

RANDOM ENCOUNTER TABLE

Refer to Combined Monster Statistics Table for details.

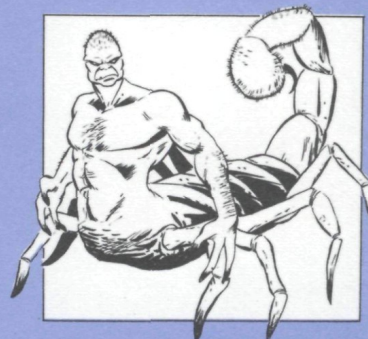
Die Roll	Monster	No. Appearing	Remarks	Rules source
01-06	Bat, normal	1-10		Basic
07-16	Bear, black	1-4		Basic
17-21	Bear, grizzly	1		Basic
22-25	Beetle, oil	1-6		Basic
26-32	Boar	1-6		Basic
33-45	Elk	3-30	see "Animal Herd"	Expert
46-51	Ferret, giant	1-8		Basic
52-56	Grab Grass	n/a (large patches; see below)	Companion	
57-60	Hawk, giant or normal	1	see "Other Monsters"	Master
61-67	Insect swarm	1 swarm	(see below)	Expert
68-70	Leech, giant	1-4	swamp only	Expert
71-72	Lizard, giant (Draco)	1-4		Basic
73-74	Lizard, giant (Horned Chameleon)	1-3		Basic
75-78	Moose	3-30	see "Animal Herd"	Expert
79-80	Owl Bear	1-4	in swamp, change to Grab Grass	Basic
81-83	Rat, normal	1-6		Basic
84-86	Rhagodessa	1-4		Expert
87	Robber fly	1-6		Basic
88-89	Shrew, giant	1-8	in swamp, change to Insect Swarm	Basic
90-91	Snake, giant racer	1-6		Basic
92	Snake, pit viper	1-8		Basic
93	Snake, giant rattlesnake	1-4		Basic
94	Spider, giant black widow	1-3		Basic
95	Spider, giant crab	1-4		Basic
96	Spider, giant tarantula	1-3		Basic
97	Sprite	3-18		Basic
98	Stirge	1-10		Basic
99	Weasel, giant	1-4		Basic
00	Rare Monsters—see subtable, "Rare Monsters"			

Most encounters should be modified to solitary creatures unless the party is very strong.

DMs should roll results, or choose monsters specifically, as desired or in response to particular situations (such as not having the necessary rulebook handy for a particular monster). Random Encounters should limber up the PCs and force them to use the occasional potion or magical item charge.

Subtable: RARE MONSTERS

Die Roll	Monster	No. Appearing	Remarks	Rules Source
01-19	Actaeon	1	don't use both this and Hsiao	Master
20-28	Basilisk	1-6		Expert
29-33	Devil Swine	1-3		Expert
34-44	Druj	1	see "Spirit" in	Companion
45-66	Dryad	1-6		Expert
67-69	Hsiao	1-4	don't use both this and Actaeon	Master
70-73	Nightwing	1	see "Nightshade" in	Master
74-81	Odic	1	see "Spirit" in	Companion
82-97	Purple Worm	1-2		Expert
98-00	Unicorn	1-2		Expert



DUNGEONS & DRAGONS®

Companion-Level Module

The Endless Stair

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HOW TO RUN THIS ADVENTURE

The Endless Stair is for four to six characters of levels 15 to 20, and is designed for use with the *D&D® Companion Set*. Some of these characters must wield or control magic if the adventurers are to succeed—or survive. The long-sealed tomb of the *Cheiromar*, a Magus of great power, has been opened—by one who, it seems, paid for the act with his life—and the treasures of the *Cheiromar* await the strong and daring. The player characters (PCs) are not the only seekers after this magic...nor is what they seek unguarded!

The Endless Stair is divided into four major sections. It is essential that the Dungeon Master (DM) read the entire adventure before play begins, and it is recommended that each section be reviewed as the players approach it. For much of the success of this adventure depends upon the mood established by the DM in his or her description of the setting and events. All the boxed texts are to be read aloud to the players at the moment of the corresponding encounter. Any other information concerns the DM only.

