

FALCON'S PEAK

BY DAVID HOWERY

Lord Falcon's nest holds a new brood of evil

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Though gamers are hard to find in Dillon, Montana, David Howery keeps up with the AD&D® game as best he can. A native of that state, David is currently taking classes in computer science at Western Montana College. A jungle-based module of his design is scheduled for a future issue of DUNGEON™ Adventures.

Falcon's Peak is an AD&D® game adventure for 5-8 characters of 1st-3rd level. The party should include a thief and at least one experienced cleric; a ranger would also be of help. The use of stealth and silvered or magical weapons is advised.

Adventure Background

The grim fortress known as Falcon's Peak has brooded over its mountain pass for almost a century. It was built by a brigand chief who called himself Lord Falcon, notorious for his lightning-fast raids, crafty kidnappings, and utter savagery in dealing with captives. Rumors were told of Falcon's wealth and of a terrible monster trapped in a hidden pit somewhere beneath the fort. Falcon supposedly fed captives to the monster as sacrifices to his evil god.

Eventually, the baronies bordering the pass were forced to mount an assault on Falcon's Peak. After two days of battle, the soldiers overwhelmed the disorganized brigands — but no trace was found of Falcon, his family, or his plunder. The few surviving brigands said that Falcon and his family hid their treasure and committed suicide by drinking poison. Their bodies were entombed in hidden catacombs by faithful servants, who did not return. None of the surviving brigands knew where the treasure or the bodies were hidden. A cave beneath the fortress was found and searched, but it was small and led nowhere.

Falcon's Peak is said to have been abandoned and untouched for over 90 years. The only ones to enter the fort were unsuccessful treasure hunters; some never came out again. Most of the common people believe that Falcon's Peak is haunted by the ghosts of the slain brigands, and none dare enter the old fort. As of yet, Falcon's treasure has not been found. It is still somewhere in Falcon's Peak, waiting to be claimed by anyone who has the courage and luck to find it.

The player characters have been at-

tracted by rumors of the lost wealth, made ever more spicy by its association with the infamous outlaw chief. Falcon's Peak may be placed in any temperate area with low mountains in the Dungeon Master's campaign. There are several small villages near Falcon's Peak in which adventuring characters are able to buy provisions, mounts, and normal equipment. Weapons and armor must be purchased in larger towns elsewhere.

The journey to Falcon's Peak from the nearest village takes two days. There is a 1 in 6 chance each day that the party is attacked by a group of nine brigands on foot (AC 7; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type; AL LE/NE/CE) and their leader (AC 7; MV 12"; F2; hp 11; #AT 1; Dmg by weapon type; S 15, I 14; AL NE). Each brigand has a short sword, a short bow, a dozen arrows, leather armor, and 1-6 sp; the leader also has 10 gp. All carry small shields, which must be dropped or slung to use the bows. These brigands are the usual riffraff one sees in small gangs of this kind — dirty, crude, and vicious.

These brigands are part of the group currently occupying Falcon's Peak (see below). If captured, they will not confess to this except under extreme pressure, if *ESP* is used, or if bribes of over 100 gp each are offered. In the latter case, the bribed brigands will lie about the fortress's defenses and will ask to be freed (so they can return to the fort at once). Because they all fear Millard's powers (see below), none of the brigands will reveal anything useful about the fort or its men.

The leader of this force, Stankis, is a youthful but promising brigand who hopes to become Millard's lieutenant in the future (see "Concluding the Quest" below). Stankis is eager, proud, and somewhat self-important, but he is dedicated and not subject to bribery or threats. He wears a pointed black beard and greatly enjoys the attention of women; he has no compunctions about killing men and does so without a thought.

See the notes under "The Fortress" for information on approaching Falcon's Peak.

For the Dungeon Master

Falcon's Peak has been occupied by a new force of brigands. As they are still fairly weak, they have been careful not

to raid too close to Falcon's Peak, so as to not draw attention to the place. Unfortunately, the fort's reputation is enough to draw adventurers and treasure seekers to it anyway.

The brigands are led by a magic-user named Millard. He allied his brigands with a small clan of hobgoblins and recently moved the whole force to Falcon's Peak. Millard and Sharnig, the hobgoblin chief, oversaw repair of the damaged walls and turned the fort into a formidable retreat. As of yet, Millard has not discovered the catacombs under the fortress (see below), but he suspects that they are there. The hobgoblins have been prevented from discovering the catacombs by the ghouls in areas 4, 5, and 6; Millard plans to explore the area further whenever he can find an evil cleric to help him out.

