

# *A Mission of Diplomacy*



A Pathfinder Solo Adventure

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## Introduction

This is a solo adventure module for the Pathfinder 2<sup>nd</sup> Edition Role Playing Game. It is designed for level 2 characters and follows on from the solo adventure Tower of Terror, though the stories are not strongly connected.

Like Tower of Terror, this adventure adopts the tried and tested “turn to section number” method to realise choices and to lead the reader along multiple story paths. The addition of maps and tokens for tactical combat more closely simulates real group tabletop play.

Happy adventuring!

## Set-up

Some knowledge of the Pathfinder (2nd Edition) rules is necessary, such as might be gleaned from a read through the core rulebook or from someone who knows the rules offering guidance throughout play.

The player must have a 2nd level character of any class. The character has all their equipment they may have gained from previous adventures, and would be allowed unlimited Downtime before starting this adventure.

## Module-Specific Rules

Exploration rules. In the absence of a GM, the player must note down what exploration mode they are in. After, but not during, any combat or hazard encounter, the player can change exploration mode and note the new mode down. A list of exploration modes is appended to the adventure.

PC companions and Initiative. In this adventure, unlike the previous one, the PC has a companion, Sir Percy. The story means that this companion plays a passive role and adopts a standard encounter strategy. Sir Percy has a full three actions per turn, and the PC does not need to spend an action ordering this companion. To simplify solo play, a single initiative roll is made for the PC and their companion, and a single roll for the enemies. The player decides whether the PC or their companion goes first on a turn by turn basis, and likewise for the enemies if there is more than one in a combat. Out of encounter mode, Sir Percy is essentially under the PC's control except where specifically described.

Taking a short rest. Between encounters, it is assumed that the PC's party can freely take half-hour rests to recover all focus points, to wake from the dying condition, or to lose the wounded status if completely healed beforehand. You may drink potions or cast healing or long-lasting spells. If you are trained in Medicine, you may treat wounds once on yourself and once on your companion during this time (DC 15 check; crit success heal 4d8, success heal 2d8, crit fail damage 1d8; any success removes the wounded condition).

Taking a long rest. If the PC's party attempts to take a long rest while inside the castle, turn to [83](#), noting the section you are currently on.

Death and dying. Standard Pathfinder 2nd Edition rules are used. When a PC is brought to 0 hp, they are unconscious and Dying 1, or Dying 2 if it was a critical hit. Enemies will not target dying characters. Recovery checks (DC 10 + dying value) are made as normal at the start of the PC's or companion's turn. At Dying 4, the PC is dead and the adventure is over or Sir Percy is dead and takes no further part in the adventure. Sir Percy does not come to the PC's aid until after combat if the PC is dying. After combat, you or Sir Percy may administer a healing potion or other magical healing if either of you have such. This will restore those hit points and the formerly dying character wakes after 10 minutes with

their wounded value increased by 1. If neither of you has healing left, a potion of minor healing appears nearby from nowhere, and can be administered to heal 1d8 hp.

Winning combat. Unless otherwise stated, once combat starts, all enemy creatures in the encounter must be defeated by being brought to 0 hp or being incapacitated for at least a turn. The PC or Sir Percy cannot simply run away off the tactical map. Assume, unless otherwise stated, that creatures are always slightly faster than the PC, given their terrain familiarity and that the PC knows this.

Secrets. These are often handled by moving to a certain square on a tactical map, and turning to the page number marked on the square. There are sufficient numbered squares, some just giving flavour, others offering weal or woe, that there is considerable uncertainty over what stepping on a square will have in store. A successful perception check in a certain square might reveal a secret door, or a hidden treasure, or simply an item of "dungeon dressing". On a failed check the PC does not know what they missed.

Checks in Exploration mode. If there is the opportunity for the PC or Sir Percy to make a skill check, provided there is no particular cost for failure, e.g. failing to recall knowledge or spot a hidden item, if either PC succeeds, turn to the page for success rather than failure. In other situations consider it a failure if either PC fails, e.g. sneaking. In yet other circumstances, e.g. jumping safely over a hazard, results should be taken individually. Common sense should dictate.

### **Non-Solo Play**

Of course, you can always play together with a friend, and this approach might suit younger players who can receive a little guidance and explanation along the way. Or one might even play as a group with multiple Player Characters (PCs) working together without a GM. In the latter case, for an appropriate challenge, at the beginning of each encounter that starts off as a combat rather than as conversation, add an extra similar creature for each extra PC.

### **Adventure Start**

*You awaken to the champ of your horses munching the damp moss growing on the scattered rocks of the moorland's bleak landscape. You huddle in your blanket against the sharp chill of a clear wintry morning. Eventually you summon the energy to rise and stretch. You gently kick awake your travelling companion still snoring snug in his bedroll, but he merely groans and turns on his side. Again, it seems that breakfast is your responsibility. You wonder if the sleeping Sir Percy has ever prepared a meal for himself, let alone for another.*

*Not for the first time, you sigh in regret at your decision to accept this mission of diplomacy, and in particular at your charge sleeping away the morning. At the time, it seemed so straightforward. After your extraordinary journey that culminated in your arrival literally out of nowhere in the Church of Sarenrae - the subject of another tale - the temple priests had recommended you to the King. The monarch had been looking for an capable adventurer, an outsider unknown to the spies and gossips of his court. Whether it was gratitude for their healing and care, a sense of guilt over the misplaced reverence the priests held for you, the honour of being entrusted with the King's business, or simply a means to move on and make your fortune, you took up the offer.*

*You were to accompany the King's diplomat, a minor noble by the name of Sir Percy, to a meeting with a renegade self-styled baron whose castle sits on the northern border of the realm. Your first impression of Sir Percy was not positive. Summoned to his rooms in the citadel, he informed you in patronising tones of the task at hand. You were to be a bodyguard, and nothing more, and he dismissed your further questions with a desultory sweep of his hand.*

*However, asking around court, you pieced together the details. The King was having trouble with this so-called Baron - not a true baron at all, but a retired adventuring Bard who used the considerable treasure he had amassed to purchase a title and lands in an unimportant corner of the realm. However, the location has now become of strategic significance.*

*There has been an alarming build-up of savage humanoid forces to the north and the "ancestral" castle recently constructed by the Baron guards the main defensive pass through which any invasion force would come. The King and his advisors wish to coerce the Baron away so that the King's own men can defend the castle, or persuade the Baron to pay his overdue taxes and fund his own garrison to make a proper contribution to the land's security.*

*Hearing rumours of the Baron's trickery, and of the mysterious episodes of amnesia suffered by tax collectors visiting his castle, the King sent Sir Percy with a sizeable force. Sir Percy is not known for his subtlety, and alas the strong-arm tactics he employed failed to work. In unclear circumstances, Sir Percy returned alone and humiliated.*

*A more conciliatory approach, offering the baron a large sum in compensation, had surprising success. The Baron sent a message that he was willing to negotiate sale of the deeds to the castle, but that he would brook no further aggression. He specifically requested that Sir Percy come again, this time alone. Not having a spare besieging army at his disposal, the King agreed, despite Sir Percy's protests, with the provision that Sir Percy be permitted "a single servant - a retainer - to tend to a noble's mundane needs". You are that "servant".*

*Due to his haughty arrogance, Sir Percy is not popular at court, and most believe that success would come despite rather than because of his diplomacy skills, that the opportunity for further humiliation of Sir Percy would only sweeten the deal for the Baron, and that in the King's view this would be a small additional price to pay. However, if the "servant" were in fact a capable individual with skills of their own, perhaps someone with whom the former Bard might have more in common, success may be all the more likely.*

*Your recollections are interrupted by Sir Percy's complaints. The noble has woken, heralding a litany of moaning and grumbling likely to last until he settles for the night, only to be repeated the next day. But you have made good time, and you feel you should reach the Baron's castle before night-fall - if the weather does not deteriorate and one of the region's notorious winter snowstorms does not come in from the north.*

Turn to [1](#).

## 1

*It is late morning, and you and Sir Percy are riding together through a dreary tract of snow-draped moors, when you spy in the distance the tale-tale clouds of powdery snow stirred up by the hooves of many horses. The pale clouds shift and swirl but do not move in any particular direction, indicating some meeting or skirmish rather than a galloping force.*

*You turn to Sir Percy, who acerbically points out that he is not here to greet the locals, but is on an important diplomatic mission. He suggests you lead him around, keeping out of sight. But you wonder if it might be better to scout out the disturbance - forewarned is forearmed.*

If you decide to take Sir Percy's advice, turn to [80](#).

If you decide to scout out the disturbance, despite Sir Percy's protests, turn to [28](#).

## 2

*The Baron sighs, "Well, if you will, consider it a successful conclusion to a business transaction."*

If you are of neutral alignment with respect to law versus chaos, or good versus evil, or both, award yourself 100 xp.

Turn to [91](#).

## 3

You have time for a 3 action turn before you are in range. These cannot be melee strikes.

Then on a second turn, roll your athletics skill modifier to determine initiative. The knight's modifier is +5. You have only one action on this turn before your horse carries you past the knight.

Your turn

The knight's defences are AC 19 (with shield raised); Fort +10, Ref +3, Will +4; HP 20 (hardness 5).

If you do not have the ride feat and the roll you used to determine initiative does not beat DC 10, you cannot coordinate a disarm against the knight and your turn is wasted. Otherwise if you are Trained in Athletics, make a Disarm action (Athletics check against Knight's Reflex Save +3). If you succeed, he cannot act this jousting round.

If you critically succeed, the Knight is so befuddled he falls off his horse. Turn to [182](#).

If you critically fail, you are knocked off your horse and you suffer 1d4 electricity damage from the electrified metal floor. You are magically transported to your start position. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

Knight's Turn

The knight always attempts to knock you down with his lance. If you have disarmed him, he cannot act this turn.

The knight makes a Shove action (Athletics check +5 against your Fort Save). If he succeeds, you are knocked off your horse, and you suffer 1d4 electricity damage from the electrified metal floor. You are magically transported to your start position. Your horse moves back to its start position, as does the knight on his horse. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

End of Turn

If neither of you are knocked off your horses, as you pass the knight you are going too fast to leap off the horse. Before you get to the end of the runway you are magically transported to your starting area. Your horse moves back to its start position, as does the knight on his horse. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

**4**

*The fireplace does not seem to conceal a secret door behind it. But you wonder how a blazing fire could be snuffed out and then relit so quickly. Considering a mechanical rather than magical explanation, you look more carefully at the fireplace and see that while it appears to be fuelled by coals, these are in fact blackened stones, and there are tiny nozzles in the floor that feed the fire with oil or inflammable gas.*

*The fire was clearly not turned on and off by some magic cast by an imposter; it was done by an elaborate mechanism installed by the constructor of the castle.*

Turn to [122](#).

**5**

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).



## 6

*Through the trapped door is a small square chamber. Opposite is another stone door barred on this side. Turning around you see that the door through which you entered also has a bar so that you can lock yourself in.*

*Around the room are boxes of tools, nails, ironmongery and other oddments such as empty earthenware containers, empty bottles and lengths of rope.*

*A large barrel stands in the corner. Sir Percy goes over and sniffs at it, reporting that it seems like fresh drinking water. Before you can warn him, he fills a gourd and drains it down his parched throat. But he suffers no ill effects and you suddenly realise you are very thirsty yourself.*

*Sir Percy points out that whoever put you both through this dungeon wanted to have more fun than would be had simply by poisoning you. You agree, and agree also to rest up here for a while with the doors barred.*

Award yourself 200 XP and a Hero Point for getting this far through the castle dungeon. You may rest and recover all spells, focus points, daily abilities and HP equal to your level multiplied by your Constitution bonus (at least multiplied by 1).

When you are ready, turn to [98](#).

## 7

*As soon as you defeat the two statues, they disappear. The room suddenly goes light and the war drums cease. The statues are back where they started, in the centre of the room facing off against each other and none the worse for wear!*

Turn to [65](#).

## 8

If you are of chaotic alignment, award yourself 10 xp.

Turn to [196](#).

## 9

*You show the letter you found upon the skeleton lying in the trapped passage back in the dungeon. The Baron reads it with concern, then hands it to the gnome, who visibly pales, twitching his large nose in what you take to be an expression of distress.*

*The Baron clears his throat. "Alas, all did not go... exactly... as planned during construction of the dungeon. Large constructions, heavy machinery, complex controls - they all have inherent dangers. Very regrettably, early on during the work our... enthusiasm... may have got the better of safety procedures, and there was an accident. The works foreman, well, he... er... was demonstrating the unreliability of a certain moving wall trap. Sadly, all too well. And he was... um... somewhat crushed - terminally so..."*

*"The workmen refused to retrieve his remains, lest they too suffer the same fate, and before it could be organised to dismantle the trap entirely, the passage had gained a reputation for being... haunted. Thus the passage was bricked up, and it therefore became his tomb. His family were well compensated."*

*"But we see now that we should have done more. The foreman's spirit has been in anguish ever since - for which we are responsible. And then you came and did what we did not. I am sure that in retrieving this letter, belatedly passing on his concerns, and furthermore with the mothballing of the whole dungeon, his spirit can finally rest."*

Award yourself 200 XP for laying the Foreman's Haunt to rest and turn to [91](#).

## 10

*As you stand pondering whether to risk ducking into the crawl-way, you notice a draft of cold air coming from the wall to the south. As you are about to investigate its surface, your hand passes directly through the seemingly solid wall. It is an illusion!*

*As you pause to decide what to do, Sir Percy pushes past you through the wall, muttering, "Typical of the Baron! This is some kind of game, a death-trap of illusions and tricks. Come on - now we have discovered the nature of the wall, it is clearly the way forward."*

*You decide to follow. These hidden passages are clearly of the Baron's making, though whether you are here by his intent or by accident, you remain uncertain. In any event, the only way out is likely to be by navigating its "illusions and tricks".*

Turn to [227](#).

## 11

*You discover the faint outline of a rune inscribed upon the surface of the door. Such runes often signify the presence of spell traps.*

You may make a DC 15 Arcane Check on the Rune one time only. If you pass, turn to [25](#).

You may make a DC 15 Thievery Check to try and erase the rune without activating it. If you pass, turn to [151](#). If you fail, turn to [41](#).

## 12

*Along this north wall is a row of ornately carved cupboard doors too small for any human sized individual to crawl within.*

Roll a DC 20 perception check. If you succeed, turn to [34](#).

Otherwise, turn to [185](#).

## 13

*As you leap, you think you should make it across, but strangely you don't - and your downward trajectory takes you right into the path of the swinging pendulum!*

The sharp edge of the pendulum strikes you at +12 attack, 1d10 slashing damage if hits. You also take 5 bludgeoning damage from the fall.

If you are still conscious, you are surprised to see Sir Percy climbing down over the edge of the pit and jumping the rest of the way.

If you were brought to 0 hp, Sir Percy can join you in the pit and may be able to heal you.

Sir Percy explains that the depth of the pit was an illusion that became obvious when he saw you fall to the bottom. The whole pit and pendulum are covered by a distance distorting illusion. The timing of the pendulum is not as it appears, while the pit is fully 20 ft long but only 10 ft deep.

Turn to [191](#).

## 14

*You step upon the tile, and nothing happens. The pleasant music continues.*

If you wait for the music to stop, turn to [147](#).

If you make your next move, turn to [68](#).

## 15

*The Baron responds in seriousness. "You must think us insane, or depraved. Well, perhaps we are, but not to the degree you assume."*

*"Our Illusions are surprisingly non-lethal. There have been accidents along the way, but no more likely than those suffered during the typical jousting tournament considered most respectable by royal society. You are the first, and only, winner of our dungeon, but not the first survivor. The others, and there have been a few, have found their wounds healed, or largely illusory in the first place. They have been sent home, their recent memories removed to protect our little secret."*

*"And we are selective in choosing our unwitting "contenders", generally individuals who have wished us ill for one reason or another, and who pompously considered themselves our superiors. It was only through your association with the irritating Sir Percy that you were ever subjected to the trial at all."*

Turn to [91](#).

