

to expand their tower into a large keep. The town prospered once again.

But evil was not done with the Temple of Elemental Evil. Slowly, over years, its creatures and servants returned to the place and brought with them the taint of evil that hung like a shadow over Hommlet a second time. This time, however, the inhabitants of Hommlet chose to get involved. A young man named Elmo and his brother Otis worked with Canoness Y'dey of the Church of St. Cuthbert to spy on the temple's activities. They helped small bands of adventurers overcome the evil cleric in the moathouse and the more powerful foes in the temple—not the least of which was a demon lord who was eventually banished back to the Abyss. This time, the dungeons beneath the temple were collapsed, and it appeared that the place was finally overcome.

In the years that followed, the town prospered as never before. With the temple and Hommlet on the lips of many throughout the countryside, the former hamlet grew into a village and eventually a small town. Burne and Rufus finished their keep and were granted the town and the lands around it to protect and nurture. More churches sprang up to serve the needs of the growing population, and some are even talking now of building a wall around the town.

## WHERE TO GO AND WHAT TO DO

The PCs can poke around Hommlet for a while before they get bored. Eventually, however, they will seek adventure.

The most obvious thing to do is to go to the moathouse. Just about anyone in town can tell the PCs about it and where it lies, about twelve miles away. Most people believe it to be deserted, but some of the NPCs encountered in town, particularly at the Inn of the Welcome Wench, have their own opinions and agendas. Use these NPCs one way or another to encourage the party to go to the moathouse.

There's also Nulb, but the encounters most certainly are too difficult for the PCs at the start. Most people believe Nulb to be haunted—correctly, as it turns out. A few vivid descriptions of incorporeal undead should tell smart players to stay far away, at least for now. NPCs may drop hints about Nulb, but do what you can to discourage the adventurers from going there just yet.

The ruined temple itself is also ripe for exploration. Elmo and a few of the other experienced people in town (Y'dey or Spugnoir, for example) know that it is occupied by hobgoblins. Although these hobgoblins don't bother Hommlet, they are a problem that most people would be glad to see dealt with. Feel free to let the PCs wander off to the temple. What the PCs discover there can effectively foreshadow their return at the adventure's climax.

Consider running this first part of the adventure a little backward—that is, have the PCs begin investigating the cult in Hommlet and learn of the clerics in the moathouse from there. You do risk them wanting to skip the moathouse altogether and go straight to the Temple of All-Consumption. Even if the party does go to the moathouse, you may need to adjust the timetable for the clerics' departure, as well as how they react if the cult in town is discovered and defeated while they are still working under the moathouse.

# CHAPTER 1: THE TOWN OF HOMMLET

A more pleasant, pastoral community you've never seen. A large keep stands on a hill overlooking the town, its stones still quite new and its walls clearly never assailed. Although the town comprises hundreds of buildings and homes, the area is still verdant with trees and shrubbery throughout.

## USING HOMMLET

Hommlet is a fleshed-out town for you to use as need be. Although you may need to create and add NPCs as the PCs wander about and interact with folks, a great deal of that work has been done for you. You may even find that because it is so well detailed, you want to set further adventures in the area after this campaign is over.

In the following listing of locations throughout the town, NPCs who are usually encountered in a given area are described there. Otherwise, a reference is given to the area where that NPC is discussed (for example, any mention of Joman Dart refers the reader to the Old Trading Post, of which he is the proprietor). Some NPCs, though, move around and potentially can be encountered in other places. They are described at the end of this chapter in a section entitled *NPCs About Town*. Many of these NPCs tend to deal with the PCs frequently, and some may join their adventuring band.

Keep in mind that there's too much going on in Hommlet for the PCs to experience everything and meet everyone right away. It's possible you'll never use some areas and NPCs. The typical party might come to town, hang about in the Inn of the Welcome Wench, go off to the moathouse (possibly resting at the inn between trips), visit an establishment or two, and confront the cultists in the mill before heading off to the mountains. However, events occur at the Temple of All-Consumption (see Part 2) that may very well bring the PCs back to Hommlet for a time. Further, the climax of the adventure takes place in the reopened lower levels of the Temple of Elemental Evil, and Hommlet is a convenient location from which to conduct forays into that site as well.

## THE HIDDEN CULT

Clerics of Tharizdun have slipped into town. Their leader, Master Dunrat, used a *charm person* spell to befriend Karlun Fies, a local miller. Even though the spell has long since worn off, Dunrat continued to treat Karlun kindly, and in fact gave him a great deal of gold. In return, Karlun allows the clerics to use his flour mill and the cellar below as their secret headquarters (see area 28).

### Town of Hommlet

👑 **Hommlet (small town):** Nonstandard; AL NG; 800 gp limit; Assets 38,000 gp; Population 950; Mixed (human 79, halfling 7, elf 5, gnome 4, dwarf 3, half-elf 1, half-orc 1).

*Authority Figure(s):* Rufus, male human Ftr8; Burne, male human Wiz10.

*Important Characters:* Yether the Keen, male human Clr5 (head, temple to Pelor); Canoness Y'dey, female human Clr10 (head, church of St. Cuthbert); Jaroo Ashstaff, doppelganger (disguised as aged druid); Master Dunrat, male human Clr5/Sor1 (disguised cultist of Tharizdun); Elmo, male human Rgr6 (militia captain).

*Others:* Burne's Badgers, War1 (18), War4 (1), War5 (1).

*Notes:* Agents of the cult of Tharizdun, who are here both to gather information and to discourage adventurers from exploring the ruins of the fallen temple and the moathouse, have infiltrated the town.

Hommlet probably has more than its share of classed characters (some of fairly high level). This is primarily due to its history—one fraught with danger and adventure.

Karlun himself believed that Dunrat and his associates were smugglers or brigands, but he didn't care; he was only interested in his cut. If he had known they were evil clerics, or worse, worshipers of Tharizdun, he would probably have changed his mind. Unfortunately, he never got the chance—Karlun was murdered just days ago by his erstwhile friend.

The cult has only a handful of people hiding in the mill; the rest are currently at the moathouse. Master Dunrat is a tall, imposing fellow, with a dark beard tapered to a point and thick, bushy eyebrows. Chenashi is a cleric of the Elder Elemental Eye and Master Dunrat's main assistant. She keeps her red hair cut very short and is quite stout. Toridan is a half-orc fighter with a greenish-gray pallor and a head shaved except for a topknot. Grune, a human swordsman with long, dark hair, is Dunrat's bodyguard and never leaves his side. A tiefling wizard named Vacra is in charge of security. Vacra has adopted the identity of Sart, a part-time mill worker, using her wand of *change self*; this also hides her small horns and cloven feet. This allows her to hang around the mill during the day and keep an eye on happenings.

Vacra is always at the mill, but only a 50% chance exists for each of the other cultists to be present at any given time (although Grune always accompanies Dunrat). If the PCs or the militia raid the mill, those not present at the time hide in the grove with the doppelganger Jaroo, silencing Yundi permanently if they have to (see area 26).

In addition to this group, two more evil servitors of the cult live in town: Maridosen, the barkeep at the Inn of the Welcome Wench (see area 4), and Chatrilon Unosh, one of the guests at the same inn.

## THE TOWN IN DANGER

The town militia consists of thirty to forty regular members who work with Elmo (see below) to deal with bandits, monsters, or trouble in town. Many of these are warriors (except where noted elsewhere), but most would be only 1st level.

Dangerous activity has been infrequent in the last few years. Occasionally a drunken brawl breaks out in Terrigan's, but that's a normal sort of "growing pain" that a town such as Hommlet would experience, particularly located on a crossroads as it is. If real trouble (such as war) broke out and the town needed to defend itself, Elmo could probably raise a hundred able-bodied commoners and perhaps ten to twenty additional warriors to add to the regulars.