Falcon's Peak sits on top of a small rocky hill, with the main gate facing north. The characters can approach the fort from any side. However, the sentries on the roof (area 13) can see clearly over the north, south, and east slopes; anyone climbing up those sides will be spotted at once. At night, lanterns are placed all around the fort, so characters within 30' of the walls will be seen. It will be very difficult for the party to enter the fort through the main gate, in the face of over two dozen hostile brigands. An easier way to enter is to go through the hobgoblin caves on the west slope and up through the catacombs. The west side of the hill is steep, and the sentries on the roof cannot see down its slope — but they assume the hobgoblins will handle any problems on that side.

The Hobgoblin Caves

The entrance to the hobgoblin caves is set in the middle of the slope. The hobgoblins have cleared a 100-yard area in front of the caves to set up a field of fire. If the party tries to bypass the caves, there is a 90% chance that the hobgoblin lookouts will see them, night or day. An open fight has a 40% chance per round of drawing the attention of the sentries on the roof (area 13).

1. Cave Mouth. The entrance is 20' high at the mouth and slopes back to 6' high at the entrance to area 2. The cave itself is old and dry, with few stalactites and other projections.

The hobgoblins have moved five boulders to the edge of the cave mouth.

Three hobgoblins are sitting on top of the boulders, bows in hands, to serve as sentries. Five more are resting or sleeping on the ground behind them. If they sight the party, the hobgoblin sentries shout to warn the others and fire their arrows. The other five fire from behind the boulders, which give them AC 4 from missile fire (50% cover). When the characters close to melee, the hobgoblins draw their scimitars and heft their shields, roaring challenges and curses (eight hobgoblins: AC 8/7; MV 9"; HD 1 + 1; hp 6; #AT 1; Dmg by weapon type; each has a short bow, 12 arrows, a scimitar, leather armor, large shield, two daggers, 1-6 sp; AL LE).

2. Noncombatants. Ten female and five young hobgoblins reside in this cave. The females fight only if attacked themselves or if the young are threatened. Otherwise, all cower off to one side of the cave and run away when the party passes (10 female hobgoblins: AC 10; MV 9"; HD 1; hp 2-7; #AT 1; Dmg by weapon type; AL LE). The females are armed with an assortment of knives and small clubs (1-4 hp damage), but have no treasure. The young hobgoblins have no effective attacks (AC 10; MV 9"; HD 1/2; hp 1-4; AL LE).

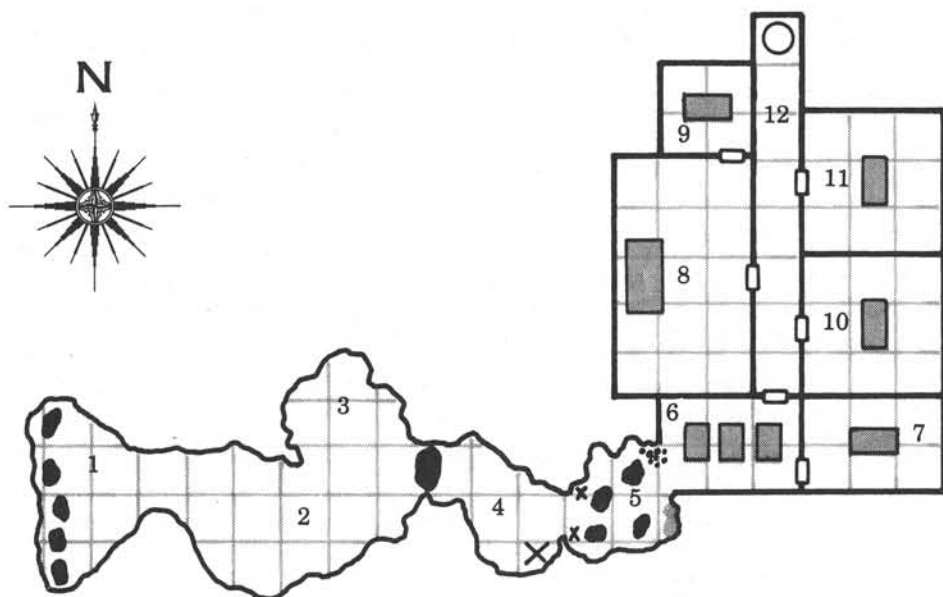
3. Chief's Room. Sharnig, the hobgoblin chief, lives here. If the sentries give an alarm, Sharnig grabs his weapons and comes out to the ledge to fight when melee has begun. He won't expose himself to missile fire if possible (Sharnig: AC 5; MV 9"; (fights as) HD 3; hp 16; #AT 1; Dmg by weapon type; S 18). Sharnig has a battle axe, a suit of chain mail armor, and 16 gp. He and his group are the only survivors of a much larger tribe (the Skull Breakers) that was destroyed by plague a year ago.

