



O. As morning breaks, the burnt skeletons of the tavern appear unchanged except for your footprints in the ashes and a glittering steel knuckleduster lying on the floor.

This knuckleduster gives its uses great prowess in unarmed combat.

N. A chef wielding two huge cleavers bursts from the kitchen and the one-eyed barman rushes towards, you club in hand. The patrons of the bar seem to side with them.

Fires rage throughout the tavern blocking the exits. Add thugs to the bar fight to adjust the difficulty.

M. Burning beams lie on the floor of the corridor, the flames are now several feet high. The heat coming off them is oppressive.

The party must jump through the flames or find the way to put them out.

L. As you come up the stairs you hear screams from the below. A dislodged torch has caught the sawdust. A burning man runs across the ring igniting others. Flames begin to lick at the beams of the building.

The door at the top of the stairs has been locked and barred from the other side. It will take some effort to open. Meanwhile the fire grows and spreads.

K. As you try to escape up the stairs the greedy hands of the crowd pull at your bags and reach into your pockets.

As the party push towards the stairs the crowd will try to rifle through their pockets and pull off their bags to steal coins and trinkets. Let the party hold onto key items.

J. Ferocious barking cuts through the noise of the crowd and you see a man open the cages unleashing four vicious dogs. He points a finger and they bound towards you.

The crowd back off to watch the fight unfold and the dogs attack the party.

I. The crowd surrounds you pushing you towards the pit. In the pit the winning fighter cracks his knuckles ready for another bout.

The crowd push the party towards the pit to fight. They will fight if attacked, but pushing is their priority.

The fighter in the pit will attack whoever is currently in there with. More fighters will emerge from the crowd if more of the party are pushed into the pit.

A. The party arrive at the river crossing and boatman is passed out drunk. A campfire flickers nearby. Next to the campfire, local hunters talk of the old tavern where fighters could go to prove their worth. It burnt down and its ruins stand nearby, fueling firesides ghost stories.

On investigation the burnt out tavern opens up into a big pit in a basement. Nothing of note or values survives.



B. A smoke-blackened tavern sign swings slowly in the breeze. How it survived the blaze is a mystery.

C. The party awake in the middle of the night to see shimmering blue spirits pass through them and head into the restored tavern, now a translucent blue.

The spirits and tavern are intangible until the party enter the tavern.

D. The bar sits silent and empty, the stench of stale beer and sweat hang in the air.

A faint echo of shouting reaches your ears from down the hall.

The tavern and every object in it have become tangible now.

Searching reveals supplies of food and drink but the place is otherwise deserted. Suspiciously so.

E. Empty bedrooms with beds unslept in line the corridor.

The trails from two blue spirits disappear down some stairs at the far end of the corridor. Shouting echoes up the stairs.

Searching the rooms reveals some bag of dirty travelling clothes and some rolls of bandages.

A pair of boxing gloves, heavily used lie on one of the bedside tables.