If trouble brews in town—extensive thievery, wanton behavior, large-scale violence—Elmo is the first to get involved. Assume that if there's trouble, he is on the spot within 5 minutes, armed and armored. Elmo calls upon a few militia personnel for help if need be.

Rufus and Burne, although powerful, never get directly involved unless the situation demands it, and the only way that can happen is if the entire town is literally threatened with extinction. They know that Elmo and the townsfolk are capable of dealing with smaller problems. At most, they may dispatch some of their troops to help keep the peace.

Should extensive property damage ever occur in town (say, to the mill or one of the inns), those responsible for the destruction must pay reparations to the victim(s). Elmo enforces this rule, which is supported by Rufus and Burne.

## NPCs ABOUT TOWN

A few NPCs important to Hommlet are not tied directly to a location and can be encountered in various places.

### Elmo

Elmo is captain of the militia, living off treasure earned when he and his brother helped Canoness Ydey and others fight against the Temple of Elemental Evil.

Elmo is willing to undertake dangerous tasks if doing so is for the good of the town. He's not interested in gaining further treasure or exploring. He isn't concerned with anything very far out of town (such as the hobgoblins in the old temple), but he's very grateful to anyone who deals with such problems. Getting on Elmo's good side is a smart idea, because he has a lot of influence in the town. If he is at the Inn of the Welcome Wench, Burne and Rufus are likely to show up eventually to share a drink.

Elmo is a good friend of Jaroo and unfortunately does not realize that the druid is dead, replaced by a doppelganger (see area 26). So fiendish is the creature's ruse that it was able to convince him that Yundi, the grove's assistant druid, has been acting strange lately and bears watching. If Elmo is convinced to help with or take part in some operation, such as confronting the cultists in the mill, he insists on bringing Jaroo along.

He has not yet made up his mind whether to worry about the moathouse. He knows all too well from past experience that signs of activity there might mean danger from the temple itself; he lost his brother when the evil rose up a second time. He is also aware of hobgoblin bandits that operate in and around the old temple grounds. In fact, he and others of the militia have fought them many times before, eventually convincing the evil humanoids to stay away from Hommlet: it's too well defended.

Elmo gets along very well with Yether at the church of Pelor (see area 2). He does not interact with Canoness Ydey or anyone associated with the Church of St. Cuthbert, though. He still blames Ydey for the death of his brother Otis twelve years ago, when she and he fought together against the second rise of the Temple of Elemental Evil. (Ydey was not able to get to Otis's body quickly enough to raise him.)

➤ **Elmo:** Male human Rgr6; hp 50; see Appendix 3.

### Nierethi Poscurian

Nierethi Poscurian is an evil illusionist interested in the area's history, specifically the ultimate fate of the moathouse's old master, a human named Lareth the Beautiful. This man was said to be favored by the forces of evil—including the demon goddess Lolth. If the PCs go to the moathouse, they may see Nierethi poking around there as well. He has no connection to the cult, but he would quickly take their side if he thought it might gain him some power or powerful allies.

➤ **Nierethi Poscurian:** Male gnome Ill4; hp 10; see Appendix 3.

### Chatrilon Unosh

Chatrilon Unosh stays at the Inn of the Welcome Wench, working for the secret cult. He is in frequent contact with

### A Side Adventure

Cultists are active in Hommlet and the moathouse, but with the exception of Master Dunrat (see area 28), they do not actually come from the Temple of All-Consumption. (Dunrat lived in the Outer Fane.) They are based in a secret Elder Elemental Eye stronghold nearby in the Kron Hills. Among the leaders of this cult were Festrath and Thaque (See Chapter 2: The Moathouse), who were both wooed by the Water Temple to come and join them in the Crater Ridge Mines.

Finding and rooting out the remnants of this cult outpost could prove an interesting side adventure. You'd need to add some clues to its existence and location among the cultists' belongings. Be warned, however, that this might throw the PCs off the track of the main adventure unless the side quest contains plenty of pointers back to the Temple of All-Consumption.





Maridosen, the barkeep (see area 4). Chattrilon is gruff and (try as he might) comes off as a little sinister.

It's Chattrilon's job to discourage people from going to the moathouse, and he hangs around the inn listening to the conversations of others. If he overhears anyone speaking about the moathouse, he poses as a greedy, treasure-seeking adventurer and joins the conversation. Chattrilon insists that he has been there within the last week and that it was disappointingly empty. He has been there, with other cult members two weeks ago, and knows that it's not lifeless. He does not know about the dragon (see Chapter 2: The Moathouse), nor that the cultists currently in the moathouse dungeons are trapped.

If his assurances are ignored, Chattrilon tries to convince adventurers to deal with the hobgoblins in the old temple instead. Once he realizes that a party plans to go to the moathouse anyway, he changes his tactics and attempts to worm his way into the group. All he asks, he says, is an equal share of the treasure. At the first chance that the PCs might discover the cultists, he attacks, hoping to assassinate one member of the party and then take out the rest in combat. If given the opportunity, he helps the PCs fight the dragon; he does so only to free his associates, though, having ascertained that it must have them trapped.

➤ **Chattrilon Unosh:** Male human Rog5/Asn1; hp 27; see Appendix 3.

## Xaod the Slayer

Xaod is an interesting character. Although devoted to Heironoeus, he has spent most of his career just barely retaining his paladinhood. No one in Hommlet knows that there's anything holy about Xaod. He is crude, loud, and often boorish, with a reputation as a dangerous fighter and a bit of a drunkard. He

does spend a lot of time in the taverns, but he is actually here because he had a vision that a great evil was festering in the territory around the old Temple of Elemental Evil.

About a month ago, Xaod went to the temple, but he found only hobgoblins. He slew a number of them and returned. His vision involved great fire and magic, not those motley bandits, so he is confused as to what Heironoeus wants him to do next. Xaod is not one for self motivation, so he sits in town until some new vision or sign tells him where to go. He does not read the occasional evil aura as anything more than might be expected in a given town, and once he's deep in his cups, his awareness of evil auras is considerably dimmed. Maridosen does make him uneasy, though, so he's not likely to chat up the barkeep (see area 4).

➤ **Xaod the Slayer:** Male human Pal4; hp 28; see Appendix 3.

## Questin Himbble

Questin came here from a small halfling band in the hills. Extremely ugly due to some birth defect, he was often mistaken for a goblin and was abandoned early on by his parents. He was raised in the wild and rescued years later, but his barbaric tendencies never left him.

Questin is in town looking for his parents, who he (correctly) believes now live in this town. He cannot find them since he doesn't know their names—just a memory of their faces. He means to exact some sort of revenge when he finds them, but he does not yet know what that will be. In the meantime, he's down on his luck and low on funds. He might be willing to join up with adventurers if loot is involved. Questin lives out in the wilds just outside town, coming into Hommlet each morning.

➤ **Questin Himmble:** Male halfling Bbn2/Rog2; hp 32; see Appendix 3.

## Ingrith

Ingrith passes through Hommlet occasionally, usually to pay her respects at the temple to Ehlonna (see area 1). She has earned the respect of important people in town (including Elmo, Jaroo, and the clerics of the temples) by ridding the surrounding lands of beasts and monsters: trolls, a manticore, and a pack of dire wolves. She does this without reward or even being asked. Rumor has it that she has a paramour in town somewhere for whom she cares deeply. If this is true, no one knows who the person might be.

Ingrith is not immediately interested in the moathouse or even the old Temple of Elemental Evil. Later on, however (see Part 3: Rebirth of Elemental Evil), she might very well help those who seek to defeat the evil clerics of Tharizdun.