A large chest sits at the back of this area. Inside it are 240 gp, 700 sp, eight silver-tipped arrows, old clothing, and a worthless collection of bones. The chest is locked, and Sharnig carries the key in his belt pouch.

4. Blockade. The entrance to this area is blocked by a large boulder which requires a combined strength of 40 to move. The hobgoblins put it there after three of their clan were killed by ghouls in area 5; Millard kept the ghouls back using various magical attacks.

This area has a 20'-high, vaulted

THE CAVES AND CATACOMBS



ceiling. Three small piercers hang among the stalactites over the area marked with a large X. Characters who enter that area will be attacked (three piercers: AC 3; MV 1"; HD 1; hp 2-7; #AT 1; Dmg 1-6; SA 95% surprise).

The entrance to area 5 is actually 15' off the ground, forming a sheer drop into area 4. The characters will have to find some way to climb the wall to reach the entrance.

The Catacombs

The interior walls on this level are made from mortared stone and are 2' thick. The doors are made from iron-reinforced wood and require a normal *open doors* strength roll to open, unless otherwise stated.

5. Undead Lair. A pair of ghouls live in this cave. If alerted by light and noise from area 4, they move to either side of the entrance and wait in the darkness, at the spots marked with a small X. When someone climbs into their cave from area 4 below, the ghouls spring out at some awkward moment when return attacks are impossible —

such as when the character has half of his body up in the cave. They surprise on a 1-4 on a d6. The characters on the ground below are able to hear but not see what is happening (two ghouls: AC 6; MV 9"; HD 2; hp 10, 13; #AT 3; Dmg 1-3/1-3/1-6; SA paralyzation, victims become ghouls; SD immune to *sleep*, *charm*, *fear*; AL CE)

The cave slopes from 8' high at the entrance to only 2' high at the back. If the ghouls are losing the fight, they retreat to the rear and crawl around among the maze of boulders. Characters who crawl after them cannot use missile weapons, blunt weapons, or any stabbing weapon longer than a short sword. The ghouls are practiced at this and have no penalties in combat; everyone else — save for halflings, gnomes, and dwarves — has a -2 to hit.

The ghouls have a nest at the rear of the cave. It is a trash heap of torn black silk and chewed bones. Searching the nest uncovers 43 cp, 120 sp, 41 gp, three gold medallions with scythes engraved on them (150 gp each), a jeweled unholy symbol shaped like a scythe (1,500 gp), and a silver dagger (300 gp).

There is also a small pile of rocks at

the rear of area 5. Underneath them is a flat iron box with a broken lock. In the box is a 1'-long brass rod with a *continual light* spell on one end, making it useful as a magical torch.

6. Family Vault. This room and the rest of the catacombs are not natural features, but are carved into the hill's bedrock. They all have ceilings about 15' high.

Three low stone slabs are here. Lord Falcon's wife and two sons were laid to rest on them long ago. The ghouls broke into the room years ago and looted the place, entering through the caverns and digging through the loose rock until area 6 was reached. (A ghoul's sense of smell never leads it astray when hunting for corpses to eat.) However, the ghouls accidentally locked the door leading into the corridor, thus restricting them to rooms 6 and 7 only. The door to the corridor must either have its lock picked or must be broken down using a *bend bars/lift gates* strength roll.

7. Priest's Vault. The walls of this room are covered with lurid paintings of demons, carrying scythes and throwing screaming victims into a dark pit. Another empty stone slab rests here. Lord Falcon's evil priest was interned in here long ago. Unfortunately for him, the ghouls found his remains, and the cleric's bones are now mingled with others in the ghouls' nest. Nothing useful remains here.