F. A gloomy basement is lit by torches, deep long shadows flicker in every corner.

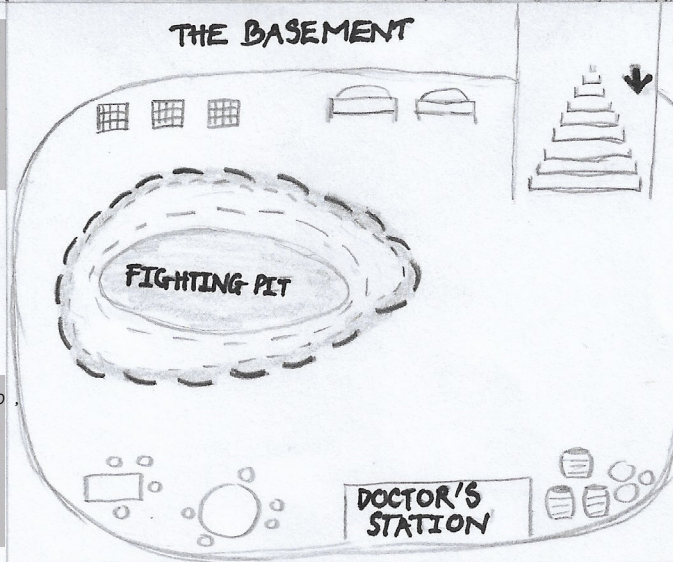
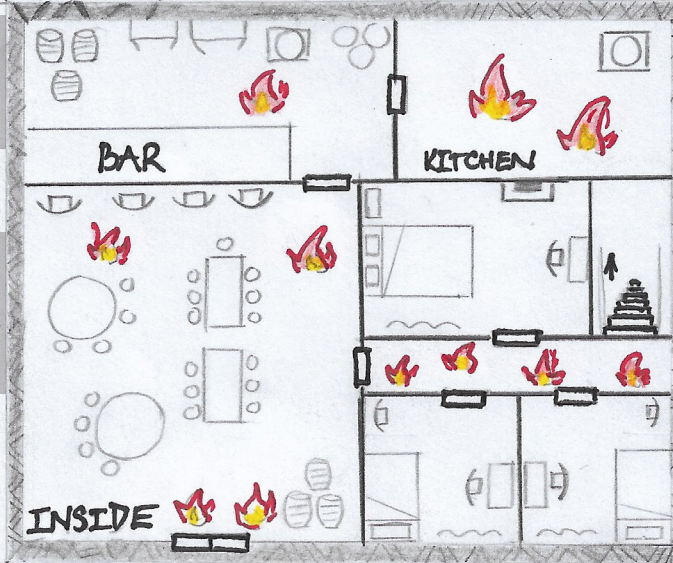
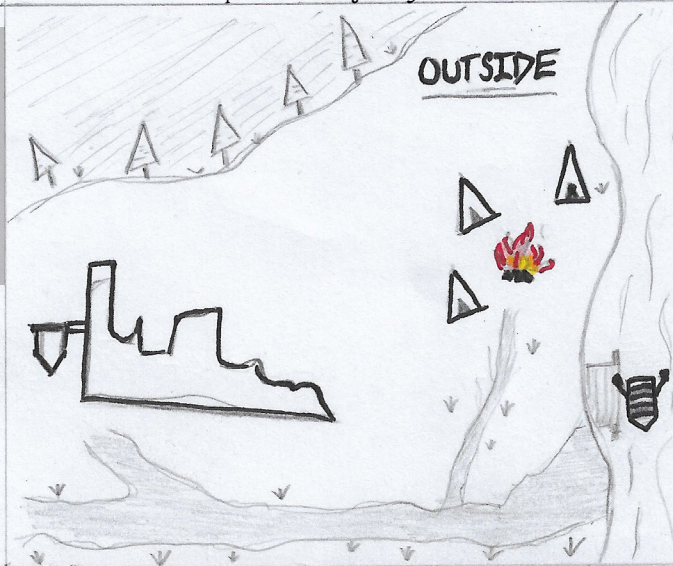
A large pit is dug in the middle of the room, Sawdust is scattered on the floor, patches of it are stained with blood.

G. You catch glimpses of figures standing at the edge of the pitch cheering and bellowing.

The party can explore the room freely. Periodically, they see glimpses of the ghost crowd and fighting in the pit.

H. A blood-soaked man in the pit holds his fist aloft in victory.

Another lies on the floor, breathing heavily with blood streaming down his face.



Triggering the trap:

As soon as one of the party steps into the middle of the pit, the ghost crowd and fighters appear clearly. They become solid and take notice of the party.

The Benches:

Clothes and two gold signet rings found in the pockets. They both show a gold fist.

The Barrels and Tables:

Cheap strong beer fills the barrels. Dirty tankards cover the tables, one contains a gold tooth.

The Doctor's Station:

Bandages, needles and thread. Salve for wounds.

The Cages:

Locked and empty except for a few chewed-up bones.