The Setting

This adventure is designed to fit into an ongoing campaign. It can be introduced into play any time the PCs are traveling overland together for more than a day's journey, through fairly extensive rocky, forested regions. The area in which play will take place lies on a road far from large cities and at least a day's ride from any large towns, in fairly rugged terrain that discourages travelers from casual exploration. For those campaigns set in the *D&D®* game world introduced in the *Expert Set*, it is recommended that *Daelzun's Rest* be located on a road somewhere in the Principalities of *Glantri*, at least four days' ride from *Glantri City*.

Player Characters

A selection of eight prerolled characters is provided in this module for those who do not have characters of the requisite levels—or do not wish to use those they do possess—for this module. Particulars of the characters may be freely modified by the DM and players if desired, but it is suggested that the overall level of power of the characters and the amount, if not the precise type of defensive magical items, be retained for maximum enjoyment of the adventure. The presence of at least two magic-users in the party of adventurers is essential.

Random Encounters

Random encounters occur only when the PCs are journeying through the woods be-

tween the inn, the tomb, and the Endless Stair. A single Random Monster Encounter Table covers all random encounters. Note that if *Lathkoon* or *Zelazel* are alive and following the PCs, they may well take advantage of any serious battle the PCs get involved in to launch a simultaneous attack of their own—but will not themselves appear or engage the PCs directly, employing other creatures as described in their NPC descriptions.

DM's Background

Some twenty years before the events of *The Endless Stair*, the great mage, *Cheiromar* breathed his last. In accordance with a pact the old Magus had made with his ally, the Magist *Halazar* (himself now dead) and the *Cheiromar's* apprentices—*Lathkoon*, *Zelazel*, *Ulthorn*, and *Shaleen*—were sent out into the world, each with a new spell from the *Cheiromar's* library, and each with a minor item of protective magic from the *Cheiromar's* own accumulated treasures. *Halazar* then laid the *Cheiromar's* body to rest in the latter's Seat of Power, a hidden place that held much magic too powerful to unleash carelessly—notably the unmovable Seat of Power itself, and an imprisoned Eater of Magic. *Halazar* then set magical constructs to guard the Seat and the Stair which led to it, and sealed the *Cheiromar's* empty tomb. He left a message there that would direct wizards of sufficient power not to hunger after the *Cheiromar's* magic for the wrong reasons and to deny that very magic to casual plunderers, incompetent novices at magery, and in particular to the more unscrupulous of the *Cheiromar's* apprentices, *Lathkoon* and *Zelazel*. *Halazar* then departed, taking with him the *Cheiromar's* copious magical research notes (including, most notably, the method of summoning and imprisoning Eaters of Magic) and ongoing experiments and certain powerful magical items, as his agreed-upon payment for this service.

The *Cheiromar's* suspicions regarding the characters and scruples of his apprentices were correct—the lawful *Ulthorn* and *Shaleen* married, and worked together in unambitious peace, furthering their studies and powers slowly but soundly—but *Lathkoon* and *Zelazel*, both working independently, proved to be cold-blooded individuals interested in furthering their own wealth, power, and influence at any cost—and rose quickly in the arts of magic while at the same time making themselves so hated and feared that no one would willingly deal with them. They became lonely wanderers. Both thought of the *Cheiromar's* magic, and both explored the tomb (its defenses slew *Zelazel's* own apprentices, the source of the vision in the first chamber of the Tomb), and

tested the defenses of the Seat of Power. Both failed to win past the guardians, crafted specifically to foil them; both were enraged, and have returned often over the intervening years to attempt the Endless Stair. Those magics that they can nullify, wear down, or destroy they have dealt with—but several remain that they cannot (yet) overcome without aid, and so they watch the Endless Stair, hoping that someone will breach the defenses for them, but afraid that the magic will then be gone before they can seize it.

Ulthorn, too, often thought of the *Cheiromar's* tomes and items of power over the years, wishing to control certain ones (notably the *Cabinet of Ministering* and the tomes) to strengthen the isolated land that he and his mate now serve. Finally, just prior to the events of *The Endless Stair*, he judged himself ready to overcome the defenses of the *Cheiromar's* tomb and Seat of Power (for he alone of the apprentices knew something of his master *Alghund's* pact with *Halazar*), and journeyed thence—where he was slain by the vigilant *Lathkoon* while exploring the tomb. (None of the locals know the *Cheiromar's* apprentices by face or name—just that he had a few, and that they left after *Alghund's* death.)