## 16

*Before you can investigate further, Sir Percy flies into the chamber through a shaft opening to land nearly on top of you. You hear gas seeping into the room. You attempt to scale the slippery curved walls to reach the nearest shaft, but find yourself growing drowsy...*

If you arrived here from the moving crawl-way, turn to [72](#).

If you arrived here from the pit and the pendulum, turn to [76](#).

Otherwise, turn to [58](#).

## 17

*You thought you had locked the valves in position, but you had not. The valves snap open. Because of the cramped area, you cannot grab an edge and you both tumble down along a long metal slide.*

Turn to [70](#).

## 18

*After the right turn, the passage turns left again and ends in a stone door.*

Award yourself 50 xp for getting this far through the dungeon.

If you check for traps on and around the door, adopt Search Mode and make a DC 20 perception roll.

If you listen at the door, adopt Scout Mode and make a DC 20 perception roll.

If you succeed, turn to [219](#). If you fail, turn to [118](#).

If you open the door, turn to [21](#).



## 19

*You see that the crawl-way continues on some distance, again lit by glow-globes. You turn to Sir Percy, who shrugs unhelpfully and beckons you onward.*

*You have to bend awkwardly to duck under the low ceiling and make your way cautiously forward, Sir Percy following.*

*Suddenly, the whole floor of the crawl-way shifts forward! You find yourself plunging on through the now-dark tunnel, unable to slow your progress. The floor slopes downward, and you are dumped with a loud clang into a circular metal chamber.*

Turn to [70](#).

## 20

*You stay your hand. "Wait. You sent me through your dungeon of tricks and illusions, and all this time you were willing to give the castle away?!"*

*"Of course!" the Baron chortles. "There is no reason to stay, now you have so skilfully solved our little puzzles. And I have no wish to defend the castle and the King's borders from armies of marauding Orcs."*

*He hands you a scroll and on reading it you see that they are indeed the title deeds to the Castle with the Baron's wax seal upon the crisp parchment. The document states that ownership reverts to the King, with an extension from the Baron of good will, expressions of regret at any embarrassment and inconvenience caused, and an explanation that no payment for the castle is expected.*

*The Baron continues, "And may I add that you provided us with the most excellent entertainment - I think I shall write a ballad about your heroic exploits - you will be presented in a most favourable light, unlike the unfortunate Sir Percy. As a reward, may I present you with a wondrous magical item to aid in your further adventures. I call it the 'Entertainer's Defence against Brawling'. Mayhap when it helps to save your life, you will come to think less unfavourably of a jaded old Bard seeking entertainment at others' expense. Perhaps you have further questions. I should be delighted to oblige with answers."*

Your gift is a magical ring that acts like a Ring of Energy Resistance, except that it provides resistance 5 against Bludgeoning physical damage (Level 6; Price 245 gp). Turn to [91](#).

## 21

*You enter a stone circular chamber lit by a glow-globe near the ceiling. There are no exits along the walls - instead they are covered with a diorama of bas-relief depictions of mighty warriors fighting great battles. Life-like statues of two such warriors face off against each other in the centre of the chamber.*

*Suddenly the glow-globe dims and pulses. The entrance door slams shut behind you both. A loud beating of war drums commences from an unidentifiable source and the light now strobes in the same rhythm, making vision difficult. The two statues in the centre of the room come alive and turn to face you. They attack!*

Bring out Map D for this combat. You start in the square in front of the entrance door and Sir Percy starts in a square next to you. Roll perception for initiative. The statues roll together with a + 10 bonus. Turn to [213](#).

## 22

*You are powerless to stop the supernatural force that appears to be controlling this crushing wall trap. The walls are rapidly closing in and there is now no time to get back out through the small hole and escape. Sir Percy remains in a daze, unaware of what is happening. Oblivion comes swiftly...*

THE END

## 23

*Sir Percy grumbles but appears mollified. You rest a few minutes and tend to any wounds before continuing on the last leg of your journey.*

If you are of lawful alignment, award yourself 10 xp. You may take 10 minutes to refocus once, or tend to any wounds. If you are trained in Medicine, you may treat wounds once on yourself and once on Sir Percy (DC 15 check; crit success heal 4d8, success heal 2d8, crit fail damage 1d8; any success removes the wounded condition). When you are ready, turn to [108](#).

## 24

If you step on the far left tile on the 3<sup>rd</sup> row, turn to [39](#).

If you step on the near left tile on the 3<sup>rd</sup> row, turn to [5](#).

If you leap to a further away tile, turn to [44](#).

## 25

*The rune signifies the Burning Hands spell. If you try to open the door without deactivating the rune, the spell is likely to discharge into you.*

Turn back to [11](#).

## 26

*One of the iron rungs is loose and you fall outwards from the ladder, flailing to catch it before you tumble into free-fall.*

Make a Grab an Edge Reaction (reflex save against DC 15) to catch the ladder. On a success, turn to [99](#). On a failure turn to [198](#).

## 27

*There seems to be no option other than to push through the curtains. You do so slowly and cautiously, Sir Percy following.*

Make a D20 roll at +10 against your Perception DC.

If the roll succeeds, turn to [192](#).

If the roll fails, turn to [144](#).

## 28

*A long gully in the otherwise flat land affords an opportunity to approach the snow-cloud of trampling horses without being seen. Leading the way cautiously, with Sir Percy grumbling on his horse just behind, you get close enough to see that the riders are six bestial Orcs wielding battleaxes. In their midst is a hide-clad human warrior in desperate defence on foot, swinging his great-axe in large sweeps that keep rider and mount at bay.*

*Sir Percy hisses, "Wonderful! You have foolishly led us into the middle of a battle. The barbarians of this land are matched in savagery only by the raiding parties of Orcs descending from their fastnesses to the north. Let us leave as quietly as we may, and hope they kill each other!"*

*You reply, "This is not an equal fight. Mighty though he is, that warrior will surely fall. And what of the Orcs? They will most certainly go on southward to raid the homesteads and farms of the realm of your liege."*

*Sir Percy snaps back, "Your mission is not to question your betters, but to follow orders! We leave now! I cannot go on alone to the Baron's castle."*



If you leave as ordered, turn to [55](#).

If you enter combat, turn to [168](#).

## 29

You try the doors and, although there is light behind them, this time they lead to nothing more than a blank stone wall.

Turn to [170](#).

## 30

*It is actually clear that the runes are nonsense and purely decorative.*

Turn to [214](#).

## 31

*The Baron sketches a formal bow, though you are sure he does so with irony in his mind. "How noble, I'm sure, to sacrifice your pride for the greater good!"*

If you are of good alignment, award yourself 100 xp.

Turn to [91](#).

## 32

*You step upon the tile, and nothing happens. The pleasant music continues.*

If you wait for the music to stop, turn to [147](#).

If you make your next move, turn to [202](#).

## 33

*The exit from the round chamber does not lead back the way you came! Now the passage ascends a long stone staircase.*

If you wish to do something else in the round chamber, turn to [65](#).

If you wish to head down the passage, turn to [189](#).

## 34

*You hear a faint metallic creak coming from behind the north wall.*

If you wish to open the cupboard doors, turn to [203](#).

If you wish to investigate elsewhere turn to [122](#).

## 35

*You descend the iron ladder. Sir Percy will wait until you reach the bottom before descending himself.*

If this is the first time you have used the ladder, roll a DC 18 perception check. If you are in Search Mode add +5 to your roll.

If you pass, turn to [148](#).

if you fail, turn to [26](#).

## 36

*You search around the walls for cracks or hollow sections, but before you get very far the room goes dark and strobes again, and the war drums commence. The two statues attack.*

Roll Perception again for initiative, but you may have a +4 bonus for being ready. The statues roll at +10. The statues are at full hp, even if you previously wounded them.

Turn to [213](#).

## 37

*Along this north wall is a row of ornately carved cupboard doors too small for any human sized individual to crawl within.*

Roll a DC 20 perception check. If you succeed, turn to [206](#). Otherwise, turn to [228](#).

## 38

*You cannot be responsible for a foolish noble who gets himself caught in a trap and cannot even pull himself together sufficiently to escape. Perhaps escape from this dungeon will now be more straightforward.*

*You quickly continue up the main passage, putting some distance between yourself and the gory conclusion of Sir Percy's mission of diplomacy.*

If you are evil, award yourself 50 XP for escaping from the trap yourself.

Turn to [169](#).

### 39

*You step upon the tile, and nothing happens. The pleasant music continues.*

If you wait for the music to stop, turn to [147](#).

If you make your next move, turn to [176](#).

### 40

*The Baron coughs slightly, as if recalling Sir Percy is like swallowing a bitter pill. "Ah, yes. You may have noticed the odd illusion or two during your trip through our dungeon... You were certainly supposed to believe he fell, but rest assured, he is alive - though not exactly well."*

*"My magical messenger has sent him home, bedraggled, humiliated, but alive. There will be no revenge meted out upon you for his demise. Most importantly, though, he will not be in a position to steal the credit from you for returning ownership of the castle to the King."*

Turn to [91](#).

### 41

*Unfortunately, as you try and scratch out the rune, it glows briefly and you are subjected to a blast of flames fanning outwards back down the passage.*

You must make a Basic Reflex Save against this Burning Hands spell that does 2d6 fire damage. If you had deciphered the rune, you receive a +4 Circumstance Bonus to the roll. Sir Percy was standing well back and is unaffected. Once discharged, the rune fades away.

Turn to [6](#).

### 42

*The fireplace seems ordinary enough. The fireplace does not seem to conceal a secret door behind it.*

Turn to [170](#).

### 43

*The final musical instrument is destroyed with a resonant clang and you take stock of your situation.*

Award yourself 200 XP. You are free to take a short rest before trying the carved wooden exit door. You will find that the door now opens easily. When ready, turn to [52](#).

### 44

*As you land heavily, you receive an electrical jolt through the metal tile and are magically transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 45

*You awaken on the floor of the circular room. Sir Percy comes to beside you. The statues are now where they first were in the centre of the room.*

You recover all the damage you suffered during this combat. Turn to [65](#).

## 46

*The Baron rubs his hands in glee, like a child describing his favourite toy, "Ooh, I am glad you asked! You see, the room rotates one third of a complete turn each time the lights go out. A distracting illusion makes it appear that the statues animate, when in fact they remain in the centre of the room. So, with each rotation, the single door leads to one of three different passages - the entrance passage with my pilfering drapes, and the two exit passages made to look similar to one another, save for a different handle on the door at the top of the stairs."*

*"The tight third-circle turns along the exit passages may give the impression of potentially returning to the dining area if one guesses that the room has rotated, but does not understand by how much. In fact a minor illusion extends the apparent length of the wrong exit passage, which of course leads only to a fake dining room with nasty surprises in store for the unwary."*

Turn to [91](#).

## 47

*It is unlikely you would catch the trio and you are weary from your travails in the dungeon. It seems you have the castle to yourself. Now a wry smile passes across your face as you ponder the footprints crossing the snowy courtyard, and you turn back to the warmth of the dining room.*

*It is with no great surprise that you find the Baron and gnome - the real Baron and gnome - still sitting at the table, pleasantly sipping mulled wine, its comforting aroma filling the room.*

*The Baron bids you join him. "Ah, I knew you would spot the illusion. Before you attack us, at least hear me out. You have already achieved all you set out to accomplish. The deeds to the castle are yours!"*

If you attack the Baron nevertheless, turn to [67](#).

If you listen with caution, turn to [20](#).

## 48

*You discover no traps and decide to open the door and peer through. But as you touch the door, an invisible rune on its surface glows briefly and you are subjected to blast of flames fanning outwards back down the passage.*

Both you and Sir Percy must make a Basic Reflex Save against this DC 13 Burning Hands spell that does 3d6 fire damage. Once discharged, the rune fades away.

Turn to [6](#).

## 49

*The Baron gasps in mock horror. "You mean I will be held to account for my actions? For this crime, and for the dozens of others I already committed where I have injured the wrong person's pride, I shall be pursued to the ends of the earth by the lawful authorities? Oh no! How will I sleep at night?"*

If you are of lawful alignment, award yourself 100 xp.



Turn to [91](#).

## 50

*The fire seems ordinary enough. The fireplace does not seem to conceal a secret door behind it.*

Turn to [122](#).

## 51

If you step on the near right tile on the 3<sup>rd</sup> row, turn to [226](#).

If you step on the far right tile on the 3<sup>rd</sup> row, turn to [88](#).

If you leap to a further away tile, turn to [44](#).

## 52

*You step through the carved door, push aside some tapestries blocking your way, and find yourself back in the fateful dining room - or at least what appears to be the same dining room. You have come out through a secret door behind the tapestries. The windowless room is as you first entered it, bright and airy, lit by a central chandelier whose crystal pieces tinkle musically in a gentle draught. A fire burns cheerily in the hearth. The ornate double doors to your right, which originally led from the castle hall, stand ajar.*

*But what arrests your attention is the comfortably seated smiling Baron in his old place at the table, pouring mulled wine from a decanter and proffering you a glass! The gnome who briefly entered the dining room earlier stands fidgeting by his side.*

*Before you can do anything, the Baron shouts, "Stay your hand", and you are arrested by a brief compulsion. But he does not attack.*

*He talks quickly, as if taking the opportunity to explain himself before you explode into violence, "Congratulations my bold adventurer! You have won and the prize is yours! We can now leave happy. You are the first to brave our dungeon and reach the end - back where you started - and ably assisted of course by the good Sir Percy."*

*On hearing his name, Sir Percy, who had been standing in stunned silence at your shoulder, seems to jolt into action. He screams in inchoate rage, a wordless roar bursting from his frothing lips. He leaps up at the duo opposite the table, and the latter two take that as their cue to flee through the double doors.*

*You follow as best as you are able, but cannot match the speed of the enraged Sir Percy. You see him tearing down the hall towards the main entrance, thrown open by the fleeing Baron and gnome. As you approach the threshold, you are struck by a biting draft of cold. Before you is a magical-looking moonlit scene, a winter wonderland. The storm has long since passed. A carpet of snow drapes the fairytale castle battlements in a soft downy blanket. The ghostly pale light picks out the rapidly receding figures of the Baron and gnome crossing the undisturbed expanse of purest white - one large and rotund yet leaping like a gazelle, the other diminutive but just as speedy in his flight. And from the entrance a single set of footprints leads out to the much closer form of Sir Percy travelling away from you at amazing speed in his mad pursuit.*

If you madly chase after Sir Percy and the Baron and his henchman, turn to [56](#).

If you take a moment to watch the winter scene play out before you, turn to [47](#).

## 53

*You are with Sir Percy at the bottom of a bare 10ft square shaft leading up to the door to the dining room 20 ft above. An iron ladder fixed to the wall leads up to this ladder. A 5ft wide 10 ft high passage leads away eastward.*

Award yourself 20 xp the first time you arrive in this area.

If you climb back up to the dining room, turn to [122](#).

If you take the east passage, make a note of you Exploration Mode (see end of adventure) and turn to [210](#).

## 54

*A ghostly wail of pain and frustration echoes around the passage and then fades away. Mercifully, the walls cease their movement. You are free to exit the haunted passage. Sir Percy soon wakes from his torpor, remembering nothing of the episode save for the insistent whispering you first heard. You have time to search the skeletal remains, and see that the bony hands clutch a letter.*

Turn to [180](#).

## 55

*You retreat back along the gulley, leaving the sounds of battle far behind and once you have travelled a safe distance away you turn northward again to the Baron's castle.*

Turn to [105](#).

## 56

*Like Sir Percy, you have only revenge on your mind. While you do your best to keep up, the Baron and gnome soon disappear from view, and even Sir Percy is fading into the distance. You call out to him, but he does not answer.*

If you follow the set of footprints left by Sir Percy, turn to [74](#).