➤ **Ingrith:** Female half-elf Mnk4/Rgr3; hp 42; see Appendix 3.

## KEY TO HOMMLET

Use the following key when referring to the town of Hommlet (map 1).

### 1. Temple to Ehlonna

Jennithar Rhengold, a golden-haired, half-elven servant of Ehlonna, maintains a small temple dedicated to this woodland deity. Jennithar is the only cleric found here, and she is very reserved, reluctant to speak much with anyone not of her faith. The people of Hommlet do not pay much attention to her or the temple. Although a respectable-size body of followers worships here (many of the elves and halflings), most visit the temple infrequently. About one-third of the attendees at any given service are actually visitors passing through town.

➤ **Jennithar Rhengold:** Female half-elf Clr4; hp 29; see *DUNGEON MASTER'S Guide* page 51.

**Other Possible NPCs:** Ingrith, Joman Dart (see area 6), Redithidoor Halfmoon (see area 4), Thaenai Sevensong (see area 10).

**Scrolls/Services:** Jennithar does not make scrolls. She casts spells for those of her faith, assuming that they make a donation (40 gp for 1st-level spells, 80 gp for 2nd-level spells).

### 2. Temple to Pelor

This temple is tended by two clerics. Yether the Keen was assigned here two years ago by the church hierarchy in Verbobonc. He is in his late fifties, ruddy-faced and sporting a short gray-white beard and full head of hair. Nerris, Yether's assistant (male human Clr1), serves as an acolyte even though his aptitude and training suggests that he is ready to move on to more advanced duties. Nerris is tall, thin, pale, and prematurely balding.

The congregation of the church is growing steadily. Eventually, the building will need to be expanded, along with the clerical staff. People generally hold Yether and the temple in high regard, for adherents of this faith sponsor a number of charitable activities throughout the year. Yether's even been known to take in those who cannot afford lodging.

Last week, a traveler who worships Pelor stopped in for services and mentioned that he saw some strangely garbed people on the road east of town. He described them as wearing ochre-colored robes and having a disturbing presence. Such news has of course alarmed Yether somewhat, for he

knows the history of the area and the location of the moathouse. If he learns that anyone aligned with or faithful to Pelor is going to explore the moathouse or even head in that direction, he asks them to report anything odd that they've seen to him (and to Captain Elmo as well).

➤ **Yether the Keen:** Male human Clr5; hp 36; see *DUNGEON MASTER'S Guide* page 51.

**Other Possible NPCs:** Otho Gyver (see area 17), Todariche Nem (see area 14).

**Scrolls/Services:** Yether creates scrolls and gives them to those who donate to the church. He has the following scrolls already prepared:

<i>Bless</i>	25 gp
<i>Cure light wounds</i>	25 gp
<i>Aid</i>	150 gp
<i>Neutralize poison</i>	375 gp
<i>Remove disease</i>	375 gp

Yether also casts spells for any willing to make a donation (50 gp for 1st-level spells, 100 gp for 2nd-level spells, and 150 gp for 3rd-level spells). He is willing to donate spells or even scrolls to a cleric of his faith who is undertaking some task for the town (such as defeating evil foes in the moathouse).

**Information:** Yether can identify the symbols of the Elder Elemental Eye. He also recognizes the description of the four-sided statues (see area 32A in The Moathouse and area 18 in The Outer Fane), references to the Dark God, and the obex as the symbol of Tharizdun. He is reluctant to tell overmuch or even speak the dread deity's name.

### 3. Church of St. Cuthbert

Canoness Y'dey maintains this, the largest temple in town. The aged cleric was instrumental in the fall of the Temple of Elemental Evil and its complete defeat a few years later. Y'dey suspects that there was more to that temple than was seen by her and her allies. She is aware that a great demon lived within and is gone now, but she spends waking nights now and again wondering what "elemental evil" truly represented, and what was the truth behind the forces and funding of the temple. (She was told then, and it is thought by others now, that a demonic tyrant of the nearby lands of Iuz controlled the temple, but she personally finds that hard to believe.) No one can get in to see Y'dey without first speaking to Calmer, who casts *detect evil* on any wishing an audience.

Calmer is Y'dey's assistant and trusted friend. He is tall and well built, but he most likely will never advance beyond his current position. He is aware of this and has long since accepted it. Calmer is a friend of Spugnoir (see area 25).

Terjon, the second-in-command, is an adventurer at heart. He prefers that Y'dey manage the temple's affairs so that he can go on expeditions. About one-quarter of the time, he is off on a quest for something or other. He's eager to join up with good-aligned adventurers for a short-term mission but won't join a group that is obviously far less skilled than he. He questions any potential companions to make sure that they are at least 5th level. Terjon is gruff, with dark brown hair and eyes. Most townsfolk do not care for him, preferring the softer touch of Y'dey or Calmer.

New to the temple, the acolyte Derim keeps quiet and observes, learning the hierarchy of the church and indeed the town. His motives are not sinister; he simply looks before he leaps. One day, Derim hopes to be the canon of this church and an influential leader in Hommlet.



➤ **Canoness Y'dey:** Female human Clr10; hp 70; see Appendix 3.

➤ **Calmer:** Male human Clr3; hp 23; see *DUNGEON MASTER'S Guide* page 51.

➤ **Terjon:** Male human Clr6; hp 49; see Appendix 3.

➤ **Derim:** Male human Clr1; hp 10; see *DUNGEON MASTER'S Guide* page 51.

**Other Possible NPCs:** Jinnerth (see area 8), Moneir and Sunom (see area 7), Naresh (see area 11).

**Scrolls/Services:** Calmer and occasionally Y'dey create scrolls and give them to those who donate to the church. They have the following scrolls already prepared:

<i>Cure light wounds</i>	25 gp
<i>Detect evil</i>	25 gp
<i>Augury</i>	150 gp
<i>Bull's strength</i>	150 gp
<i>Cure moderate wounds</i>	150 gp
<i>Remove paralysis</i>	150 gp
<i>Neutralize poison</i>	375 gp
<i>Prayer</i>	375 gp
<i>Protection from elements</i>	375 gp
<i>Remove curse</i>	375 gp
<i>Restoration</i>	800 gp

Y'dey also casts spells for any willing to make a donation (100 gp for 1st-level spells, 200 gp for 2nd-level spells, 300 gp for 3rd-level spells, 400 gp for 4th-level spells, 500 gp for 5th-level spells). She is not willing to cast spells or donate scrolls to anyone, even those undertaking some altruistic task. She believes in earning one's own way rather than getting gifts.

**Information:** Y'dey can identify the symbols of the Elder Elemental Eye. She also recognizes the description of the four-sided statues (see area 32A in the moathouse and area 18 in the Outer Fane), references to the Dark God, and the obex as the symbol of Tharizdun. She speculates that the cult of the Elder Elemental Eye may have been secretly involved in creating the original Temple of Elemental Evil.

## 4. Inn of the Welcome Wench

Ostler Gundigoot (male human, Com6) opened the Inn of the Welcome Wench shortly after the Battle of Emridy Meadows more than twenty years ago. In the old days, he was an important figure both in the militia and in general town administration. The Inn of the Welcome Wench quickly grew in reputation as a place of great comfort and quality, but one whose patrons should expect to pay well for the excellent service and fine food and lodging.

Nowadays, Ostler takes it easy. His heart is weak, and his daughter and wife attempt to shelter him from any great excitement or surprises. Ostler's daughter, Vesta (female human Com1, noncombatant), runs the day-to-day activities of the inn, maintaining the same quality and fair-minded practices that her father established when it first opened. She is exceedingly friendly and warm, making the inn a welcome and homey place for all.

