

Shanley's Keep

General Information

Once each one to three months a major caravan enters town. It will contain numerous items available for sale to the general public. It will stay in town for a week before moving on. The owner of the caravan will rent room 2p at the inn (area 2 on the map). The caravan will normally come with at least 5d6 guards plus 2d6 workers. The caravan owner will sell to the public for 7 times book value. The shopkeeper, Ben Wa (area 2a) will close his shop during this period, not seeing the need to compete. He will also spend the week making deals with the caravan's owner, paying at most 3 times book value for items that will later show up in his store for 5 times book value.

If you have access to The Trip To Shanley's Keep then it will list the caravan the group will take to this area..

1 Large Gate and Fence

A large wooden fence surrounds the entire compound. The fence is 15 feet high. A walkway runs around the entire inner side of the fence. Short wide ladders spaced 10 feet apart give access to the walkway.

There is a gate in the north side of the fence. The gate swings out, away from the compound and is open during all daylight hours. An armed guard stands to either side of the gate. Once shut, you can see that a large wooden crossbeam could be put into place to secure the gate.

At night the gates are closed. During the day and night, guards patrol the wall each 20 minutes. In addition, permanent sentries man the four corners of the wall.

2 Store / Inn / Smithy

This large building serves three purposes. A smithy has been set up in the southern section of the building. Two large doors lie open showing you the workshop.

A door on the east end of the building has a sign showing money being dropped into a hand while the

individuals second hand looks to be offering up a dagger (i.e., blade in hand). The buildings center section holds a sign showing a mug of bubbling beer with the words "Beds Available" underneath.

Store (area 2a)

The store is new and not as well stocked as it could be. The Proprietor, a Nagis named **Ben Wa** (closest translation possible) is friends with the Inn and Smithy owner. As is normal, what he will pay to characters depends on the selling skills of the characters. The appropriate skills are:

Business Skill
Evaluate Goods Skill
Fence Skill
Merchant Skill

None of these skills:	20% (value given)
Any One Skill:	40% (*2 listed value)
Any Two Skills:	60% (*3 listed value)
Any Three Skills:	80% (*4 listed value)
All Four Skills	90% (*4.5 listed value)

The value given is the value as listed in the items description when the group finds the item.

Store Owner: Ben Wa

Nature: Seems like a guy you do not want to turn your back on because you think he might be slimier on the inside.

Honesty: 4

Materialism: 8

Once the group gets to know Ben Wa, they will find he is not a bad guy. If there is another Nagis in the group, he / she will see this instantly. Ben Wa tries his best to have a fairly complete list of items in his store.

Anything he does have in stock will go for 500% book value. If the characters complain he will actually laugh at them and tell them to go shop in Sandpoint. He will in fact offer a deal on items he himself manages to buy cheap (under book value). He will tend not to do this if he feels his customer has a lot of money.

There is a 65% percent chance that a given item will be in stock, although the store will always have food rations for sale (they make the rations in the bar's kitchen). You may make a new check each two weeks as small caravans come through the area. Items brought in by the group will be up for the sale the following day. Ben Wa does not have the financial

resources to purchase magical Items. Only the magic user in the tower has the cash necessary to purchase any type of magic item.

Along the west wall is a large fireplace. The fireplace is shared with the bar, heating both areas. Ben Wa also owns the private dwelling designated as area 11 on the Shanley's Keep area map.

Smithy (Area 2b-2e)

A Dwarf called Hardrock runs the local smith shop (his friends call him tiny). Although small for a dwarf he has far greater than an average weight. As his friends say "he is truly a creature of stone, solid as rock in form and mind". He has yet to take this as an insult.

Smith: Hardrock (Tiny)

Nature: Quiet and Stern

Honesty: 6

Materialism: 6

The rule of thumb when playing Hardrock is, "Quick to take offense, slow to forgive".

Hardrock will purchase weapons and armor for the same rate as Ben Wa. They work together establishing the price for anything they are likely to buy.

