

THE GUILD

GUILD COMPANION PUBLICATIONS

ADVENTURER

PUTTING ADVENTURES BACK INTO ROLEPLAYING

ISSUE I

THE VAMPIRE'S BARROW

BY NICHOLAS HM CALDWELL

THE PARANOIA GAME

BY ROBERT
DEFENDI

THE FLYING TOADSTOOL

BY ALLEN MAHER

WEB OF THE KOBOLDS

BY TIM DUGGER

THE RED HOODED TRAVELER

BY AARON SMALLEY

THE TEMPLE OF THE THREE

BY TERRY AMTHOR



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THE FLYING TOADSTOOL

The name of this coaching inn refers to an incident that passed from history to legend several generations back. The miller's daughter, in pursuit of her intended mate, had acquired a magic love token from the local mystic. After yet another rebuffing, the rather muscular woman hurled the toadstool at her beloved. He stumbled and fell from the balcony he was on.

The injuries he sustained addled him. With her constant attentions afterwards he grew to love and depend on her for everything, spending his diminished days in her care. The legend of course ends with a happily ever after, but in reality her father's mill was eventually sold to pay for the man's care, and the couple's final few years were spent in abject poverty. Strangely neither complained.

When Alehendra, the current owner, purchased the inn, it was already old and run down. Little has changed beyond staff members and some shuffling of the dirt. Business is slow and the staff lethargic and malnourished; the glory days of the inn are long in the past.

USING THIS INN

This inn can easily be used as a regular stopping place, or as a side adventure within a larger campaign, as there is a mystery to be solved here, should the characters choose to dig a little. The Inn is situated along a stretch of road pretty much anywhere. The only outside reference is to a mill that once existed somewhere nearby, and the north arrow on the map which can be easily ignored.

1.Road Marker

A large rock painted with a mile marking telling characters how far they have come from the last stop along the way. The opposite side gives the distance to the next stop along the road.

2.Front Door

Weathered, but once elegant, this door is only barred late at night after all hope of further patrons has been abandoned. A house maid is within ear shot

during the night (usually in the servery) and will summon the mistress should the need arise.

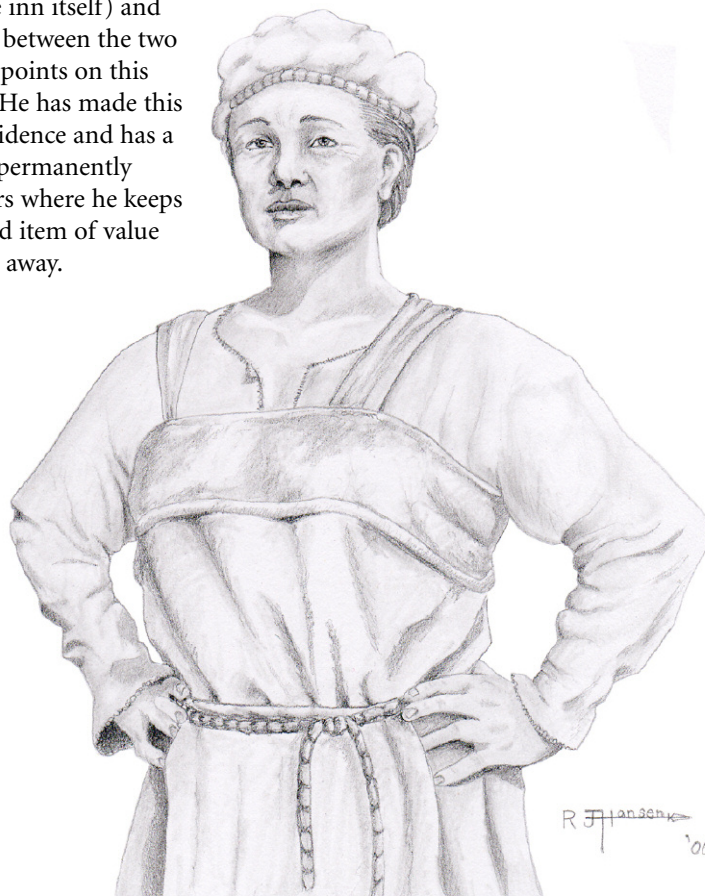
3.Ladies Parlor

Alehendra greets all patrons here, and works diligently on her paperwork here during the day. In the evenings, she plays the piano for noble guests, or those who tip well. Occasionally she will share a story.