Maridosen, the barkeep, is actually an agent for the secret cult. This black-haired, pale-skinned woman has worked at the inn for two months and knows the town fairly well. She is short-tempered, with little patience for small talk or humor. It is likely that Vesta will fire her within the next month, as she is too coarse for the inn's standards.

Redithidoor Halfmoon entertains the clientele, but he's more interested in adventuring. He's been out to the moathouse (about a week-and-a-half ago) and believes that some undead, at the very least, are still active in the dungeons. He didn't actually go in, but he heard noises that suggested something was moving around down there.

Redithidoor is incompetent, both as a musician and as an adventurer. Most people don't think much of him. (Vesta allows him to perform in exchange for a meal and a room, but this is really charity.) Even Chartrilon Unosh (see NPCs about Town, below) balks at the idea of joining any group of which Redithidoor is a part.

➤ **Maridosen:** Female half-elf Ftr3; hp 27; see Appendix 3.

➤ **Redithidoor Halfmoon:** Male elf Brd1; hp 5; see Appendix 3.

**Other Possible NPCs:** Burne and Rufus (see area 27), Chartrilon Unosh, Elmo, Nierethi Poscurian, Questin Himmble, Telna (see area 19), Tragge Liftsilver (see area 18).

## Areas of Note

No map of the building exists, although you may wish to detail it further.

## Yard

This open area is very well kept, with nicely trimmed shrubbery and a soft lawn.

## Stables

Ten horses can be stabled here.

## Dining Hall

Well-appointed if a little old, this place is clean and quiet. The clientele of the Welcome Wench are well-mannered folk who enjoy fine food and drink. Drunkards and louts are not welcome. They are dealt with by Maridosen, or if need be, the active town militia.

Two private dining rooms exist for meetings or distinguished guests. The kitchen beyond is spacious, with steps leading down into the cellar and up into the Gundigoots' private apartment.

The menu at the Inn of the Welcome Wench is varied and filled with delights. Below are some representative offerings.

Full Meals	Price
Beef stew	4 sp
Boiled crawfish with drawn butter	4 sp
Poached salmon	5 sp
Spiced sausages	5 sp
Stuffed pork chops	5 sp
Stuffed trout	5 sp
Steak and kidney pie	5 sp
Marinated mutton chops	6 sp
Roast goose	7 sp
Venison steak	7 sp
Squab-stuffed pheasant	8 sp

(All full meals served with bread and honey, potatoes, and string beans, yams, rum-boiled artichokes, cabbage, carrots, or spinach.)

Light Meals	Price
Peppered bread	8 cp
Oatmeal	1 sp
Boiled eggs	2 sp
Fruit and cheese	2 sp

Beverages	Price
Beer	2 cp
Beer, heavy	3 cp
Ale	4 cp
Ale, spiced	7 cp
Mead	1 sp
Mead, special brew	14 cp
Wine, table	8 cp
Wine, Keoish golden	15 cp
Wine, Sundish lilac	4 sp
Wine, Urnst white	5 sp
Wine, Celene ruby	8 sp
Wine, Furyondian emerald pale	1 gp
Wine, Velunan fireamber	3 gp
Brandy, local	5 sp
Brandy, Keoish	1 gp
Brandy, Urnst, aged	3 gp
Liqueur, Ulek Elixir	5 gp

Meals are served on pottery, pewter, or copper services. Drinks come in wooden tankards or pottery mugs, and silver or crystal goblets for fine wines.

### Rooms

Rooms at the inn are comfortable and simple. Each has a soft bed with a quilted blanket, a desk with a chair, and a pitcher of water and a bowl for washing up. A single two-room suite is available for 3 gp per night. Room doors have locks (Open Lock DC 18), and a client can rent the key by paying Mari-dosen an additional 1 gp per night.

A common room, for those unable or unwilling to pay for a private room, is available for 5 sp per night, although the inn does not guarantee the safety of one's belongings there. A dozen bunks are located here.

On any given night, 1d4+1 of the private rooms are rented, and 1d4 of the beds in the common room are occupied.

### Cellar

This lower area has an extra kitchen, but most of its space is used for storage of the following.

- Foodstuffs.
- Perishable foodstuffs (kept cool by a well and thick stone walls).
- Wine.
- Ashes (fed into a pit from the fireplace above by a chute).
- Old furniture, empty crates, tools, and a wheelbarrow.

Three large casks sit against the far wall, one of which is empty. A portion of the empty cask swings up (Search DC 20), allowing a person to enter and pass through another secret door (Search DC 20) to reach a secret room beyond.

- Weapons. When the forces of evil held sway over the territory in the past, those who sought to oppose it met in a secret, soundproof room below the inn. The walls of this space are lined with bunks, and a cache of weapons also exists: 1 greatsword, 1 halberd, 2 greataxes, 2 morningstars, 3 handaxes, 3 heavy maces, 4 shortspears, 7 battleaxes, 7 light crossbows, 8 longspears, 12 daggers, 12 longswords, 20 javelins, and 130 crossbow bolts. Ten small shields and 17 large shields (all wooden) hang on the walls. Ten suits of leather armor are kept in a large chest, as well as a large table, benches, and a few chairs.

## 5. Terrigan's

As a counterpoint to the Inn of the Welcome Wench, Terrigan's is a low-price, low-class tavern. Consisting of only a taproom, it offers no food or lodging. Instead, it serves cheap ale in generous portions. Terrigan's has a well-deserved reputation for being rough. Late nights particularly can be dangerous—drunken customers tend to get into fights, often requiring Elmo or other militia members to break them up.

Some of the more “upstanding” members of the community do not care for Terrigan's, feeling its presence is a bad influence. Terrigan himself is a member of the militia and well thought of by Elmo, Burne, and Rufus.

➔ **Terrigan:** Male human Ftr3; hp 27; see *DUNGEON MASTER'S Guide* page 53.

**Other Possible NPCs:** Ingrith, Nierethi Poscurian, Rudoulf (see area 9), Questin Himbble, Telna (see area 19), Tragge Liftsilver (see area 18), Xaod the Slayer.

## 6. Old Trading Post

Joman Dart (male halfling Com2; Appraise +6) runs this business, in a large structure rebuilt after a fire a few years ago. It still bears the original name in honor of its long service providing the community with supplies of all sorts. Although other shops and merchants now operate in the town, the Old Trading Post remains a favorite of adventurers and travelers due to its proximity to the Inn of the Welcome Wench. Most people have forgotten that during the rise of the Temple of Elemental Evil, the men who ran the old shop served the temple as spies.

Joman sells all manner of goods, except perishable food. Anything commonly available and costing up to 800 gp can be found here. He also purchases used equipment and weapons (such as might be brought back by adventurers from the moathouse) at the standard rate of half price, with no questions asked. Joman can appraise and purchase valuable objects such as gems, jewelry and art objects, and he always gives fair value. At any given time, he keeps about 800 gp in assorted coins in a secret cache in the back of the shop, and another 30 gp, 50 sp, and 100 cp in the till up front.

**Other Possible NPCs:** Potentially, anyone in town.

## 7. Weavers

Moneir and Sunom (male and female human Com1), a married couple, work out of their home as weavers. Sunom's parents once lived in this house, but they have since passed away. Moneir and Ganna (see area 12) are secretly in love.

## 8. Tailor

Jinnerth (male human Com1) is an elderly man, bald and lanky, who works and lives here. He plies his trade as a tailor as he has for years.

## 9. Stables

Rudoulf (male dwarf Com2), a stout, black-bearded fellow, runs this establishment. He buys and sells horses as well as quartering them for a fee (1 sp per day). Two stable hands assist him, Wes and Initha (male and female human Com1).