Hardrock's Wife: Bercilla

Nature: Very, Very Loud but Friendly

Loneliness: 8

Bercilla is very lonely. Hardrock loses himself in his work, while Bercilla sits by and wishes she had other dwarves to talk to. She has always felt to be an outsider wherever she has lived and has never managed to make any long-term friends. If another dwarf shows up in town, Bercilla will pester Hardrock to invite him / her over for a supper to two and will want to know all about him / her. Whenever his wife leaves, Hardrock will be very apologetic about his wife asking so many questions but will explain that even though she has never lived in a dwarf community, she longs to be with her own kind.

Hardrock married Bercilla shortly after he met her. Her family traveled a lot and (he believes) would have let pretty near any dwarf marry their daughter. It was just lucky that Hardrock came along first and actually managed to fall in love with her. Hardrock is now far from home and will remain so until he has accumulated enough wealth and skill to warrant his return.

Hardrock produces a decent selection of weapons and will normally have at least two of each of the following for sale in his shop. All these weapons are rated for a size 1.5 to 2.5 character.

- Long Sword
- Short Sword
- Halberd
- Bastard Sword
- Great Ax
- Hand Ax

These weapons are of normal quality but sell for 10 times book value. Hardrock knows the dwarf Granite that lives in Sandpoint. Unlike Granite, Hardrock lacks the skill to make Guns. In addition, any of the weapons made by Hardrock are normal in every way (the weapons do not get the same +1 damage bonus as those made by Granite).

Hardrock is best at making metal armor and this is where his specialty lies. Any armor he makes has an extra +1 to its Protective Value rating in addition to weighing slightly less than is normal for a set of the armor. Hardrock can make any type of armor the group wishes but it takes time. Construction times are as follows.

Armor	Encumbrance	Time To Make
Brigandine	7 * VL	4 months
Scale	8 * VL	5 months
Chain Mail	9 * VL	6 months
Plate	10 * VL	7 months
Plate, Jousting	23 * VL	12 months
Plate, Field	6 * VL	2 months

The group does not know how good Hardrock is (i.e., how good his armor is) until after they have actually received a set of his armor. If a group member (or members) insults him (i.e., due to the prices) it is very unlikely that Hardrock would make anything for that individual, regardless of the how much he could make from the deal.

2b Workshop

This is a fairly well stocked workshop. All the tools necessary for metal work are present and hanging on pegs arranged neatly on the walls. In the center of the area is the forge and anvil needed for the work. Any weapons Hardrock has available for sale will be found on the walls in this area.

The workshop is accessed through a set of double doors that may be barred from the inside. To the left of these doors is a normal sized door that leads into area 2c. A well sits just SW of the door and supplies

water for the work. At the back of the workshop, on the west wall is a door that leads into area 2c.

2c Kitchen / Living Room

This is a general living area for Rockhard and his wife, Bercilla. The area has a pot bellied stove near the east wall. A large kitchen table complete with 4 chairs dominates the room's center. Counters and shelves line the north wall. Doors exit the area though the west, south and east walls. Of the two doors on the west wall, the northern most leads downstairs to the inn's basement.

2d Bed Chamber

The dwarves sleep here. There is a bed, dresser and nightstand. The back of the nightstand has a large mirror. A chest keeps the dwarf's earnings and money. If someone buys something from the dwarf, he will take the money here and return to the workshop with the change. Rockhard keeps the key to this chest on a string around his neck. The chest contains 24,000 talons worth of gold, copper and silver. It also contains a potion of invisibility as well as a magical dagger (+1d4 TKA) and a set of bracers (+1d4 WR). The Chest also contains a set of Chain Armor (RS: 2-3) that will fit Hardrock.

2e Basement

The inn's basement is small and is completely owned by Rockhard. It holds extra tools, armor and weapons. The weapons have been made by Rockhard and do not come up to his normal standard of craftsmanship. These weapons each suffer a -1 penalty to their damage rolls. These represent all the failures Rockhard had as he was learning how to make weapons (he never did get really good at making them). If the group can get on Rockhard's good side, while making him believe that they are truly destitute, then Rockhard will sell group members these weapons and armor at double book price. The items present here include the following.

- Long Sword
- Short Sword
- Mace (1 handed)
- Mace (2 handed)
- Morning Star
- Spear

Tavern / Inn (area 2f-2p)

Norstrom runs this section of the building. A semi retired human adventurer that is in partnership with the Dwarf and Nagis. All three of these individuals are

semi retired because that is as good as it gets when you are on the edge of civilization.