4.Great Room

This large room with a great fire place at the far end is the most well trafficked in the inn. Patrons will be spread out over the various tables. Onsloti and Feor will often be found drinking together in the evening, singing bawdy songs loudly and poorly, finding some trivial local issue to argue over, or just discussing the latest rumors and gossip.

Jarni generally minds his own business while taking meals and having a few drinks in the evening. He can be drawn into conversations, and will even offer to do a limited amount of trading. His wagon regularly brings supplies (mostly for the inn itself) and curios between the two major points on this road. He has made this his residence and has a room permanently upstairs where he keeps the odd item of value locked away.



WEB OF THE KOBOLDS

BACKGROUND

This adventure is loosely set in a high fantasy world. To adapt to your world, simply alter the names of the places and religions to match your setting.

ADVENTURE OVERVIEW

A caravan escorting priceless icons has been attacked; the icons and their guardian are now under the control of an evil kobold cultist who plans to destroy them to increase his own powers. The temple priest has been warned in a dream of the foul deeds and hires the adventurers to rescue the icons and their erstwhile protector from a dire fate.

THE TALE

The Church of the Guiding Light displays its religious icons, a set of six gold statues, in a different temple each year. In the late spring of the year the icons are transferred to the next temple in the ten-year sequence

using a normal trade caravan as public Church convoys have proven too tempting a target for bandits and rival sects alike in the past.

This year, the icons have been sent from Yourk to Benel. The senior priest of the temple at Yourk, the venerable Prefect Sulfren received a holy dream the night after the caravan had departed Yourk. In his dream, Sulfren saw the merchants slain in their sleep and the statues spirited off.

The dream is true; a band of kobolds ambushed the caravan of four wagons at night, slaying the merchants and taking the statues back to their new lair. Nusgam, a dwarven priest of the Guiding Light, who was entrusted with the icon's safety, was also taken

prisoner. Magnar, the kobold leader and a cultist of the spider god Kemil, intends to sacrifice Nusgam in a ritual of power on the next full moon, only several days hence.