## 10. Brewery

Thaenai Sevensong (female elf Com2) manages the brewery, which has expanded and relocated since the old days. She keeps her long black hair bound high on her head while she works, and she is impressively muscled for an elf. The brewery employs ten people (all Com1, various races).



## 11. Teamster

Naresh (male human Com3) lives with his wife, three almost full-grown sons (all human War1), and two younger daughters. A barn attached to the house holds two wagons and two carts, and two drivers (male human War1, male human Com2) live in the loft. Another small barn houses a dozen mules.

Naresh and his sons are bigots who particularly dislike elves. The teamster warns any human he speaks with that a given elf in town is evil and probably means ill. Tupper, a smith who works for Alphon (see area 13), has recently begun spending time with Naresh's eldest son, learning about the "superiority" of humans.

## 12. Woodcutter

Tarim (male human War1) cuts and collects wood from the surrounding area. He is a good friend of the druid Jaroo (see area 26). He is in his late forties and lives in this house with his wife, Ganna (human Com1), and his two children.

## 13. Smithy

Six different blacksmiths work here. Alphon (male halfling Exp3), who sports freckles and long red hair, specializes in weaponsmithing. Tupper (male human Exp1), stout with brown hair, works the forge to make common metal items such as horseshoes, nails, simple tools, and the like. Tobbinrae (female human Exp1), who works with Tupper, is pale with short blond hair and a distinctive limp. Harris Karl (male human Com1) works as an armorer. He is bald with dark skin. Psolik Ebran (male human Com2), and Arthin Basthincar (female human Com1) are also apprentices here.

## 14. Sage

Todariche Nem (male human Exp5) is the most learned scholar in Hommlet, an expert in most common topics: history, nature, geography, and arcana (consider him to have a +10 in those Knowledge skills). He has a fairly extensive library of books and scrolls in his house. Todariche is in love with Jennithar Rhengold (see area 1), but she does not return his affections.

## 15. Scrollmaker

Zerosh Nubric makes scrolls of arcane spells for sale. His business is not brisk, since few wizards or sorcerers live in the area. Still, he need only sell one or two scrolls every few months to make a good living. He has the following scrolls already in stock:

<i>Color spray</i>	25 gp
<i>Magic weapon</i>	25 gp
<i>Shield</i>	25 gp
<i>Sleep</i>	25 gp
<i>Identify</i>	125 gp
<i>Invisibility</i>	150 gp
<i>Levitate</i>	150 gp
<i>Mirror image</i>	150 gp
<i>Fireball</i>	375 gp
<i>Water breathing</i>	375 gp

Zerosh also makes scrolls on demand, if he knows the spell. Zerosh's spellbook contains the following spells: *color spray*, *detect thoughts*, *dispel magic*, *displacement*, *enlarge*, *expedient retreat*, *fireball*, *identify*, *invisibility*, *knock*, *levitate*, *mage armor*, *magic missile*, *magic weapon*, *minor image*, *mirror image*, *reduce*, *resist elements*, *shield*, *sleep*, *tongues*, *unseen servant*, *water breathing*, *web*, and all cantrips.

He's not willing to work with others; he is a bit of a recluse and enjoys his privacy. Naddy Tomanloft (see area 21) has convinced Zerosh that Joman Dart, who runs the Old Trading Post, is evil. Now the wizard won't go near the trading post and intends to use spells to investigate the halfling owner more closely—when he gets around to it.

➤ **Zerosh Nubric:** Male elf Wiz5; hp 22; see *DUNGEON MASTER'S Guide* page 57.

## 16. Old Town Hall

This building, once the village hall, was used much more often before Rufus and Burne finished the keep. Now it is cleared for special occasions but otherwise used for storage. It is mice ridden, and a pair of owls has taken up residence as well.

## 17. Papa's Bakery

This establishment bears a hand-painted sign with its name and a picture of a loaf of bread. "Papa" is Otho Gyver (male human Com2), a middle-aged baker who's worked in town for over six years. The wonderful smells coming from his shop every morning spread throughout the neighborhood, ensuring good business.

## 18. Stonemason

Gister Noshim (male human Com4) makes his living as a mason. He grew wealthy building the keep over the last few years and now lives in a luxurious house with his large extended family.

Gister has a secret room built under his house with an underground passage. This passage, constructed with the help of a dwarf named Tragge Liftsilver (male dwarf Com2), leads all the way under the town to the keep. Gister had the passage made so that if trouble ever came to Hommlet, he and his family could retreat within the safety of the keep's walls. It opens under and into the westernmost tower, but Burne and Rufus don't know about it. Tragge, however, has been known to blab about this secret passage when he gets drunk.

## 19. Telna's Kitchen

Telna is a spy sent by Iuz to keep an eye on Hommlet, once at the center of events very important to him. She's watched the place for years but has become a little lax in her duties—not much happens here nowadays. Still, she frequents the Inn of the Welcome Wench and Terrigan's, and she asks enough questions that she's considered one of the town's more prominent busybodies.

Telna's cover in town is working as a cook. She prepares meals for special occasions (held at her house), bakes cakes and pastries for sale, prepares food suitable for travel rations, and delivers meals for a small price.

➤ **Telna:** Female human Sor4; hp 18; see *DUNGEON MASTER'S Guide* page 56.

## 20. Wheel and Wainwright

Winta Goldwing (female human Com1) took over this business from her uncle a few years ago. She is very successful and earns enough to support her small family, including her husband Rerrid (male human Brd1), who is studying to become a minstrel.

## 21. Leatherworker

Naddy Tomanloft (female gnome Com1) runs the leatherworking shop. None of her three employees (male human,

female elf, female gnome, all Com1) live here. Naddy has it in her head that Joman Dart (see area 6) is up to no good, perhaps because the previous merchants in that spot were, years ago, servants of the Temple of Elemental Evil. She tells anyone who will listen that Joman can't be trusted and should be watched very closely.

## 22. Potter

Sumone Hann (female human Com1, noncombatant), with the help of two young workers (both male human Com1), makes all manner of pots, flagons, bowls, dishes, and the like. Sumone has fallen on hard times lately, because another, more skilled potter has started working in town (see area 23).

## 23. Asherm's Earthenware

Asherm (male gnome Exp2) is a skilled potter and sculptor. New in town (he came from a gnome village in the west), he employs three other gnomes (all gnome Exp1) to keep the kilns operating almost continually. He lives in a small, attached apartment.

## 24. Milk Market

Chonas Divor has given up his studies of mysticism and meditation to live a simple life. He is still known for his spirituality and even-tempered treatment of all his customers, but those coming to his market seeking dairy products do not suspect that he is actually a trained martial artist.

Chonas buys milk from local farmers and keeps three employees (two humans and a halfling, all Com1) to make butter and cheese. These products are stored underground, beneath the market.

➤ **Chonas Divor:** Male human Mnk2; hp 14; *bracers of armor* +1 but no other magic; see *DUNGEON MASTER'S Guide* page 53.

## 25. Potions and Elixirs

A ten-year-old girl named Renne (female human Com1) runs this shop. Renne is extraordinarily intelligent and mature for her age. She sells potions that her father creates or buys from the Church of St. Cuthbert (he made a deal with his friend Calmer; see area 3). Renne's father Spugnoir (*spoon-wahr*) was an adventurer who settled in the town years ago, during the rise of Elemental Evil. He married a local girl, but she died young. Spugnoir has since spent his time taking care of his daughter, making potions, and exploring the area alone looking for magic.