If you retrace your steps back to the castle, turn to [161](#).

## 57

Roll your athletics skill modifier to determine initiative. The knight's modifier is +5.

Your turn

The knight's defences are AC 19 (with shield raised); Fort +10, Ref +3, Will +4; HP 20 (hardness 5).

If you do not have the ride feat and the roll you used to determine initiative does not beat DC 10, you cannot coordinate your action and you miss your turn.

For the purposes of training, the lance is a martial weapon. Because it is blunt, it deals only 1d4+1 base bludgeoning damage (+ your strength bonus).

If the knight is brought to 0 hp, he crumples and collapses off his horse. Turn to [182](#).

Knight's Turn

The knight always attempts to knock you down with his lance. If you have already knocked the knight down or disarmed or parried, he cannot act this turn.

The knight makes a Shove action (Athletics check +5 against your Fort Save). If he succeeds you are knocked off your horse, and you suffer 1d4 electricity damage from the electrified metal floor. You are magically transported to your start position.

If the knight critically fails, he falls off his horse. Turn to [182](#).

End of Both Turns

If both you and the knight have acted and remain on your horses, as you pass the knight, you are going too fast to leap off the horse. Before you get to the end of the runway you are magically transported to your starting area. Your horse moves back to its start position, as does the knight on his horse. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

## 58

*You waken, feeling groggy. You are laid out carefully at the bottom of the stairs that led up to the trapped door with the pit and chute. All your equipment is still with you.*

*You hear Sir Percy waken beside you and - more than groggy - he is livid with rage. "This is all a game for those who have us trapped down here! If they had any honour, they would face us instead of hiding behind their tricks and gasses. For them to slay us when we are helpless would be unfortunate, but to toy with us is simply humiliating!"*

You were drugged by a sleeping gas, and there are some residual after-effects. Roll a d4.

On a 1-2, you are Clumsy. Add 1 to your Clumsy value. You take this penalty to dexterity based checks and DCs including AC, reflex saves and dexterity based attack rolls. Sir Percy takes the same.

On a 3-4, you are Enfeebled. Add 1 to your Enfeebled value. You take this penalty to strength based checks and DCs including strength based melee attacks, strength based damage rolls and Athletics Checks.

A neutralise poison cast upon you will attempt to Counteract all the after-effects as if they were a level 1 DC 11 poison. Anything except a critical fail will achieve this. This does not protect you against further gas exposure.

You head up the long stair again, past the pit valves and through the opened door. Turn to [186](#).

## 59

*You hammer in spikes in a line first going up the wall, and then near the ceiling heading along the wall, passing the rope through each spike. You use the spikes you already placed to brace yourself while hammering in the next spike. Strangely, the pit seems longer now you are traversing above it than it first appeared when standing at the edge, and you suspect a minor illusion is at play here. It is exhausting work, and increasingly alarming when you near the sweep of the pendulum.*

Make a DC 20 Athletics check to complete the task.

If you succeed turn to [133](#).

If you critically fail, you fall. Turn to [184](#).

If you fail, roll again until you succeed or critically fail.

## 60

*As you vault off the horse, you receive an electrical jolt through the metal floor. You are magically transported back to your start area.*

Take 1d4 electrical damage. Your horse moves back to its start position, as does the knight on his horse. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

## 61

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 62

*The statues bear small chips upon their surfaces. They are amazingly well detailed but seem lifeless enough.*

If you attempt to damage the statues, turn to [181](#).

If you continue to investigate the statues, turn to [163](#).

If you wish to do something else, turn to [65](#).

## 63

*Given the skeletal remains, the whispering and now the trap activation, you ponder what forces could be at work here.*

Make a DC 15 check using your best of Religion or Lore Undead, or otherwise simply an untrained check with Intelligence Bonus. If you pass, turn to [173](#). If you fail, turn to [22](#).

## 64

*This is where the Baron was sitting when the dining room was plunged into darkness. Now there is but a pile of ashes upon the plush upholstery!*

Turn to [122](#).

## 65

If you wish to investigate the statues in the centre of the chamber, turn to [62](#).

If you wish to Search for secret doors in the curved walls, turn to [36](#).

If you wish to try the entrance door, turn to [136](#).

If you wish to Search for a trap mechanism trigger on the floor that might activate the statues, turn to [240](#).

If you simply wish to wait to see what happens next turn to [224](#).

## 66

*You stand at the junction of two passages. Your choice lies before you.*

If you take the left passage where the mouth said, "Only those of knightly valour should take this path!", turn to [194](#).

If you take the right passage where the mouth said, "Take this path to be led on a merry dance!", turn to [156](#).

## 67

*Before you can act, a spark explodes in a cloud of smoke. The Baron and Gnome are gone, a rueful echoing sigh the last you hear of them. On the dining table, you indeed see the deeds to the castle with the Baron's wax seal upon the crisp parchment. Ownership reverts to the King, with an extension of good will, expressions of regret at any embarrassment*

*and inconvenience caused, and an explanation that no payment for the castle is expected. The Baron is moving on to less dangerous - less orc-infested - realms, ready to begin new adventures now the puzzles of his "dungeon" have been fully explored.*

*Your search of the castle reveals it to be deserted and contain little of value. You take the castle title deeds and decide to return to the King. What use have you of a castle, with no gold to run it or to garrison it, and Orc hordes about to pay a visit at any time? Most likely, the King will consider the mission a success, though there was little diplomacy and much trickery involved. Your reputation will no doubt be greatly enhanced.*

Award yourself 500 xp for successfully concluding the adventure, and 200 gp from the King as payment. You may now count the King's court as a potentially beneficial contact in future adventures, but for now you feel you deserve a well-earned rest from tricks, traps, illusions and - not least - diplomacy!

THE END

## 68

If you step on the far left tile on the 2nd row, turn to [101](#).

If you step on the near left tile on the 2nd row, turn to [131](#).

If you leap to a further away tile, turn to [44](#).

## 69

*Despite the statue seeming to react appropriately to your blow, you notice something unreal about it. In fact, it is an illusion! The war drums suddenly stop and the light comes on. The statues are now where they first were in the centre of the room.*

You recover all the damage you suffered during this combat.

If you wish to investigate the statues, turn to [62](#).

If you wish to Search for secret doors in the curved walls, turn to [36](#).

If you wish to Search for a trap mechanism trigger on the floor that might activate the statues, turn to [240](#).

If you wish to try the entrance door, turn to [136](#).

## 70

*The chute dumps you into a chamber that has smooth metal walls curving down to a floor in the shape of the bottom half of a sphere. Shafts at different heights in the walls lead out of the chamber.*

If this is the first time you have arrived in this chamber, turn to [16](#). Otherwise, turn to [146](#).

## 71

*You discover no traps and decide to open the door and peer through.*

Turn to [231](#).

## 72

*You waken, feeling groggy. You are laid out carefully at the end of a dimly lit 5ft wide passage. You hear Sir Percy waken beside you. All your equipment is still with you. The passage turns right ahead.*

You were drugged by a sleeping gas, and there are some residual after-effects. Roll a d4.

On a 1-2, you are Clumsy. Add 1 to your Clumsy value. You take this penalty to dexterity based checks and DCs including AC, reflex saves and attack rolls. Sir Percy takes the same.

On a 3-4, you are Enfeebled. Add 1 to your Enfeebled value. You take this penalty to strength based checks and DCs including strength based melee attacks, strength based damage rolls and Athletics Checks.

A neutralise poison cast upon you will attempt to Counteract all the after-effects as if they were a level 1 DC 11 poison. Anything except a critical fail will achieve this. This does not protect you against further gas exposure.

Turn to [103](#).

## 73

If you strike the knight with the lance to damage him, turn to [57](#).

If you “cheat”, and use your own weapon or spell instead, turn to [204](#).

If you strike the knight with the lance to attempt to knock him down, turn to [237](#).

If you are Trained in Athletics, you may use your lance to attempt to disarm the knight’s lance. Turn to [3](#).

If you jump off the horse and try and run down the metal corridor, ducking underneath the knight to get to the other end, turn to [60](#).

## 74

*You doggedly pursue, never catching Sir Percy, let alone the fleeing duo. The cold begins to bite, and your mind is numbed to the fact that there was only one set of footprints to follow.*

*Consciousness fades.*

*You find yourself on horseback not far from the King's citadel and heading towards it. Sir Percy rides beside you. But you have no memory of how you arrived there. In fact, you have no recollection of anything save a failed diplomatic negotiation with the Baron, and a vague sense of humiliation shared by the equally confused and even more disgruntled Sir Percy.*

*Frustratingly, all you can do is report your failure to the King, making up a tale to cover your lack of memory. Later, you discover that the King sent another party to the castle, who found it abandoned, and that the Baron had left behind a set of title deeds handing ownership of the castle over to the King.*

THE END

## 75

*You dash back to the hole and step through. As the walls move past the hole, you see the mechanisms behind them that drive them forwards.*

If you abandon Sir Percy to his fate, turn to [38](#).

If you attempt to break the mechanism, turn to [201](#).



## 76

*You waken, feeling groggy. You are laid out carefully on the floor of a 10 ft square chamber. You hear Sir Percy waken beside you. All your equipment is still with you. You recognise it as the area you were in recently with the tools and boxes stacked around the walls.*

You were drugged by a sleeping gas, and there are some residual after-effects. Roll a d4.

On a 1-2, you are Clumsy. Add 1 to your Clumsy value. You take this penalty to dexterity based checks and DCs including AC, reflex saves and attack rolls. Sir Percy takes the same.

On a 3-4, you are Enfeebled. Add 1 to your Enfeebled value. You take this penalty to strength based checks and DCs including strength based melee attacks, strength based damage rolls and Athletics Checks.

A neutralise poison cast upon you will attempt to Counteract all the after-effects as if they were a level 1 DC 11 poison. Anything except a critical fail will achieve this. This does not protect you against further gas exposure.

You head back to the pit and the pendulum, knowing now the best way past is to climb down into the pit and avoid the "pit within the pit" to climb up the other side.

Turn to [79](#).

## 77

*You step upon the tile, and nothing happens. The pleasant music stops.*

If you wait for the music to start, turn to [51](#).

If you make your next move, turn to [149](#).

## 78

*The pit appears to be around 30 ft deep. The pendulum is a wide and tall plate of steel with sharpened edges about 4 ft wide and 8 ft tall. Its bottom edge passes across the pit about 5 ft below floor level. It looks far too strong and heavy for its swing to be arrested or for it to be broken or jammed to one side.*

If you climb down to the bottom of the pit, turn to [239](#).

If you take a running jump across the pit, timing your jump to avoid the pendulum, turn to [115](#).

If you climb up the passage wall to a point above the pendulum, and then traverse the wall above the pit to the other side, turn to [135](#).

## 79

*Beyond the pit, the passage continues straight for some distance. However, you notice on the left wall that a section of wall is of differently coloured stone, and more roughly mortared together, as if part of some later hasty construction.*

If you investigate the wall section further, turn to [197](#).

If you ignore the wall and carry on up the passage, turn to [169](#).

## 80

*You lead Sir Percy on a long arc around the cloud of disturbance and continue northward towards the Baron's Castle.*

Turn to [105](#).

## 81

*You successfully deactivate the handle mechanism and are free to open the door.*

Award yourself 50 XP and turn to [186](#).

## 82

*You step upon the tile, and nothing happens. All the tiles glow briefly and then fade again as the music draws to a dramatic conclusion.*

You may step onto the plain strip of flooring on the other side of the tiles. All the tiles are safe to step upon now.

Award yourself 100 XP and one Hero Point for navigating the puzzle and turn to [130](#).

## 83

Make a note of the section you were at when you attempted this rest. If this is the first time you have attempted a long rest without discovering a specific area where you can do so, read the following:

*You attempt to rest, one of you on guard while the other sleeps. However you are interrupted by a clamouring squeaking battle cry as you are attacked by comically small reptilian humanoids with red scales and yellow wicked-looking eyes.*

Otherwise, read the following:

*Perhaps inevitably, your rest is interrupted by the high-pitched clamouring of Kobolds.*

In either case, roll perception for initiative against the Kobolds' perception of +3 and turn to [183](#).

## 84

*The Baron laughs, "You are too kind in permitting us the opportunity to explain the details of our tricks."*

*"You see, this room is in fact a large elevator! The illusory noise of the first attack disguised that of the heavy machinery my friend here devised to lower the whole room down a shaft. I could not resist some melodrama of my own, complete with ash stains upon the chair..."*

*The Baron continues enthusiastically, "Well, so now you see that the dining room double doors, the doors of the elevator if you will, then led to a smaller shaft directly below the castle hall and down the ladder to the entrance of the dungeon. Later, we raised the dining room again, so that the door from the music room led not to an empty shaft but back to the well hidden secret door behind the tapestries."*

Turn to [91](#).

## 85

*The secret door has led you here from behind the tapestries that hang along the south wall of the dining room.*

Turn to [170](#).

## 86

If you are of lawful alignment, award yourself 10 xp.

Turn to [196](#).

## 87

*Sir Percy makes no objection. You are now free to lead again.*

If you are evil, award yourself 10 xp.

Turn to [103](#).

## 88

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 89

If you step on the centre tile on the 4<sup>rd</sup> row, turn to [124](#).

If you step on the near right tile on the 4<sup>rd</sup> row, turn to [212](#).

If you step on the far right tile on the 4<sup>rd</sup> row, turn to [113](#).

If you leap to a further away tile, turn to [44](#).

## 90

*You approach the door. As you do so, you hear a long note sounded by a violin, and see to your surprise that the bow is moving of its own accord across the strings of the violin atop the pedestal.*

*The violin continues to play a mournful tune, rising off the pedestal, and the trombone does likewise, its slide moving in and out as if guided by an invisible hand.*

*A creak and a dissonant chord sounds behind you, and you see that the grand piano is moving purposely towards you on its thick sturdy wooden legs. You had not noticed before how sharp the lion-like claws appear. The violin and trombone take this as a cue to attack you, violently poking you with bow and slide while at the same time continuing their disturbing tune.*

Roll perception for initiative (+1 for you if you were in Seek Mode). The instruments (and carpet) act together with a +4 perception roll. The violin attacks you, and the trombone attacks Sir Percy. The piano attacks whomever is closest, while the carpet attacks whomever is in one of the four squares adjacent to a carpet corner, and whomever is not being attacked by the piano if there is a choice.

You start in the square in front of the door, and if Sir Percy is present he starts in the square behind you.

### Your Actions

Piano defences. Size L, AC 15 (11 when broken); construct armour; Fort +8, Ref +0, Will +4; HP 20; Hardness 4; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal, paralysed, poison, sickened, unconscious. When the piano is reduced to half hit points, it is broken. Its speed drops to 0, it loses its hardness and its AC drops to 11.

Carpet defences. Size L, AC 15; Fort +3, Ref +5, Will +3; HP 12; immunities as piano, vulnerability fire 5. When the carpet is reduced to half hit points, it splits and can no longer grab or constrict, but can still make slam attacks.

Violin Defences. Size T, AC 17 (15 when broken); construct armour; Fort +2, Ref +5; Will +2; HP 6; hardness 3; immunities: as piano. When the violin is reduced to half hit points, it is broken and cannot play. Its AC drops to 15 and it loses its hardness.

Trombone Defences. Size S, AC 17 (13 when broken); construct armour; Fort +4, Ref +3; Will +2; HP 6; hardness 6; immunities: as piano. When the trombone is reduced to half hit points, it is broken and cannot play. Its AC drops to 13 and it loses its hardness.

You cannot exit through either door while in combat. They are locked shut. If you defeat all three instruments (the immobile carpet you might simply avoid) turn to [43](#).

#### Enemy Actions

Piano Actions. Speed 10 ft. Reach only 5 ft. Slowed to only two actions per turn. On its first action at the start of combat, the piano takes an action to move to the 4-square area diagonal to Sir Percy's square, and its second action to strike Sir Percy with a wooden lion-leg at +6, damage 1d6 slashing.

