



DRAGONSFOOT

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The Village With No Name

by Robert James

An AD&D 1st Edition Adventure for Character Levels 1–3





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INTRODUCTION

Along the road in a distant location is a village with no name but with citizens under siege by a gang of evil rogues, adventurers and rubes. Who will confront these men and their leaders? And what twist of fate awaits the PCs?

The Village with No Name is an AD&D 1st Edition Adventure for a party of 1st-to-3rd level adventurers. It is the first installment in a multi-part series of adventures involving the main NPC in this module. This adventure can be played separately or as part of the larger series.



The Village with No Name

Located along a remote road, miles from any settlement of consequence, is The Village with No Name. This village is not much more than a small collection of buildings—an inn, a tavern, a stable, a general store, a few houses and, for the more pious of travelers, a church—where weary travelers and distant settlers can rest and re-supply. The villagers tend towards neutral, and although the town once had an Elder (in reality, more of an elderly informal spiritual advisor), there is no organized or official government. In fact, the villagers have never bothered to name the village, instead referring to it simply as The Village or even The Village With No Name.

The Unwelcome Guests

Recently, a gang of men rode in from the wilderness and took to the town's taverns. They drank and brawled before riding through the village, shaking down the townspeople and visitors for valuables. Unfortunately, they never left and the villagers are under siege. In the time since the gang's arrival, some villagers have fled, a few have died and most live in perpetual fear while the gang roams the village.

NOTES FOR THE DM

Galyn and his Gang

The gang is a motley collection of evil bandits, rogues and adventurers led by **Galyn**, a charming rogue and curious wayfarer with a dangerous demeanor. His gang is a growing collection of men he has met along the way, including thieves, thugs and evil adventurers who don't mind using violence to extract money from people. His men are extremely loyal to him, although many can't explain why.

The Ring

Perhaps the most notable feature of **Galyn** is his stunning ring, a platinum beauty embedded with three rubies and three black pearls. The ring is the source of **Galyn's** power, as it is a **ring of human influence**, which allows him to attract and influence the members of his gang. The ring's powers mirror those of other rings of this nature, except that its **charm** abilities may be used only six times, as signified by the jewels: a red ruby signifies a remaining charm ability, and once the **charm** is used the ruby transforms into a black pearl. The

ring's appraised monetary value was originally 7,000 gp, but is currently worth 5,500 gp, as each transformation of the jewel deducts an additional 500 gp from the ring's value.

Pilanor the Assassin

A key member of **Galyn**'s band of men is **Pilanor the Assassin**, a man infamous for his reserved manner, swarthy complexion and flowing green cloak. **Pilanor** (along with two lackeys) fled a large city guild following a change in leadership and has temporarily joined **Galyn**'s gang while he considered his long-term options. An enigmatic and dangerous man, other members of the gang view him with a mixture of respect, fear and loathing; despite his profession and his claims he is not a religious man, he is spending an increasing amount of time at the village church.

The Priest

Before **Galyn**'s arrival, there was the Priest. Known as **Feldryk**, the priest runs the village's church, collecting tithes from villagers and visitors in return for miscellaneous religious rites and services. Unfortunately, he has not been able to assist the village against **Galyn**'s bandits.

In truth, **Feldryk** is no priest at all, but a charismatic and cunning con man. He was a swindler, adventurer and wayfarer before he serendipitously discovered the village and—recognizing a business opportunity—played the part of a priest to collect tithes. Business was good before **Galyn** arrived, and although **Feldryk** was able to convince **Galyn** to leave the church untouched, business has been impacted by **Galyn**'s presence. Additionally, **Feldryk** has his eye on **Galyn**'s ring, which he suspects is a special item.

The Plot Twist

Unbeknownst to the villagers or the gang, **Feldryk** has arranged to have **Galyn** assassinated. Using his significant charm and a promise for the equivalent of 5,500 gp, **Galyn** has convinced **Pilanor the Assassin** to assassinate **Galyn** and retrieve his ring. It is **Feldryk**'s hope that **Galyn**'s death will cause the gang to disband and he can return to collecting tithes from hapless travelers and villagers.

Running the Adventure

This is a thinking party's adventure and it is important the DM read the module prior to game play. Although it may be run as a straight-forward bandit adventure, the module is designed for a group of PCs who

will do some investigation and not only attempt to confront the key gang members but discover **Galyn**'s assassination and “unmask” **Feldryk**.

Although the PCs ride into town unaware of the village's plight, it is important they are given clues—by rumor, rescued villagers, captured bandits, a discovered diary, investigation or interrogation—that villagers have been murdered, various gang leaders roam different buildings, **Feldryk** is a popular figure in town but has been unable to rid the village of the bandits, that **Pilanor** wears a green cloak and that **Galyn** resides in the former Elder's house.

Especially important are the characters of **Pilanor** and **Feldryk**, who are conspiring against **Galyn**. For complete success in the module, PCs' suspicions must turn at some point toward **Feldryk** and there are clues sprinkled throughout the adventure for this purpose, including:

- ❖ **Pilanor** is rumored to spend a lot of time with **Feldryk**, and is exiting the church the first time the PCs visit.
- ❖ **Pilanor** is witnessed by the PCs leaving **Galyn**'s house just before they discover **Galyn**'s body.
- ❖ **Pilanor** is with **Feldryk** shortly after **Galyn**'s assassination.
- ❖ **Feldryk** is witnessed wearing **Galyn**'s infamous ring following **Galyn**'s assassination.

Feldryk is defeated when he retreats from the village, but even then he will be a major character in future adventures—fate has only begun to intertwine the lives of the PCs and **Feldryk**. It is recommended that after **Galyn**'s assassination the party be given a chance to confront **Feldryk**, even engage in melee with him, but that **Feldryk** be given every opportunity to escape, whether by simply fleeing, using his **dust of disappearance**, providing a temporary hit point bonus, allowing him to automatically make a saving throw or using a temporary magical item (such as an **amulet of dramatic death**) to make his escape. Even if he is not encountered or defeated, eventually he will grow restless with his scheme, depart the village and the party will encounter him again (wearing the ring) in other adventures.

If the PCs leave the village before all key members of the gang—**Vilnin** and **Burl**, in particular—are defeated, the gang will survive, even attracting another 1d20 members of 0-to-1st level, who take to the various businesses before the PCs receive word the village is under siege again..

