

The workers in the cellar rooms below will not come up the ladder to help but will instead call Rulorel in from the barrel room, extinguish the light sources and hide at the bottom of the ladder ready to attack the first person to come down the ladder.

If investigated, the left hand crates are filled with more rolls of cotton and the other crates contain a selection of tool parts, including two crates of assorted wooden tool handles and wooden components, one of hammer heads, shovel blades and other ironmongery and one of agricultural gear including the iron parts to make a pair of ploughs. The barrels contain reasonable quality ale.

3. Office

This room appears to be an office. A desk against the opposite wall bares a selection of writing implements including quills, inkpots and paper spread across its surface. Paperwork piles high on the desk.

The paper work includes notes and records regarding the stock. Although most of it is forged, the party have no way of knowing this unless they succeed at a Forgery check (DC 18)

If the players search the desk then they find a pouch containing 12 gold pieces used for bribing officials hanging from a nail in the back.


The Cellar.

4. Cellar entrance.


The small cellar room has a slightly sweet smell to it. Shelving along the wall opposite the ladder holds lanterns, jars of herbs and spices, small boxes and a few flasks of oil. In the left hand wall is a door as well as one just to the side of the ladder.

If the worker above the trapdoor has sounded the alarm then, when the characters open the trap door, all lights will have been put out. Anyone with darkvision will see the two thugs crouching round the bottom of the ladder. A Spot check (DC 20) will be necessary to spot Rulorel, who is using the door to the barrel room as cover

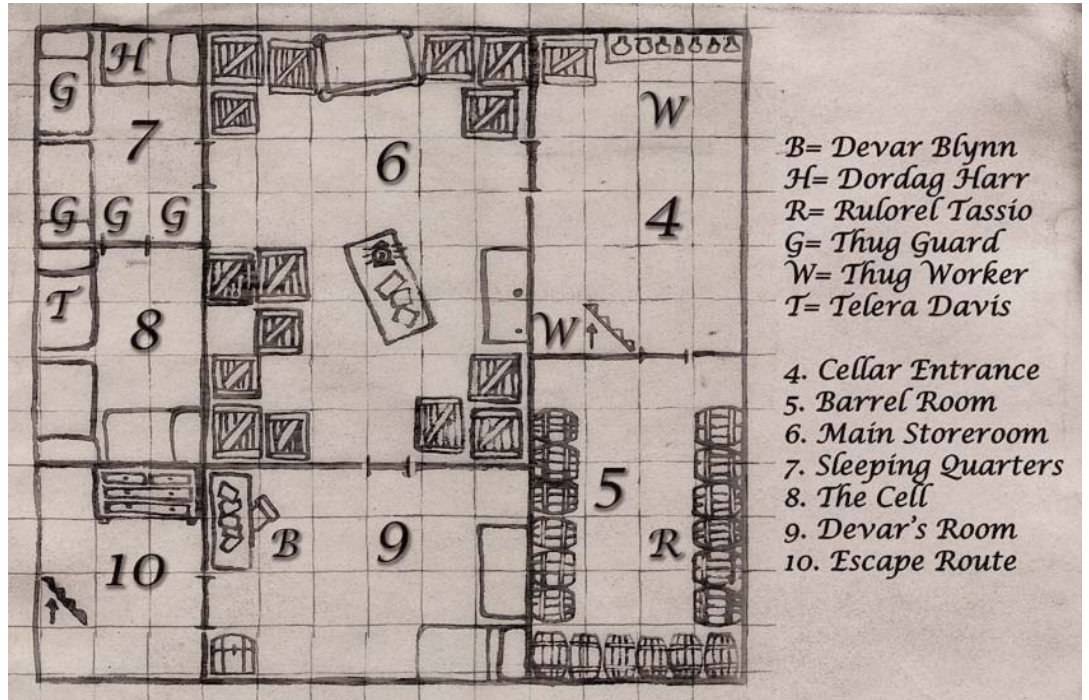
If the party choose to go down the ladder the thugs will mob the first person and Rulorel will attempt a sneak attack. If they drop a light source down, the thugs will first attempt to put it out and if that fails then they will try to move out of sight sending one of their number to fetch Dordag. The same will happen if missile weapons are used against them. (Note that the thugs will not have a penalty to fight in the



Thug Workers
HP: 5, 6, 6
Initiative: +1
Speed: 30ft (6 Squares)
Armour Class: 13
Armour Class, touch: 12
Armour Class, flat-footed: 11
Saves: Fort +1, Ref +0, Will +0
Attacks: Club, +1 melee (1d6+1) Sling, +1 ranged (1d4)
Combat Abilities: None
Other Qualities: None
Equipment: Leather armour, wooden club, one has a sling.



Rulorel Tassio
Human 1st level Rogue.
HP: 8
Initiative: +3
Speed: 30ft (6 squares)
Armour Class: 16
Armour Class, touch: 13
Armour Class, flat-footed: 13
Saves: Fort +2, Ref +5, Will +0
Attacks: Short sword, +3 melee (1d6+3)
Full attack: Short sword, +1 melee (1d6+3), Dagger, +1 melee (1d4+3)
Combat Abilities: Sneak attack (+1d6 damage when flanking opponent or when opponent would be denied a dexterity bonus to AC)
Other Qualities: None
Equipment: Short sword, Dagger, Studded leather armour, 6 silver pieces.



B= Devar Blynn
 H= Dordag Harr
 R= Rulorel Tassio
 G= Thug Guard
 W= Thug Worker
 T= Telera Davis

4. Cellar Entrance
 5. Barrel Room
 6. Main Storeroom
 7. Sleeping Quarters
 8. The Cell
 9. Devar's Room
 10. Escape Route

dark since the trapdoor will silhouette any character descending the ladder.)

Thug Workers
 HP: 5, 6,
 Initiative: +1
 Speed: 30ft (6 Squares)
 Armour Class: 13
 Armour Class, touch: 12
 Armour Class, flat-footed: 11
 Saves: Fort +1, Ref +0, Will +0
 Attacks: Club, +1 melee
 (1d6+1) Sling, +1 ranged (1d4)
 Combat Abilities: None
 Other Qualities: None
 Equipment: Leather armour,
 wooden club.

If the alarm has not been sounded the workers will be packing boxes. Once they spot the characters they will call for help, causing Rulorel to join them from the barrel room. If possible one worker will run for aid from the sleeping quarters.

If a worker succeeds in fetching help he will arrive four rounds later with the four guards from the sleeping quarters while Dordag takes Telera to Devar. She will scream on the way, alerting characters to the fact that she is being moved.

Once lit the room can be seen properly:

When investigated the boxes contain more cooking goods such as dried fruit, salt and pepper.

5. Barrel Room.

This room has racks of barrels along the opposite and left hand walls. The racks are half full and, in the corner to the left, a selection of pulleys, ropes and timber lie.

The other small room adjacent to the cellar entrance is the barrel store, down here all the better wines and ales are kept, to remove them from the cellar requires the use of a pulley system that fits around the trap door in the other room. A Knowledge (Architecture and Engineering) (DC 14) or Use Rope check (DC 16) can be made to set up the equipment.