

WELCOME

To the very first issue of The Guild Adventurer, a new periodical dedicated to providing GMs with top-notch adventures and adventure material for Rolemaster, Spacemaster, Shadow World, and HARP. A stellar cast of contributors have worked incredibly hard to produce this premier issue – we hope that you will enjoy the fruits of their labour and we welcome your feedback so that we can strive to make future issues even better.

The Guild Adventurer also represents the successful application of a new publishing model, the "ransom" or "distributed patronage" model. We asked the community of ICE gamers if they were prepared to pledge their financial support to this project; a small army of Patrons stepped forward and pledged to buy one or more copies of this issue you are now reading on your monitor. Without the support of our Patrons, there would be no Guild Adventurer, and all of us who have worked on this project are sincerely grateful to all of our Patrons. Thank you for your support.

Best wishes,
Nicholas HM Caldwell



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CONTENTS AND CREDITS

4 THE RED HOODED TRAVELER

WRITTEN BY : HARRON SMALLEY

8 THE VAMPIRE'S BARROW

WRITTEN BY : NICHOLAS H M CALDWELL

16 THE FLYING TOADSTOOL

WRITTEN BY : ALLEN MAHER

21 PRISONERS OF CHERIN KEEP

WRITTEN BY : THE HARPERS FORGE TEAM

26 THE TEMPLE OF THE THREE

WRITTEN BY : TERRY AMTHOR

37 THE PARANOIA GAME

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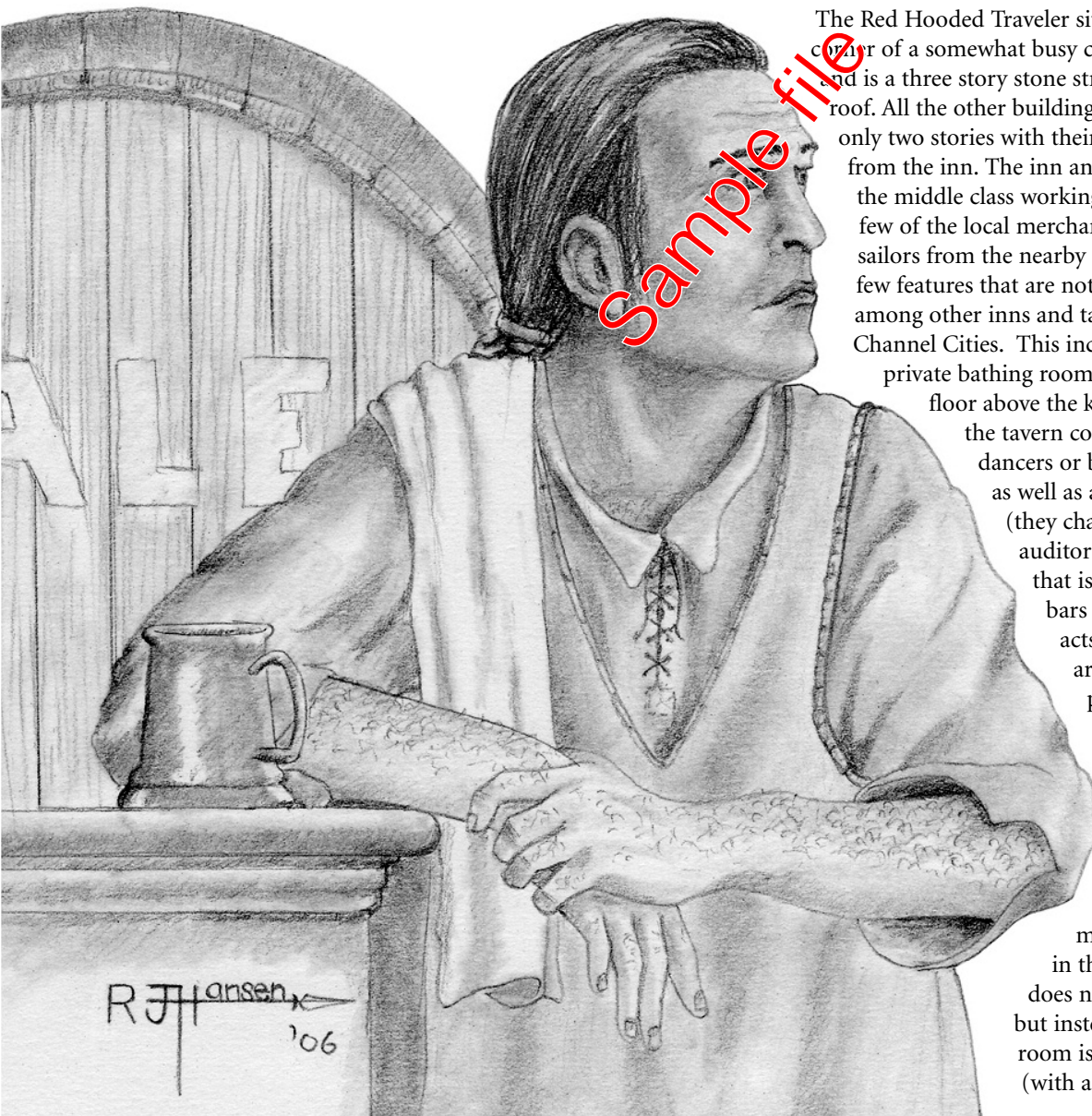
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THE RED HOODED TRAVELER