The gang is chaotic by nature and each building can be treated as a separate entity without raising a general alarm. If an investigating party is too careless, **Galyn** may dispatch **Vilnin** or **Burl** to attack. **Vilnin** arrives with 2d4 0-level gang members (with padded armor, long swords, 1d6 hp, and 1d8 sp each) but **Burl** attacks alone. Additionally, unless they take special precautions, a party that remains outside (in the open) for more than a turn at a time risks encountering members of **Galyn's** gang. A chance of an encounter is 1 in 12 once per turn.

If **Feldryk** learns of the PCs' intent to defeat **Galyn**, he summons them to the church. See the church (Area 8) in the encounter descriptions for more details on this encounter.

Die Roll (d10)	Encounter
1-5	2d4 0-level fighters (padded armor, short swords or daggers, 1d4 sp each)
6-7	1d4 1st-level fighters (leather, long swords, 2d4 sp each)
8	Vilnin (from Area 1)
9	Pilanor (daytime only; he evades the PCs) or troll (nighttime only, from area 9J)
10	Guard from area 9C, on way to or from Inn.

BEGINNING THE ADVENTURE

The adventure begins when PCs pass through this town while journeying along a less traveled road to another destination. The DM may want the PCs to encounter a traveler or farmer outside the village who warns them of the village and provides them with a general overview of the circumstances and a helpful clue or two. Otherwise, the adventure begins when the PCs approach the first building.

Begin by providing a brief description of the town and then allow the party to freely investigate.

In addition to the villagers, there are a few surrounding farms where a persistent party can obtain a clue or two. A diligent, inquiring and interrogative party can piece together the following pieces of information from multiple sources:

- ❖ A gang of bandits is terrorizing the village.
- ❖ The gang is led by **Galyn**, who resides in the former Elder's house.
- ❖ Most of the gang members are ragtag bandits, but there are a few dangerous characters in the gang.
- ❖ Some villagers have disappeared or fled. Most live in fear.

- ❖ The inn once had a friendly and popular guard, who was killed by the bandit **Vilnin**, who hangs out in the stables.
- ❖ Only the church seems to have escaped the bandits' wrath.
- ❖ A particularly vicious gang member, nicknamed **The Cannibal**, is especially feared by villagers and gang members alike.
- ❖ **Galyn** is a magnetic leader and his men are very loyal to him.
- ❖ A green cloaked rogue named **Pilanor** is a member of the gang, and frequently visits the Church.
- ❖ On occasion the bandits ride out of town to waylay travelers but return within a few days.
- ❖ There are occasional reports of a troll wandering outside the village.

ENCOUNTER KEYS

1. Stables

This long building is the village's stables. Inside, there is enough space for a dozen horses. Currently, only the bandits' horses are here.

Resting in one of the stalls near the door is **Vilnin**, a towering and surly 3rd-level fighter (19 hp). **Vilnin** finds comfort in the stables and wine is a frequent companion. The muscular, bearded **Vilnin** wears chain armor (which originally belonged to the now-deceased bodyguard of the inn), wields a two-handed sword and wears **earrings of intimidation**. **Earrings of intimidation** make the wielder appear more powerful and intimidating—including taller, burlier, surlier and more violent—than he normally might be. Opponents suffer -1 penalties to morale and initiative and are more likely (10%) to bend to the wearer's will. In addition to the earrings, **Vilnin** has a dagger, 5 ep, 14 sp, a jeweled dagger worth 100 gp, a 50 gp gem and a vial of **oil of enchantment II**, which provides a temporary enchantment of +1 if applied to a weapon or armor.

Despite his inebriated state, **Vilnin** is an intimidating force and an apt fighter. He will demand some type of bribe, such as a flashy weapon, piece of jewelry or 100 gp. If nothing is in obvious sight, he will demand the PCs let him search their pack(s). If refused, he attacks.

2. Small House

This shed-sized, sparsely furnished house is the home of the grim-faced stable keeper (3 hp). He is deeply afraid of **Vilnin** and keeps his visits to the stable to a minimum. Although an unskilled fighter and terrified of the bandits, if the party has defeated **Vilnin**, the stable keeper finds courage and offers to join the party against the bandits. He owns a short sword but no armor.

3. The Inn

This building is unmarked but appears to be a modest, two-story inn. In fact, it is known as The Inn by villagers. The sounds of raucous voices spill into the street.

3A. Parlor

This long cramped space is filled by a pair of tables, numerous benches and a long bar. A sullen, weathered bartender and a nervous, aging serving woman serve gruff, raucous patrons. Two doors exit the back of the room while a set of narrow wooden steps climb to a second floor with a long balcony. A skinny, middle-aged working woman dangles a leg through the banister of the second floor balcony. Undaunted by the raucous guests below, she gives a worldly smile and a wave to new patrons of the tavern.

Drinking in this room are several members of the gang. Most prominent of these men, by far, is a titan of a thug named **Burl**. **Burl** is the size of a house, standing 7' tall with shoulders nearly as wide. He is a 3rd-level fighter (S19, C15, hp 24) wearing padded armor and carrying a massive mace. He is in fact a half-ogre that resembles a gargantuan human. Currently, he sits alone near the back of the room, drinking and scowling. Observers note that everyone avoids bumping him while he drinks.

Playing cards at a table near the front door are four men. Two of the men have all the winnings and make good-natured jokes at the expense of a third man, while the fourth man laughs along. The men are, respectively, 1st-level thieves (3, 5 hp) in leather armor and short swords, a 1st-level fighter (7 hp) wearing leather and carrying a long-sword, and a 0-level human fighter (2 hp) wearing padded armor, carrying a club and a dagger.

Four more men stand at the bar, engaged in animated drinking and conversation. These men are all cocky 0-level fighters (hp 2, 3, 4, 4 hp). None of these men wear armor, but two are armed with long swords, one is armed with a battle axe and the largest is armed with what appears to be an antique scimitar (no extra value).

When new visitors enter the room, the four standing men approach the stranger(s). They demand to know who the visitors are and insist on searching their belongings for anything interesting, which they take. If this request is denied, the following happens:

- ❖ The four standing men try to physically search the belongings.
- ❖ If the confrontation escalates, the card players also join in. They will start a melee if the PCs continue to resist.
- ❖ **Burl** sits and watches the melee with passing interest for a full round before draining his drink, rising to his feet, wiping his mouth with the back of his hand, grabbing his mace and attacking the nearest PC with a roar of battle lust.
- ❖ Two rounds after full melee breaks out a 2nd-level assassin (9 hp) clad only in loincloth and codpiece, sneaks in from upstairs (Area 3F) and attempts a backstab with his dagger.

The servants take cover during melee. If the bandits here are defeated, the proprietor materializes from area 1B.

