
16	Stairs	No	Yes	No
17	Music room	No	Yes	No
18	Cloak room	No	Yes	No
19	Stairs	No	Yes	No
20	Pit/hall	No	No	No
21	Temple	No	No	Yes
22	X-bedroom	No*	No	Yes
23	X-closet	No	No	Yes
24	Map room	Yes*	No	Yes
25	Observatory	Yes	No	Yes

\* - See respective section descriptions for explanation of asterix.

## Wandering Monsters

<u>D10 roll</u>	<u>Creature Encountered</u>
1	.No encounter ... 1-6 kobalds with clubs (hp.2 each)
2	.after room #12.. 1-3 kobalds with spears (hp.2 each)
3 - 7	..... 1-3 huge spiders (hp.8 each)
8 - 9	..... 1 rot grub
10	..... 1 ochre jelly (hp.20)

NOTES: This table should only be used when things get slow, or the adventurers are wasting time. There are a limited number of kobalds, and they have never been able to venture past the library #13. If the adventurers leave the door open, kobalds may filter through slowly, but they never should be able to pass the water weird in room #15.