Inn Keeper: Norstrom (combat sheet provided)

Nature: Confidant and a bit arrogant

Bravery: 8

Norstrom adventured for a lot of years before going into partnership with the Dwarf and Nagis. He has seen it all and is not so impressed by the show of bravado that seems to go with the territory. If the group can get on his good side, they will find that he is the only person around that is capable of teaching them the things that he knows (refer to his combat sheet for more information).

Norstrom likes to be comfortable when given a chance although he is no stranger to hardship (he believes that you must know hardship before you are able to appreciate comfort). For this reason he will find it very amusing should the group make the mistake of telling him how hard done by they are.

The Inn occupies the central area of the building. The building's second story occupies the top of the inn. What basement the inn has is accessed through the smith's section of the building (and is therefore filled with stuff belonging to Hardrock). The inn offers a variety of rooms and meals for travelers as well as a good selection of drinks. Most of the prices are steep but considering the area still reasonable. The second floor of the inn is divided into two sections, each separate from each other. The North section holds the rooms for the patrons. The south section holds the living quarters for the inn's proprietor.

2f Tavern

The bar has a dozen tables. The bar counter runs north south along the western wall of the room. There is a large fireplace along the Eastern wall, just north of the door (this fireplace is the back half of the store's fireplace). Behind the bar counter is a door leading into the kitchen. Along the north wall is a staircase leading to the second floor. The bar sells a variety of drinks and meals, one price for all.

On any given night you will find a half dozen of Shanley's guards here letting off steam. When they are not practicing in the tower they tend to frequent the bar to spend their money and let off steam. They will tend to bunch together and do not tend to socialize with outsiders.

Legend Weaver; Shanley's Keep

	Economy	Average	Deluxe
Mead	-	15	-
Beer	-	25	-
Wine/Bottle	-	120	-
Ale	-	40	-
Whisky	-	60	-
Brandy	-	120	-

	Per animal Paid in Talons
Bear	150
Deer	200
Elk	250
Squirrel	1
Wolf	20

The inn's meal and room rate is likewise consistent from customer to customer as shown on the tables below.

	Economy	Average	Deluxe
Breakfast	-	10	-
Brunch	-	15	-
Lunch	-	35	-
Dinner	-	50	-
Rations 1day	-	*3 book value	-

	Economy	Average	Deluxe
Common Room	-	25	-
10' * 10'	-	-	-
20' * 10'	-	-	-
20' * 20'	-	75	-
20' * 30'	-	150	-
30' * 30'	-	-	-
30' * 40'	-	-	-
40' * 40'	-	-	-
40' * 50'	-	-	-
50' * 50'	-	-	-

Note that the group may buy rations here. These are the same rations that are sold by Ben Wa in the store section of the building.

2g Kitchen

The inn has a fairly large, well-stocked kitchen. You can find several preparation tables within the area as well as two separate stoves. There are a total of four doors in this area. The north door leads into a storage area (2h). The west door leads outside. The north door on the east wall leads into the bar / tavern area. The south door on the east wall leads upstairs to the living area of the bars owner. The inn does not have a freezer of any type. It gets fresh vegetable and meat from a paid hunter. The head cook (called Nicolas) will actually buy meat from group members if something exceptional is brought to the inn. The inn pays Red Star (See 2o for more information) to hunt and bring back meat. Every two to three days she returns to the inn with fresh meat. Since her adventuring will occasionally take her away from the inn for a week or more at a time, the group may make extra money supplying the inn with fresh meat. Nicolas will pay the following prices for meat.

The group will find 1d12 squirrels a day if they can make a bush craft skill check. They can also check for wolves and will have caught 1d3 lone wolves after a successful day of hunting. The downside to the wolves is that they have a 15% chance of having to fight a pack of wolves if they should fail their Bush Craft skill check.

If the group looks for Bear they have to add +4 to the Bush Craft Dice roll. Deer means they add +6 to the roll. If they look for Elk, they have to add +8. Again, failed rolls mean they have a 20% chance of having to fight the creature they are after. Refer to the monster stat sheets listed with the module for stats on these creatures.