Each of the gang members in here carries a purse of 2d6 sp. Each of the humans of 1st level or above carries an additional 2d4 gp. Additionally, one of the thieves carries a 50 gp gem. The poker table contains an additional 1 pp, 3 ep, 20 gp and 33 sp.

3B. Supply Room

This contains modest supplies for running a small inn, including cleaning devices, spare candles and spare kegs. Hidden beneath a loose floorboard is a sack of 8 ep, 57 gp and 45 sp.

3C. Office/Bedroom

This door is locked. Hiding in the sparsely furnished room is the gaunt proprietor (2 hp), who has kept a low profile since his bodyguard was killed by **Vilnin**. He hides in here during melee in other parts of the inn.

If the bandits in area 3A have been defeated, he will share what information he has, which includes a sizable portion of the information listed in the DM's Notes of this module. If the gang has not been defeated, he quietly offers a well-armed party a "reward" if they defeat **Galyn** and the gang. He will not admit what the reward is unless pressured, in which case he sheepishly admits it's only 50 gp and a set of chain mail (now worn by **Vilnin**), but at the same time pleads to the party's better nature to rescue the town regardless of the reward.

The furnishings here include a narrow cot, modest desk and small trunk. A small window provides some light and a crude escape route. A 50 gp gem is stowed under a floorboard.

3D. Second Floor Landing

Three doors and a sturdy railing border this L-shaped area, which overlook portions of the room below. The working girls (area G) use this overlook to call down to potential customers.

3E. Second Floor Bedroom

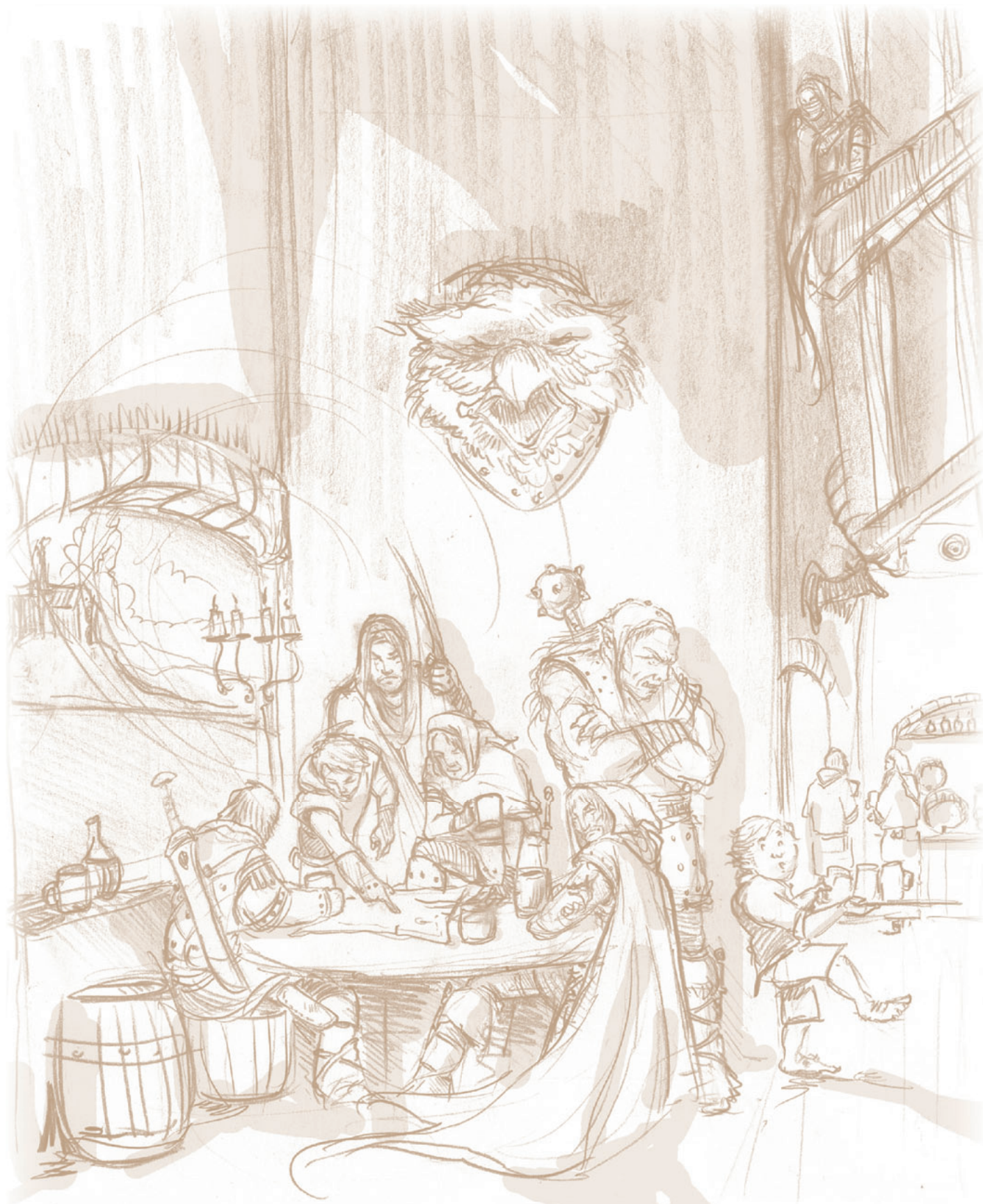
This small room is normally reserved for guests, although members of **Galyn's** gang currently sleep here (for free, of course). It is modestly decorated with two double bunk beds, a pair of small trunks, pegs for cloaks and several sleeping blankets.

3F. Second Floor Bedroom

This locked room resembles area 3E in every way except the bunk bed has been broken and pushed together to form one large, crude bed. Normally, this room is used as the servant's sleeping quarters (or an overflow bedroom for those rare times the inn is crowded), but **Burl** is currently using these as his private sleeping quarters. A large sack stowed beneath the bed holds a skillfully wrought gold bracelet worth 200 gp, two 100 gp gems and a **short sword +1** (**Burl** favors a mace so leaves the sword here).

3G. Second Floor Bedroom

This room carries the strong scent of cheap perfume and serves as the sleeping and working quarters for the inn's two working women. At the time of the party's entrance, one woman (**Wren**) was in here with a customer (the assassin, see area 3A) while the other woman (**Messiette**) waited for business on the balcony. If melee broke out in area 3A, both women sought refuge in here while the assassin raced to fight. If melee did not break out, or if it was silent, the assassin is still in here.