8. Evil Temple. Against the far wall of this unholy room is a 5'-tall bronze idol standing on a slab of black stone. The idol is a skeletal figure wearing a cloak and carrying a scythe: the Grim Reaper, Lord Falcon's neutral-evil patron god. The idol radiates magical *horror* throughout the room. Anyone entering the room who has 1 HD/level or less must save vs. will-force spells or immediately be rooted to the spot in terror, unable to move or defend himself without magical aid or being led away by friends.

There are six guardians here: five normal human zombies and a huge ogre monster zombie. All carry scythes. The normal zombies attack characters who are moving (five zombies: AC 8; MV 6"; HD 2; hp 5-10; #AT 1; Dmg 1-8; SD not affected by *sleep*, *charm*, *hold*, *death magic*, *cold*; strike last in a round; holy

water does 2-8 hp damage; AL N). The monster zombie strikes at those paralyzed by *horror*, gaining a +4 to hit them (monster zombie: AC 6; MV 9"; HD 6; hp 30; #AT 1; Dmg 4-16; SD not affected by *sleep*, *charm*, *hold*, *death magic*, *cold*; blunt weapons do half damage; strike last in melee; holy water does 2-8 hp damage). If no one is paralyzed, the monster zombie joins the general melee. None of these zombies can be turned by a cleric, due to the strong presence of the Reaper statue's evil aura.

The monster zombie has a small, silver pendant (worth 50 gp) shaped like a scythe around its neck. This is the key to Falcon's treasure, hidden in room 23 in the fort.

9. Falcon's Vault. The door to this room is made of solid brass and has three separate locks. Each lock has a poison needle trap (save vs. poison at +2 or fall comatose for 2-8 hours).

The walls of this room have paintings of a tall, grim man in black armor sitting on a throne, with thousands of people kneeling at his feet in homage. There is a low, black stone slab in the center of the room, on top of which is a skeleton in black plate mail. The skeleton holds a scroll in one hand and a silver bastard sword in the other. Words engraved on the side of the stone announce: *Lord of Falcon's Peak*. These are the remains of Lord Falcon himself.

The scroll is cursed. Anyone who reads it must save vs. spells at -2 or be turned into a scum creeper. If this happens, a *magic mouth* on Falcon's skull shouts, "The curse of Falcon on you all!" In any event, the scroll rerolls itself and moves back into the skeletal hand. It may be used two times before becoming nonmagical.

The bastard sword has a blade made of a mithral, silver, and steel alloy, with beautiful silver-inlaid scrollwork. If the party finds the means, the sword can be enchanted up to +4 power. Otherwise, it can be sold for 4,000 gp, due to the fine craftsmanship, the special blade, and the jeweled hilt.

10. Captain's Vault. The walls of this room are painted with scenes of warfare and violence. A tall man in black armor is portrayed leading armies against twisted, evil-looking men. Falcon's captain is entombed in here, and the paintings are glorified views of the man's

raids on peasant towns.

A tall skeleton lies on a stone slab herein. The skeleton wears black chain mail, has a *large shield* +1 on one arm, a normal long sword in the other hand, and an unrolled scroll lying on his chest. The scroll had powers similar to the scroll in area 9, but its magical curse was used all at once on a group of tomb-robbers (see below). It is now blank.

Scum creepers crawl around on the ceiling, feeding on the mold that grows there. Four of them are actually thieves who penetrated to this room and unluckily read the cursed scroll. When the party enters this room, the seven real creepers attack by dropping onto the characters (seven scum creepers: AC 8; MV 3"; HD 1; hp 2-8; #AT 1; Dmg 1 hp/round after first round; SA 5% chance of blinding victim; rock salt does 2 hp damage/round for 1-4 rounds).

Meanwhile, the four thief/creepers crawl onto the floor and write "WE ARE HUMAN" into the dust in one corner, using their cilia. They then frantically wave their cilia in an attempt to draw the party's attention to the words. If attacked, they fight back, preferring to die than to live as scum creepers (four thief/creepers: T3/T4/T4/T5; hp 15/16/17/20; AL N; otherwise the same as the other scum creepers). The thieves, if rescued, describe how they drew the ghouls out from the caves using animal carcasses, then crept into the catacombs. They pulled the doors behind them to prevent the ghouls from attacking if they returned early. The thieves know nothing about the brigands in the fort; they have been magically transformed for the last twelve years. The referee should create the statistics for these thieves as desired, selecting any appropriate races, sexes, etc. None of them have magical possessions. Though not ungrateful, these thieves might consider robbing the party and escaping if the party appears rich, weak, and foolish.