Adventure Sections

Daelzun's Rest: This roadside inn is fully detailed so that it may be used by the DM in other settings and adventures; but any inn in which a cozy and relaxed atmosphere prevails may be substituted from an existing campaign. It is here that the PCs learn of the adventure that awaits them, and (if necessary) are coerced into undertaking it.

To the Wizard's Tomb: The trek through the wild woods to the tomb of the *Cheiromar* should prepare the PCs for danger; its severity should be adjusted by the DM according to the strength of the party. Tension will be heightened later if helpful potions and scrolls have already been used.

The Tomb of the Cheiromar: Adventures in the underground passages and chambers where the *Cheiromar* was supposedly laid to rest by his ally, the wizard *Halazar*, will lead the PCs to the Endless Stair.

The Endless Stair and the Seat of Power: The Endless Stair ascends nowhere, as far as anyone who has not climbed it can see—and many who have tried have been found dead on the ground beneath it. This eerie magical construction stands alone in a clearing in the woods; if the PCs decide to leave well enough alone, it is suggested that a combined attack from *Lathkoon* and *Zelazel* immediately occur, forcing the PCs to battle the dangers on the Stair.

The Stair leads to the Seat of Power. In this tiny complex of chambers the Cheiromar once lived and worked, and here lies much of the magic he controlled. If the PCs reach this before Lathkoon and Zelazel are slain or forced to flee

from combat, one or both will surely attack at this point to gain the magical tomes and treasures for themselves—and they will know exactly what these treasures are and how to use them. The last of the ex-apprentices, Shaleen,

will only come into play if she believes the PCs responsible for Ulthorn's disappearance (she will learn from the locals of his death, and the scene at the tavern), whereupon she will follow the PCs to gain revenge.

NON-PLAYER CHARACTERS

NPC NOTES:

Nornel, wife of the innkeeper and mistress of the inn, has the following spells: She keeps memorized *charm person*, *magic missile* x2, *sleep/ESP*, *invisibility*, *locate object*, *wizard lock/dispel magic*, *hold person*, *protection from normal missiles/polymorph self*, *remove curse*, *wizard eye/hold monster*, *teleport/projected image*.

Eldahil is an agile hussress who is willing to be hired for guiding or adventuring. She knows the woods thoroughly, and is skilled in the use of her bow.

Jabban is a traveling merchant dealing in textiles and ironmongery. He has 312 gp hidden in his bootheels and in a concealed box on the underside of his wagon, and a purse of 42 gp, 32 sp, and 6 cp. He owns two horses and a wagon containing 16 bolts of good cotton (price: 1 cp/3 yards), and crates of cast iron hooks, clasps, nails, latches, buttons, tangs, and handles for tools, knifeblades, hinges, and wall-brackets (prices range from 2 cp to 5 sp per item). His wife is dead of a disease some years back, and his son Orvan accompanies him.

Taleth is a mercenary of grim and weathered appearance who will claim considerable skills and experience, but is only a Veteran. He will be willing to hire on with the PCs for 1 sp/day, plus board, and a bonus of 1 gp if the undertaking ends in success.

Gordel is a Curate traveling to answer a summons from a Bishop; he will not go adventuring, but will help to defend the inn, delay there for a few days if asked to by the PCs or Daelzun, and will (for fees) heal PCs brought back to the inn.

Jamith is a lady of minor wealth, recently widowed, who is traveling overland to join her sister's household. Her husband died as a result of injuries suffered in a fall from horseback. Jamith bears with her a coffer of gems and coins (total value: 6220 gp), well hidden, and she will not willingly reveal its existence.

Tosta is a loyal servant of the Lady Jamith, and is protecting her on her journey. He will pay her expenses from his purse of 66 gp, will not adventure, but will help defend the inn and those in it. Jamith's protection will be his paramount concern at all times.

The Ex-Apprentices

Much of the action in this adventure results from the activities of Lathkoon and Zelazel. DMs may wish to make the two weaker or more powerful to match the strength of the PCs—but it is more exciting to eliminate Zelazel from play and keep Lathkoon, rather than weakening both mages overmuch. If this is done, it is recommended that Zelazel comes upon the scene too late, after the events of the module, and uses his arts to identify and pursue the PCs, trying to wrest any magic they have gained from them at a later time. Shaleen could also end up pursuing the PCs; the powers, aims, and personalities of all three ex-apprentices are given herein to aid such continuing play.