The Red Hooded Traveler is a very large inn and tavern located in the Black Swan District of the City of Martelain, the most run down of the five Channel Cities. It is just one of a couple of hundred such establishments in the Channel Cities area. The city of Martelain was once the second most powerful and wealthy of the five cities. Today after years of political tumult and defeat in the war against the Northern Empire, it is now dominated by empty buildings, economic hardship, and a state of disrepair. However the Black Swan District along the northwestern coast of the Channel still has a fair population present and is better than most other areas of the city.



The Red Hooded Traveler sits on an inside corner of a somewhat busy cobblestone street and is a three story stone structure, with a tile roof. All the other buildings surrounding it are only two stories with their roofs sloped away from the inn. The inn and tavern caters to the middle class working folk as well as a few of the local merchants and many of the sailors from the nearby docks. It boasts a few features that are not commonly found among other inns and taverns in the Channel Cities. This includes large heated private bathing rooms (on the second floor above the kitchen), a stage in the tavern common room for dancers or bards to perform on, as well as a limited access (they charge extra) auditorium with a stage that is protected by iron bars where more exotic acts and performances are held. The inn also possesses three "dunnies" that drop to the cities sewer system so the patrons don't need to go outside to relieve themselves. Unlike many of the taverns in the Channel Cities, it does not have bar seating but instead the entire tavern room is dedicated to tables (with a seating capacity of

around 180 patrons at a time). There are 44 patron rooms available for rent for the night, as well as one large communal sleeping room for those who are on a tight budget. The rooms on the third floor have small windows near the ceiling that overlook the roofs of the buildings that abut the inn or overlook the street corner that the inn sits on. The windows are unglazed, having heavy shutters that latch in a secure manner. The owner Ramon reserves several rooms for staff members that need a place to stay (although at a fair deduction from their pay). There is a small stable within the main building but it only has 13 actual stalls. However there is a larger area where horses can be tied up out of the weather, and a couple of hitching posts just outside the building. The inn's prices are slightly above average, and their quality is also about average (the food is slightly below, but not by much, while their drinks are slightly above average in quality, and priced accordingly).

The common room has a large hearth set in the northeastern corner, near the door to the kitchen and with the stairs to the upper floors right next to it. All seating is at the various tables around the room, with enough of them that the place is a little on the crowded side. The kitchen area also has a huge four-sided hearth as well as a smaller one on the reverse side of the one that faces into the tavern common room. Both of the chimneys from these travel up to the next floor where smaller hearths are used to heat the water (as well as the entire room) for the six rooms that function as private baths for the inn's more discerning patrons.