On subsequent turns, roll a D6.

On a 1-4, the piano moves to melee range and makes a melee strike at +6, damage 1d6 slashing. On a successful strike if the piano has an action remaining, the leg attempts to trip the opponent with a Trip action (+6 athletics check versus target's reflex DC). If successful, the target falls and lands prone. If critical success, the target takes 1d6 bludgeoning damage from the fall. Because the piano has four legs, a critical fail is just a fail.

On a 5-6 and if the piano is within 10 ft of an opponent, it spends two actions to make a deafening crashing noise with all its keys. This acts as the Sound Burst spell, doing 2d10 sonic damage in a 10 foot burst around itself (Fort save DC 15, critical success unaffected, success half damage, failure full damage and deafened 1 round, critical failure double damage and deafened and stunned 1 for 1 minute).

Carpet Actions. Speed 0 ft. Two actions per turn. Anyone adjacent one of the carpet's four corners is subject to a slam strike at +6, agile, damage 1d6 bludgeoning. On a successful hit on its first action, it automatically Grabs (target flat footed and immobilised) using its next action, until the target frees itself with an Escape action (choice of unarmed attack modifier, Athletics check or Acrobatics check against DC 16). On the carpet's subsequent turns it needs to spend an action to maintain the grab and on its second action it Constricts for 1d6 bludgeoning damage (basic Fort save versus DC 16).

Violin Actions. Speed fly 30 ft. Three actions (but one taken to play). Strike +5 with bow, agile, damage 1d4 piercing. The violin will move to your square to attack you. All the time until broken, the violin plays a tune accompanied by the trombone. This takes one action each turn. The violin's notes have a discouraging effect, giving a -1 penalty to attack rolls and damage.

Trombone Actions. Speed 30 ft. Three actions (but one taken to play). Strike +5 with slide, agile, damage 1d4 bludgeoning. The trombone will move adjacent to Sir Percy to attack him. All the time until broken, the trombone plays a tune accompanied by the violin. This takes one action each turn. The trombone's notes have an unpleasant resonance resulting in defencelessness, giving a -1 penalty to AC and saving throws.

## 91

You are free to question the Baron.

If you ask, "What of Sir Percy? He is even now likely freezing to death chasing after your illusions," turn to [129](#).

If you ask, "But Sir Percy is no more. How am I to explain that at the King's court?" turn to [40](#).

If you have a foreman's letter and wish to show it to the Baron, turn to [9](#).

If you ask what was going on with the dining room, turn to [84](#).

If you ask what was going on with the strange round room and the animating statues, turn to [46](#).

If you berate the Baron for putting you through his dungeon, turn to [120](#).

If you ask the Baron if there have been previous survivors of his dungeon turn to [15](#).

If you indicate that you have no further questions, turn to [114](#).

## 92

*The richly carved double doors through which you entered the dining room remain closed. You move to open them carefully, but they appear somewhat stuck.*

If you attempt to force open the doors, make a Force Open DC 10 Athletics Check. If you succeed, turn to [159](#). If you fail, turn to [234](#).

If you search the doors for traps, and have not already made an attempt, make a DC 20 Perception check. If you succeed, turn to [222](#) or if you fail turn to [199](#).

If you listen at the doors, and have not already attempted this, make a DC 10 Perception check. If you succeed, turn to [140](#) or if you fail turn to [97](#).

If you investigate something else in the dining room, turn to [122](#).

## 93

*You ask Sir Percy if he has a preference for either passage. He 'tuts' in response. "Whatever we choose, it is likely to lead only to humiliation and death.*

*"Were I forced to decide, I would choose knightly valour, though I suspect the phrase was chosen in irony. A merry dance does not appeal in the slightest. I did not take to dancing at court, which was the result of a surprising lack of partners with whom to practice."*

If you respond, "Yes it is most surprising to me that no-one would want to be your partner," turn to [200](#).

If you respond, "I'll take even an ironic recommendation over none at all," turn to [154](#).

## 94

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 95

*You look carefully at the fireplace and see that while it appears to be fuelled by coals, these are in fact blackened stones. There are no gas nozzles in floor of the fireplace or other means to light it.*

Turn to [170](#).

## 96

*The exit from the round chamber does not lead back the way you came! Now the passage ascends a long stone staircase.*

If you wish to do something else in the round chamber, turn to [65](#).

If you wish to head down the passage, turn to [175](#).

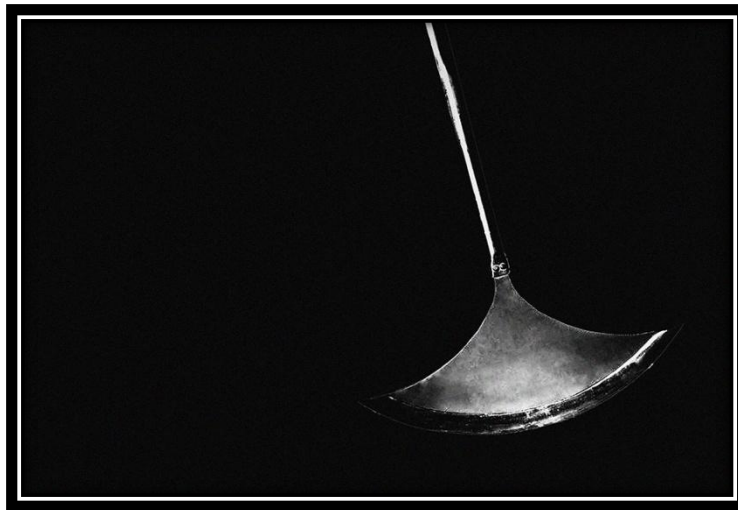
## 97

*You listen carefully but hear nothing save your own heartbeat.*

Turn to [92](#).

## 98

*You pass through the second barred door and into another 5 ft wide passage. However a deep 10 ft long pit blocks the way ahead. As you move forward to stare into the pit, you recoil at a sudden whooshing sound and a huge blade at the end of a long pendulum emerges from a tall narrow groove in the wall to the right and sweeps in front of you over the pit. It passes through a similar groove in the left wall but soon returns, reappearing through the groove and slicing through the air in the opposite direction. The long sharp blades of the pendulum gleam wickedly and you realise that*



*perfect timing would be required to get past this obstacle.*

If you take a moment to examine the pit and pendulum more closely, turn to [78](#).

If you take a running jump across the pit, timing your jump to avoid the pendulum, turn to [115](#).

## 99

*You manage to catch hold of a stable part of the ladder and continue your descent unharmed.*

Turn to [53](#).

## 100

If you are of neutral alignment with respect to law and chaos, award yourself 10 xp.

Turn to [196](#).

## 101

You step upon the tile, and nothing happens. The pleasant music stops.

If you wait for the music to start, turn to [24](#).

If you make your next move, turn to [149](#).



## 102

*Sir Percy becomes purple with rage, but looks around and sees how alone he is out in the wilderness. He prepares a retort, bites his lip and remains silent.*

*You have quieted Sir Percy for now, but doubt that he will forget this slight, especially once you return to the King. This of course assumes that you both make it back in one piece. You suspect that your noble charge's silence denotes that he is pondering the same thing...*

If you are chaotic alignment, award yourself 10 xp. You may take 10 minutes to refocus once, or tend to any wounds. If you are trained in Medicine, you may treat wounds once on yourself and once on Sir Percy (DC 15 check; crit success heal 4d8, success heal 2d8, crit fail damage 1d8; any success removes the wounded condition). When you are ready, turn to [108](#).

## 103

If you have previously moved past the curtains, turn to [18](#).

Otherwise, read the following:

*You turn round the passage corner and ahead your way is blocked by a set of multicoloured curtains. On closer inspection, there appear to be not one set of drapes but several, one behind the other. They seem to sway slightly, though there is no wind - either that or it is a trick of the light caused by the vivid shimmering patterns that decorate the heavy cloth material.*

If you attack the curtains, turn to [236](#).

If you push through the curtains, turn to [27](#).

## 104

*You notice that the shadows you cast upon the floor are actually moving independently of you, long dark tendrils drifting in and out of the more solid blackness of your frame. A dark shadowy claw like a ribbon of blackness moves upwards out of the floor.*

You have the initiative to strike first against this Shadow. Place the shadow's token on a square next to you and turn to [139](#).

## 105

*It appears you have avoided any trouble and after a short while Sir Percy relaxes in his saddle. "You see? There are benefits to following the wisdom of nobility. It is important for common folk to acknowledge their betters and obey them. In so doing, we have avoided any distractions and shall certainly be at the castle well before nightfall!"*

*But, as Sir Percy speaks, your attention is on the northern horizon where dark brooding clouds are gathering. You wonder if you will reach the castle in time before the encroaching storm. As the sky gradually darkens, though it is only just after noon, the snowy blanket of moorland gradually gives way to rocky hills.*

*Sir Percy presses on ahead, skilfully steering his horse through a narrow valley of snow-draped scree and boulders. His focus is only upon his destination, but that focus is abruptly broken by a bestial cry from atop the steep slope of the valley. You have been ambushed by a band of Orcs!*

The four mounted Orc Brutes surround you and you cannot escape, though their war cries denied them any chance of surprise. Sir Percy is frozen in indecision and will follow your lead. Roll your perception for initiative against the Orcs' single initiative roll (+5 perception).

### Tactical Map

Bring out Tactical Map B. The Orcs start in the four marked positions and you and Sir Percy in your positions. The positions straddle two squares because of the horses' size. The rough rocky ground is difficult terrain throughout. The contour lines denote 1ft elevation changes, moving up either side from the centre.

### Your Actions

Orc defences. AC 15 (+1 while mounted due to extra cover); Fort +6, ref +4, Will +2. HP 15. Ferocity: one time, when reduced to 0 hp, the Orc instead has 1 hp.

Horse defences. AC 16; Fort +9, ref +6, Will +5. HP 22.

If you remain mounted, you can take an action to command your horse to move. The horses are not warhorses and cannot be commanded to fight, only to move up to 40 ft. You can take two actions to command your horse to gallop up to 100 ft in total. If you have the ride skill, this is automatic. If you do not have the ride skill, in the panic of combat you must pass a Command an Animal Nature Check against the horse's Will DC of 12. If you fail, the horse remains motionless. If you critically fail the Nature check, the horse will Buck (roll Reflex save DC 16 or fall prone in an empty square next to the horse, if a critical fail reflex save also take 1d6 bludgeoning damage).

Prone condition: flat footed (-2 AC) and -2 circumstance penalty to attack rolls. Must crawl or take an action to stand up before moving.

While mounted you may attack any square adjacent to the mount if you have 5 ft or 10 ft reach. For purposes of your attack's origin, it may be from either of the mount's two squares.

If you attack the Orcs rather than their mounts, the Orcs have +1 AC while mounted due to lesser cover.

Sir Percy has the ride skill. If you won initiative, he will only draw his rapier on his first turn. Otherwise, since the Orcs are already in melee with him, he will draw his rapier, take an action to perform a duelling parry (+2 AC until beginning of next turn) and then a snagging strike (+9, 1d6 piercing, deadly d8; if hits, opponent flat footed (-2 AC) until start of his next turn). On subsequent turns, he will perform a duelling parry, then a snagging strike at +9, then a second strike at +4.

### Orcs' turn

The Orcs attack on horseback. The rear two will attack you and the front two will attack Sir Percy. The Orcs can strike if either square of their mount is adjacent or diagonal to your square or either square of your mount. They will attack you, not your mount. You have +1 AC while mounted due to lesser cover.

The Orcs have the ride feat and so automatically succeed in controlling their horses. If out of melee, they take an action to command their mounts to move up to 20 ft, then strike with their Orc Necksplitters at +7 (forceful: +1 damage on second attack, sweep: +1 on second attack if a different opponent), damage slashing 1d8+3, then strike again at +2. If they are already in melee range with you or Sir Percy they make a third attack at -3.

### Victory

If you defeat all four Orcs, award yourself 50 XP. Sir Percy wakes up and is on 1 hp if he had been brought down but not killed, and the same applies to you. Turn to [141](#).

## 106

*Despite having Darkvision, you are unable to see anything in the dining room. You must have been subjected to a magical darkness.*

Turn to [132](#).

## 107

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 108

*After your fracas with the Orcs, the final leg of your journey continues uninterrupted. A cold wind rises steadily and you feel alone and exposed in the wilderness. Even the wildlife is absent, most likely seeking shelter from the incoming storm. You hope that you too will reach shelter soon.*

*You draw your winter cloaks more tightly around you and press on, your horses' heads bowed low before the mounting gale.*

*As the skies darken to impenetrable night and the first few flakes of the blizzard sting your faces, your spirits suddenly rise as you catch sight of your destination.*

*Amid billowing clouds of snow, a small ruined castle stands proud upon a promontory overlooking a narrow pass below. Welcoming lights shining through the castle's windows guide you like beacons to the courtyard gate. A banner atop the castle's single tower flaps crazily in the wind as you wait impatiently for the gate to open. Soon you are ushered by servants into the relative light and shelter of the courtyard. Already the snow is settling upon the slick cobbled ground. Then the castle door is thrown open wide and framed by the light from within is the larger than life figure of your host, Baron Northausen.*

*The baron's hearty greeting is met by the cold acknowledgement of the counsellor, but Sir Percy's aloofness cannot hide his relief at this timely deliverance from the storm. A servant takes your horses to the courtyard stables and you step within the castle. The great door booms shut behind you, banishing the noise and the chill of the howling wind, and you have a moment to take in your surroundings.*

*A magnificent roaring fire blazes to one side and a grand staircase sweeps up a curving wall adorned with trophies, paintings and ornamental weapons. You quickly realise that the castle's ruined appearance from the outside is an affectation. Its whole construction is very recent, designed with comfort rather than security in mind, with purpose-built irregular sections fashioned "artistically" in imitation of - or, as the Baron would say, homage to - a genuine ancient fortification.*

*The Baron is warm and respectful, making polite conversation with Sir Percy and betraying no feelings of ill-will despite what was by all accounts a singularly unfriendly prior encounter. Sir Percy is momentarily taken aback, but quickly lapses into the affected politeness practiced at court. When the Baron turns to you, it is as if you are a long-lost friend. He apologises profusely for the inaccessibility of his humble home and the inclement weather, thanks you repeatedly for the honour of your visit, and hopes sincerely that your stay will be pleasant and rewarding. There is no sense that you are but a humble servant of Sir Percy, and perhaps only a mischievous twinkle in the Baron's eye reveals that he is positively enjoying the King's attempted "retainer" ruse.*

*Pleasantries over, the Baron realises that the hour is late and your journey has been difficult. You are led to warm, comfortable chambers in which have been laid out sumptuous suppers. The business of the visit can wait till the morrow. Tonight, you may eat and rest in your own company, safe against the snowstorm outside and mercifully away from the nagging Sir Percy, no doubt finding fault with his own chambers and with the Baron's attentive servants.*



Diplomatic niceties mean there is no need to be concerned with Sir Percy's or your own safety tonight. You may take a long rest overnight, recovering all hp completely, regaining spells and making any daily preparations you wish. Turn to [177](#).

## 109

*The kobold, instead of reacting as you expect, flinching - or exploding into gibbets, depending on what exactly you did to it - simply stops moving and then fades away to nothing.*

Turn back to 183, noting of course that there is one less kobold and you may already be in melee.

If that was the last of the kobolds, turn to [216](#).