Separate individual adventures may provide additional creatures that may be returned for money. If this is the case, you will find specific information in the adventures themselves.

2h Storage Area

This area holds supplies for the bar. Dishes, cutlery, pots, pans knives bed linen, even extra cots and mattresses may be found in this area. A lot of what is here is stored in barrels (i.e., beer, crates and shelves). The west wall holds bars and jars full of fermenting wines, beers and liquor.

2i-2k Norstrom's Private Dwelling Area

Norstrom lives in these areas (described fully below).

2i Inn Office.

The inn office includes a large desk, several chairs, and large iron bound locked chest. On the West wall of the area (behind the desk) hangs a plaque. The plaque holds a 14-inch tooth. Norstrom brags that he actually killed the creature the tooth belongs to. Both Ben Wa and Hardrock know this is not true. Norstrom found the beast dead and took the tooth.

Within the desk Norstrom holds the equivalent of the companies books, basically a stack of paper with notes scribbled on it. The company is still small enough not to require a proper set of books.

Norstrom carries the chest's key on a string, which he keeps around his neck. The chest is trapped and will make a lot of sound if not opened with the key. The chest holds Norstrom's wealth and adventuring equipment. In actual cash the chest holds 11,193 talons in coin. In equipment it holds the following items.

- Chain Armor + 2: TPV = 1d7+5
- Long Sword w/ a TKA Bonus of +1d6
- Short Sword w/ a TKA bonus of +1d4
- Amulet of Magical Protection: Gives 25% Resistance to takeover.
- Pouch of Holding: hold 1 VL items with no weight. Largest item that can be put into the pouch is Small Size.
- Ring of healing: usable once per day by command word. Heals 2d10 wounds.
- Ring of Blow reversal. Allows the user to rebound the effects of one blow (turn in back on the attacker. This item may be used once per day. Must state use before number of wounds is rolled. Use the attackers wound resistance to determine how severe the blow ends up being.

2j Library

Contrary to popular belief, magic users are not the only ones who enjoy reading. Norstrom keeps his own personal library in this room. It is a **level 1 library**. He will not let strangers use the library. If someone does him a great favor or becomes very good friends with him, he will allow that person access to this room. The room has lamps set in every wall as well as several reading chairs and a small table found in the room's center.

2k Sleeping Area

Norstrom sleeps in this area. The area comes complete with bed (the plushiest, most comfortable bed in the keep) as well as a dresser, table and chairs. The room is carpeted (again the only carpet in the inn).

2L Top of Stairs

The top of stairs has a banister and a corridor leading to the rooms on this area.

2m Common Sleeping Room

This room has a dozen beds within. It is a common sleeping area. Individuals using it are expected to keep track of their own belongings. The beds within

are comfortable and come with a sheet and a blanket. The area is normally empty since there are not a lot of adventurers in the area (see area 2o). The door into this area does not have a lock.

2n Private Room

This is a private room. It comes with a bed, table, chairs and chest. When the room is rented, Norstrom will give the renter a key for the room's door and chest (a key for each).

2o Private Room

This is another private room. Red Star rents this room. She is the only other real adventurer in the area besides the group. Like area 2n, this room comes complete with bed, chest, dresser, table and chairs. Red Star earns extra cash by bringing the head cook fresh meat. She always leaves the room and chest locked.

Adventurer: Red Star (combat sheet provided)

Nature: Recluse

Bravery: 8

Red Star earns a living by hunting the area for rare plants and animals. She works alone and will tell the group such. She does not work specifically for Shanley although she has sold him the odd item. She has an agreement with Shanley that he has first pick of the stuff she gets for the right to store what is left over until a merchant comes through that will buy it. Red Star knows that the number of Orcs and Goblins in the area is constantly growing but figures she has a few more years before it would be prudent to move on. If you can catch her drunk (5% chance in any given month) she will tell of this thing she saw with a hundred eyes and tentacles that scared the living hell out of her. She will not know where it was other than "up by the mountains, in an area I don't go anymore".

2p Private Room

This represents the best room in the place, currently empty. The room has a large bed, table, two lockable chests and dresser. This room will remain empty unless a merchant happens by.