The assassin is a cohort of **Pilanor the Assassin**, their having fled the guild wars together. His belongings in here include leather armor, short sword and dagger. There is also a purse of 10 gp, but this is snatched and hidden by **Wren** if the assassin joined the melee.

Like the other villagers, the working women want the gangsters ousted and are a good source of information for inquisitive parties. They are especially fearful of **Pilanor**, a green-cloaked assassin that does not treat them well. They will offer PCs 50 gp if they can chase **Galyn** and his gang out of the village. They will offer 10 gp even if the party doesn't chase out the gang but defeats Vilnin (area 1) or **Pilanor** (who they say spends most of his time in the tavern or church).

Galyn does not visit the inn, although two of his guards visit the women every few evenings (including tonight). **Messiette** and **Wren** will allow PCs to hide and ambush the men in here if there is a solid plan in place.

Hidden in this room is the women's treasure, which has been acquired over the years: 52 gp, 63 sp and a silver hair brush worth 100 gp.

4. House

This is an extremely dangerous area for the party. As the PCs approach this house, allow each PC to make an intelligence or wisdom check. PCs rolling a successful check feel an instinctual sense of foreboding as they approach. Villagers asked about the house say it is the home of a vicious gang member.

The house is weathered but otherwise in decent shape. The structure's single room has a wood stove, small kitchen area and a few pieces of roughly made furniture. If the PCs peer into the windows before knocking, the party sees a pair of dog-like creatures sleeping by the stove while a young man sleeps in a corner bed. The room is unkempt, and lying near the bed are a few bones.

The original occupant(s) are dead. Residing here now is a young jackalwere (15 hp), armed with a long sword. The "dogs" are his two pet jackals (2 hp each). The jackalwere is a member of **Galyn's** gang and a sometimes visitor of the inn, where he is feared, even by other gang members, who call him **The Cannibal**. He and his pets attack intruders without hesitation.

Tucked into the stove are a few human or humanoid bones. Under the bed is a sack of 2,000 sp. Buried behind the house in a small box is the former occupant's treasure, which has not been uncovered by the jackalwere. The box holds 35 gp and a sentimental trinket of no value.

5. Tavern

This is a small, single-story drinking establishment. The entire bar is serviced by a single barkeeper (Fo, hp 8, s 16, C16, ch 15), who is also the proprietor, and his son (hp 4, C15). Unlike the proprietor of the inn, this proprietor is a large man, with enough cunning and force of personality that he is able to keep the raucousness to a minimum and charge the gang members for drinks. The proprietor keeps a broad sword and loaded light crossbow behind the bar that he is not afraid to use.

5A. Drinking Area

Four men play cards and drink at a rectangular table. Two of the men are 1st-level fighters (6 hp each) with leather armor and long swords, one is a 0-level fighter (3 hp) with padded armor and a short sword, one is a 3rd-level assassin (11 hp, wearing leather armor and a black silk cloak of noticeably high quality, worth 50 gp, and carrying a scimitar). Additionally, if the assassin in the inn (Area 3A) fled that area because of the PCs, he is here.

For the most part the men play cards and mind their own business. If questioned, they tell the inquirers to mind their own business. If the inquirers persist or confront the card players, the men attack.

The proprietor is brave (almost foolhardy), direct and no-nonsense. If asked, he'll share that Galyn rules the town and the men here are part of the gang and will not worry about the consequences of his talking. He also notes that a green-cloaked fellow was frequently here but has been spending his time at the church lately. He'll mention the priest of the church is only concerned about tithes, so he and the assassin probably deserve each other. If melee breaks out in this room, the proprietor will fire his crossbow before leaping into the mix with his sword, attacking whoever attacked first and persisting until the fight ends.

The poker table has a total of 4d6 gp and 4d12 sp on its surface (although it is most likely scattered in the event of melee).

5B. Kitchen

This is a kitchen suitable for preparing meals for a small number of people. A door leads to the back bedroom.

5C. Closet and Supply Room

This storage area contains modest supplies for running a small tavern, including spare kegs, bottles of wine and a broom. There is also hunting gear, including a long bow, two muddy heavy cloaks and two pairs of heavy muddy boots. A small sack tucked in an empty keg contains 2 ep, 40 gp, 20 sp and 30 cp.

5D. Bedroom

This room holds a pair of beds, a small table with candles and a chair. A small wardrobe holds modest changes of clothes. A dagger is tucked under one of the beds.

6. General Store

The general store is a boxy, two story building with the proprietor's residence on the top floor and the actual shop on the main floor.

6A. Store

The store's shelves are nearly barren these days. The tall, lean proprietor (3 hp) spends his days at a small counter. There is only a 20% chance that any non-exotic item (such as rope) is in stock, and a 0% chance that anything exotic (such as armor) is here, with one exception: there is a dagger and a long-sword on display in the corner. These latter items belonged to the inn's bodyguard and were forcibly "traded" to the storekeeper by **Vilnin** (for money the storekeeper could not spare, of course).

Although in unfortunate circumstances, the proprietor is a fair man. His prices are within 10% of common prices and he will share the village's story with inquirers. For reasons he can't explain, he does not trust **Feldryk**, the village priest.

There are two doors here. One leads to an empty closet and a second opens up to a set of stairs leading up to the residences. A cash box in a locked drawer in the counter holds the merchant's remaining wealth: 15 gp and 7 sp.

6B. Parlor

This is a basic parlor. A weary-looking woman knits while a small child plays. The woman is the proprietor's wife and resents the bandits and will share everything she knows in the hopes of helping them defeat **Galyn's** gang. Otherwise, she and her son spend their time in the relative safety of their residence.

6C. Bedroom

This sparsely furnished room holds only a bed and a small, empty dresser. It is dusty and looks unlivin in. It was the son's room but he now sleeps with his parents.

6D. Washroom

This cramped room holds a small table with a wash bowl and grooming items.

6E. Bedroom

This is the modest bedroom where the proprietor and his wife sleep. Currently, their son sleeps here, too. There is nothing of value in here.

7. Unfinished House

This house is only half constructed. Some passage of time has occurred since the house was last worked on.

The skeletal remains of a human male dressed in a rotting orange cloak rest in a shallow grave behind the home. These are the remains of the inn's former guard, who was killed by **Vilnin** (area 1). On a side note, the guard was a fugitive soldier in a distant land before settling in this town.



8. Church

The church is a nearly symmetrical structure with a steep roof. The structure rests on a small rise on the edge of the village. A small chimney spews a ribbon of smoke day and night.