LATHKOON

Chaotic 24th level Wizard

S 13 Weapons: *wand of cold* (12 charges), *dagger* +3.
I 18
W 12
D 16 Armor: *ring of protection* +3,
Co 16 *ring of fire resistance*.
Ch 14
HP 80
AC 4

Appearance: Lathkoon is of middle age; his hair is going white at the temples. It is otherwise jet black, long, and he is bearded, with glittering red eyes. This, and his sharp features, give him a hawk-like appearance. He wears robes of unadorned black, and high black boots.

Other Magical Items Carried: Lathkoon wears a *Diadem of Disenchantment* (see New Magical Items appendix), and carries at his belt a *scroll of trapping* in a bone tube a, *potion of speed* in a metal flask (marked with a drawing of a foot on the cork stopper), and two *potions of healing* in metal flasks. He will not hesitate to use these; he has more magic cached in the woods.

Lathkoon was the eldest of the Cheiromar's apprentices. He is cold-blooded, patient, merciless, and should be played as such. He has cast a *warning trumpet* spell on the ground around the endless Stair, which will warn him if anyone approaches it when he is otherwise occupied, and a second *trumpet* on his cache (see below).

Lathkoon has been diligently watching the

tomb and the Endless Stair, so he knows of the PCs' activities throughout this module. He will direct his gargoyles to attack the PCs while they journey through the woods to the tomb, attacking when they reach the lake unless the party encounters a random monster first—he prefers to attack the party while they are engaged with another foe. Lathkoon himself will watch from concealment, trusting to a *teleport* spell to escape if discovered (he will *teleport* to a cache he has hidden in the woods. If party members try to find or search for Lathkoon, he will attack immediately if they leave the Stair to do so; if they have not yet reached the Stair, he will try to draw them to it and disappear, hoping they will believe he climbed it.

Lathkoon has prepared against his own death with a *contingency* spell that will remove his remains to a faraway place where an ambitious cleric has agreed to cast a *raise dead fully* and a *cur-reall* upon Lathkoon (and if that fails, arrange with other wizards for his cloning) in return for certain magical items, several thousand pieces of gold, and the secret of Lathkoon's magical control of gargoyles—which of course only a magic-user can use, something Lathkoon will reveal to the cleric at that time.

Lathkoon's preparations and magical strength make him effectively fearless. He is confident of his ability to defeat Zelazel, and will proceed calmly and callously to whittle down the strength of the PCs, and achieve his aims. Typically, Lathkoon carries the following spells: *charm person* x3, *magic missile* x4 (each spell casting nine missiles, at different targets if so desired) / *detect invisible*, *ESP*, *invisibility* x2, *levitate*, *phantasmal force*, *web/dispel magic* x2, *fire ball* x2, *hold person*, *protection from normal missiles* (which he will cast upon himself before any combat) / *charm monster*, *dimension door*, *ice storm*, *polymorph other*, *curse*, *wizard eye/animate dead*, *control gargoyles*, *teleport* x3 / *anti-magic shell* x2, *disintegrate*, *flesh to stone/create normal monsters* (Lathkoon prefers to use this to create bears—or, if he needs flying servitors, stirges), *power word stun*, *reverse gravity*, *statue/force field* x2, *power word blind* x2 / *heal* x2 (for use on self), *meteor swarm*, *prismatic wall*.

Cached Magic: In his cache in the woods, Lathkoon has a *wand of negation* (16 charges), a *wand of lightning bolts* (2 charges), his spell book, in the form of a book leaf (cf. *Book of Marvelous Magic*, page 46) containing 60 spells—consider Lathkoon to have all known

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spells of the first three levels, plus *warning trumpet* and *control gargoyle* (detailed in this module), and just those listed as memorized, above, plus *contingency* and *hold monster*, of levels 4-9. For those not possessing the *Book of Marvelous Magic*, the Book Leaf is merely a leaf-shaped metal brooch (Lathkoon's is of electrum) that upon command turns to a spell book; this time has a maximum capacity of 60 spells, can only be damaged by magic of 4th level spells or stronger, has 50 hit points, and takes only half damage if the wearer saves versus the magical attack in question—and can also turn back again upon command. Lathkoon also has another potion of healing (cures 2-7 hit points of damage) in his cache.