11. Mistress's Vault. There is one stone slab herein, but no paintings cover the wall. On the floor is a skeleton with one hand wrapped around a dagger buried in its chest. On the slab is a woman's skeleton wearing a long, black silk dress.

The man's skeleton is that of Falcon's most trusted servant. The servant entombed everyone in the catacombs,

including Falcon's mistress, the other skeleton in the tomb. After bolting the fortress's trap door which leads into the catacombs (area 16), the servant lay down and killed himself.

The treasure here is all on the woman's skeleton. It wears a gold ring set with amethyst chips (200 gp) and a braided gold chain (100 gp).

12. Corridor and ladder. The corridor is dusty, and footprints on the southern end are revealed (from the four thieves now *polymorphed* in area 10). The north end has a series of iron rungs set into the back wall. The rungs go up into a tunnel through the ceiling, climbing straight up 100' to the trap door in area 16 of Falcon's Peak. The rungs are not corroded and are safe to use.

The Fortress

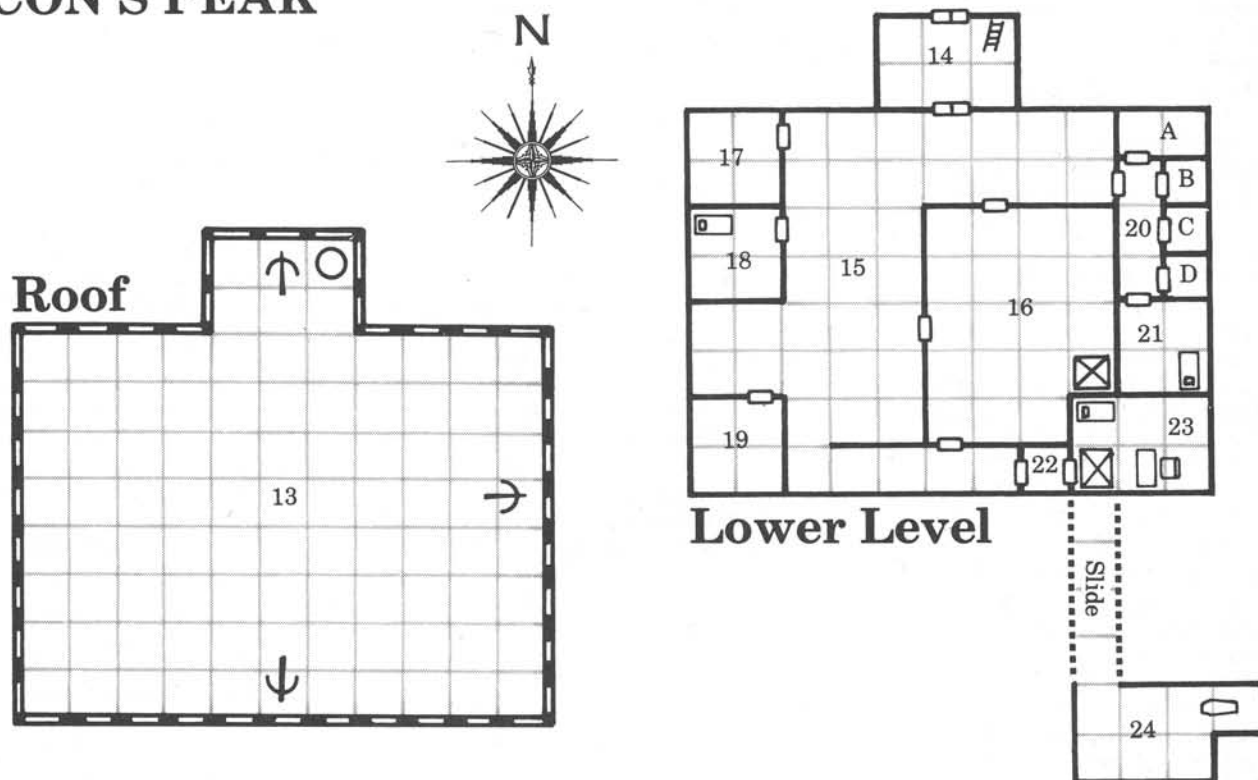
Though small, Falcon's Peak is solidly built. A dirt road, unused now save by the brigands themselves, leads up to the fortress and on into the mountains from a major trade highway (though the latter part is much overgrown now). The characters might use the road as they approach, but doing so increases the chances they will be spotted to 95%.