The owner is Ramon Geranaldi, and the inn has been in his family for several generations now. He is of average height and build and in late middle age with shoulder-length and thick dark-brown hair. He is a man of few words but strong opinions. While he is rather quiet, when he has something to say he is not afraid to say it. He is very skilled with a dagger both in melee and at range, as well as being very skilled (and accurate) at throwing other objects (beer

mugs, plates, bowls, stools, and nearly any other object that can be picked up). Ramon is married and has three children, who all live in another part of the city above his wife's business where she runs a loom shop, where she and a few people who work for her produce cloth for the city's tailors.

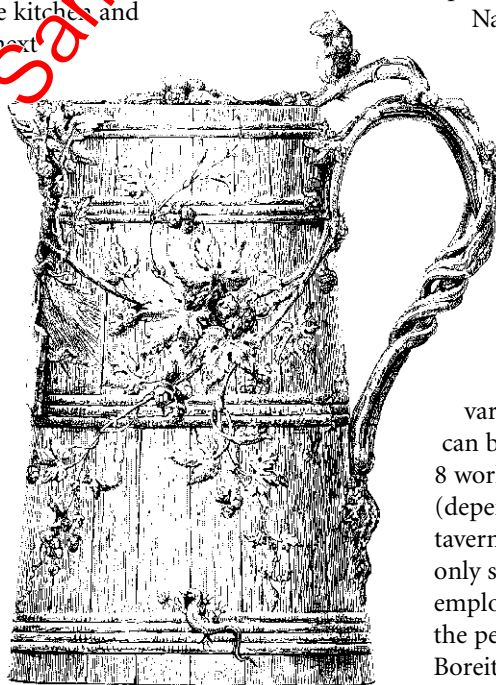
The stable hands include a tall, thin pale-skinned teenager named Mintho (he is very hard working and usually works the daylight shifts) and a thin balding elderly man named Edwag ("Ed" for short) who works the nighttime shift. Both men are good with the horses, especially Ed who been working as a stable hand here since Ramon's father owned the place.

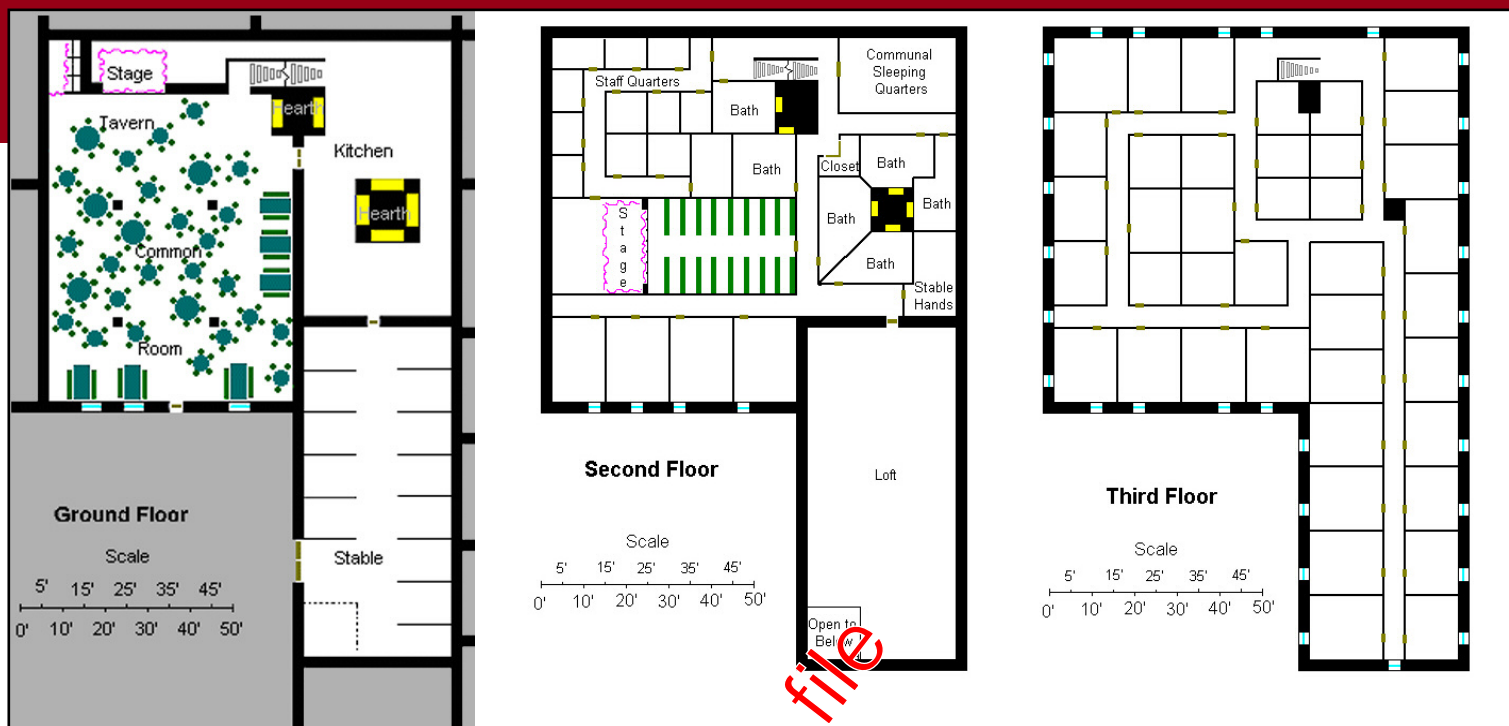
There are three cooks: Mariena, a heavy-set woman of late middle age, average complexion and long medium brown hair; Aligni, an elderly woman who is tall, somewhat thin and pale with very short black hair and a fiery temper when anyone slights the quality of her food (she is a very accomplished and experienced cook); and