By means of his *control gargoyle* spells, Lathkoon controls 12 gargoyles. Left to themselves, they will attack any creatures they see that they think are weaker than themselves (such as humans)—but Lathkoon is mind-linked to them, and can at will concentrate to see through their eyes and direct their physical activities (with precision) himself, in any round he does not cast a spell, Lathkoon can also command them to attack specific creatures, and then turn his attention elsewhere, and the gargoyle(s) in question will do so, fearlessly, fighting until they or the target is slain; they are not intelligent enough for fear to overcome Lathkoon's orders unless they somehow survive a battle they are losing for three turns or more.

Lathkoon will use his gargoyles to attack the PCs in the tomb or just after they emerge from it; he will prefer to employ charmed and created monsters to attack the PCs on their initial trip to the tomb, and is not adverse to allowing Zelazel to do most of the harrying here, using his own beasts to follow the PCs and prevent them from turning back.

Lathkoon is fully aware of all of the Cheiromar's magic (although he does not know precisely how the Seat of Power works—if pressed, he will rush to it, hoping he can defeat the PCs with it, but this is a gamble he would prefer not to take and he does not know precisely where the *dart of death*, *gem of magic missile reflection*, or *buttons of blasting* are to be found, but does recall (correctly) what each item looks like and its location. Lathkoon will dart into the Cabinet of Ministering if he has to, but will prefer to *teleport* away, if sorely pressed by the PCs in the Seat of Power complex; see *Zelazel*, for details of use of the Cabinet. Lathkoon will do whatever necessary to defeat the PCs as long as he will survive and Zelazel won't be left with an unhampered chance for the magic.

ZELAZEL

Chaotic 22d level Wizard

S 14 Weapons: Staff of Healing, two
I 18 daggers +3.
W 12 Armor: Ring of Protection +2,
D 13 Amulet vs. Crystal Balls
Co 18 and ESP
Ch 10
HP 92
AC 6

Appearance: Zelazel is tall, well-proportioned, and haughty of visage, with curly, sandy-colored hair and faintly yellow, nearly colorless eyes (which darken when he is angry). Zelazel wears purple robes.

Other Magical Items carried: In a pouch at his belt, Zelazel carries three carefully wrapped *eggs of wonder*. They can be thrown up to 60', and from each will appear (in the order that they will be used by Zelazel; he does not, of course, know the contents) a mountain lion (cat) of 16 hp; a giant racer snake of 12 hp; and a wolf of 9 hp. Zelazel also carries at his belt three potions of *healing* and a potion of *freedom*.

Zelazel knows that Lathkoon is about and has carefully avoided him, but has spied upon him often by means of a Wizard Eye; Zelazel will know when the party sets out. He will begin to methodically kill off any locals with them by means of his servant creatures, saving his bone golem for later confrontations (at the foot of the Endless Stair, or in the Seat of Power).

Zelazel will directly observe the PCs from the time they leave the tomb onwards by means of a succession of *wizard eye* spells. He, in particular, fears fighting men, and will employ his war-dogs in attacks upon them, trying to reduce the party of adventurers to its spellcasters (whereupon he will direct them to harry the clerics, and if those are eliminated, any elves), whom he is confident he can overcome in the Seat of Power with the aid of the Cheiromar's magic—after the PCs have run the gauntlet of the magical guardians.

When Zelazel appears in person, he will have visited his cache and be armed with the following items from his cache: a *helm of telepathy*, a *potion of ethereality*, and a *button of blasting* (cf. Seat of Power key, #7), command word "Zuelhavatar." He will also cast *immunity* on himself.

Zelazel has always worked "in the shadow" of Lathkoon, and if he discovers Lathkoon to be the stronger, he will withdraw. He will try to time his arrival in the Seat of Power (watching via his *wizard eye* spells), so that Lathkoon bears the brunt of combat with the PCs. If Zelazel can make it to the Seat of Power while Lathkoon is fighting the PCs, Zelazel will use it, as soon as he can, to cast his own destructive spells at

Lathkoon, whom he fears and hates far more than the PCs.