Shanley's Tower (Area 3a-3r)

This is the tower of the local magic user, the individual that makes this outpost possible. Without this individual there would be no outpost, anything here would be attacked and destroyed within the week. As the monster hordes grow, the fear of Shanley will diminish until the outpost is destroyed.

To stop this from happening, the group must eventually activate the Marksman's Pass Wall. In the meantime, Shanley takes care of the town. His tower is 5 stories tall. It is 120 feet at the base. The group will probably never get past level two of the tower, where Shanley holds audiences.

Tower Owner: Shanley (combat sheet provided)

Nature: Cares about the outpost and what goes on in the area.

Curiosity: 7

Shanley is here so that he can avoid the problems associated with being in a populated area. People that come into the wilderness don't tend to get worked up and upset if a magic user should muck up an experiment or two. Right now, Shanley is using his considerable talents to research spell words. He has had some success and grows more powerful with each passing year.

Shanley knows Arista Kemp (who owns the mage tower in Sandpoint) and is good friends with her. A good word from one will often influence the judgment of the other.

If you are using the connector module, *The Trip to Shanley's Keep*, you will know that Shanley will be buying the group's contracts from the Caravan owner Bernard Tout. If you are not using the connector module, then you can have Shanley offer the group work after they have had a chance to adventure in the area for a while. If you do this, Shanley will pay 20 talons a day plus 25 talons for each Orc scalp the group returns to him.

In all cases, Shanley will purchase magic items from the group and will even sell the things he owns to the group (once the group has proven itself). Lastly, he will pay bonuses for information brought back to him. The group must earn his trust if they ever expect to get anywhere with Shanley. He is a fair man and someone to be reckoned with. The group should do its best to stay on his good side.

The items Shanley will sell include:

Potions:

The potions Shanley has for sale include:

Heal. Heals 2d10 wounds. Value 300 talons.

Sticky Hands: Will add +10 to the synergy bonus of the targets Climbing skill. Lasts 2d12 combat rounds.

Balance: Recipient adds +10 to its balance skill synergy bonus for the duration of the potion.

Lasts 2d12 combat rounds. It is worth 200 Talons.

Enchant Weapon. Weapon will do +1d8 wounds for 2d8 combat rounds (must be rubbed onto the blade of a weapon, which takes one round). It is worth 600 Talons.

Scroll

The scroll Shanley has for sale is a Repel Undead scroll. Any undead creature attacking the recipient of the spell must add +10 to its to hit rolls. The spell lasts for 2d6 combat rounds. It is worth 400 Talons.

Wand

The wand has one charge and cannot be recharged. It produces a cone shaped area of affect 10 feet long by 10 feet wide at its end. Everyone in that area must make a Spell Resistance roll or be stunned for 1d6 rounds.

Dagger

It adds +3 wounds whenever a successful hit is made. It is worth 2500 Talons.

Ring

The ring adds +1 to the character's wound resistance. Value is 2500 Talons

Cloak

The cloak is only useable by a character that is able to memorize level four spells. If worn by such a character, it adds +1d6 to his / her wound resistance. The cloak is worth 10,000 Talons

Sword

This is a long sword. It adds a total of +8 to the character's synergy bonus in long sword at a rate of 1 point per day for eight days. If the sword is out of the character's possession (i.e., not worn or held) for more than a couple of hours, he loses the synergy bonus gained to that point. It is valued at 1500 Talons

3a Guards

There are two guards just outside the towers doors. These guards screen visitors to the tower. You do not get into the tower unless Shanley invites you in. The guards by this door will gladly tell the character's this ... "Get lost you idiot. You only see Shanley after he has requested an audience".

In addition to the two guards, there are two Metal Golems that stand a little ways from the towers door (see the description in area 4). These golems will come to the aid of the guards should a fight break out.

Just inside the outer door is a 10-foot square room with two additional guards. This room has a large

metal door on the north allowing the next level of access to the keep. These guards control the outer and inner door to this area. That means they will let characters into this room from the outside. They also have keys to the north door and will let characters into the corridor once the keeps outer door has been closed.