## 110

*Sir Percy gingerly mounts the wooden horse, muttering that he has not sat upon a wooden horse since he was a small child. He takes up a wooden lance standing in a tall basket by his left elbow and works himself into a comfortable position upon the saddle and in his stirrups. It clearly looks like the courtier has jousted many times before and his lack of heavy armour and shield does not seem to concern him.*

*You see the wooden horse is suspended just above the ground on a shaft coming up through the groove in the floor. Soon the shaft starts to move within the groove down the corridor, and so Sir Percy sets off on his joust. You see the knight on the other horse is likewise in motion.*

*The horses both speed up, travelling faster and faster toward each other, and stirring music echoes around the corridor. At the last moment, Sir Percy, unhampered by shield or heavy armour, rises right up upon his stirrups, his body angled far forward over the horse's head so that from stirrups to tip of lance is almost a straight line through which the full force of the horse's momentum will travel.*

*With a crash, the extended lance strikes the knight full on the breastplate before the latter can bring his own lance to bear. The knight for a long comical moment seems suspended in the air glued to the tip of Sir Percy's lance, travelling backwards as his horse continues forwards without him.*

*Sir Percy flicks the lance, seeming to swat the knight like a gnat and he flies off the tip to crumple on the metal floor. To complete the victory, the knight's armour twitches, sparks and smokes from the clearly electrified floor until it finally lies still.*

*Sir Percy vaults off his horse at the far end, and you see the whole metal floor start to glow, and then fade again as the stirring music reaches a climax and conclusion.*

*The floor is now safe to traverse, and you join the jubilant Sir Percy, heading onward along the far passage.*

Award Sir Percy a Hero Point and turn to [130](#).

## 111

*You avoid the sweeping blades. However, your attention is so focused above that you fail to notice a hidden pit trap in the bottom of the pit that suddenly springs open. Because of the way the valves open, you cannot grab an edge and you both tumble down along a long metal slide.*

Turn to [70](#).

## 112

*Numerous tapestries completely cover the wall here. They depict various musical activities, from solo performers to large concerts. There is nothing behind the tapestries.*

The first time you step on square X, turn to [160](#).

The first time you step on square Z, turn to [90](#).

## 113

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 114

*The Baron warmly shakes your hand and the gnome gives you a friendly wave and smile. Instead of leaving through the dining room door, the Baron with a flourish produces a magical spark upon his palm, which then explodes in a cloud of smoke. The Baron and Gnome are gone, a fading chuckle the last you hear of them.*

Your search of the castle reveals it to be deserted and contain little of value. You take the castle title deeds and decide to return to the King. Most likely, the King will consider the mission a success, though there was little diplomacy and much trickery involved. Your reputation will no doubt be greatly enhanced.

Award yourself 500 xp for successfully concluding the adventure, and 200 gp from the King as payment. You may now count the King's court as a potentially beneficial contact in future adventures, but for now you feel you deserve a well-earned rest from tricks, traps, illusions and - not least - diplomacy!

THE END

## 115

*You spend several moments timing the swing of the pendulum and take a running leap over the pit.*

The standard distance you can cross is 5 ft if your speed is less than 30 ft or 10 ft otherwise. If you can normally only cross 5 ft, you need to make an Athletics Check DC 10 to attempt a 10 ft leap.

If you pass, turn to [13](#).

If you fail, turn to [153](#).

## 116

*You successfully lock the valves in place and can cross to the other end of the pit floor. You continue along the passage.*

Award yourself 100 XP and turn to [79](#).

## 117

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 118

*You find nothing out of ordinary about the door, which appears to be unlocked. You open the door.*

Turn to [21](#).

## 119

*Dim light filters through the cracks in the double doors, casting long shadows behind you as you step towards the doors.*

Make a DC 24 Perception Check. If you pass, turn to [104](#). If you fail, turn to [164](#).

## 120

*You angrily retort, "Obviously you are responsible for all I have suffered and you have been well aware of my exploits trying to navigate your dungeon. Very amusing for you, no doubt. For me, not so much. I presume you were spying or scrying upon me most of the time, joking at my travails. And you expect to walk away free?"*

*The Baron responds carefully, "You have been well compensated with a magical item. And no doubt further compensation will be awarded by your grateful King when he holds the castle deeds in his royal hand."*

*"Before you attack us in revenge, think on this. As an adventurer, do you not expect to face danger and tribulation? Is that not the challenge? And would you prefer to explore a dungeon where the dangers are real and the rewards uncertain, or one relatively safe where the dangers are largely illusion, and the rewards guaranteed, though you knew it not at the time?"*

Turn to [172](#) if you respond with, "I will not fight you, Baron. I accept that I was the victim of your practical jokes, *this time*. And a merry dance you led me on, to be sure. Perhaps someday we shall meet again, and then the joke will be on you."

Turn to [2](#) if you respond with, "I will not fight you only because I suspect that you have me overmatched, and the compensation you offer is considerable."



Turn to [49](#) if you respond with, "I will not fight you this day, "Baron". You have the advantage and my defeat would not bring justice, only eliminate a witness to your crimes. Rest assured, however, that I will report you to the authorities and one day you shall face justice for your deeds!"

Turn to [31](#) if you respond with, "I will not seek revenge against you, though I hardly approve of your actions. The interests of all are best served by handing the castle over to the king, which will help him defend the land against the Orc incursions. Even though diplomacy hardly played a part, that end has ultimately been achieved."

Turn to [224](#) if you respond with, "Revenge is a dish best served cold. Not now, when you have no doubt planned for the possibility of a violent conclusion to your little game. I will take my rewards, increase in power, and then you may regret putting me through your charade, and then letting me go..."

If you attack the Baron and Gnome, turn to [67](#).

If you indicate that you have no further questions, turn to [114](#).

## 121

*There is a sinister stillness in the air. Sir Percy appears unfazed and heads towards the far wall of the passage where there is a skeleton upon the floor. Sir Percy scratches around, trying to find an exit.*

*Suddenly, there is a judder and the clanking of heavy gears. You see the side walls are moving towards each other – with Sir Percy in the middle!*

*Above the rhythmic knock of cogs and wheels and the grinding of stone on stone, an unearthly hollow moan escapes Sir Percy's lips, as if his voice comes from the depths of a bottomless pit. "My message must be conveyed!"*

*He stands motionless despite the danger, his eye glazed.*

*As the walls move past the hole, you see the mechanisms behind them that drive them forwards.*

If you climb into the passage and attempt to drag Sir Percy back out through the hole, turn to [165](#).

If you wish to enter the passage quickly and make a Recall Knowledge Check, turn to [63](#).

If you abandon Sir Percy to his fate, turn to [38](#).

If you attempt to break the mechanism, turn to [201](#).

## 122

You may explore the dining room. Choose an exploration mode (see rear of adventure for details).

The first time you step in Square W, turn to [209](#).

The first time you step in Square X, turn to [64](#).

The first time you step in Square Y, turn to [12](#).

The first time you step in Square Z, turn to [233](#).

If you wish to speak to Sir Percy and have not already done so, turn to [171](#).

If you check the doors to the east, move your token to the square in front of them and turn to [92](#). If you have already found what is beyond the doors, turn to [145](#).

## 123

*Sir Percy gasps, "Those bloodthirsty Orcs just don't know when they are dead! Time after time, they come back, desperate for more! What were you doing, fool? Charging in against orders..."*

*The noble is interrupted from his breathless rant by the deep hail of the Barbarian. He has defeated the remaining two Orcs and holds the reins of one of their horses, preventing it from bolting to join its fleeing fellows. To Sir Percy's further chagrin, the Barbarian completely ignores him and thanks you, bowing deeply, "You have my gratitude. Alas, I have nothing to offer you in return. I shall not be travelling with you...", the Barbarian steals a glance at your comrade, "but I am in your debt and my tribe will not forget the aid you bestowed. Farewell, brave warrior!" And with that, the Barbarian leaps upon his horse and gallops off in the direction from which you came.*

Award yourself 50 xp. You may take 10 minutes to refocus once, or tend to any wounds. If you are trained in Medicine, you may treat wounds once on yourself and once on Sir Percy (DC 15 check; crit success heal 4d8, success heal 2d8, crit fail damage 1d8; any success removes the wounded condition). When you are ready, you continue on towards the castle, Sir Percy following in sullen silence. Turn to [108](#).

## 124

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 125

*The cupboards are filled with...*

*... a nest of angry giant centipedes who tumble out through the opened doors in a wriggling tangle of snaking segments, scuttling legs and snapping mandibles!*



Roll perception for initiative; the centipedes roll at +6.

You start on square Y as do the tiny centipedes. Sir Percy starts on square X.

*Your turn*

The Giant Centipedes' defences are AC 15; Fort +7, Ref +6, Will +2; HP 8.

You cannot flee, as the centipedes are faster than you.

At the end of your turn, if you are poisoned, you make a DC 14 Fort Saving Throw. If you succeed, you move down a poison Stage and suffer this Stage's effects. If this takes you to Stage 0, you are cured of the poison. If you critically succeed you move down two Stages. If you fail, you move up a Stage. If this takes you to Stage 2, take 1d8 poison damage and you are flat-footed. If this takes you to Stage 3, or you are already at Stage 3, you take 1d12 poison damage, and are clumsy 1 as well as flat-footed. After 6 rounds from first poisoning the poison ceases regardless.

#### *Centipede's Turn*

Two centipedes will attack you, and two will scuttle across the floor to Sir Percy and attack him. If you moved on your turn, the centipede follows into your square as its first action. It strikes with its mandibles in any other circumstance at +6 (finesse), then +1, then -4; Damage 1d4-1 piercing plus DC 14 Fort save against Giant centipede venom. Giant Centipede Poison: DC 14 Fort, Max Duration 6 rounds; Stage 1 1d6 poison damage; Stage 2 1d8 poison damage and flat-footed; Stage 3 1d12 poison damage, flat-footed and clumsy 1.

If you fail your initial save you immediately go to Stage 1 of poisoning and take 1d6 poison damage. If you critically fail you immediately go to Stage 2, take 1d8 poison damage and become flat-footed.

If you were already poisoned, a failed Save means you do not suffer any immediate effects on the centipede's turn, but it moves you up a Stage and a critically failed Save moves you up two stages. The maximum duration is not reset. At the end of your next turn, your Save will shift you up or down from this new Stage. Note that after 6 rounds from first poisoning the poison ceases regardless.

#### *Victory Outcome*

If you defeat the centipedes, you receive 50 XP. Turn to [170](#).

### **126**

*You discover no traps and decide to open the door and peer through.*

Turn to [170](#).

### **127**

*Back in the area where you rested, there are not sufficient planks to construct some kind of bridge, even if the pendulum were not there. However some spikes with eyelets could be driven into the walls and rope passed through them to form a mountaineer's rope line.*

If you go ahead with this plan, turn to [59](#).

If you decide upon another option, turn to [78](#).

### **128**

*This is where the Baron was sitting when the dining room was plunged into darkness. Like most of the furniture in this pseudo-ancient castle, the plush upholstery is dust-free and spotless.*

Turn to [170](#).

## 129

*The Baron smiles. "Your concern is touching. I have sent a magical messenger to retrieve the poor wretch and send him on his way back to his King. He will be chilled, bedraggled, humiliated, but alive. Most of all, he will not be in a position to steal the credit from you for returning ownership of the castle to the King."*

Turn to [91](#).

## 130

*The passage turns yet again and you see ahead a stair leading upward. The stair extends some way, and you feel hopeful that you may at last be back up to the castle level.*

*At the top of the stairs is a stone door with an iron handle.*

If you Search the door for traps, make a DC 20 Perception Check. If you pass, turn to [221](#). If you fail, turn to [71](#).

## 131

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 132

*For several moments, you are thrown into confusion. You can hear nothing above the roaring din, and a body bumps into you, impeding your movement.*

*Then suddenly you are able to see again. The fire burns in its hearth. The chandelier is lit. Your ears are still filled with the echoes of the deafening roar but the room itself is now completely quiet.*

*Looking around, you see that Sir Percy is as bewildered as you are, and the Baron is no longer present.*

Bring out Tactical Map C. Place your counter on the chair near the door and Sir Percy's on the chair near the fireplace.

Turn to [122](#).

## 133

*At last, with aching limbs, you reach the other side. It is now Sir Percy's turn. He is able to brace his feet against the wall and lean back, holding the rope with both hands and shifting sideways hand over hand. By these means, he is able to cross safely, and uncharacteristically thanks you as he leaps down to join you.*

The passage continues onward. Award yourself 100 XP and turn to [79](#).

## 134

*Alas you are unsuccessful. The walls come together, while Sir Percy remains in his torpor, mercifully unaware of what is happening. You turn away before the very end, putting some distance between yourself and the gory conclusion of Sir Percy's mission of diplomacy. There is nothing to do but continue on up the main passage.*

Turn to [169](#).

## 135

*You consider that climbing up the side wall may be the best way to avoid both pit and pendulum entirely, provided you do not fall...*

*But as you make ready to begin your ascent up the wall, Sir Percy stops you, "Are you forgetting something? You may be a human spider, but I am not, and I have no wish to risk the pendulum myself."*

If you abandon the plan and make another choice, turn to [78](#).

Recalling the tools in the previous chamber, if you try and fashion something to aid Sir Percy's climb, turn to [127](#).

### 136

*You return to the entrance door. You try it and it opens easily now the music has stopped and the statues are inert.*

Take the number of times the room has gone dark and divide it by three.

If the remainder is zero turn to [142](#), if 1 turn to [96](#), and if 2 turn to [33](#).

### 137

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

### 138

*The inert form of Sir Percy is too awkward for you to pull free. In your desperation, you realise that it is also too late for you to get back through the hole. The walls close in and merciful oblivion comes swiftly...*

THE END

### 139

Your Turn

Shadow Defences. AC 20; Fort +8, Ref +14, Will +12; HP 40. Immunities: death effects, disease, paralysed, poison, precision, unconscious. Weaknesses: light vulnerability. Resistances all 5 (except force, ghost touch, or positive); 10 resistance against non magical, non glowing, weapons (e.g. no light spell cast upon them).

If the shadow is hiding in your shadow, it is Hidden but you are aware of its location and you must roll DC 11 to target it with a non area attack.

You may take a Seek action Perception versus DC 24 to Observe the Shadow and not suffer this penalty until it successfully hides again.

If you defeat the Shadow, award yourself 100 XP and turn to [29](#).

## Shadow's Turn



The shadow only has two actions per turn.

If it is in melee range (which it is when combat first starts), it attacks with its first action with a shadow hand at +15, damage 2d6+3 negative damage. On its next action it attempts to hide in your shadow. It rolls stealth at +14 versus your perception DC.

If the shadow is not in melee range, it takes an action to move into range with a fly speed of 30 ft, and then an action to strike.

### 140

*You listen carefully and can hear a faint hollow echoing wind in the area beyond the stone door.*

Turn to [92](#).

### 141

*Sir Percy gasps, "Those bloodthirsty Orcs just don't know when they are dead! Time after time, they come back, desperate for more!"*

*He pauses a moment for breath, then adds, "What were you doing, fool? You should have been on the lookout! You are supposed to be guarding me, not the other way around!"*

If you sigh, and respond, "Very well, Sir Percy. Would you like me to scout ahead from now on?", turn to [23](#).

If you angrily respond, "Keep your opinions to yourself! Out here in the wild, you have no laws and rules to hide behind. You stumbled into a clumsy ambush and so you are incompetent to lead. Now I go ahead and you take *my* orders!", turn to [102](#).

### 142

*The exit from the round chamber leads back to a passage that turns to the right ahead.*

There is little point in going back the way you came. You decide to close the door and wait. Turn to [224](#).

### 143

*There is a sinister stillness in the air. The passage ends in what appears to be a dead-end and lying on the floor is a skeleton dressed in tattered workman's garb. Its bones are crushed and snapped. Sir Percy appears unfazed and scratches at the end wall, trying to find an exit.*

*Suddenly, there is a judder and the clanking of heavy gears. To your horror, you see the side walls are moving towards each other – with you and Sir Percy in the middle!*

*Above the rhythmic knock of cogs and wheels and the grinding of stone on stone, an unearthly hollow moan escapes Sir Percy's lips, as if his voice comes from the depths of a bottomless pit. "My message must be conveyed!"*

*He stands motionless despite the danger, his eye glazed.*

If you attempt to drag Sir Percy back out through the hole, turn to [165](#).