Zelazel's memorized spells are: *darkness*, *magic missile* x3, (each spell casting nine missiles, at different targets if so desired), *shield*, *sleep/detect invisible*, *invisibility*, *knock*, *levitate*, *web* x2/fly, *haste*, *lightning bolt* x3/*charm monster*, *confusion*, *control bats* (described in this module), *dimension door*, *wizard eye/cloudkill*, *pass-wall*, *teleport* x3/*anti-magic shell* x2, *death spell*, *wall of iron/power word stun* x2, *statue/polymorph any object*, *travel/immunity*, *shapechange*.

Cached Magic: In his cache, Zelazel has a *helm of telepathy*, a *button of blasting*, three potions of *healing*, 16 reams of parchment and a *quill of copying*, a potion of *ethereality*, and a bag of 210 gp. He fears losing his spell books to Lathkoon, and has not brought them with him to this vicinity; a *speak with the dead* on Zelazel is the only way to find their whereabouts. If the PCs do so, the DM should locate them somewhere, guarded, in keeping with the campaign.

As mentioned previously, Zelazel knows of the Cabinet of Ministering, and will make use of it if necessary. If either Lathkoon or Zelazel bolts into the Cabinet during combat, the DM should note the following: the Cabinet will not open when a being within is being attended to, and when the creature emerges it is alert and can let fly with spells, items, or weapons. The Cabinet cannot be bound, locked, wizard locked, spiked, wedged, or webbed shut; all such attempts will appear to work, but will simply fall away when the Cabinet is opened from within.

The Cabinet is of wood, but has the strength of steel (AC2), and can absorb 22 hit points of damage before disintegrating. If so damaged, it will explode violently, vaporizing any being within and any beings within 10' (all gain a save vs. *Dragon Breath* at -3 to avoid death; if successful, they merely suffer 4-24 points of damage, and are stunned for 1-4 rounds and flung violently away from the explosion, up to sixty feet distant), and creating a Vortex to the Elemental Plane of Air (or another plane, at the DM's option). Beings within the Cabinet able to *dimension door* or *teleport* can do so freely to escape such a fate, but use of a *pass-wall* or similar spell will cause the Cabinet to explode.

Zelazel's servitors are as follows:

Normal bats, 10 in number, 1 hp each (these only appear if Zelazel finds them in the woods and employs his *control bats* spell).

Trained war dogs, *charmed* periodically but well-treated, and loyal to the death (treat as "normal wolves," but with only 1 + 2HD; Zelazel's all have 7 hp).

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A bone golem of 46 hit points, armed with four rusty but sharp and still sturdy normal swords. Zelazel is both experienced and efficient in its control.

SHALEEN

Lawful 19th level Magist

S 9 Weapons: *Staff of Power, dagger +1*
 I 18
 W 16 Armor: *Displacer Cloak, Wand of*
 D 16 *Enemy Detection, Scarab of*
 Co 11 *Protection (8 uses left,*
 Ch 16 *Shaleen and any PC will not*
 HP 44 *know this)*
 AC 7

Appearance: A demure-looking lady of middle

years, with long brown hair, green eyes, and a petite build, Shaleen wears a brown hooded cloak over robes and high boots of the same color. She is soft-spoken and polite, but fearless.

Other Magical Items Carried: *Potion of fortitude, two potions of healing, potion of fire resistance, reincarnation scroll.*

Shaleen is not part of the main action outlined in this adventure; she may appear later (see "Ending the Adventure"). Wife to Ulthorn, Shaleen will come to discover what has become of him, fearing the worst. (Thus, she comes with a powerful array of magic.)

If any of the local PCs listed on the chart survive, she will learn of Ulthorn's death, and will seek to avenge it—looking for the PCs as well as Lathkoon and Zelazel. DMs may well wish to

use Shaleen to lead the PCs into further adventures; she is sworn to defend and nurture a land, as her husband was, and is finding it hard going without him; she needs help.