A small corral and barn lie 200' down the road from Falcon's Peak. Twelve light riding horses are kept here, none of them especially valuable. The brigands sometimes use the horses on their raids, but more often they use them for hauling supplies from neighboring towns that know nothing of the brigands' true nature. Two brigands stay here at all hours (two brigands: AC 8; MV 12"; zero level; hp 4 and 5; #AT 1; Dmg by weapon type; each has leather armor, a spear, a short sword, and 4 sp; AL NE). The horses have standard statistics as per the *Monster Manual*. If attacked, both brigands flee to the fortress and raise an alarm.

13. Roof. The roof is simply one large open area with a battlement running around the edge. There are eight brigands on guard here, watching to the north, south, and east. As noted before, they cannot see down the west slope. If they see intruders, one man goes down the ladder to warn the fort, while the other seven fire arrows and ballistas. The battlement gives the brigands AC 4 against fire from the ground.

There are three ballistas set on the

FALCON'S PEAK



north, south, and east walls. A ballista fires as a zero-level fighter and hits for 2-12 hp damage. The ballista only has to hit an AC of 10, regardless of what the target's real armor class is. The minimum crew for each machine is two, and the maximum range is 32" (eight brigands: AC 7/6; MV 9"; zero level; hp 2-7; #AT 1; Dmg by weapon type; each has a short bow, 20 arrows, short sword, studded-leather armor, shield, 1-6 sp; AL LE/NE/CE).

A fight at the hobgoblin caves may attract the attention of these guards; see "The Hobgoblin Caves."

14. Entryway. This is the entrance to the fort. Three brigands guard the main gate. They are very alert and can hear shouts for help from the roof (area 13) or the barracks (area 15). The ladder in the corner goes up to the roof (three brigands: AC 6; MV 9"; zero level; hp 2-7; #AT 1; Dmg by weapon type; each has a falchion, short bow, 12 arrows in quiver, studded leather armor, small shield, and 1-6 sp; AL LE/NE/CE).

15. Barracks. This large room serves as a barracks for the brigands. At the

moment, there are 11 brigands scattered around the room (not counting the guards at the door to area 17; see below). Melee in this room alerts all adjacent areas. The brigands are armed with a variety of weapons; two have scimitars, two have falchions, four have spears, and three have short swords (11 brigands: AC 6; MV 9"; zero level; hp 2-7; #AT 1; Dmg by weapon type; each has studded leather armor, small shield, and 1-3 sp).

16. Storage Room. The trap door leading down into the corridor of the catacombs (area 12) is in the southeast corner. The trap door is bolted on the bottom side and fits perfectly flush with the floor. There is only a 5% chance for a person to notice it. The brigands would probably have done so, except they placed two boxes right on top of it soon after moving in. If the party comes up by ladder from the catacombs to the trap door, the leader must make an *open doors* strength roll to move the boxes aside.

The store room is filled with bags of grain, water kegs, ale kegs, 200 extra arrows, 19 falchions, 14 small shields,

and other minor miscellaneous survival and adventuring equipment. The total value of this gear does not exceed 1,000 gp, and it is very cumbersome to move.

17. Millard's Treasury. The door to this room is locked. Inside are three large, locked chests. Four brigands are on guard outside here (AC 5; MV 9"; zero level; hp 2-7; #AT 1; Dmg by weapon type; each has a battle axe, chain mail, and 1-8 sp; AL LE/NE/CE).

The first chest has 4,000 cp and 850 sp. The second has 4,175 sp and 226 gp, but there is also a cobra inside which strikes at anyone opening the chest (AC 6; MV 15"; HD 2 + 1; hp 11; #AT 1; Dmg 1; SA poison (save or die in 2-8 turns). The third chest has 100 pp, four rubies (100 gp each), and a string of pearls worth 2,000 gp. The third chest is also trapped with sleep gas which pours out from a bottle uncorked when the lid rises (save vs. breath weapon or fall asleep for 2-8 turns). The gas billows out into a 20' cloud around the chest.