If you wish to make a Recall Knowledge Check, turn to [63](#).

If you scramble back out of the passage yourself, turn to [75](#).

### 144

*The curtains are heavy, and seem to tug at you. Suddenly you feel an invisible hand try and grasp one of your possessions and steal it! You bat the hand away and emerge on the other side of the drapes.*

*Safely on the other side, you check your equipment. Fortunately, nothing is missing.*

If you attack the curtains, turn to [236](#).

If you continue onward, turn to [18](#).

### 145

*You look through the doors into the shaft leading down 20 ft to its bottom. An iron ladder is fixed to the shaft's west wall within easy reach.*

If you climb down the ladder, turn to [35](#).

If you move back into the dining room, turn to [122](#).

### 146

*Again, Sir Percy flies out of a shaft opening, but a different opening this time. Again, you hear gas seeping into the room. This time, you are resigned to your fate. You find yourself growing drowsy...*

If you arrived here from the pit and the pendulum, turn to [76](#).

Otherwise, turn to [58](#).

### 147

*Suddenly you receive a jolt and are transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).



## 148

*On your way down the ladder, you notice that one of the iron rungs is loose. You continue, avoiding that rung, and warn Sir Percy to do likewise.*

Turn to [53](#).

## 149

*As you are about to make your jump without waiting, suddenly you receive a jolt and are transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 150

*Sir Percy responds, "Obligation means nothing to you, I see? Well at least I have the small satisfaction of having taken certain precautions. I have left instructions that if I do not return, and there is word that you are spied alive, you are to be hunted down like a treacherous dog!"*

If you are of true neutral or chaotic neutral alignment, award yourself 10 xp.

Turn to [218](#).

## 151

*You have successfully erased the rune. The door is now safe to open.*

Award yourself 20 XP and turn to [6](#).

## 152

*Sir Percy responds, "Let me be perfectly clear. I am the master here, and you the servant. You act on my orders. If you lead the way, it is because I have ordered you to do so! And you have an added incentive to ensure my wellbeing. I took the precaution of leaving instructions that if I do not return, and there is word that you are spied alive, you are to be hunted down like a treacherous dog!"*

If you are of good or lawful alignment, award yourself 10 xp.

Turn to [218](#).

## 153

*As soon as you leap, you realise that you have failed to make the distance, but strangely - and luckily - you fail even to make it as far as the pendulum, which sweeps in front of you as your trajectory takes you downward...*

*...to land at the bottom only 10 ft down. You realise that the whole pit and pendulum are covered by a distance distorting illusion. The timing of the pendulum is not as it appears, while the pit is fully 20 ft long but only 10 ft deep.*

You take 5 bludgeoning damage from the fall. Seeing the illusion for himself now you have fallen in the pit, Sir Percy climbs carefully down to join you at the bottom.

Turn to [191](#).

## 154

*Sir Percy sighs, "Well, I shall leave the final choice to you. You seem to be more at home down in this dungeon than I."*

Turn to [66](#).

## 155

*You make a space wide enough to peer through, and shine a light through the hole. Beyond is a bare 5 ft wide passage heading into darkness. In the quiet stillness, you hear a faint whisper. At first you cannot make out any words, but then it becomes louder and clearer and you think you can make out, "Come here! Quick! My message must be conveyed."*

*Sir Percy has heard the words too, and urgently starts making the hole wider by yanking loose more stonework.*

*"You heard the voice," he cries. "At last, a friend in this infernal trap-infested dungeon! We shall escape and return at the head of the King's army to smash the whole castle into rubble!"*

*Soon, Sir Percy is able to crawl through the gap.*

If you follow, turn to [143](#).

If you wait at the hole, turn to [121](#).

## 156

*After a short distance the passage turns left and opens out into a large chamber 25 ft wide. Around 5 ft into the chamber, the floor is made of metal plates inscribed with runes of letters, all in a pale blue colour and oriented upside-down from your position.*

*Each plate is 5 ft wide, with tiny gaps between them. There are five rows of five floor plates. At the other end of the chamber is another strip of plain stone floor and an exit passage in the centre of the opposite wall. The whole area is lit with a soft light whose hue slowly changes in a soothing manner.*

*As you enter the chamber, pleasant music commences from an unknown source and the lighting changes with the mood and rhythm of the strains of music.*

*It seems that you probably have to navigate this floor, stepping on the correct squares.*

Bring out Map E and turn to [167](#).

## 157

*Sir Percy responds, "Revealing yourself to be the murderous low-born villain you are, I see? Well at least I have the small satisfaction of having taken certain precautions. I have left instructions that if I do not return, and there is word that you are spied alive, you are to be hunted down like a treacherous dog!"*

If you are of evil alignment, award yourself 10 xp.

Turn to [218](#).

## 158

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 159

*You shoulder open the doors, which give way to your force. Your momentum carries you into the area beyond...*



*...which is a small bare chamber with no floor!*

Make a Grab an Edge Reaction (reflex save against DC 15) to catch the lip of the pit. On a success, turn to [188](#). On a failure turn to [198](#).

## 160

*You approach the piano. You are startled by a single quiet high-pitched note. The lid is open, and you see nothing save for the neat rows of piano strings within. Perhaps it was just a creaking wire or vibration that sounded the odd note. You see*



*that runes are inscribed upon each of the piano's ebony and ivory keys.*

If you attempt to translate the runes, and have not previously made an attempt, make a Recall Knowledge Arcane Lore DC 15 check. If you pass, turn to [30](#). If you fail, turn to [238](#).

If you investigate elsewhere, turn to [214](#).

## 161

*You trudge wearily back through the snow and enter the castle, somewhat perplexed. You decide to head back to the dining room to warm yourself near the roaring fire.*

*There you find the Baron and gnome still sitting at the table, pleasantly sipping mulled wine, its comforting aroma filling the room.*

*The Baron bids you join him. "Ah, I must apologise for your needless trek through the wilderness. We regrettably declined the option of flight across the snow. Unlike our illusions, we find the cold most disagreeable."*

*"Before you attack us, at least hear me out. You have already achieved all you set out to accomplish. The deeds to the castle are yours!"*

If you attack the Baron nevertheless, turn to [67](#).

If you listen with caution, turn to [20](#).

## 162

*Your attention is mainly on the sweeping blades above you. However one of you spots something abnormal about the pit floor. There is a hidden pit trap here - a "pit within a pit". Make a DC 10 Thievery check to fix the valves so they do not open.*

If you pass, turn to [116](#).

If you fail, turn to [17](#).

## 163

*While you are busy investigating the statue, the room goes dark and strobes again, and the war drums commence. The two statues attack.*

Roll Perception again for initiative, but you may have a +4 bonus for being ready. The statues roll at +10. The statues are at full hp, even if you previously wounded them.

Turn to [213](#).

## 164

*You are struck by a dark insubstantial claw, like a ribbon of blackness that has risen up from the shadows cast across the floor.*

This Shadow has initiative to take its first turn against you. Place the shadow's token on a square next to you and turn to [139](#).

## 165

*You attempt to drag the stupefied figure of Sir Percy back through the passage before the walls close in.*

Make an Athletics DC 15 check. If you pass, turn to [195](#). If you fail turn to [138](#).

## 166

*You have tampered with the mechanism sufficiently to disable it, and the walls mercifully grind to a halt.*

*You are free to enter the passage and check on Sir Percy, who soon wakes from his torpor, remembering nothing of the episode save for the insistent whispering you first heard. You have time to search the skeletal remains to the rear of the trapped passage, and see that the bony hands clutch a letter.*

Turn to [180](#).

## 167

You are standing on the plain strip of stone floor before the first row of tiles.

If you step on the far left tile, turn to [61](#).

If you step on the centre left tile, turn to [14](#).

If you step on the centre tile, turn to [117](#).

If you step on the centre right tile, turn to [32](#).

If you step on the far right tile, turn to [158](#).

If you try and leap across to a more distant tile, turn to [44](#).

If you wait for the music to stop, turn to [147](#).

## 168

You decide to fight the Orcs. Bring out Tactical Map A. You start on your horse at the point marked "PC", and Sir Percy is on his horse starting at the point marked "SP". Note the labels straddle two squares because the horses are two squares long. The horse faces towards the beginning of the label.

When combat starts, you must deal with four mounted Orcs. The remaining two are busy with the Barbarian and these combatants are just off the tactical map.

You may choose to dismount before starting combat.

Roll for initiative. You have not yet been seen, and you may use your choice of perception or stealth for your initiative roll. You gain a +1 to initiative for scouting. The Orcs roll perception together at +5. If you win initiative, not wishing to be left alone, Sir Percy will reluctantly join in upon his horse on your second turn. If you lose initiative, two Orcs will charge at you and two at Sir Percy.

### Tactical Map

There is a short slope upward between you and the Orcs that provides cover (+2 AC). This is difficult terrain (+5 ft. move) to move up but not down.

Your turn.

Orc defences. AC 15 (+1 while mounted due to extra cover); Fort +6, Ref +4, Will +2. HP 15. Ferocity: once per day, when reduced to 0 hp, the Orc instead has 1 hp.

Horse defences. AC 16; Fort +9, Ref +6, Will +5. HP 22.

If you remain mounted, you can take an action to command your horse to move. They are not warhorses and cannot be commanded to fight, only to move up to 40 ft. If you have the ride skill, this is automatic.

If you do not have the ride skill, in the panic of combat you must pass a Command an Animal Nature Check against the horse's Will DC of 12. If you fail, the horse remains motionless. If you critically fail the Nature check, the horse will Buck (roll Reflex save DC 16 or fall prone in an empty square next to the horse, if a critical fail reflex save also take 1d6 bludgeoning damage).

Prone condition: flat footed (-2 AC) and -2 circumstance penalty to attack rolls. Must crawl or take an action to stand up before moving.

You can take two actions to command your horse to gallop up to 100 ft in total.

Your mount takes up two adjoining squares. While mounted you may attack any square adjacent to your mount if you have 5 ft or 10 ft reach. For purposes of your attack's origin, it may be from either of the mount's two squares.

If you attack the Orcs rather than their mounts, the Orcs have +1 AC while mounted due to lesser cover.

Sir Percy has the ride skill. If his nearest opponent is not in melee range, he will draw a starknife, throw it (+9, 1d4 piercing, deadly d6, agile) and draw another. If he is more than 40 ft away from the nearest opponent, he will first take an action to command his horse to approach to 20 ft. If opponents are in melee with him, he will draw his rapier if not already drawn, and take an action to perform a duelling parry (+2 AC until beginning of next turn) and then a snagging strike (+9, 1d6 piercing, deadly d8; if hits, opponent flat footed (-2 AC) until start of his next turn).

Orcs' turn

The Orcs attack on horseback. They take an action to control their mounts and two to strike with their Orc Necksplitters at +7 (forceful: +1 damage on second attack, sweep: +1 on second attack if a different opponent), damage slashing 1d8+3.

The Orcs have the ride feat and so automatically succeed to control the horses. The horses use their commanded actions only to attempt to flank you or Sir Percy; they may Stride once up to 40 ft. If an Orc takes two actions to command his mount to gallop, the horse can double stride 100 ft in total.

The Orcs can attack you if either square of their mount is adjacent or diagonal to your square or either square of your mount. They will attack you, not your mount. You have +1 AC while mounted due to lesser cover.

Victory

If your party defeats all four Orcs, award yourself 50 XP. If Sir Percy had been brought down but not killed, he wakes up on 1 hp, and the same applies to you. Turn to [123](#).

## 169

*You head along the passage until you come to a junction heading left and right. Just as you are deciding which way to turn, a disembodied mouth appears to the left of the stone wall in front of you and starts to speak. "Only those of knightly valour should take this path!"*

*Then another mouth appears to the right. "Take this path to be led on a merry dance!"*

If Sir Percy is still with you and you want to ask his opinion, turn to [93](#).

Otherwise, turn to [66](#).

## 170

*You move aside the backs of some tapestries covering the other side of the secret door and see that you have emerged back into the dining room where you had the meal with the Baron! The room is now dark and the table is bare. The double doors, which first led into the castle hall and then to a pit, are now closed.*

Use Map C.

The first time you step in Square W, turn to [193](#).

The first time you step in Square X, turn to [128](#).

The first time you step in Square Y, turn to [37](#).

The first time you step in Square Z, turn to [85](#).

The first time you check the doors to the east, turn to [119](#).

If you wish to leave the room through the secret door behind the tapestries, turn to [217](#).

## 171

*You address Sir Percy, but he is standing stock-still, his face a mask of panic. Again, you call to him, and he turns on you angrily. "I knew this would happen! My King has sent me to my doom, a sacrificial lamb. And a fat lot of good you proved to be, as I guessed from the start. Well, you got me into this mess, inveigling with the Baron and playing diplomat instead of being on your guard outside! How are you going to get me out of it?"*

If you answer, "By keeping my head, and you'd better keep yours, or I'll remove it for you!" turn to [157](#).

If you answer, "Get you out of it? I'm looking to get myself out!" turn to [150](#).

If you answer, "Just keep close to me, and follow my moves. I shall lead the way," turn to [152](#).

## 172

*The Baron chortles, and even the gnome grins. "We are most glad that we have had the honour to meet a like-minded soul and look forward to such an occasion when we must pit our wits against any schemes of your devising!"*

If you are of chaotic alignment, award yourself 100 xp.

Turn to [91](#).

## 173

*You realise that you have encountered an Undead Haunt, the spirit of a person who died an unpleasant death with some task unfulfilled. While there is usually a specific way to bring the spirit solace by completing said task, these spirits can be suppressed by positive energy.*

If you have the ability to heal, you may spend 3 actions to do this before the walls close in and you and Sir Percy are both crushed. You may touch any of the walls to cast a one action heal. You have already passed too far into the passage and spent too long investigating to escape through the small hole in time.

The Haunt has 6 hp for the purposes of dealing positive energy damage. The Haunt must make a Basic Fortitude Save at +2.

If you bring the Haunt to 0 hit points within 3 turns, turn to [54](#).



If you fail to do this, or have no ability to generate positive healing energy, turn to [22](#).

## 174

If you step on the centre tile on the 5<sup>th</sup> row, turn to [207](#).

If you step on the near right tile on the 5<sup>th</sup> row, turn to [187](#).

If you step on the far right tile on the 5<sup>th</sup> row, turn to [82](#).

If you leap to a further away tile, turn to [44](#).

## 175

*You ascend the stairs and the passage turns right at a sharp angle of 120 degrees. After 30-40 ft it ends at a stone door with a round brass handle.*

If you Search the door for traps, make a DC 20 Perception Check. If you pass, turn to [11](#). If you fail, turn to [48](#).

If you return back down the stairs to the round room, turn to [65](#).

## 176

If you step on the far left tile on the 4<sup>rd</sup> row, turn to [223](#).

If you step on the near left tile on the 4<sup>rd</sup> row, turn to [107](#).

If you leap to a further away tile, turn to [44](#).