Now Spugnoir is missing, having disappeared a few days ago. Renne is very worried about her father, for she knows that his inquisitive nature tends to get him into trouble. Unknown to most people, Spugnoir has spent the last twelve years exploring the moathouse and the areas surrounding it (even old Nulb). He knows the moathouse better than anyone, and he has seen that outside forces have begun exploring it. He also knows they have uncovered something under the moathouse that he was unaware of. Unfortunately, he's now trapped inside the moathouse dungeon (see Chapter 2: The Moathouse).

Spugnoir pays Haunor (male dwarf War4) handsomely to watch over the place while he's away. The dwarf protects the business from those who might seek to take advantage of the vast amounts of money it draws.

At any given time, ten finished potions are here. At the start of the adventure, the following are in stock:

<i>Spider climb</i>	50 gp
<i>Cure light wounds</i> (2)	55 gp
<i>Hiding</i>	150 gp
<i>Swimming</i>	150 gp
<i>Blur</i>	300 gp
<i>Bull's strength</i>	300 gp
<i>Darkvision</i>	300 gp
<i>Levitate</i>	300 gp
<i>Cure moderate wounds</i>	330 gp
<i>Water breathing</i>	750 gp

If Spugnoir is available to work, assume that he replaces purchased potions. Roll on the minor potions column of Table 8–18: Potions in the *DUNGEON MASTER'S Guide* to determine replacements. Use the listed prices for arcane potions. Divine potions are marked up 10%, and only 1st- or 2nd-level spells are available (if one of higher level is rolled randomly, assume Spugnoir got it in a trade). If Spugnoir is available, he can brew potions of any arcane spell up to 3rd level to order. Spugnoir also casts spells of up to 3rd level, charging 70 gp per spell level.

➤ **Spugnoir:** Male human Wiz7; hp 30; see Appendix 3.

➤ **Sebbekai:** Cat familiar of Spugnoir; hp 15; see Appendix 3.

## 26. Grove

Jaroo Ashstaff, an aged and powerful druid, long maintained this grove as a place devoted to nature. Jaroo worked and fought hard in the past for the betterment of the community. Once, many people looked to Jaroo and his faith for spiritual guidance, before there were proper temples in town.

Sadly, Jaroo is now dead. He was killed very recently and replaced by a doppelganger working for Master Dunrat of the hidden cult (see area 28). Jaroo's body is buried in the dirt floor of the small wooden house that the druid lived in behind the grove, and his gear has long-since been distributed among the cultists.

The faux Jaroo is a deep-cover spy for the cult of the Elder Elemental Eye. It is the cult's last line of defense in Hommlet—if their hidden base in the mill (see area 28) is compromised, the remaining cultists come here and lie low. Since Jaroo was a good friend of Elmo, the doppelganger is able to monitor what the town militia knows and is currently up to. The doppelganger uses its position (and has for a week now) to suggest to Elmo that there's nothing going on at the moathouse and that the ruins of the temple are too far away to worry about. The creature's ability to *detect thoughts* allows it to manipulate people very effectively—it knows when they believe what it says, or when it has gone too far.

Yundi, Jaroo's youthful assistant, used to work at the Inn of the Welcome Wench as a potboy. He is blond and bearded, with a lean frame. Yundi lives in a house near the grove and helps Jaroo tend the trees while learning druidic lore from him. He has noticed that Jaroo has not been quite himself lately, and he's beginning to wonder if the elderly druid is losing his mind or perhaps has fallen under some spell. As well, Jaroo's animal companion, Tanak the brown bear, has gone missing (the animal fled after Jaroo was killed). Yundi keeps his own companion, a wolf named WYST, with him when he's in the grove. Otherwise, WYST patrols the grove alone.

➤ **Doppelganger Jaroo:** hp 22; see *Monster Manual* page 60.

➤ **Yundi:** Male human Drd2; hp 14; see *DUNGEON MASTER'S Guide* page 52.

**Other Possible NPCs:** Elmo, Tarim (see area 12); Chattrilon Unosh, Maridosen (see area 4)—these last two are here only when Yundi is not.



## 27. Keep

This fortress is the home of Burne, a wizard, and Rufus, a fighter. Both are well respected and powerful adventurers who settled down in this area about fifteen years ago and decided to make it their home. Burne and Rufus don't get involved in adventures anymore. PCs who come to their door asking for help—or worse, demanding it—are sent to Elmo and the town militia (forcibly, if necessary).

In general, Rufus is forthright but a little crass at times. Burne is a careful thinker and a long-term planner who is sometimes quick to anger. Neither suffers fools.

These two essentially run the town. When the old village elder passed away, leadership unofficially passed to them by default. They rule very casually—without asking about the keep, a visitor could stay for days in town without knowing that they exist.

### Burne's Badgers

This is a small group of mercenaries whom Burne put on permanent retainer years ago. Although their ranks have changed over the years, the mercenary company remains the closest thing to a formal military in Hommlet. Their main role is to defend the keep (a duty that they've never actually had to perform), but they also undertake whatever tasks Burne or Rufus assigns them. Twenty mercenaries (all human War1), including a captain (male human War5) and his lieutenant (female human War4) comprise this group. In times of real trouble, the townsfolk would help defend the keep, as they would certainly all take shelter within.

In addition to the mercenaries, Burne and Rufus employ eight servants (cooks, housekeepers, and the like), who live in the keep.

➤ **Burne:** Male human Wiz10; hp 28; see Appendix 3.

➤ **Rufus:** Male human Ftr8; hp 69; see Appendix 3.

### Areas of Note

This is a well-built and well-supplied fortress.

### Wall and Towers

The curtain walls are 15 feet high and 5 feet thick (hardness 8, 900 hp, Climb DC 25). The tower walls are 3 feet thick (hardness 8, 540 hp, Climb DC 25).

The towers have two levels and are 20 feet high. They are fitted with arrow slits that provide nine-tenths cover. The westernmost tower has a secret door in the floor (Search DC 20) that leads to a hidden passage to the stonemason's house (see area 18).

### Gatehouse

This barbican is built like a tower but is much larger. The gates themselves are made of strong wood; one set sits at either end of a passage through the barbican, filled with arrow slits and murder holes that give the defenders nine-tenths cover. In the middle of this passage, the defenders can drop a wooden portcullis.

➤ **Main Gate:** 4 in. thick; hardness 5; hp 40; AC 4; break DC 27.

➤ **Portcullis:** 3 in. thick; hardness 5; hp 30; AC 4; lift DC 25.

### Main Tower

This is the oldest structure in the keep, built long before the rest. Once the home of Rufus and Burne, this now houses Burne's Badgers. It has three main levels, a parapet with two light catapults, and a top turret with two ballistae.

These engines of war are well placed, being situated atop the highest point in the keep—and for miles around, for that matter. A cellar beneath the tower contains a secret cave with a natural spring, which provides the entire keep with water.

### Inner Keep

An inner wall identical to the curtain wall surrounds this main structure. It has towers with a single gate (same as those in the barbican), creating an inner bailey surrounding a keep, called the donjon. The donjon has four levels with a grand hall, a feast hall, a huge kitchen, many storerooms, an apartment for Rufus and Burne, a vast library, and guest chambers.

## 28. Mill

The river powers a large waterwheel that in turn rotates the mighty grinding stone in the mill's main room. A loft overhead is full of grain that flows down a chute into the grinder. The waterwheel also drives a conveyer belt with scoops to transfer grain up into the loft. Bags of flour fill a backroom.

The entire place is covered with a fine dusting of raw flour, and the air is thick with it.

On a tree just outside the mill, Dunrat keeps a *stalwart eye*, a metallic construct in the shape of a bird (see Appendix 1). When he wants to, he can see through its eyes as with a familiar. Thus, Dunrat maintains a watch. The construct has AC 18, 5 hp, and cannot move on its own.