Naren, who is a young woman of average build with medium length dark-brown hair who is still trying to perfect her trade (thus her cooking is the least good of the trio but yet is not bad by any means).

The waiting staff varies quite a bit, as there can be anywhere from 2 to 8 working at any one time (depending on how busy the tavern is) and many of them only stay on as Ramon's employees short term. Of the permanent waiters, Boreith, Kiara, Saria, and Sleanne are well known among the regular patrons.

Boreith is a middle-aged woman of somewhat heavy build, shoulder-length blond hair and a somewhat pale complexion. Her most distinguishing feature is her very loud, obtrusive voice. Her family is of Northern lineage, but she does not favor the





Northern Empire as her family has lived in the Channel Cities for several generations. Kiara is a fairly young and thin woman of average height with a very dark complexion (being from distant lands) and a very friendly and charismatic personality. Saria is a short and thin middle-aged woman with long dark-brown hair and a friendly but quiet personality; nevertheless she has a very quick and efficient manner. Sleanne is also late middle-aged and of medium build and height with very thick long black hair and a somewhat deep complexion (although not as tanned or dark as Kiara).

A small housekeeping staff comprised of two women named Serene and Ureial cleans the rooms



when needed as well as preparing the bath rooms for customers who are willing to pay for the luxury of a warm bath. Serene is a tall woman of medium build and short brown hair who rarely speaks. Ureial (often called "Ria") is of average height and slightly heavy build with long dark brown hair and a friendly although sometimes fiery personality.

Among the common patrons of the Red Hooded Traveler are contacts for the Hydra, a burglary and espionage guild that operates out of Martelain. The Hydra members/contacts can be recognized by the grey and brown striped sashes they sometimes wear. On occasion members of the Northern Empire's Patrol will stop in. Ramon tries to avoid creating any problems with them, serving them as needed to pacify them so they will go on their way. He is no supporter of the Northern Empire and will actually sometimes help out rebels, but not if doing so will endanger himself or his establishment.

The rooms that are available to patrons who wish to stay the night vary in size and price, with three general classes of rooms. For those who are on a very tight budget, there is the "Communal Sleeping Quarters", which is a large room with numerous small beds crammed into the room. There are no other amenities, and Ramon will not guarantee that sleepers will still have all of their possessions in the morning. It is very cheap – anyone wanting cheaper will find the only likely alternative is to sleep in an alley (and lose property and perhaps life to the footpads who prowl the night). The next class of rooms are located on the third floor around the