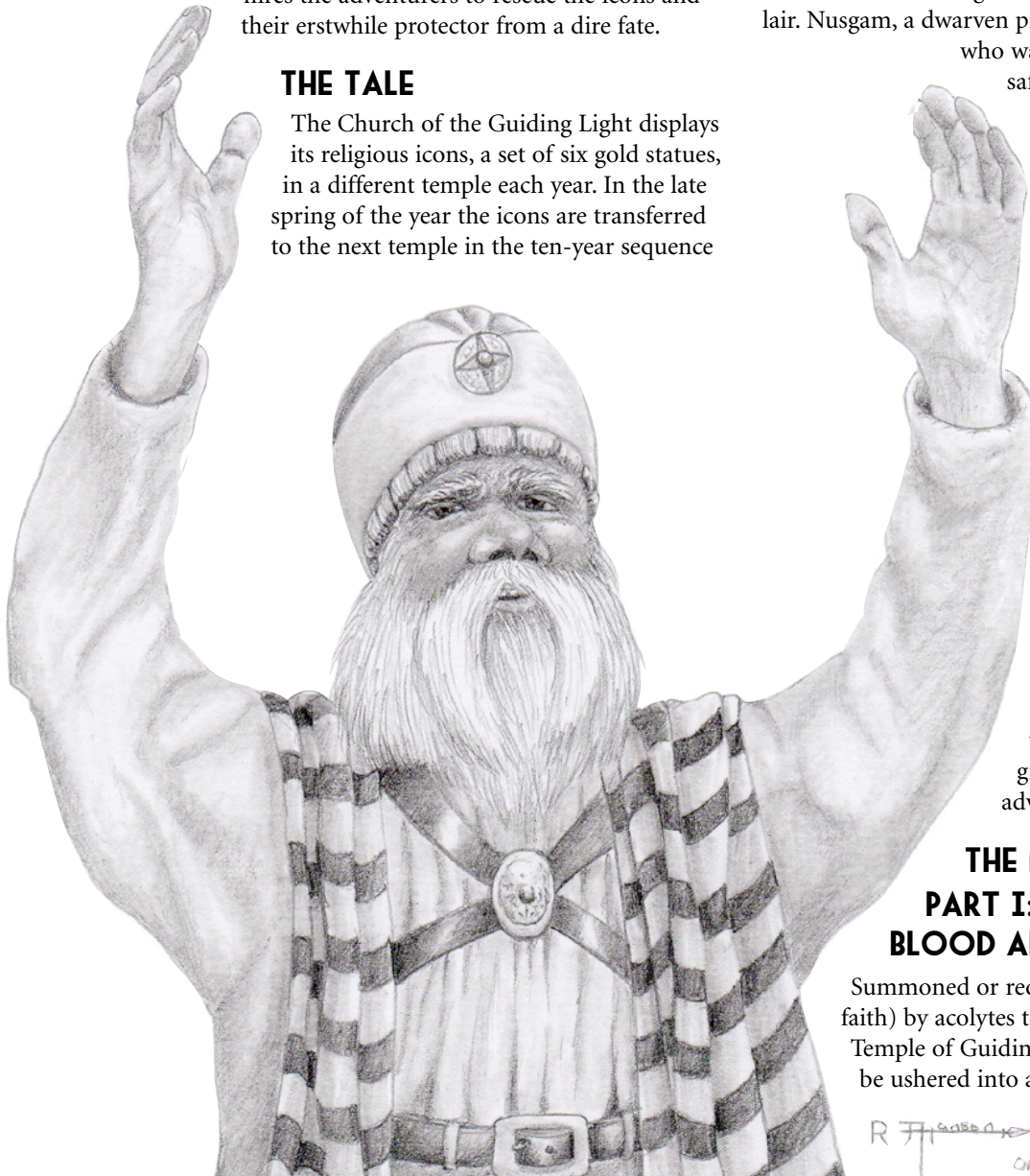
JOINING THE STORY

Ideally at least one of the adventurers should be a cleric, paladin, or other devout follower of the Church of the Guiding Light, as for such individuals this mission would be a holy quest. Failing that, Sulfren will be willing to hire any group of honest and capable adventurers.

THE ADVENTURE PART I: A DREAM OF BLOOD AND GOLD

Summoned or requested (according to their faith) by acolytes to attend the prefect of the Temple of Guiding light, the adventurers will be ushered into an antechamber. A junior priest will introduce them to the Prefect

R. Hansen
of



THE TEMPLE OF THE THREE

Located in Thanor in northeast Emer, this Temple of the Three was a hidden shrine to a trio of gods, sibling deities among the old Thanorian pantheon of dozens of gods and spirits. While definitely not the only temple to these gods, it is one of the better preserved, and has some unique features. It also houses some powerful magical items, and a sleeping surprise. The Three were rivals—and later, enemies—of the powerful Charón gods Klysus and Akalatan.

This particular shrine was central to the priests of the Three, for reasons that will be revealed later.

STARTING THE ADVENTURE

The adventurers could learn of this temple in a number of ways, either by chance, or seeking items to help protect them against the increasing threat of Akalatan and Klysus in Northeast Emer. They might also be sent on this journey by others who are seeking weapons to use against the twins Sendar and Sendil, who are awakened and seeking the Heart of Agoth. Items of the Three gave protections against powers of priests of Akalatan

1. An odd triangular box found in another adventure or by some other means. It is locked, and contains three items: a map, a bundle of dried herbs, and a triangular amulet. See below for details.
2. Find just the amulet, which has mysterious hieroglyphs on it. The adventurers could investigate the purpose of the amulet through dreams and research.
3. Discover a peculiar triangular dagger, which is actually a key. This item alone, however, won't provide many clues. And it might be better for the adventurers to not come into possession of this item until some later time, as will be revealed later.

THE STARTING ITEMS

The Box: A triangular box of preserved mahogany, it is about six inches on a side, three inches tall. One side is hinged; the other two sides have small locks set in them. It is fairly clear after examining the box with any care that it is double-hinged, and that one lock opens one side, then the box could be closed, flipped over, then the other lock would open the 'bottom' side.

The Map: In the top compartment is a parchment artfully folded into a triangle so that it fits into the box. The parchment is a crude map of Silaar, indicating the location of the temple. It is very brittle and faded. The writing on the upper right is a more 'common' Thanorian alphabetic writing from Second Era Emer (not the hieroglyphs used for important religious purposes) that translates basically to *They sleep within the temple of the Three*.

The Herb: Also in the top compartment, in a small cloth pouch, is a dried herb, including leaves, stems, and seeds. The pouch is magical, preserving the potency of any herb placed inside it, up to 3 doses. Analysis of the herb reveals that it is a mild hallucinogenic, and has some other, unidentifiable property. Its origins are northern Silaar and Tai-emer.

The Amulet: In the other compartment, set into a special padded niche to keep it from shifting around, is an amulet of the Cult of the Three. It is a golden