Cid Clayborne Leads the Militia in Shanley's Keep (combat sheet provided)

Nature: Fairly Laid Back. Does not want to be bothered

Bravery: 7

Cid has not been in the area for a couple of years. He keeps hearing reports that the number of Goblins and Orcs are increasing. Despite this, he feels safe in the keep and does not see that there will ever really be anything to worry about. Cid will spend his time in the Shanley's tower or within the town's walls. He is a stickler for keeping his men busy (even if it is make work programs) and will assign mundane jobs to any that are just wandering around and seem to be doing nothing.

Shanley's Keep Tower Guards (combat sheet provided)

Nature: Get out of my face unless you have a real good reason to be in it.

Bravery: 9

Shanley's Guards are good fighters, work well together and are not about to let Shanley down.

3b Corridor with portcullis

Once the characters have been let into this area by the guards in area 3a, they will find that they have entered a 20-foot corridor that ends in a portcullis. The walls are lined with arrow slits and the ceiling by murder holes. The portcullis can only be opened from inside by tower by pulling a lever found on the north side of the spiral staircase.

3c Guard Floor

The tower is a fortress. It will hold about 75 people comfortable, and up to about 150 in a pinch. This floor is left open for defense and training. The walls are lined with weapons. The rest of the area is relatively clear except for the corridor into the area. Weapons include Swords, Shields, Normal Bows, Arrows, Halberds, Spears and Pikes. The tower currently holds about 40 men right now, besides Shanley. Of the 40 men that work for Shanley 27+1d6 will always be in the tower itself.

3d Spiral Staircase

This large spiral staircase runs up and down through the tower.

3e Open Area

This area is fairly open. In any type of siege the area would be used for cooking etc.

3f Murder Holes

This area holds several piles of rocks, as well as caldrons and fire pits. Anyone who makes an assault on the keep (and is dumb enough to use the front door) will get these items plus a few hundred arrows shot at them, all through the murder holes found in this area.

3g Sleeping Quarters

Each of these rooms holds 2 bunk beds allowing four soldiers a nights rest. Currently the keep has about 40 soldiers stationed here. As things deteriorate Shanley will increase this number to the 60 the tower can hold comfortable. Each area has four foot lockers, one for each soldier stationed within.

3h Entry Way to The Second Floor

This is a small entryway to this floor. A secret door on the north section allows access to Shanley's lab. The door on the south allows access to Shanley's Study. Shanley entertains all visitors in the study.

3i Eating Area

This area contains a table and chairs. The table is magical in that a person may sit at it, state a food preference and a meal will appear before him. The food is not great but it is very good. Shanley always sits at the west end of the table when entertaining guests.

3j Library and Study

This is the towers study. It contains large plush chairs for reading, writing and study tables. Shanley owns a level 5-research library. He will not allow the group to have access to the library unless they have worked for him awhile (and he has not had any problems with them).

Shanley also uses this room as a bedroom. His bed is rather plain and is set near the north end of the room. On either side of the bed there is a large chest. The chests hold what magic and money Shanley has. In actual coinage, Shanley has 125,000 talons in gold and silver. In gems and jewelry he has an additional 230,000 (base value). See area 3n and Shanley's

Tower entry (area 3a to 3r for the items you would find in these chests. Shanley has contacts in Alard that convert his gems to cash as the need arises (so he gets much more than the base value listed here). Both chests are trapped with fire base spells. Anyone opening a chest will release a fireball that will damage anyone within 5 feet of the front of the chest. A character gets his Escapist skill check to avoid the blast. The fire will do 3d12 damage minus the character's WR and APV dice rolls.

3k Lab

This entire floor is a dedicated lab, except for the sleeping area where Shanley sleeps. This is a level 7-research lab. Shanley has not had much use of it, since spell research involves a lot of mental activity as opposed to physical. Once he is able to produce the spell affects he wants (about 2 more years) he will be going back into the lab again.

3n Bottom of Staircase / Guard Area

The central spiral staircase empties out into this area. There are always has four guards present. They guard the door found on the south wall of the room. Should anything come through the door, three will try to fight it and the fourth will run for reinforcements.

Guards that are assigned to this area do not like working here. On occasion they hear sounds through the door, sounds that make their skin crawl.