If Galyn Has Not Yet Been Assassinated (i.e. discovered)

As they approach the church one of the PCs will notice a tall, swarthy, green-cloaked man furtively exiting the church out the back door. The man notices the party then ducks out of sight behind the building (if the party pursues him, he is lost behind the building and not found again). This is **Pilanor**, who was just having a private conference with **Feldryk** about the planned assassination of **Galyn**.

8A. Hall

The main door opens into a spacious hall filled with benches. At the far end of the hall are a lectern and a small altar honoring an unidentified god. Two doors exit the hall.

Four men are here. One is **Feldryk**'s private guard (F2, hp 14, S16), the other is a burly, not-too-bright, o-level fighter (hp 6, S 17, I 7) of **Galyn**'s gang who spends his time in the church. The two men carry long swords and **Feldryk**'s guard wears banded mail. Each man carries 2d6 sp, with the higher-level fighter also carrying 2d6 gp. The associate of **Galyn** does not like inquiries and gruffly demands to be left alone. **Feldryk**'s guard will politely refuse to answer inquiries but is affable and will summon **Feldryk** if such an audience is requested (see below).

The third man is a farmer who resides outside the village and is here to quietly pray. He leaves as the party enters and if followed will not want to answer their questions (-10% to reaction adjustments). The fourth is also a farmer who resides outside the village and will answer questions if the party is out of earshot of **Galyn**'s gang. A deeply religious but overly confident man, this latter villager (2 hp) will provide the PCs information and even agree to help them, although his only weapon is a club.

If an audience is requested with the priest, there are two possible results:

If **Galyn** has not been assassinated (i.e. his body was not yet discovered by the party): The guard asks them to wait while he summons **Feldryk**. He is gone 2-5 rounds before returning, escorting the PCs to the office (Area 8B), asking them to wait and stepping back into the Hall (area 8A). **Feldryk** enters 1d4 rounds later.

If **Galyn** has already been assassinated: The PCs are told the priest is not available and refused an audience.

Melee in here attracts the attention of the guard in area 8C. In addition to the two church guards, **Galyn**'s fighter joins in the melee as well. Other visitors flee.

A religious, astute observer may note that the worship area is woefully lacking many common religious accoutrements, as though the decorator had no religious training or background.

8B. Office

This is the office and audience chamber for the church. There is a large desk, three chairs, a shelf of books and a small table with a crystal decanter of wine (25 gp value) and 12 pewter glasses (worth 5 gp each). The main desk drawer is locked and contains a piece of parchment and a worn tome. The parchment contains the following notes:

- goal & goods
- ware anxiety
- time element
- ready valuables
- pay for services

The Tome is a fairly short piece of work entitled *The Beginner's Guide to Pious Practices* (no monetary value).

The books on the shelves are a collection of religious books. An astute observer may notice the books are a motley collection covering different religions and themes with no common thread other than religion in general.

If an audience with **Feldryk** was granted, he greets his visitors here. He enters alone although his personal guard (Area 8C) stands outside the door. The visitors are greeted warmly and offered wine. **Feldryk** is a cunning and charismatic fellow, chatting amiably but deftly avoiding the topic of religion except to point out that a tithe brings favor from the gods. Although he has hired **Pilanor**, if **Feldryk** is greeted by a well-armed

party he hedges his bets by telling the party woeful stories of **Galyn**'s horrific impact on the village and church. He states that in addition to lost tithes, **Galyn** stole the church's relic, a wondrous platinum ring encrusted with rubies and black pearls that was gifted to the church by an adventurer. The ring is **Galyn**'s **ring of human influence**, of course, but **Feldryk** wants it for himself. **Feldryk** suggests both the church and the village need a heroic band of men to confront **Galyn** and the gang, and asks if this party might be such a band of men. He will mention that key members of the gang stay in the inn, the stables and the former Elder's house, and warn them to be careful of the particularly savage bandit (the jackalwere) in area 6, knowing that the creature will be a match for the PCs. By telling them this, of course, he hopes that they will defeat **Galyn** (and "return" the ring to **Feldryk**). Even if they take up the cause, however, **Pilanor** will assassinate **Galyn** before the PCs reach him.

8C. Private Den

This is a sitting room. A pair of stuffed chairs faces a blazing fire place. A rectangular ornate box containing a pipe and tobacco (worth 20 gp as a set) rests on a small table. The walls are lined with sketches of miscellaneous people and places in a wide variety of settings. A door leads to a small side room, which holds three modest cots with blankets; this area serves as **Feldryk** and his men's sleeping quarters.

A burly 3rd-level fighter (22 hp, S18/01) in chain mail relaxes in a chair. He carries a battle axe, dagger, shield and pouch with 10 gp. He is **Feldryk**'s most trusted guard.

A secret door in the floor opens to a narrow stone stair case leading to the cellar (Area 8D).

8D. Cellar

The stairs lead to a warm, brightly lit basement. Carpets cover the floor. Paintings and tapestries adorn the stone walls. Candles and incense provide light and pleasant aromas. A couch, table and four chairs provide places to rest. A plate of cheese, decanter of wine and a half-filled silver goblet (20 gp) rest on the table. There are two possible scenarios in this room:



If Galyn Has Not Yet Been Assassinated

Feldryk sits comfortably on the couch, sipping wine and reading from a stack of tomes. The tomes are entitled: *Swords and Daggers: the Art of Weapons Smuggling*, *Slavery and You: the Business of Smuggling Humans* and *The Neighborhood "Friend": A Treatise on the Practice of Protection Rackets*. Also laying by the chair is a thick sketch book filled with sketches of miscellaneous people and places.

If Galyn Has Been Assassinated

Feldryk and **Pilanor**—his green cloak immediately recognizable—sit in chairs. Placed on a table between them are **Galyn's ring of human influence**, a 5,000 gp necklace and 100 pp. **Feldryk** greedily fingers the ring while **Pilanor** examines the necklace. **Pilanor** has delivered news of **Galyn's** death and the ring, and **Feldryk** has provided payment. If intruders (such as PCs) appear, **Feldryk** and **Pilanor** immediately spring to action by slipping on the ring (**Feldryk**) and pocketing the necklace (**Pilanor**). **Feldryk** is cunning, and if facing a well-armed party will attempt to make up a story that **Pilanor** has heroically defeated **Galyn** and returned the church's ring. Additionally, he will attempt to persuade the PCs to attack **Vilnin** in the stables and the bandits in the inn, stating the men in these areas will likely seek revenge against the village. If the PCs persistently accuse **Feldryk** or **Pilanor** of murder, or if they are aggressive, **Feldryk** and **Pilanor** call for the guards and attack. While dangerous men, they are also cunning and use everything at their disposal to win in melee but will flee if in any significant danger. If forced to flee, **Pilanor** or **Feldryk** will take the highly-prized platinum necklace and magical ring with them—at any cost. The DM should allow **Feldryk**, the ring and the necklace to escape by any means necessary. Even if these men are not defeated, they will soon tire of this town and depart (along with **Feldryk's** surviving guards) in search of a new journey. **Feldryk** will appear again in a future adventure.

