



**BACKGROUND:** The Sage's Keep can be dropped into adventure when the party is searching for a legendary item. Adventurers often need information and they might hear of the nearby keep of the sage Ronale, who specializes in the geography and history of the surrounding region. But recently her keep was secretly taken over by the Naga Askala, along with Askala's Ogre minions and Kobold servants. Askala is seeking a long lost legendary item that she believes to be hidden in this region. In order to find it, Askala has taken Ronale's place, and will stage consultations with adventurers who come seeking Ronale's knowledge. Askala keeps Ronale alive and imprisoned in case she needs to consult with her to find answers to any questions adventurers might ask. Askala hopes to feed the adventurers enough information so that they can find the legendary item, and then she can steal it by having her Ogres and hired bandits ambush them. Askala pretends to be Ronale by slithering through a tunnel into a seated headless mannequin with long skirts, and putting her head up through the neck hole. Her servants then place a hat with floor-length veils on her head to obscure her features. Her right hand man is a human named Anvidio, who pretends to be the butler and oversees the keep, plus liaisons with the bandits. The bandits have a camp in the nearby woods.

**5: ROOF.** Ronale keeps a lush rooftop garden here. The entrance to the tower is locked. Two metal guardian statues shaped like flamingoes (A) will attack any who try to enter the door without saying the password, "Knowledge".

**4: LIBRARY.** (B) Both the doors to stairs down and up are locked. The library is a large room, with iron grill-covered glass windows, tome-filled shelves and study tables. Ronale, the septuagenarian sage, is being held prisoner here. She will offer her friendship, her knowledge, and a magic tome to any who rid her of Askala and her minions. Off the library is (C) the privy. There is one on each floor, with the seats on the upper levels near the outer wall, moving farther into the room on each successive lower floor. All privies empty down into (M) on the Storage level.

**3: "SAGE".** The consultation room (D) is guarded by 2 Ogres, and divided by a curtain. Visitors are escorted here by Anvidio, and required to sit on chairs on the west side of the room, then the curtain in the center of the room is drawn back to reveal the "sage" sitting on a dais on the east end of the room (d2), attended by two jittery Kobold servants. The "sage" is Askala in the hollow headless mannequin pretending to be Ronale. She will be very helpful to anyone who she thinks might be able to bring her the item she seeks. There is a tunnel from the mannequin that runs under the dais to an opening (e1) in Askala's lair (E), where the clothing of all Askala's victims has been piled into a nest, hidden under which are some gems and a necklace.

**2: LIVING QUARTERS.** These rooms are being used by Askala's top minions. When not overseeing visitors to the keep, the "butler" Anvidio can be found in (F), his bedroom. He keeps a locked box of gold in here to pay the bandits. Next door in (G) is the bedroom of the head Ogre, Ogbert, who likes to take advantage of his position and nap all day. The room smells like rotting food. There is a dead kobold servant in the corner.

**1: GROUND FLOOR.** The main entrance (H) has a bell outside, which will be answered by Anvidio the "butler". Two Ogres stand guard duty here. Visitors are put in the Sitting Room (I) to wait until the sage agrees to see them, and then Anvidio will escort them upstairs. The Dining Hall (J) is being used as Ogre sleeping quarters, and several Ogres are gambling with giant dice carved from bone.

**Sub1: KITCHEN.** The back door is unlocked by day, locked at night. This level has the servants' quarters. A ramp leads down to the storage cellar. The kitchen (K) is run by Cookie the Ogre cook. Kobold servants scurry around, bossed by Cookie.

**Sub2: STORAGE:** (L) Foodstuff is kept down here normally, and now there are also cages of giant rats to feed Askala. There are 2-12 loose Giant Rats, and an Ogre is down here setting up giant rattraps. The room where the privies empty (M) features a locked metal door with a "DANGER DO NOT OPEN" sign affixed to it. Inside is a Gelatinous Cube, which deals with all the waste. There are some small metal items there also, like coins, a belt buckle, and a ring. Across the way is another room (N) with a metal door. If the doors to both rooms are open at the same time and bolted together, they create a corridor to herd the Gelatinous Cube into the other room (just in case something needs to be retrieved from the privy!). The last corridor (O) can exist or not exist, depending on if the Game Master wishes to attach some caverns to expand the Keep adventure, or wants to have a tunnel leading outside, or elsewhere...