Two others also work at the mill: Themock and Nhygen, both burly men (human Com1). They know only that some of "Karlun's friends" are staying in the cellar: Those guests don't say much and are almost never seen during the day when the workers are there. At the first sign of danger, the mill workers run.

### Fire!

If a fire of significant size (more than a torch flame) starts in the mill, a cumulative 20% chance exists per round the fire burns (01–20 on d% the first round, then 01–40 the second, and so on) that the flour dust in the air ignites. This results in a huge explosion that deals 2d4 damage to everyone in the mill (no saving throw allowed). Damage to the building itself in such an event is significant—it burns to the ground eventually unless action is taken. Extinguishing the fire requires at least three people working with buckets for 10 minutes (luckily, the buckets are close to the river).

### Cellar (EL Variable)

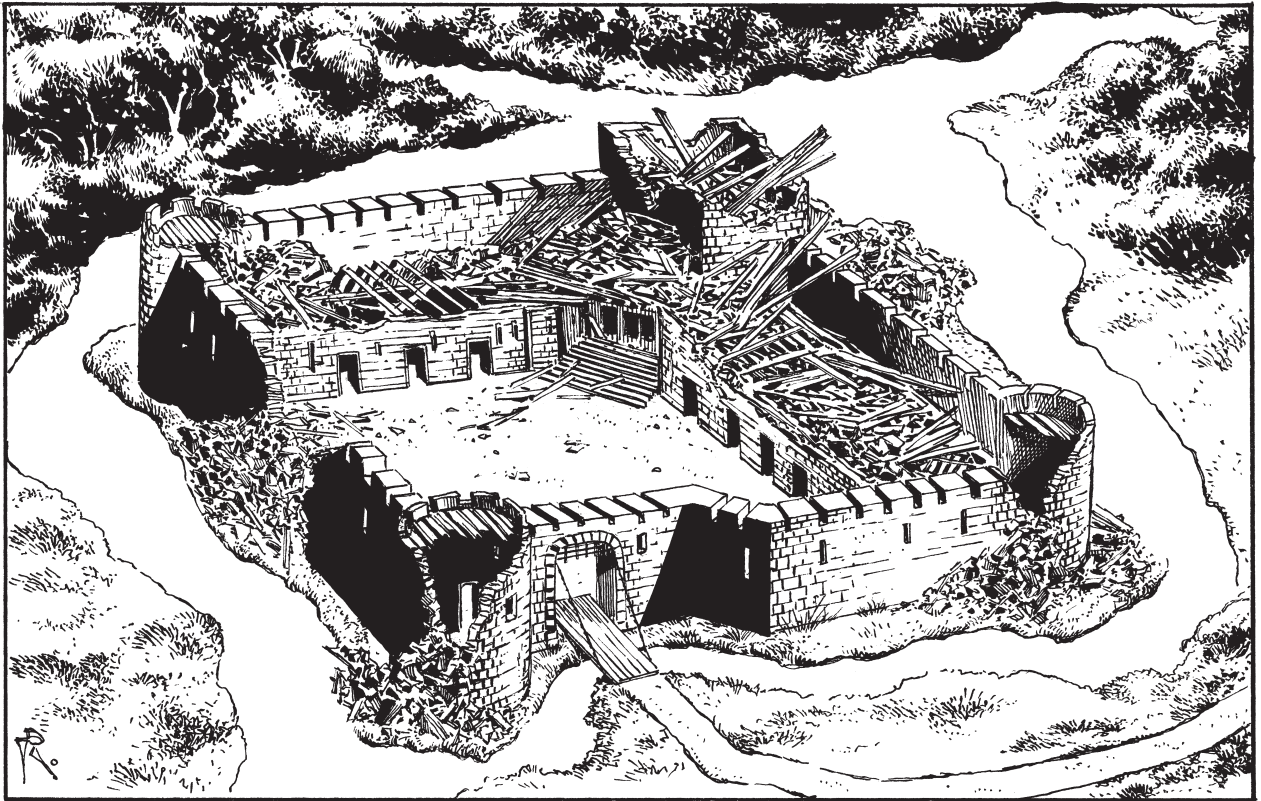
Lit by a small oil lamp, this dingy, dirt-floor cellar has six bedrolls laid out; it is obvious they have all been used recently. An average-size trunk is against the wall farthest from the stairs, and a few satchels and other bags are scattered among the bedrolls.

The bags contain nothing but clothing and personal gear, with the exception of Vacra's (see below).

➤ **Creatures:** One or more of the cultists (see The Hidden Cult, page 9) is here.

➤ **Master Dunrat:** Male human Clr5/Sor1; hp 36; see Appendix 3.

➤ **Chenashi:** Female human Clr2; hp 11; see Appendix 3.



- **Grune:** Male human War1; hp 8; see Appendix 3.
- **Toridan:** Male half-orc Ftr2; hp 19; see Appendix 3.
- **Vacra:** Female tiefling Wiz3; hp 10; see Appendix 3.

**Treasure:** One bag contains Vacra's spellbook; see Appendix 3. A locked trunk holds gold and equipment (see below).

**Trap (EL 2):** The trunk is locked (Open Lock DC 23), and Dunrat keeps the key with him. It is trapped with a *glyph of warding* that goes off unless the opener speaks the phrase "Praise the Elder Elemental Eye."

➤ **Glyph of Warding:** CR 2; 5-ft. acid spray (3d8); Reflex save DC 14 half; Search (DC 28); Disable Device (DC 28).

This trunk holds 480 gp (used for bribes and buying equipment), an ochre-colored robe, a disguise kit, and a message to Master Dunrat from someone named Naquent (see area 6 of the Outer Fane in Chapter 6). This message details Dunrat's mission to set up a secret base in Hommlet and uncover the ancient shrine in the moathouse. His orders are to uncover whatever treasures of the Dark God he can, seal the shrine again, and bring the objects to the Temple of All-Consumption. The message ends with an important clue: "A wagon can be obtained from Tal Cham-mish in the nearby village of Rastor to haul whatever you find back to the crater." Most of the major NPCs in town know where Rastor lies, as does any character who makes a successful Knowledge (geography) check (DC 14).

## 29. Miller's House

This small, three-room building is where the miller, Karlun Fies, and his wife live—or rather lived, since both were murdered by the evil clerics just a few days ago. Their bodies lie at the bottom of the river, and they have not been missing long enough for anyone to have noticed their absence.