Feldryk is a 4th-level thief (I15, C16, Ch 15, 19 hp). He wears long flowing robes and carries a visible mace. His flowing robes are **chain armor of blending** and underneath these he has an **amulet of charm resistance** and a short sword. He also wears a diamond ring worth 1,000 gp and carries a pouch of 5 pp, 11 ep, 8 gp and two packets of **dust of disappearance**. **Feldryk** is a seasoned traveler and the journal contains sketches of many of his journeys. His guard (in area C) is a long-time traveling companion.

Pilanor is a 4th-level assassin (hp 14, D 16), wears leather armor and a flowing green cloak of good quality (100 gp), wields a short sword and a **dagger of venom** (2 doses remaining), carries a **potion of delusion (giant strength)** and a packet of **dust of mirror images**. He also carries a 500 gp pearl. He fights with two weapons and is not afraid to use his dust and potion if challenged by a capable group (he does not realize the potion is a **potion of delusion**). The dust from the **dust of mirror images** causes 2-5 **mirror images** (like the spell) to instantly appear when the packet is emptied upon the ground.

Hidden in a secret panel in the wall is a large sturdy, locked box containing 15 pp, 200 gp and 400 sp. If **Galyn** has not yet been assassinated there is also a 5,000 gp platinum necklace encrusted with diamonds and an additional 100 pp. This is **Feldryk's** treasure and if forced to flee takes it with him (even if he has to sneak back later). The DM should modify any secret door searches to ensure the platinum necklace is not discovered by a party of low-level PCs.

A secret door leads to a crude, narrow escape tunnel that leads 10 yards to a concealed entrance behind a tree.

9. The House

As the PCs approach this house, they witness a man in a green cloak creeping away from behind the house. This is **Pilanor**, who has just assassinated **Galyn** and climbed down from the window. **Pilanor** flees if the PCs approach him, although he reappears at the church later to meet with **Feldryk**. If the PCs discreetly follow him, he can be followed to the church.

Although by no means a stately manor, this two story residence with sloped roof and painted shutters is the nicest house in town. The shutters are closed, although smoke rises from the tall chimney. This is where **Galyn** is staying.

9A. Entry & Parlor

The front door opens to a spacious staircase leading to the second floor and an open parlor.

Matching stuffed chairs are placed before a crackling fire, while a couch and side table are centered in the room. Candles fill the room with a sweet scent and the walls are covered with various paintings.

Two large dogs (12 hp each) sleep by the fire. One of the dogs is actually a pet wolf and wears a studded garnet collar worth 100 gp while the other is a guard dog. They attack intruders without hesitation. Melee attracts the attention of the men in the dining room (area 9C).

There are 8 paintings worth 10 gp each.

9B. Kitchen

This is a kitchen with a small alcove and a hall. The hall has a door and a wide staircase that leads to the basement. In addition to serving as a storage area, the alcove also holds a small cot.

A female, human villager usually cleans and cooks here but fled at the party's arrival. If captured or questioned, she claims ignorance to everything and flees at the first opportunity. She sleeps in the alcove.

9C. Dining Area

This is a formal dining area with place settings for up to 8 people. The settings are of fair quality, and will fetch up to 5 gp per setting. Two paintings in here are worth 20 gp each.

There are two armored men in here. Both are 2nd-level fighters (hps 11, 13) who serve as **Galyn's** thugs. They wear chain mail, carry a broad sword and club respectively, and have strengths of 18/01. They both carry 2d6 gp and the larger one also wears a 50 gp silver earring. They wait for **Galyn**, who is expected for a conference in the basement. They are unaware that **Galyn** is dead upstairs.

9D. Upstairs Bedroom

This room has four unmade beds and travel gear in it. It is the sleeping quarters of the two thugs in area 9C and guards in the basement. There is nothing of interest or value other than a long bow, a quiver with 10 arrows and a hand axe.

9E. Washroom

Nothing unusual here except the room is splendidly (perhaps surprisingly) clean.

9F. Upstairs Bedroom

The door to this room is locked.

Behind the door is a large bedroom with all the necessary furnishings, including a large rug, bed, desk, couch and a wardrobe with an opened door. A fireplace holds glowing embers. The room's only window is open and a dead man lies on the floor.

If examined, the body is still warm, but shows signs of poisoning and has a well-placed stab wound in his back. This is **Galyn**, formerly a 4th-level thief, before he was assassinated by **Pilanor** moments ago. He has been stripped of valuables, except for a suit of leather armor and a long sword, which lay next to him (he was putting them on when he was assassinated). There are also markings on his ring finger that indicate a ring was recently worn there, although there are no other traces of the ring (**Pilanor** has taken it).

The large wardrobe has secret drawer with a poisoned needle trap (of poison type A, save at +4 or suffer 15 h.p. of damage in 2-5 rounds) and a small sack containing 125 gp and a 250 gp gem. Behind a fake panel in the wardrobe are stowed four books. The first two books are *Mordicai's Tome of Odes* and *An Introduction to Magic*. The third book is an ancient traveling spell book with the wizard spells **erase**, **mending**, **message** and **fools gold**. In his heart of hearts, **Galyn** wished to be a cultured wizard or bard. The fourth book is a tome that details some of **Galyn's** journeys, including an especially lengthy entry that describes his finding of the ring in a cave after his traveling companions defeated an ogre. An investigating party may be able to note this entry contradicts **Feldryk's** claim that the ring belonged to the church.

The desk is locked, although the key is hidden under the mattress. Inside the drawer is log book, a ledger and small musical pipes. The log book has brief notations about the gang's activities while the ledger details the gang's acquired treasure. The pipes were found on a victim and are a passing hobby.

9G. Small Study

There are a desk, stuffed chair and shelves of miscellaneous books in this room. There is a secret panel in the wall containing a bag of 50 pp—this is the former occupant's treasure, which was not found by **Galyn**.

9H. Cellar

The stairs lead to a dank cellar filled with miscellaneous items, including household staples and several casks of spirits. There is also a half-full cask of fine brandy, which is valued at 75 gp. There is a faint, unpleasant odor in here. The odor emanates from the troll in area 9I, and is recognized by any PC who has encountered a troll and makes a successful intelligence check.