Shaleen's spell books, and other items of magic belonging to her and to Ulthorn (such as his spell books) remain behind at her home; if encountered, she will have memorized the following spells: *detect magic, floating disc, light, magic missile* (a single such spell releasing seven missiles), *protection from evil, read magic/continual light, detect evil, ESP, invisibility, locate object/dispel magic x2, fire ball, fly, hold person/charm monster, dimension door, polymorph self, wizard eye/hold monster, teleport x3/anti-magic shell, projected image, stone to flesh/ reverse gravity, statue/dance, mind barrier.*

Here follow details of two groups of non-player characters that PCs will encounter in this adventure; the "locals" (to be encountered in the inn) and the ex-apprentices of the Cheiromar. It is essential that the DM be thoroughly familiar with Lathkoon and Zelazel before play begins—and that these two be played as aggressively and intelligently as player-character adventurers. All NPCs in this adventure are human.

Daelzun's Rest NPCs (* = local inhabitant, @ = armored)

Name	Profession	Sex	HP	Class/Level	Special	THACO	AC	AL	MR
Inn Staff									
Daelzun*	Innkeeper	M	19	F3	DEX 16, chainmail, spear, dagger, scimitar +1	19	@3(7)	L	10
Nornel*	wife to Daelzun	F	26	MU12	DEX 17, dagger	15	7	L	9
Beldar*	Inn "hand"	M	15	F2	battleaxe, long-sword, dagger, leather armor	16	@7(9)	L	9
Thantel*	wife to Beldar	F	4	—	dagger	20	9	L	9
Tormil*	Inn "hand"	M	14	F2	DEX 17, long-sword, javelin, dagger	19	@5(7)	L	9
Baera*	wife to Tormil	F	3	—	—	20	9	L	9
Jhaness*	daughter	(B/Th)	F	3	—	20	9	L	7
Leelae*	daughter	(B/Th)	F	2	—	20	9	L	6
Irimae*	daughter	(T/Ba)	F	3	—	20	9	L	7
Daerimel*	daughter	(T/Ba)	F	2	—	20	9	L	6
Ostor*	Stablemaster	M	13	F3	coachwhip, handaxe +1, short sword, dagger, leather armor	19	@7(9)	N	11
Rari*	stableboy	M	2	—	coachwhip	20	9	L	6
Jhanil*	Cook	F	2	—	—	20	9	N	4
Orlin*	stableboy (son of Jhanil)	M	1	—	coachwhip	20	9	N	4
Guests									
Brorim*	Woodcutter	M	4	—	axe	20	9	L	6
Delmaster*	Hunter	M	7	F1	DEX18, long-sword, spear, leather armor	19	@4(6)	L	10
Thelzar*	Hunter (aide to Delmaster)	M	6	F1	DEX15, shortsword, dagger, leather armor	19	@6(8)	L	10
Kuth*	Hunter (aide to Delmaster)	M	6	F1	Handaxe, dagger, leather armor	19	@7(9)	N	9
Dulgud*	Woodcutter	M	5	—	battleaxe	20	9	L	4
Ranesk*	Trapper	M	5	—	spear, dagger	20	9	N	6
Guthtal*	Trapper	M	4	—	club, dagger	20	9	N	6
Nelm*	Woodcutter, carpenter	M	6	—	battleaxe, dagger	20	9	L	5
Chalastir*	Woodcarver, carpenter, wife to Nelm	F	3	—	battleaxe, dagger	20	9	L	5
Gustar*	Hunter, trapper	M	5	—	spear, dagger	20	9	N	5
Moakim*	Prospector	M	4	—	shortsword, dagger	20	9	N	4
Dagleth*	Prospector (Moakim's partner)	M	4	—	shortsword, dagger	20	9	N	4
Eldahil*	Hunter	F	22	F3	DEX17, bow, dagger, leather armor	19	@5(7)	L	9
Jabban	Merchant	M	3	—	dagger	20	9	N	2
Orvan	son/ass't to Jabban	M	2	—	—	20	9	N	3
Taleth	Hiresword	M	8	F1	DEX16, long sword, dagger, leather armor	19	@5(7)	N	6
Gordel	Curate	M	21	C5	spells, mace, chainmail	17	@5(9)	L	7
Jamith	—	F	3	—	—	20	9	L	4
Tosta	Bodyguard to Jamith	M	24	F3	DEX14, plate mail, shield, spear, dagger, longsword	19	@1(9)	L	9
Jelvarel	Scribe	M	—	—	(Purporting to be a sage-in-training and a scribe, this is really Lathkoon—see pg. 3—, although he will give advice and write letters for a fee; Jelvarel is "traveling about to learn, and staying here for a short time.")	—	—	—	—