# CHAPTER 2: THE MOATHOUSE

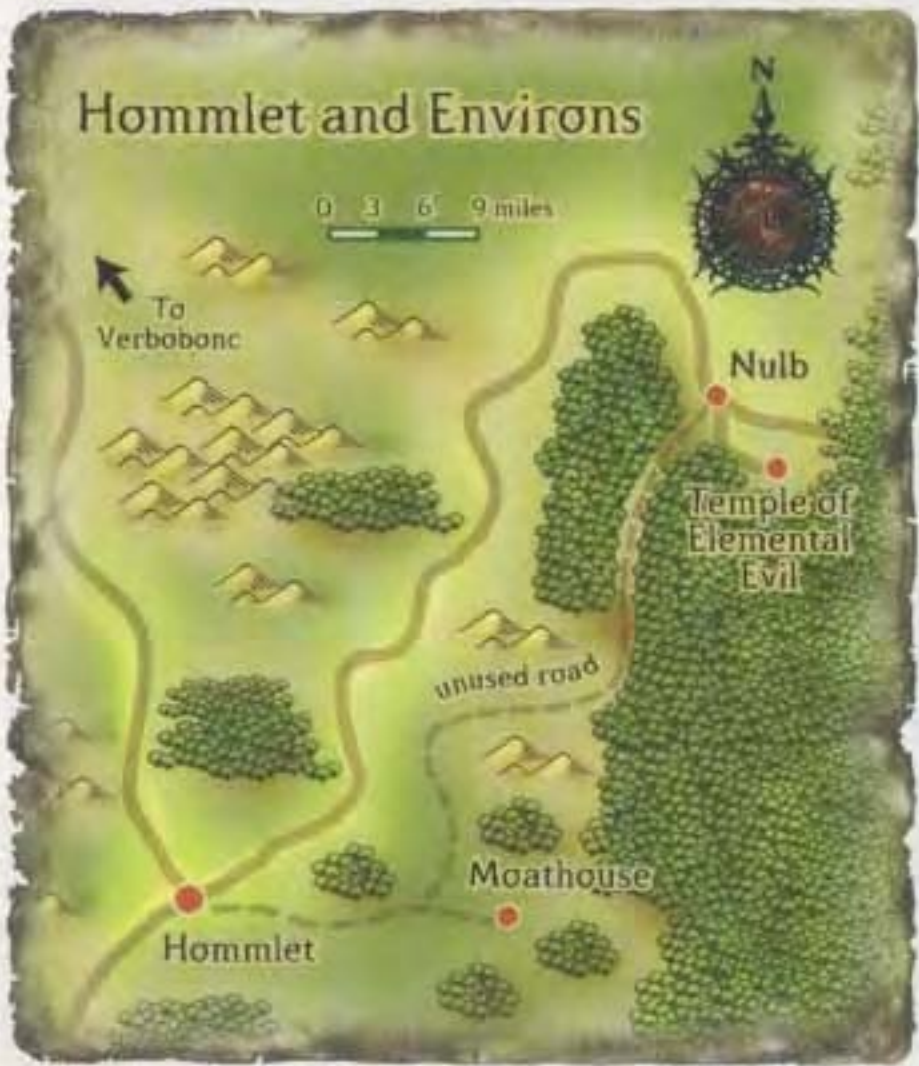
Now a ruined keep of small size, the moathouse has an exciting history of battles and monsters. It lies approximately ten miles east of Hommlet, on the road toward the deserted town of Nulb (see map 2). An overgrown and rugged path two miles long leads off the main road to the moathouse itself.

## MOATHOUSE HISTORY

When the Temple of Elemental Evil was built, this keep arose at the point where their evil influence reached farthest west. Building it was a great deal of work, because the area was wet and unstable. The builders had to drain the surrounding lands and dig down to the limestone to build a foundation (once they did, they allowed the water to return, channeling it into a moat around the fortress). The construction crews complained and whined, "Why here?"

The reason is that this fortress is over the site of an ancient shrine to Tharizdun. In time-lost days, clerics of the Dark God erected a great obelisk within a natural cave in an attempt to commune with their deity (see area 32). When Tharizdun was imprisoned, they sealed the cave and diverted a minor underground stream so that even if the top of the shaft leading down to the cave were discovered, it would appear to be a pool.









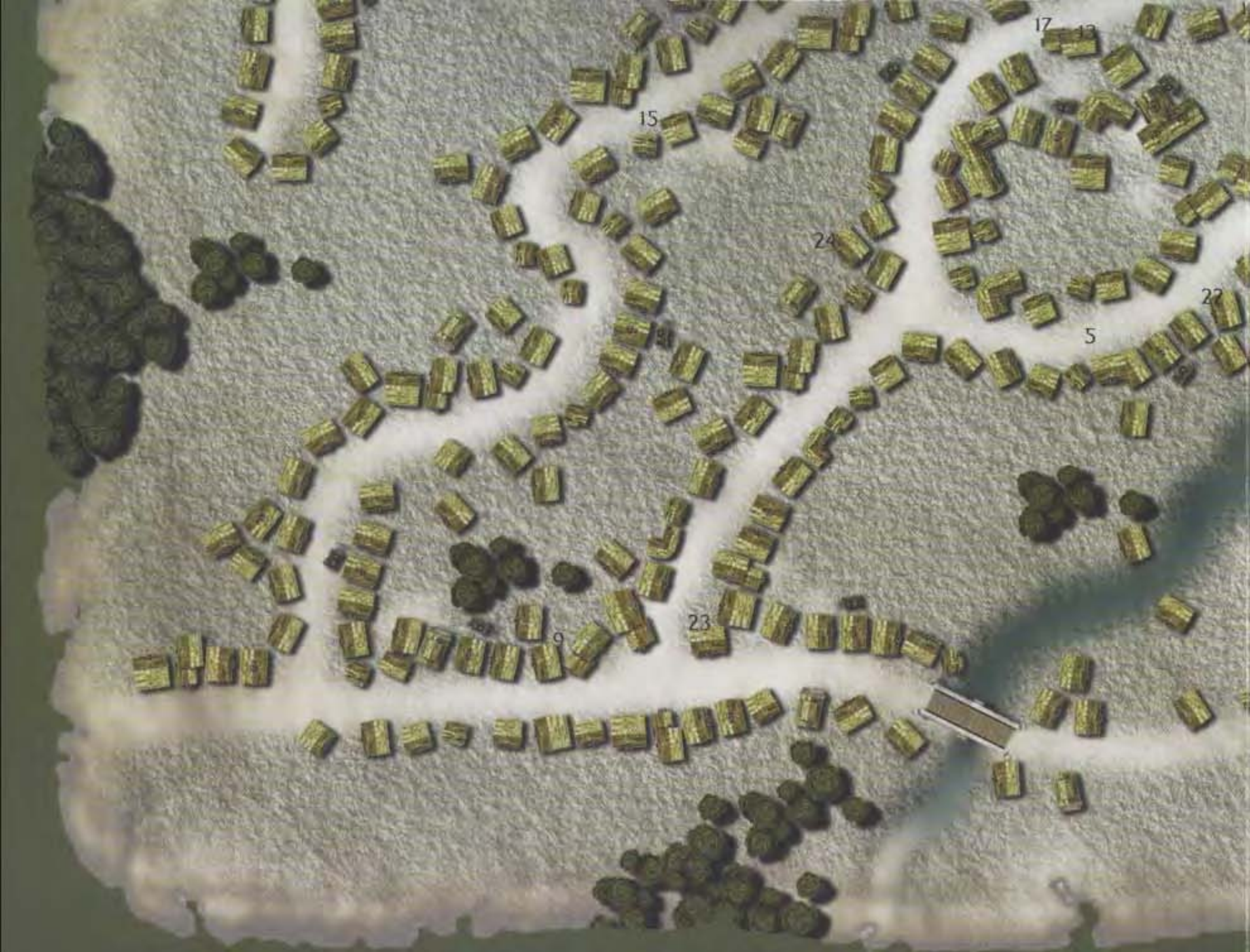
# Hommellet



0 50 250 feet







17

18

15

24

27

5

23

9







Miller's House

0 50 250 Feet





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14

25



# Hommlet

1. Temple of Ehlonna
2. Temple of Pelor
3. Church of St. Cuthbert
4. Inn of the Welcome Wench
5. Terrigan's
6. Old Trading Post
7. Weavers
8. Tailor
9. Stables
10. Brewery
11. Teamster
12. Woodcutter
13. Smithy
14. Sage
15. Scrollmaker
16. Old Town Hall
17. Papa's Bakery
18. Stonemason
19. Teina's Kitchen
20. Wheel and Wainwright
21. Leatherworker
22. Potter
23. Asherm's Earthenware
24. Milk Market
25. Potions & Elixirs
26. Grove
27. Keep
28. Mill



# The Moathouse



One Large Square Equals 10 Feet



# Moathouse Dungeon

One Large Square Equals 10 Feet