## 177

*After an excellent breakfast, the Baron shows you round his "humble" abode with its tasteful and luxurious furnishings and carefully selected artworks. As before, he is the perfect host, welcoming and considerate. It seems strange that you are here to negotiate his removal from the home he clearly loves. You quickly relax in his jovial company. He appears learned in a great many topics, and in particular seems to discuss those with which you yourself are familiar.*

*At last, the Baron exclaims, "So, to business! We shall discuss matters while we dine! He stops at a richly carved set of polished oak doors and opens them to reveal a sumptuous banquet already laid out for three individuals. He ushers you inside to your places. Sir Percy tenses, as if suddenly remembering why he is here, and does not even notice that you are being treated as an honoured fellow-counsellor and not the nameless lackey fit only to serve in a menial capacity.*

*You survey the comfortable room. There are no windows, but the room is bright and airy, lit by a central chandelier whose crystal pieces tinkle musically in a gentle draught. A fire burns cheerily in the hearth. The freezing snowstorm still raging outside seems but a distant memory. Tapestries line the walls, apart from the wall on your right where there is a row of small cupboards whose oaken doors match the designs of the door through which you entered. There are no other exits.*

*As you dine, Sir Percy starts abruptly, making sure to get his point across first.*

*"I am here at my behest of my liege. As his loyal and respected counsellor I am to represent him in good faith, notwithstanding any previous... er... difficulties. Given your statement to him describing your honourable intentions and your wish for a mutually beneficial negotiated settlement, we extend our liege's guarantee of your safety and gratefully accept your similar guarantee of ours while we are your guests."*

*It is equally clear to you and the Baron that his own personal safety is in fact Sir Percy's chief concern, but the Baron responds with an easy smile. "Of course, Sir Percy, noble counsellor! You must, and shall, be treated with all the honour and respect that your station commands!"*

*This appears to satisfy the counsellor and the Baron then outlines how he legally purchased the land and titles. Since he built the castle himself, and there was previously no tithe nor obligation to raise a standing garrison, he feels under no obligation to start paying taxes or to help defend the lord's lands. Sir Percy attempts to appear impassive, having heard these arguments before, but he is tense despite the Baron's reassurances.*

If you say, "But Baron, surely you must realise that defence is a collective responsibility? The Orcs on your northern border grow ever more restless. We faced a ferocious band of them only yesterday! When their armies march, as surely they will, yours will be the first fortification they will attack. It would be prudent to raise a strong force, or pay your taxes so that the Lord's own forces can protect you," turn to [86](#).

If you say, "Baron, you are rightly proud of your castle. But you will not be able to enjoy it with your head upon an Orc's pike. As a former adventurer, you will know when it is time to move on to new enterprises. That time is now. I suggest you quit while the going is good, and while a generous offer of compensation remains on the table!" turn to [8](#).

If you remain silent, turn to [100](#).

## 178

*You thought you had deactivated the handle mechanism, but you had not. The valves snap open and you tumble down towards a metal slide heading down into a dark chute.*

You may attempt to grab an edge by Making a DC 20 Reflex save.

If you succeed, Sir Percy in turn grabs you and you both avoid the fall. You are free to step over and into the room beyond opened door. Award yourself 50 XP and turn to [186](#).

If you fail, Sir Percy falls down with you and you slide rapidly down the slippery chute. Turn to [70](#).

## 179

*You look carefully at the tapestries, but they reveal no clues. You cautiously peer behind them, but there is nothing there save solid stone wall.*

Turn to [122](#).

If you fail the check you attempted, turn to [134](#).

## 180

*You read the crumpled letter:*

*Dear Baron,*

*I must insist that you take my report seriously. The trap in question is unreliable in design and in construction. This is not some illusion or trick, but a mechanism delivering tons of force. It is a death-trap not only to those for whom it might be intended, but for me and my team who have to finish its construction.*

*Your dutiful Foreman*

## *Fraendo Syntrivi*

*You pocket the letter and hurry out of the trapped passage back through the hole into the main corridor, strongly suspecting that you have only temporarily dealt with whatever spiritual force was lurking there.*

Award yourself 100 XP and a Hero Point and turn to [169](#).

### 181

*As soon as you attack the statue, the room goes dark and strobes again, and the war drums commence. The two statues attack.*

Roll Perception again for initiative, but you may have a +4 bonus for being ready. The statues roll at +10. The statues are at full hp, even if you previously wounded them.

Turn to [213](#).

### 182

*The knight falls off his horse and lands backwards upon the electrified metal floor. As he does so, his armour sparks and smokes and he remains inert. The whole floor glows for a moment, and then fades. The rousing music comes to a dramatic conclusion and fades away.*

It is now safe for you to traverse the floor without electrocution to exit the corridor.

Award yourself 100 xp and a Hero Point and turn to [130](#).

### 183

Use the map you were last on when you attempted the rest. Two kobolds attack from either side from a distance of 20 ft, one pair attacking you and the other pair attacking Sir Percy if he is still with you. If Sir Percy is not with you there are only two kobolds in total.

Your Turn

The kobolds' defences are AC 16; Fort +4, Ref +7, Will +3. HP 8.

Each time you damage or successfully perform a harmful action on a kobold, turn to [109](#).

Enemy Turn

The Kobolds have two actions per turn. If out of melee, they take an action to close up to 20 ft, then strike with their spears at +3, damage 1d6+1 piercing. If they are already in melee range, they make a second attack at -2.

The Kobolds' damage to you or Sir Percy should be tracked separately. If you and Sir Percy are both brought to 0 hp, you are defeated.

### 184

*You slip while hammering in a spike and fall headlong into the yawning pit.*

Roll a d6. On a 1, the sharp edge of the pendulum is in a position to strike you at +12 attack, 1d10 slashing damage.

Whether or not the pendulum struck, you take 10 bludgeoning damage as you land in the bottom of the pit.

If you are still conscious, you are surprised to see Sir Percy climbing down over the edge of the pit and jumping the rest of the way.

If you were brought to 0 hp, Sir Percy can join you in the pit and may be able to heal you.

Sir Percy explains that the depth of the pit was an illusion that became obvious when he saw you fall to the bottom. The pit is in fact only 10 ft deep.

Turn to [191](#).

## 185

*You discover nothing of interest. All is quiet in the dining room - too quiet...*

If you wish to open the cupboard doors, turn to [203](#).

If you wish to investigate elsewhere turn to [122](#).

## 186

*You appear to be back in the castle. Beyond the door, you see a well decorated music room clearly not part of a dungeon. In the centre of the room is a grand piano of polished ebony whose keys are covered in decorative runes. Curving legs end in feet fashioned in the shape of lion's paws. The piano rests on a thick square green carpet embroidered in gold with a coiled dragon. Around the walls are tapestries of various designs. Comfortable chairs sit in the two corners nearest you. Against the far wall, on either side of an ornately carved wooden door, are slender marble pillars. On one rests a fine violin and against the other a polished brass trombone. A crystal chandelier suspended from the ceiling lights the room in bright warm candlelight.*

*The chamber is silent save for the odd pleasant tinkle of the crystal chandelier.*

Bring out Map F.

The first time you step on square X, turn to [160](#).

The first time you step on square Y, turn to [112](#).

The first time you step on square Z, turn to [90](#).

## 187

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 188

*You manage to catch the edge of the doorframe. You teeter on the brink, but pull yourself safely back into the dining room.*

You see that beyond the doors, where once was a furnished castle hallway is now a bare stone 10 ft wide shaft dropping 20 ft to the floor below. At this lower floor level, a 10ft high passage leads away eastward. Just to the side of the doorway is a conveniently located iron ladder fixed to the shaft's west wall.

If you climb down the ladder, turn to [35](#).

If you move back into the dining room, turn to [122](#).

## 189

*You ascend the stairs and the passage turns right at a sharp angle of 120 degrees. After 30-40 ft it ends at a stone door with a round iron handle.*

If you Search the door for traps, make a DC 20 Perception Check. If you pass, turn to [205](#). If you fail, turn to [126](#).

If you return back down the stairs to the round room, turn to [65](#).

## 190

*Sir Percy shrugs in a gesture of hopelessness. "Who knows what is going on with that mad fool? It was no Orc raid, that is for sure. Possibly some magical assassination committed by a rival, or more likely some trickery of Northausen's own devising. These entertainer types have a flair for the melodramatic. It would not surprise me if he were scrying upon us even now, gloating at our predicament!"*

Turn to [218](#).

## 191

*Taller individuals walking along the bottom of the 10 ft deep pit would have to duck their heads to avoid the pendulum. You decide to crouch down and make your way together along the bottom of the pit and climb up the other side.*

You and Sir Percy may make a DC 25 perception check. If you both fail, turn to [111](#).

If at least one of you passes, turn to [162](#).

## 192

*You come to no harm and reach the other side a few feet later, but Percy gives a shout. "Hey. They're trying to pick pocket me! Hands to yourself, thieving curtains!" He seems to bat imaginary hands away and emerges red-faced but unharmed.*

You check your own equipment, and realise that something has been stolen from you. Remove one light or negligible weight item at random from your equipment. If you have no such items you instead lose 10 gp.

If you attack the curtains, turn to [236](#).

If you continue onward, turn to [18](#).

## 193

*The fireplace is now unlit and cold.*

Make a Craft Smith or Lore Engineering DC 20 Check. If you pass, turn to [95](#). If you fail, turn to [42](#).

## 194

*After a short distance, the passage turns right and opens out into a wide brightly lit corridor with a metal floor. Near you to the right, and facing towards the other end of the corridor, is a life-sized wooden horse. It is styled as a knight's mount with barding. It comes complete with a real bridle and saddle.*

*A groove in the metal floor runs underneath the horse and extends straight down the passage. At the far end of the corridor, on the opposite side of the corridor to the horse near you, is another wooden horse facing you, and with another*

groove in the floor leading from the horse back towards you. Sitting astride this horse is a knight in shining armour with a visored helm.

The knight calls to you in an arcane dialect, his voice sounding hollow through the helm. "Abide, thou proud knight, for thou shalt not pass quit!"

A passage leads from the far end of the area.

If Sir Percy is still with you, read the following:

*Sir Percy rests his hand uncharacteristically gently upon your shoulder. "Hold a moment. You have led the way through all the dangers of this hellish dungeon. I would not have reached this far had I been alone. But at last, this is something that may suit my talents. Clearly, we are intended to joust with yonder knight, whom I suspect is merely an animated manikin. And jousting is something I did learn at court."*

If you climb up on the wooden horse ready to joust with the knight, turn to [208](#).

If Sir Percy is with you, and you let him joust with the knight, turn to [110](#).

## 195

*You manage to get out through the hole, and drag the inert form of Sir Percy behind you. Sir Percy gets partly caught before the walls slam shut behind him.*

Sir Percy takes 2d8 bludgeoning damage.

*The pain wakes Sir Percy from his torpor. He remembers nothing of the episode save for the insistent whispering from the passage. Helping Sir Percy to his feet, you hurry along the main passage, wanting to put as much distance as possible between you and whatever supernatural force lurks within the trapped passage.*

Award yourself 50 XP and turn to [169](#).

## 196

*While Baron Northausen ponders a moment what next to say, the door suddenly opens. Sir Percy jumps with a start, then relaxes as he sees it is no more than a humble servant.*

*The figure is a gnome dressed in a plain leather tunic - the type of garment typical of a gnome who has suffered the Bleaching. But his bright orange nose and vivid spiky hair give the lie to that presumption. He stares inscrutably at Sir Percy for a moment in a most unservant-like manner. The Baron motions for the gnome to come forward to introduce him to his guests, but the gnome waves dismissively, wanders over to the fireplace, muttering to himself, and then promptly leaves the room again without a word, closing the doors gently behind him.*

*The Baron continues as if nothing happened. He ignores any questions about the gnome and he and Sir Percy talk first about the Baron's offer of a gift to the King of a "wondrous" magical ring in lieu of taxes. The counsellor is curious, but the Baron refuses to go into specifics, "until later". Then Sir Percy outlines the compensation offer for the Baron to hand over the castle and titles. There is a protracted negotiation on how much this sum would be reduced to allow for the non payment of prior taxes, in which you begin to lose interest.*

*The warmth of the fire and the wine and the fine food you have consumed make you comfortable and drowsy. Suddenly, you are startled from reverie by an exclamation from the Baron. He clutches his throat in agony and croaks, "Treason! The attack is nigh. Save yourselves!"*

*With that, a gust of wind snuffs out the fire and the chandelier and you are plunged into darkness. A deafening roar seems to come from everywhere at once, though whether it is a raging dragon or assaulting army you cannot tell.*

If you have Darkvision, turn to [106](#).

Otherwise, turn to [132](#).

## 197

*The stone feels distinctly colder here than it does in the rest of the dungeon, and the mortar is loose in areas. You feel you could quite easily loosen a block and see what lies beyond.*

If you make an opening in the wall, turn to [155](#).

If you ignore the wall and carry on up the passage, turn to [169](#).

## 198

*You tumble into blackness and land painfully upon a hard stone floor.*

You take 7 hp damage from the fall. You are at the bottom of a bare 10ft square shaft leading up to the door to the dining room 20 ft above. An iron ladder fixed to the wall leads up to this doorway. A 5ft wide 10 ft high passage at your level leads away eastward.

If you ascend the ladder to return to Sir Percy in the dining room, turn to [122](#).

If you gesture for Sir Percy to descend ladder to rejoin you, and then enter the passage to the east, turn to [210](#).

## 199

*You discover no traps or other mechanical devices on the doors.*

Turn to [92](#).

## 200

*Sir Percy retorts, "I prefer my sarcasm to come from a magic mouth than from yours! I answered your question - now you must make the final choice."*

Turn to [66](#).

## 201

*You desperately investigate the mechanism, trying to find a means to jam the cogs and levers or a point weak enough to break entirely.*

You may wish to make a DC 15 thievery check to Disable the mechanism (you may make an untrained check using your Dexterity Modifier). If you succeed turn to [166](#), otherwise turn to [134](#).

Alternatively you have one turn to make melee or spell attacks at the mechanism AC 12, Fort +5, Ref +1; Hardness 5; Immunities: object immunities, mental; Vulnerabilities: acid 5, cold 5.

If you deal at least 8 hp damage, turn to [166](#), otherwise turn to [134](#).

## 202

If you step on the centre tile on the 2nd row, turn to [94](#).



If you step on the near right tile on the 2nd row, turn to [137](#).

If you step on the far right tile on the 2nd row, turn to [77](#).

If you leap to a further away tile, turn to [44](#).

## 203

*The cupboards are filled with utensils, plates and other spare tableware. You see nothing else of interest within. Sir Percy pipes up and sneers, "Now is not the time to be robbing the Baron of his family silver. If you get me out of here, you will be rewarded well enough, if that is all that concerns you!"*

Turn to [122](#).

## 204

You have time for a 3 action turn before you are in range. These cannot be melee strikes.

Then on a second turn, roll your athletics skill modifier to determine initiative. The knight's modifier is +5. You have only one action on this turn before your horse carries you past the knight.

Your turn

The knight's defences are AC 19 (with shield raised); Fort +10, Ref +3, Will +4; HP 20 (hardness 5).

If you do not have the ride feat and the roll you used to determine initiative does not beat DC 10, you cannot coordinate a strike against the knight and your third action is wasted.

If the knight is brought to 0 hp, he crumples and collapses off his horse. Turn to [182](#).

Knight's Turn

The knight always attempts to knock you down with his lance. If you have disarmed him, he cannot act this turn.

The knight makes a Shove action (Athletics check +5 against your Fort Save). If he succeeds, you are knocked off your horse, and you suffer 1d4 electricity damage from the electrified metal floor. Fortunately you are magically transported to your start position.

If the knight critically fails his shove action, he falls off his horse. Turn to [182](#).

End of Both Turns

If both you and the knight have acted and remain on your horses, as you pass the knight, you are going too fast to leap off the horse. Before you get to the end of the runway you are magically transported to your starting area. Your horse moves back to its start position, as does the knight on his horse. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

## 205

*You discover no traps and decide to open the door and peer through.*

Turn to [170](#).

## 206

*You hear a faint irregular clicking coming from within the cupboards.*

If you wish to open the cupboard doors, turn to [125](#).

If you wish to investigate elsewhere turn to [170](#).

## 207

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 208

*You mount the wooden horse, feeling slightly ridiculous, and take up a lance from a tall basket at your left elbow. The knight at the other end does the same. Presently, stirring music commences and your horse slowly moves forward by means of a shaft attached to the horse's underside. The shaft passes down through the groove in the floor and this shaft slowly moves along the groove, picking up speed.*

*The knight at the other end similarly moves forward, travelling faster and faster towards you, its wooden lance seeming to aim straight for your heart. Any moment now and your paths will cross at high speed.*

Turn to [73](#).