When Shanley's workers were first working on the basement area, they broke through to an ancient dungeon complex. Something came out of the area and promptly killed all 15 workers that were present at the time and dragged 8 of their bodies back into the dark depths. When Shanley found out about the breach and the massacre, he sealed the entrance with spells and had additional workers construct the door that now bars access to the area. Shanley did not have the time then, nor does he now, to go through the area and clear it out. Shanley suspects that the area is very large since only a large area could support a beast that could drag 8 bodies away.

Once the group proves itself to Shanley he will offer them the job of clearing out the area. This assumes the group is tough enough to survive the area (see section "If its big, green and eats people . . . run!" which still has to be finished). Once possible, Shanley will offer the group the chance to clear out the ancient dungeon but will not tell the group where the location is until the group agrees to give him his pick of 6 magic items found by the group in the area plus 30%

of all cash (including 30% of the value of gems and jewelry) found in the area. This is not as bad as it seems although do not tell the group this. Shanley will be willing to forgo up to half the cash and / or half the magic items in exchange to help research spells or items. Shanley can be talked down to 4 magic items and 20% of the cash.

Shanley will only offer the group this version of the deal if he trusts the group completely. If any one of the characters is likely to seriously suggest they take the item and leave, Shanley will not make this offer. No matter what offer is made, there will always be a large group of soldiers at the top of the dungeon stairs waiting for the groups return (and they will be hoping that it is the group that returns).

Depending on the deal that is struck, Shanley may allow the group to use one of the following magic items as they clear the area. As the Legend Weaver, you have final say in which item (if any) will be lent to the group.

Item 1: Magical Staff

To get any benefits from this staff the character must have at least 18+0 in the staff weapon skill and be able to cast level four spells. For those who have this, the staff will provide the user with a shield that offers 25% protection against any type of missile attack. When the staff hits the target, there is a 20% chance that it will release a burst of energy that will do an additional 2d12 points of damage versus the target. This damage bonus is magical in nature and ignores the targets Armor and Wound Resistance dice rolls although the target does get a Spell Resistance roll to avoid its affects.

Item 2: Cloak

RS: 0.5 to 1.5

The character that wears this cloak can treat any solid surface as down. This means the character could step onto a wall and walk upwards towards the ceiling, and then step onto and across the ceiling. The wearer cannot run when his is using the clock, he / she is restricted to a normal walking speed.

Item 3: Helm of Vision

RS: 1 - 2

This magic helmet will only be magical for a character that is able to wear any type of metal armor and who has at least two weapon skills that are over 18+10. The helm adds an additional +2 to the character's wound resistance dice roll.

This +2 is also subtracted from damage that is classed as magical in nature. In addition to this, the helm gives the wearer the ability to fight in total natural or magical darkness at half the normal penalty.

Item 4: Short Sword

RS: 0.5 to 1.5

This short sword carries an additional +1d6 wound dice roll. In addition, it adds +5 to the character synergy bonus in short sword. This bonus is gained 1 point per day. If the sword leaves the character's possession for more than a couple hours, the bonus synergy is lost.

Note that Shanley is the only person to have access to this dungeon. He will not divulge the location to the group or allow the group to have access to it until the group has agreed to his terms. **The information you have here for Shanley's Keep does not include a write up on this dungeon.** You will have to make the dungeon yourself or wait until I have a chance to finish it (which could be a while).

Shanley will not care how unfair the group might view the deal (since it isn't unfair). Given time Shanley himself will clean out the dungeon and be able to keep everything within.

3o Fighter Quarters

These are four extra rooms, each with single bed, night table, rug, chest and dresser. They are available for guests to the tower. Generally, they are empty. Shanley will not offer them to the group under any circumstance I can think of. Shanley saves the rooms for visiting friends and guests. Shanley keeps the keys for these rooms upstairs in his study area.

3p Spare Rooms

These rooms hold additional supplies for a siege. The southern room also holds valuables dropped off by the families that live within the keeps common living areas (See area 14). Families tend to keep hold of their possessions until they have been in the keep for several months.

3q Supplies for a siege

Shanley keeps supplies for a siege in these areas. The rooms are packed with very basic foods (i.e., beef jerky and dry grain) and supplies (wood, cooking supplies etc.) as well as barrels of wine and water.