18. Brigand Captain's Room. There is a soft bed, a footlocker, and a map of the surrounding countryside in this room.

Inside the footlocker are several old clothes, a pair of boots, an old dagger, and a pouch with 4 pp and 11 gp. A *potion of ESP* is hidden in a secret container in the bottom of the locker. Wayco, the brigand captain, is taking a nap in this room when the characters arrive, unless an alarm is raised. If surprised, he is not wearing his armor (Wayco: AC 3 or 8; MV 6" or 12"; F5; 30 hp; #AT 1 or 3/2; Dmg by weapon type; S 17, I 8, W 11, D 15, C 14, Ch 11; splinted mail (with cloth undercoat), large shield, *long sword* +1, dagger, footlocker key; specialization with long sword (+2 to hit/+4 damage total); AL LE).

19. Slaves' Quarters. The slaves of the brigands are kept in here. There are eleven women and seven men chained to the walls, all of them abused, dirty, and malnourished. The jailor (area 21) has the keys (27 slaves: AC 10; MV 12"; zero level; 1-6 hp; #AT 0 (unarmed); AL varied).

20. Captives' Room. This is the prison for ransomed captives.

Cell A: A noble elf from a far land is here, and he is very angry at being locked up. If released, he will gladly help the party for the rest of the adventure, although he will not do foolish "cannon-fodder" acts (AC 10; MV 12"; F1/MU1; 7 hp; #AT 1; Dmg by weapon type; S 16, I 16, W 14, D 13, C 15, Ch 14; can use long bow, long sword, dagger, short sword; AL CG).

Cell B: Four men are in here. They are minor officials from a nearby town. There is a 100 gp reward for returning them safely home (AC 10; MV 12"; zero level; 3 hp; #AT 0 (unarmed); AL LN).

Cell C: One woman is in here, the daughter of a wealthy spice merchant of a nearby town. There is a 500 gp reward for returning her safely home (AC 10; MV 12"; zero level; hp 2; #AT 0 (unarmed); AL N).

Cell D: A ragged gnome is held herein. This fellow is highly chaotic evil. He appears grateful if rescued, but will murder any who delay his escape from Falcon's Peak at the first opportunity. He reluctantly claims to be a thief — but is actually an assassin (AC 5; MV 6"; A5; hp 21; #AT 1; Dmg by weapon type; S 15, I 13, W 13, D 18, C 16, Ch 13; can use daggers and short swords; AL CE). The brigands are trying to figure out who to contact regarding the gnome's ransom.



21. Jailor's Room. There is a rough bed and a footlocker in this room. The keys to the cells (area 20) and the slaves' chains (area 19) are hanging on his belt. The jailor hears any voices in the jail and investigates one round later. If pressed, he yells for help, alerting all adjacent rooms (jailor: AC 6; MV 9"; F3; hp 18; #AT 1 or 3/2; Dmg by weapon type; S 15, I 7, W 11, D 14, C 16, Ch 10; AL NE; studded leather armor, small shield, scimitar, dagger, 12 gp; specialization with scimitar (+1 to hit/+2 on damage)).

22. The Mascot. A dire wolf is tied to the back wall with a frayed rope. It can reach the doors, but not outside the room. The wolf growls and whines if either door is opened, alerting Millard in room 23. If the party stands back and tries to kill the wolf with missiles, the wolf lunges against the rope with a cumulative 10% chance per round to break it (dire wolf: AC 6; MV 18"; HD 3+3; hp 18; #AT 1; Dmg 2-8).

23. Millard's Room. The brigand leader is quartered in this room. If alerted by the wolf in area 22, he sets

the pit trap and crouches behind the desk, ready to use his wand. The desk adds 7 to his armor class against missile fire (75% cover) (Millard: AC 6; MV 12"; MU5; hp 21; #AT 1; Dmg by weapon type; S 11, I 17, W 14, D 16, C 16, Ch 15; quarter staff, *ring of protection* +2, *wand of magic missiles* (14 charges), 30 gp, 10 pp, keys to treasury (area 17) in desk drawer; spells: *magic missile* (×2), *shield*, *shocking grasp*, *web*, *mirror image*, *hold person*; AL LE).