## 209

*This area is uncomfortably close to the fire.*

Make a Craft Smith or Lore Engineering DC 20 Check. If you pass, turn to [4](#). If you fail, turn to [50](#).

## 210

*You make your way along a long narrow passage of mortared stone blocks lit at intervals by glow-globes attached to the ceiling. Sir Percy follows you, grumbling under his breath all the while. You see at the end of the passage a low crawl-way continuing further on in the same direction. There appear to be no other exits.*

Make a DC 15 Perception Check. If you are in Search Mode add +5 to the roll.

If you pass, turn to [10](#).

If you fail, turn to [19](#).

## 211

*Sir Percy sighs, "Given our current circumstances, I suppose I may apprise you of some of the details... since it is unlikely I will survive to experience any embarrassment, or you to spread the gossip for that matter."*

*"In contrast to our present meeting, Northausen was insulting in the extreme on my first visit. I had no choice but to order my men, a sizeable force, to take control of the castle. However, I was not to know that they were incompetent dolts to a man, and managed to lose Northausen, me and each other as they ran hither and thither around the castle. Then I suffered a... moment of fear... and a complete lapse of recollection. The next thing I recall was finding myself naked and freezing upon my horse heading south already some distance from the castle. Fortunately, a patrol found me before the Orcs did. That is all I have to say about that demeaning episode."*

Turn to [218](#).

## 212

*You step upon the tile, and nothing happens. The pleasant music stops.*

If you wait for the music to start, turn to [174](#).

If you make your next move, turn to [149](#).

## 213

Initiative order has already been determined. The statues act together.

Your Turn

Because of the strobe effect, the statues are concealed, even if you have darkvision. You need to make a DC 5 check to hit the statue with a melee or ranged strike or melee or ranged spell attack. The statues' defences are AC 20; Fort +10, Ref +10, Will +10. HP 20.

If you destroy both statues, turn to [7](#).

Each time you damage a statue, you must make a DC 20 Perception check.

If you succeed, turn to [69](#).

If you fail, turn to [235](#).

Enemy Turn

One statue will attack you, one Sir Percy. They have two actions per turn. If out of melee, they take an action to close up to 20 ft, then strike with their stone swords at +10, damage bludgeoning 1d4+10. If they are already in melee range, they make a second attack at +5. You are not concealed from them, so they need pass no concealment check.

Due to the blunt nature of the stone swords, their damage is non lethal and should be tracked separately. If you and Sir Percy are both brought to 0 hp, you are knocked out. Turn to [45](#).

At the end of the statues' third turn, turn to [230](#).

## 214

*As you step off the green carpet upon which the piano rests, you feel a brief tremor or instability beneath your feet, but nothing else happens and you wonder if it was your imagination.*

The first time you step on square Y, turn to [112](#).

The first time you step on square Z, turn to [90](#).

## 215

*You look carefully at the tapestries. Some of the players bear a striking resemblance to the Baron, but you glean nothing from that apart from the fact that he probably commissioned them himself, and has a healthy streak of narcissism.*

*You cautiously peer behind the tapestries, but there is nothing there save solid stone wall.*

Turn to [122](#).

## 216

*The Kobolds are all gone. If you had suffered any wounds or ill-effects, they quickly disappear. You realise that these creatures were simply harmless illusions, but nevertheless noisy and disturbing and able to prevent you from resting.*

Turn back to the section you were at when you attempted to rest.

## 217

*You decide to leave the room, convinced that escape from the Baron's dungeon does not lie within. You head back down the passage and down the stairs back into the round chamber with the statues. Perhaps some other exit from this room will be revealed.*

Turn to [65](#).

## 218

If you ask Sir Percy, "Do you think the Baron was really attacked?" turn to [190](#).

If you decide to ask, "What about that suspicious gnome?" turn to [229](#).

If you ask, "What happened the last time you treated with the Baron? Any information about his past behaviour might be life-saving at this juncture," turn to [211](#).

If you decline further conversation with Sir Percy, turn to [122](#).

## 219

*You discover no traps and beyond the door is silence. The door appears to be unlocked and you open it.*

Turn to [21](#).

## 220

*Sir Percy makes no objection. You are now free to lead again.*

If you are neutral with respect to good and evil, award yourself 10 xp.

Turn to [103](#).

## 221

*You discover a trap on the door handle which will activate a mechanism to open a hidden pit trap in the section of passage in front of the door.*

Make a DC 10 Thievery Check to deactivate the Trap.

If you pass, turn to [81](#).

If you fail, turn to [178](#).

## 222

*You discover no traps or other mechanical devices on the doors.*

Turn to [92](#).

## 223

*You step upon the tile, receive a jolt of electricity through the floor, and suddenly find yourself transported back to the strip of plain stone flooring.*

Take 1d4 points of electrical damage and turn to [167](#).

## 224

*You wait, and presently the room goes dark and strobes again. As expected, the two statues attack.*

Roll Perception again for initiative, but you may have a +4 bonus for being ready. The statues roll at +10. The statues are at full hp, even if you previously wounded them.

Turn to [213](#).

## 225

*The Baron snorts, "No doubt you would simply kill me were you in my position, and get as much as you could in gold in exchange for the castle. But while you are seeking revenge against me, do you not think that someone else might first gain revenge against you for the evil deeds you will no doubt commit along the way?"*

If you are of evil alignment, award yourself 100 xp.

Turn to [91](#).

## 226

*You step upon the tile, and nothing happens. The pleasant music continues.*

If you wait for the music to stop, turn to [147](#).

If you make your next move, turn to [89](#).

## 227

*You enter a 5ft wide dimly lit passage continuing straight onward, then turning right. But as you catch up with Sir Percy, there is a crash behind as a wall slams down, blocking your way back. Now the illusory wall is all too real...*

If you say to Sir Percy, "You push into the lead, and this is the result. Is there no end to your stupid arrogance?", turn to [87](#).

If you say to Sir Percy, "Hmm, perhaps I should lead the way again. At least our way forward is now clear to us...", turn to [232](#).

If you silently move ahead past Sir Percy, turn to [220](#).

## 228

*You discover nothing of interest. All is quiet in the dining room - too quiet...*

If you wish to open the cupboard doors, turn to [125](#).

If you wish to investigate elsewhere turn to [170](#).

## 229

*Sir Percy responds, "I saw that weird runt briefly during my previous visit. I don't trust gnomes, or other demi-humans for that matter. Perhaps he has just murdered Northausen, and we are simply bystanders. But our so-called Baron was not*

*suspicious of him, and they seemed to be in cahoots previously. I heard a rumour that Northausen used to adventure with an illusionist of ill repute - possibly this gnome and the illusionist are one and the same."*

Turn to [218](#).

## 230

*As suddenly as it started, the music stops and the room lightens. In an instant, the statues are no longer fighting you but standing where they first started in the centre of the room and in the same poses.*

You recover all the damage you suffered during this combat. Turn to [65](#).

## 231

*As you turn the handle, you hear an ominous clank, and suddenly a pit opens up beneath your feet. You tumble down towards a metal slide heading down into a dark chute.*

You may attempt to grab an edge by Making a DC 20 Reflex save.

If you succeed, Sir Percy in turn grabs you and you both avoid the fall. You are free to step over and into the room beyond opened door. Award yourself 50 XP and turn to [186](#).

If you fail, Sir Percy falls down with you and you slide rapidly down the slippery chute. Turn to [70](#).

## 232

*Sir Percy makes no objection. You are now free to lead again.*

If you are good, award yourself 10 xp.

Turn to [103](#).

## 233

*Along the south wall are tapestries depicting minstrels and actors performing on stage.*

Roll a DC 20 perception check. If you succeed, turn to [215](#).

Otherwise, turn to [179](#).

## 234

*You charge the door, but it fails to budge.*

You may make another attempt, or try something else. Turn to [92](#).

## 235

*It is hard to tell in the strobing light, but despite being apparently made of stone, the statue seems to have been hurt by your damage as if it is flesh and blood.*

Turn back to [213](#).

## 236

*You lay into the curtains. They offer no resistance. Eventually, they are torn to shreds, but they yield no treasures. Sir Percy was standing idly by and sneers sarcastically, "Are you quite finished? Those curtains were a most worthy opponent. You are truly heroic!"*

Anything missing from your inventory is gone for good. You decide to continue onward down the passage. Turn to [18](#).

## 237

You have time for a 3 action turn before you are in range. These cannot be melee strikes.

Then on a second turn, roll your athletics skill modifier to determine initiative. The knight's modifier is +5. You have only one shove action on this turn before your horse carries you past the knight.

Your turn

The knight's defences are AC 19 (with shield raised); Fort +10, Ref +3, Will +4; HP 20 (hardness 5).

If you do not have the ride feat and the roll you used to determine initiative does not beat DC 10, you cannot coordinate a shove against the knight and your turn is wasted. Otherwise make a Shove action (Athletics check against Knight's Fort Save DC 20). If you succeed, he is knocked off his horse. Turn to [182](#).

On a critical fail, you are knocked off your horse. You suffer 1d4 electricity damage from the electrified metal floor. You are magically transported to your start position. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

Knight's Turn

The knight always attempts to knock you down with his lance. If you have disarmed him, he cannot act this turn.

The knight makes a Shove action (Athletics check +5 against your Fort Save DC). If he succeeds, you are knocked off your horse, and you suffer 1d4 electricity damage from the electrified metal floor. Fortunately you are magically transported to your start position. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

If the knight critically fails his shove action, he falls off his horse. Turn to [182](#).

End of Both Turns

If both you and the knight have acted and remain on your horses, as you pass the knight, you are going too fast to leap off the horse. Before you get to the end of the runway you are magically transported to your starting area. Your horse moves back to its start position, as does the knight on his horse. You mount your horse to try again, and once again you start moving forward. Turn to [73](#).

## 238

*Unfortunately, these runes appear to be in a magical language you do not understand.*

Turn to [214](#).

## 239

*You decide to climb down the pit. You slide your lower body over the edge, relieved that at least the swinging pendulum is far enough from the pit edge that you only feel a gentle rush of air each time it swings past. You start to make your way down, looking for footholds between the worked stone blocks.*

*However it quickly becomes apparent that the pit is not as deep as it appeared from above. In fact you see that your feet are just a few feet from the bottom and your head is still level with the pit edge. You jump the rest of the way down.*



*Looking back up, you realise that the depth of the pit is a distance distorting illusion. In fact it is only 10 ft deep, but turning round to face the other end of the pit you note that it is actually 20 ft long, too long for you to have jumped across, even if you had successfully avoided the pendulum.*

Turn to [191](#).

## **240**

*You search the floor near the entrance door and statues for pressure plates or similar mechanisms, but your search is interrupted by the room going dark and the war drums commencing again. The two statues attack.*

Roll Perception again for initiative, but you may have a +4 bonus for being ready. The statues roll at +10. The statues are at full hp, even if you previously wounded them.

Turn to [213](#).

## Sir Percy

Ancestry: Human, Versatile heritage (+1 skill) Background: Noble

Level: 2

Speed: 25 ft

Perception: +7

Alignment: LE

Languages: Common, Elvish, Draconic

Str +1 Dex +3 Con +1 Int +1 Wis +1 Cha +2

Strikes: Rapier +9, damage 1d6 +1 (deadly +1d8 if critical), Starknife +9 (thrown 20 ft), deadly d6, agile.

Skills: Acrobatics +7, Athletics +5, Diplomacy +6, Intimidation +6, Society +5, Heraldry Lore +5.

Ancestry Ability feat: Haughty obstinacy (success on save against controlling mental attack becomes a critical success)

General feat (heritage): Ride.

Class Feats and Features: Attack of Opportunity, Snagging Strike, Duelling Parry

Skill feats: Courtly Graces, Group coercion.

Defences: HP: 30; AC: 19; Fort: +7, Ref: +9, Will: +5

Equipment: Chain shirt, rapier, set of 6 silver starknives, paper, quill and ink. Purse with 5 gp, 10 sp. Three potions of lesser healing (2d8+5 hp restored).

### Tactics

Sir Percy will prefer not to engage in melee, instead throwing his starknives from behind you, at +9, then +5, then +1 attack. If you are clearly not a melee orientated character, he will reluctantly melee with his rapier. He will perform a duelling parry on his first melee action (+2 AC until beginning of his next turn), and then a snagging strike (if hits, opponent is flat footed (-2 AC) and vulnerable to sneak attacks), then a standard strike.

## Your Encounter Mode Options

For reference, here is a list of default actions you may choose to perform during combat. Normally you have 3 actions per turn.

- *Moving up to your speed*, e.g. 25ft speed means you can move up to five 5ft squares.
- *Striking* with your weapon. To succeed in an attack your adjusted roll must be equal to or greater than the target's AC. For each weapon strike after the first one in a turn, take a -5 penalty on your attack roll (-4 if your weapon is agile).
- *Raising your shield* to gain its AC bonus until your next turn.
- *Switching out weapons*. To drop a weapon or shield is a free action. To draw and equip another weapon from a convenient location costs one action unless you have certain feats. To draw and equip two weapons or a weapon and shield is one action for each. To change grip on a weapon from one handed to two handed is one action.
- *Performing an activity*, as recorded on your character sheet, such as casting a spell. These activities can take 1-3 actions. You cannot carry over any activities that have been partially completed on the previous round. Certain activities require the target to make a Saving Throw against your DC. On a basic save, a critical success ( $\geq$  DC+10) means it takes no damage from your attack, success ( $\geq$  DC) means half damage, failure ( $<$  DC) means full damage and critical failure ( $<$ DC - 10) means double damage.
- *Drinking a potion*. To draw a potion from a convenient location (not from the bottom of your backpack!) costs one action. To drink it costs another action.
- *Drawing* some other item e.g. wand, scroll, healing kit, from a convenient location takes one action.
- *Grappling or shoving* if you have a free hand (your Athletics check against its Fortitude DC of 12).
- *Tripping* if you have a free hand or a tripping weapon (your Athletics check against its Reflex DC of 18).
- *Disarming* if you have a free hand or a disarming weapon and are trained in Disarm (your Athletics check against its Reflex DC of 18).
- *Making a Recall Knowledge* check to remember characteristic of the type of creature you are facing. The DC is generally 15 in this adventure. If you pass, you may conveniently review the whole stat block of the creature in the Pathfinder 2nd edition bestiary.
- *Attempting to hide*. You usually need to be concealed or behind cover.
- *Seeking*. Taking an action to make a Perception check to determine the location of an undetected creature or object.

## Your Exploration Mode Options

- *Avoid notice.* Make a stealth check instead of a perception check at the start of an encounter. If the stealth check succeeds against the enemy Perception DC, they have not noticed you and you can plan your strategy. If you start combat, use the stealth check result as your initiative roll, and see if it beats the enemy's perception roll (i.e. enemy D20 roll + enemy's perception bonus).
- *Defend.* You have a Raise Shield action already performed when combat starts, gaining the shield AC bonus and possibility to take a shield block reaction, so you do not need to spend an action doing this during your first turn, and it is already up if the enemy has higher initiative.
- *Investigate.* You use Recall Knowledge repeatedly to discover clues as you explore. This is mainly for areas where there are a myriad of books, equipment, illustrations, plant life or other objects in plain sight, where noticing something depends on your knowledge rather than perception.
- *Repeat or sustain a cantrip.* Repeatedly cast or sustain a 0<sup>th</sup> level spell (cantrip) such as *Dancing lights* or *Ghost sound* to distract enemies (use Deception for Initiative checks instead of Perception - if successful you are considered Hidden and could make a ranged attack versus flat-footed (-2 AC, with precision damage) or use a sneak action and then make a ranged attack versus flat-footed), *Shield* for +1 AC protection or *Detect magic* ahead of you.
- *Scout.* You focus on looking out for enemies as you move, gaining a +1 bonus on initiative rolls.
- *Search.* You look for secret doors and hidden hazards as you move.