Two armored men stand in the far corner of the room (near the secret door). They are 1st-level fighters (hp 5, 7), armed with chain mail, shields and long swords. They are waiting to escort **Galyn**, who is expected for a meeting in Area 9K.

9I. Secret Chamber

A secret door in the cellar opens to a small set of steps that drop directly into a crude chamber that appears to be of fairly new construction. The area reeks of troll. Although the chamber has earthen walls, the ceiling is shored with timbers.

Standing guard in here is a troll (33 hp), who was charmed and serves as a guardian for **Galyn**. He immediately attacks intruders who are not escorted by **Galyn** or the guards in Area 9H.

In the corner is the troll's sleeping area and a locked trunk. The trunk is trapped with a poison needle trap (save at +2 or die). Inside are several sacks of coins totaling 750 cp, 3,000 sp, 200 gp, 25 ep, 15 pp, a gold statuette of a plated warrior worth 250 gp and a sack of 20 gems worth 10 gp each. This is the bandits' (and troll's) treasure.

9J. Secret Chamber

A short, narrow passageway leads to a door. Behind the door is an earthen chamber, crudely constructed but comfortably furnished with carpet, tapestries, two couches and a table. Lanterns and lit candles provide light. On one wall hangs a map of the village and surrounding areas. Beneath this map hangs a smaller, cruder map of the same area but with strange markings of charcoal on it. Three men wait in here.

One of the men is a rugged, handsome human wearing studded leather armor and carrying a long sword with a dagger tucked into his belt. He also wears a gold ring worth 250 gp. He is a 2nd-level fighter (14 hp). The two remaining men are burly half-orcs (S17). They are 1st-level fighters (9 hp each) wearing chain mail, wielding 2-handed swords and wearing gold earrings worth 100 gp for the set. All three men also carry 2d4 gp.

They have been waiting impatiently for some time and are extremely moody. If the PCs walk in here, the men demand to know who they are and attack if not given a satisfactory answer.

The three men are here because they run a small bandit encampment several leagues away and wish to privately discuss an alliance with **Galyn**'s gang. The markings on the hanging map are part of the plan the group is working out. They are meeting in secret at the bandit leader's request, as they wish to keep a low profile.

9K. Secret Passage

This is a crude, narrow, earthen passage (properly reinforced) that ends at a ladder. The ladder leads to a concealed hole in a tree (Area 10).

There is a loaded crossbow trap that is designed to fire at anyone entering the passage from outside unless steps are taken to avoid it. Currently the trap is disarmed.

10. Secret Tree

This tree is noteworthy in that it holds a crude secret door that leads to **Galyn**'s secret passage (area 9K).

Currently, grazing near the tree are three horses, which belong to the bandit leaders in area 9J. If observant PCs watch the area for a length of time, the three bandit leaders will emerge from the far side of the tree before mounting their horses and riding northeast (away from the road) back to their bandit camp.

If a party finds the secret door and has not previously discovered **Galyn**'s body, they spy **Pilanor the Assassin** fleeing the area as described in the introduction to Area 9.

Appendix A: Magical Items

ITEM	LOCATION
AMULET OF DRAMATIC DEATH When the wearer of this rare item suffers death by a pre-determined attack form, damage and special effects (such as petrification) sustained from the attack are negated and the wearer is turned instantly invisible while an illusion is activated so that the wearer appears to have been slain. The amulet functions once per day. The specific protections are magical fire, electrical attacks, cold-based attacks, petrification, edged weapons or blunt weapons.	Running the Adventure
RING OF HUMAN INFLUENCE Three rubies signify remaining charm abilities; rubies change to black pearls after charge expended.	Belongs to Galyn but is taken by Feldryk (Area 9)
DAGGER OF VENOM 2 doses remaining; 1 dose remaining after Galyn's assassination.	Pilanor the Assassin
POTION OF DELUSION Seems like giant strength.	Pilanor the Assassin
DUST OF MIRROR IMAGES New item. 4 packets. The dust of this item causes 2-5 mirror images (like the spell) to instantly appear when the packet is emptied upon the ground.	Pilanor the Assassin
EARRINGS OF INTIMIDATION New item. Make the wielder appear more powerful and intimidating. Opponents suffer -1 penalties to morale and initiative and are more likely (10%) to respond favorably to requests.	Vilnin (Area 1)
OIL OF ENCHANTMENT II Provides a temporary +1 enchantment when applied to weapons or armor. It takes one dose to cover a shield, suit of armor, two melee weapons, six daggers, 20 arrows or 20 bolts. The duration is 24 hours. Useful if jackalwere is encountered.	Stables (Area 1)
SHORT SWORD +1 Burl's belonging, although he prefers his mace.	Inn (Area 3F)
CHAIN ARMOR OF BLENDING Appears (on command) to be normal clothing.	Feldryk
AMULET OF CHARM RESISTANCE Provides the wearer a +4 bonus to save against all charm effects (including charm person spells, the charm song of a harpy, etc.).	Feldryk
DUST OF DISAPPEARANCE 2 Packets	Feldryk
SPELL BOOK Wizard spells of <i>erase</i> , <i>mending</i> , <i>message</i> and <i>fools gold</i>	Galyn's bedroom (Area 10F)