The trap door in front of the door is triggered when 250 lbs. or more is placed on it. Thus, if characters run into the room one at a time (and aren't wearing heavy armor), the trap will probably not be triggered. Any character falling through the trap hits a greased ramp which takes him down to room 24.

Millard's room is comfortably furnished, with a large feather bed off to the left of the door. The desk is a large, oaken affair and is quite old. Millard's spell book is locked in the center drawer. The book contains Millard's memorized spells, plus *read magic*, *push*, *write*, *detect good*, and *magic mouth*. There is a chest in the far left corner, containing clothing, 150 gp in a



pouch, and a scroll (with a *levitate* spell).

Beside the desk is a bird stand with a falcon on it. The bird attacks if Millard gives the command. Each successful attack by the falcon has a 25% chance of blinding unprotected eyes (falcon: AC 5; MV 1"/36"; HD 1-1; hp 4; #AT 3; Dmg 1/1/1; SA blinding, diving; SD never surprised visually).

In the southeast corner is a small engraved symbol of a scythe cut into the floor. The symbol has a blue chalk circle drawn around it; Millard found the engraving and marked it, but doesn't know what it is. If the silver scythe symbol from the monster zombie in room 8 is pressed into the engraving (it fits perfectly), a 5' x 5' section of the floor around the engraving disappears, revealing a sunken cache with Lord Falcon's treasure. The cache holds 1,360 gp, 189 pp, three opals (500 gp each), a jeweled circlet (2,000 gp), a dagger +1, three potions (*extra healing*, *animal control*, and *fire resistance*), a ruby-studded signet ring (300 gp), a small shield +1, and a ring of water walking.

There is a lever set in the floor beneath the desk. It can be set to open or close the trap door, or to set the trap.

24. The Wight Stuff. Anyone unfortunate enough to fall into this room finds it impossible to climb back up the greased slide without help from above. This room is about 30' underground. Characters must spend one round picking themselves and their things up off the floor.

The coffin in the alcove across the room is the resting place of the Monster of Falcon's Peak — a wight. It immediately jumps out of its coffin and rushes across the room to attack victims. Sharnig's arrows (area 3), the dagger from the ghouls' nest (area 5), and the bastard sword from Falcon's tomb (area 9) will hurt the wight (AC 5; MV 12"; 4 + 3 HD; hp 20; #AT 1; Dmg 1-4; SA energy drain, victims become wights; SD silver or magical weapons needed to hit, immune to *sleep*, *charm*, *hold*, *cold*, *paralysis*, *poison*; *raise dead* destroys it; holy water does 2-8 hp damage).

The floor of the room is covered with the bones of old sacrificial victims and unfortunate adventurers captured by the new band of brigands. Among the mess are 46 gp, 50 sp, 180 cp, four suits of leather armor, two suits of chain mail, six large shields, four small

shields, three long swords, two falchions (one is magical, +1), a scroll tube with two cleric scrolls (*detect evil*, *cure light wounds*), two vials of holy water, a short bow, a quiver with 20 arrows (two are +1, three are silver-tipped), and two short swords.

Concluding the Quest

Not all of the brigands are at the fort now. If the characters are in the fort for more than three days, the following brigands return in a large group on the third day at noon:

Nine brigands and their leader, Stankis, described at the start of this module (if not encountered before now);

Five hobgoblins back from hunting (AC 8; MV 9"; 1 + 1 HD; #AT 1 or 2; Dmg by weapon type; each with short bow, 12 arrows, scimitar, leather armor, and 1-6 sp); and,

Human brigand captain (AC 4; MV 9", F3, hp 19, #AT 1 or 3/2; Dmg by weapon type; S 15, I 11, W 12, D 10, C 14, Ch 12; AL NE; long sword, dagger, 14 gp; specialization with long sword (+1 to hit/+2 damage)). The captain has been scouting out the wilderness for signs of monsters or potential victims. The captain's name is Kervis, and Stankis is his younger brother. Kervis is less pleasant than his brother, and enjoys torture and destruction for its own sake.

To claim any rewards offered for captives (as noted in room 20), the characters must bring the captives back to their villages alive and well. If any of the characters have enough experience points and money to advance a level, they must go to a larger town afterwards, as none of the villages in the area of Falcon's Peak have the resources for training characters.