4 Statues and Guards

There are a set of guards that wait in this area and watch the entrance of the tower (see area 3a for information on them). In addition to the guards, a Metal Golem stands to either side of the towers entrance. They are constructs and help in the defense of the tower. They are not overly bright and will basically only ever be used as a last resort (i.e., once the town has fallen). They are very tough and like most constructs are nearly impossible to damage until they have been animated. They were made by Arista (the mage that owns the tower in Sandpoint) and were given to Shanley. Shanley has the ring that commands them. The statues will attack anyone or anything the guards at the front doors to the tower attack. The stat sheet for these monsters is included in the support documents for the town of Sandpoint.

5 Communal Fire Pits & Well

This area is filled with fire pits. Weather permitting; much of the cooking is done here. There is a well situated in this area

6 Barracks

The town's defensive force is held in this area. It is a large barracks. The men eat in the communal hall or over by the communal fire pits. Shanley pays their wages as well as for their food and lodging. These soldiers are in addition to the soldiers Shanley keeps in the tower. There are a total of 25 soldiers here, although the barracks can hold up to 150. All the support staff for the Barracks (i.e., cooks) can be found in area 10.

Shanley's Keep Barracks Guards (use the Shanley's Guards combat sheet)

Nature: Confident

Bravery: 8

These are the same guards that are found in area 3a. The one combat sheet is provided listing both sets of guards (see the Shanley's Guards stat sheet).

7 Punishment Pole

For those bad people that need to be punished. This pole stands 12 feet tall and has chains hanging down ending in metal neck collars. Crooks must spend 1d4 days chained to the pole to contemplate their crimes, before being taken before Shanley who will then judge and sentence them (hmmm, can we say fair

system). The sentence can be anything you feel fits the crime.

8 Storage House

This is a basic storage shed. It holds extra weapons for the soldiers as well as general supplies for the barracks (i.e., blankets, pillows etc.). It is always locked.

9 Guardhouse

The local sheriff stays here. It is not a jail but a private dwelling. The sheriff works for Shanley to keep the peace. Anyone doing something wrong must face the sheriff. He is a competent fighter.

Ragnar Tamik; Sheriff of Shanley's Keep (combat sheet provided)

Nature: Fairly tolerant considering his position
Bravery: 8

Ragnar was hired directly by Shanley. Shanley is not really Ragnar's friend, but had known him for a long enough period to know that he would do a decent job as the town's sheriff. Ragnar is fairly tolerant considering the power he holds in the town. Although he does not actually command the town's militia, he can pretty draw on the militia, as he needs.

10 Cooks Quarters

The people that cook for the local garrison live in this building. Each person is given a small room, a table, chair and bed. They cook in the communal hall (area 15) when weather is bad or in area 14 (the fire pits) when the weather is good.

11 Private Dwelling.

This is a private dwelling that belongs to the storeowner Ben Wa. During the night he spends his time here, during the day he is at the store.

12 Private Dwelling.

This dwelling belongs to an adventurer. This woman spends a lot of time outside the walls of the compound although once in a while the group will see her in the bar. She does not work for Shanley, although he would like her to. She is working for an outside source in Alard.

Her house has four rooms. Each room has several traps. Nothing in the house would indicate what she

does or whom she works for. All the particulars of this individual are left up to you.

13 Private Dwelling

This is the last of the private dwellings. A family lives here. The family hates civilization and all it stands for. They moved here, as a way to get as far from it as possible and still be relatively safe. The family consists of a Husband, Wife and three children (ages 13, 8, & 5). The girl (13) helps around here and has become friends with Red Star and is being taught weapon use by her.

14 Communal Dwellings.

Each dwelling is large enough for a dozen families. Each one represents one large area. With two actual fireplaces to keep the building warm. Family members take turns tending the fires at night. During the day the inhabitants go outside the Keep to run trap lines and clear the land. Anyone not currently running trap lines and "prospecting" is working clearing the land. There is currently a buffer of about 50 feet from the keeps walls to the bush. Shanley wants that buffer to be a hundred and fifty feet. All these groups owe their allegiance to Shanley, knowing that without him the "town" would be wiped out in a night.

15 Communal Hall.

This hall was build for group meetings. It also gives the people in the keep a place to eat when the weather is bad. During off hours, the mercenaries eat here as well.