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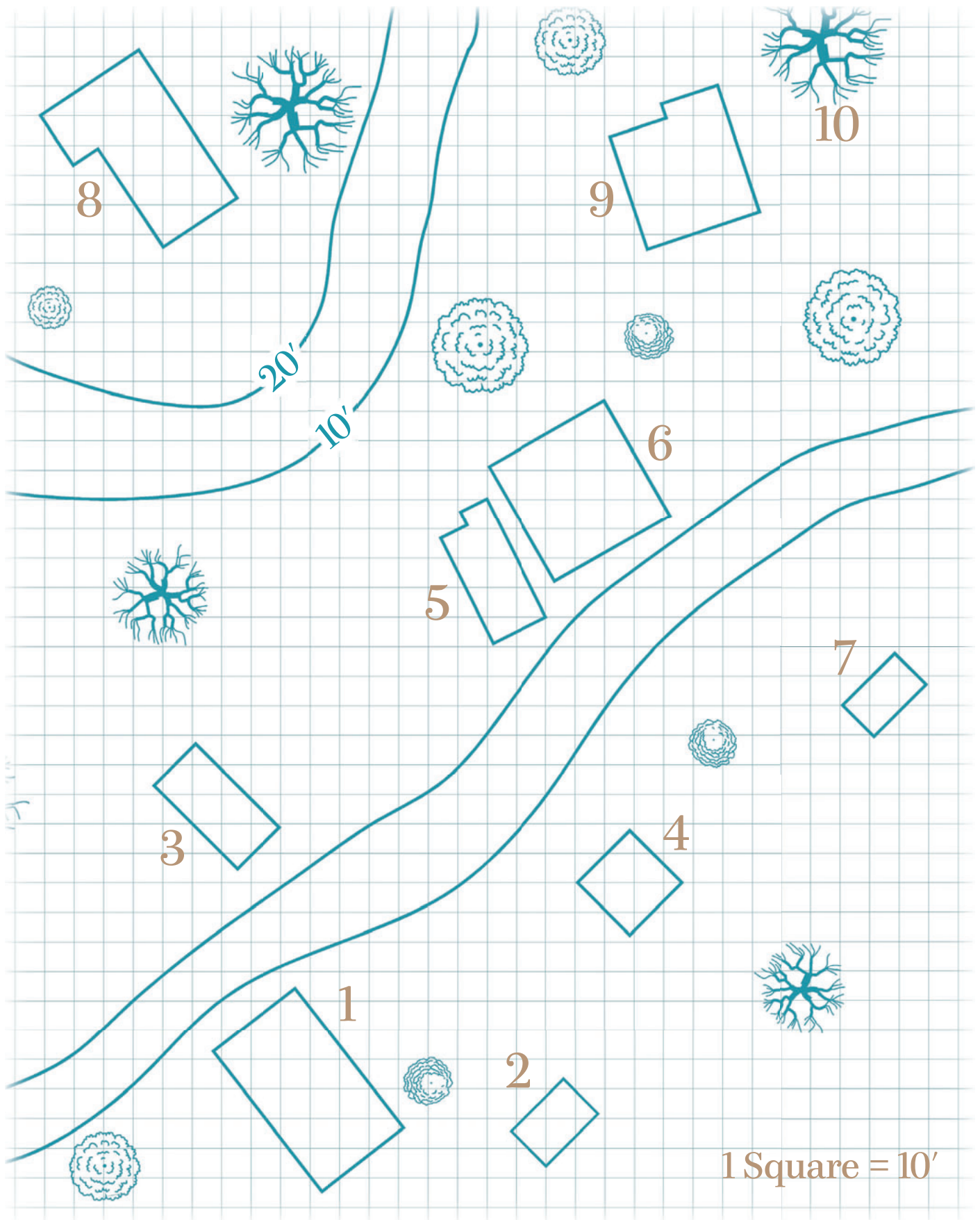
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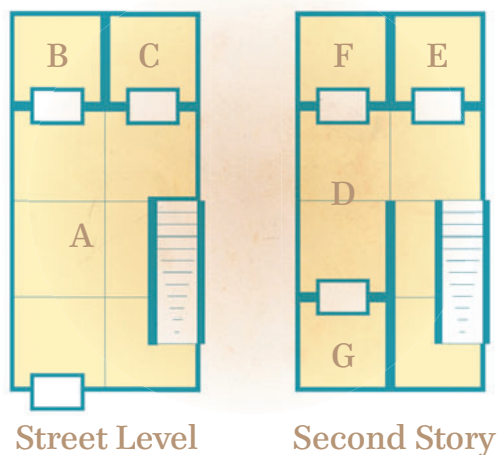
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THE VILLAGE WITH NO NAME

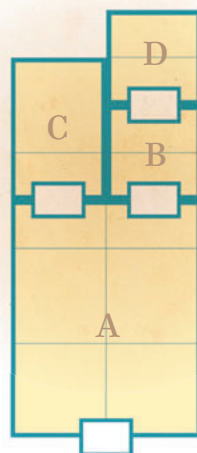


AREA DETAILS

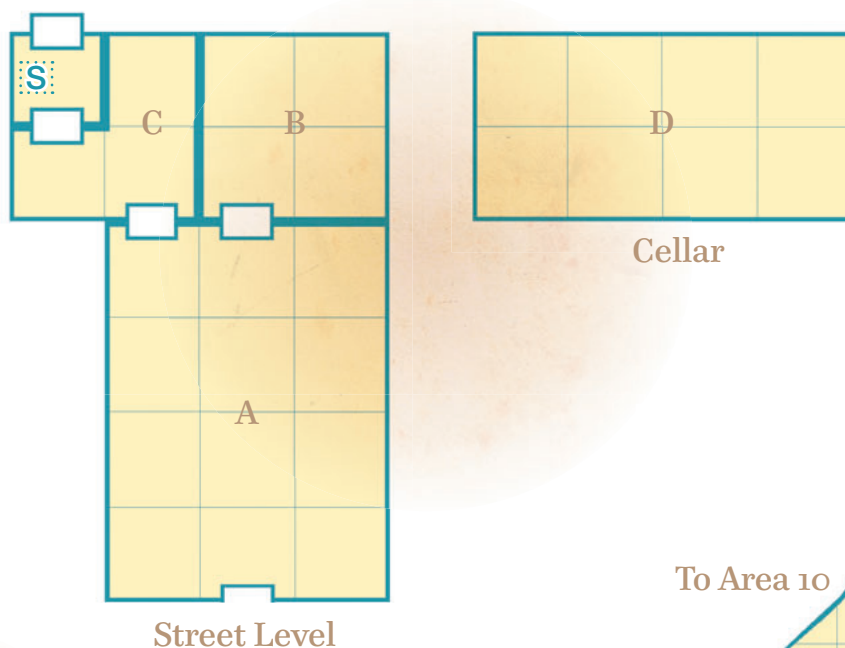
AREA 3—THE INN



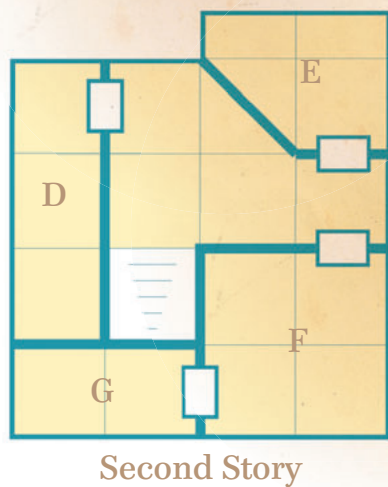
AREA 5—THE TAVERN



AREA 8—THE CHURCH



AREA 9—THE HOUSE



To Area 10

1 Square = 10'