

BACKGROUND: Sir Jaan d'Vontur is the stodgy old owner of Castle d'Vontur, a three story tower that has been family owned for generations. The old knight's cruel rule over the surrounding lands has both angered local merchants and villagers as well as left him unmarried and without offspring.

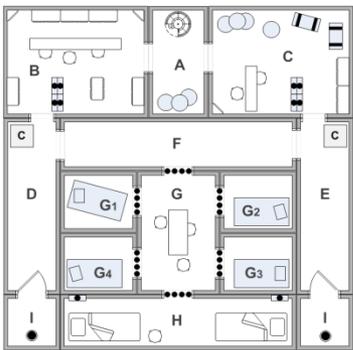
Several wealthy merchants have hired an experienced assassin to kill the old knight. The assassin must infiltrate the tower, avoid the servants and guards and get to Jaan.

Unfortunately, the merchants are unaware that their plan has been discovered. Jaan d'Vontur has hired his own assassin to counter the plot. When the player character arrives to kill Jaan, a powerful assassin of equal level will be waiting...

NOTES: This one page dungeon is designed for a single assassin character of levels 7-9. It has been designed with the 1st or 2nd AD&D rules in mind but can be adapted to any current d20 system.

It is expected that the PC has had experience in neutralizing high level knights/fighters which is the reason he or she was sought out. Payment for the assassination is whatever the PC's current rate is (or at least 5,000 gp).

Sir Jaan is truly a ruthless and cruel old tyrant. If the PC is caught, it is likely he or she will be brought to the cellar prison and tortured over several days until revealing the assassination plot and finally, death.



Cellar

By Thom Wilson

Another Knight Like This

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Encounter Areas:

Ground Floor

1. Double Door Entrance: The entrance to Castle d'Vontur is made up of two large wooden doors. These doors are unlocked by day and securely locked by nightfall.
2. Foyer: A simple entryway for receiving guests to the tower.
3. Entrance Hall: This large (nearly 20x25) hall is the central room of the ground floor. At least one man-at-arms will be present here at all times (a roll of 6 on a d6 indicates a pair of guards instead). The hall is nearly empty.
4. Receiving Lounge: This room is used for discussing business with staff or regular guests. More important or personal guests of the knight will likely be allowed access to areas 17 or 20. Four large bookcases have several fine tomes on geography, politics and knighthood. One hour of focused searching will produce a **scroll of sleep** tucked away in an old dusty book.
- 5a. Northwest Guard Chamber: A simple room for two guards (bunk beds). Likely to be empty during the day (a roll of 1-5 on a d6) and possibly occupied at night (a roll of 1-3 on a d6).
- 5b. Southwest Guard Chamber: exactly like 5a.
- 6a. North Hallway: This hallway allows guard access from 5a, the cellar (through the trapdoor) and the Receiving Lounge (4).
- 6b. South Hallway: exactly like 6a.
7. Stairwell: This small room allows access to both kitchen areas (8a, 8b), the Receiving Lounge (4) and the cellar through a spiral staircase down. Note: the stairs do not go up to the 2nd floor.
- 8a. Northeast Kitchen: This kitchen is used primarily for servant staff and guards.
- 8b. Southeast Kitchen: Much like the Northeast Kitchen, except that it provides food for the captain of the guard and Jaan d'Vontur.

2nd Floor

9. Second Floor Hall: This large area is used primarily by the guards in the tower. By day, one to two guards could be found lingering here (a roll of 1-2 on a d6) and by night, a lone sleepless guard might be getting warm sitting next to one of the two fireplaces (a roll of 1 on a d6).
10. West Guard Chamber: Off duty guards can be found resting here at night (a roll of 1-5 on a d6). During the day, this room is almost always unoccupied.
- 11a. Northwest Storage Room: Supplies for the men-at-arms can be found in this small area. d4 short swords, short bows and pole arms are likely to be found. Digging in to the piles of used and broken arrows and quivers could produce 2d20 good arrows. This door to this area is always locked.
- 11b. Southwest Storage Room: Better weapons and armor are found here. Two suits of leather armor, one suit of chainmail and three small shields, all of decent quality are piled up. Two long swords are also tucked away in the corner; unbeknownst to the guards, one of them is actually a +1 **long sword**. Like area 11a, the door to this room is also locked.
- 12a. North Hallway: A frequently travelled hallway for guards during their shifts, this area connects the second floor hall to the eastern side of the tower. Guards will likely be found patrolling these halls (this area as well as areas 12b and 14) in their nightly travels. It is unlikely to find guards lingering here during the day (a roll of 1 on a d6).
- 12b. South Hallway: exactly like 12a.
- 13a. Northeast Observation Area: Patrolling guards will likely stop here during their shifts to look to the north and east (a roll of 1-2 on a d6 finds a man-at-arms looking out the small windows).
- 13b. Southeast Observation Area: exactly like 13a.
14. East Hallway: This hallway is part of the nightly patrol route of the guards. There are several windows facing the east to view the countryside.
15. Captain of the Guard Bedchamber: The Captain of the Guard, Luk Remall, resides in these chambers. The only trusted friend of Jaan d'Vontur, Captain Remall has many privileges including this plush room. Luk (Fighting class, high level) can almost always be found here in the night hours but with the current situation, will be sleeping lightly. He can grab sword and shield and be up to Jaan's quarters (area 20) approximately 60 seconds after any alarm has been raised. During the day, he can be found roaming the castle, watching over operations. He uses a finely crafted **longsword +1, +2 vs. orcs**, a stout **shield +1** and can don an ornate suit of chainmail if given enough time. His bookcases are filled with books on military tactics, leadership and fighting styles. One tome, *Running a Castle Garrison*, can fetch up to 100 gp. Within the locked chest near his bed, Luk has several years of wages stockpiled. 2d100 sp, d50 gp and 2d20 cp can be found underneath several layers of common clothing. A one way (leading east) **secret door** allows Luk quick access to area 14.

3rd Floor

16. Jaan's Entrance Hall: This finely crafted room is the entrance hall to Sir Jaan's floor and personal chambers. Several fine tapestries and paintings can be found on the walls here.
17. d'Vontur Lounge: This very long room (35') is an excellent observation lounge of the western countryside and provides spectacular sunset views. Jaan will take close friends here to relax and converse. The two bookcases contain hundreds of books on geography, science and mathematics.
18. Hall of Knights: Several small statues line the south side of this hallway. Each one is a bust of a previous d'Vontur. They are not particularly valuable but are the prized possessions of Jaan. At the east end of the hallway, Jaan has set up a small shrine to his god (a small statue on the table). Jaan can be found here in prayer early mornings and late evenings.
19. Library Hall: This short hallway contains several bookcases which hold hundreds of books on the lineage and deeds of the d'Vontur family. No references to any unflattering actions can be found within the pages (those books are long gone). A two way **secret door** can be found behind the east bookcase. It is finely crafted and hard to detect.
20. Sir Jaan d'Vontur's Quarters: Most nights, Jaan (aged fighting man, high level) can be found here resting quietly. With the assassination plot known, he will found sleeping lightly in the loveseat near the northern fireplace. An assassin, Cituk Amaz (equal level of player character, wields two **poisoned scimitars +2**) will be waiting in Jaan's bed. Very careful observation by the character may reveal the change in sleeping position. If the character approaches the bed, the assassin will wait until the last moment and spring upon the character. Jaan will confidently watch the battle between the two assassins until the NPC assassin is slain (or close to losing) or the player character engages him. If the NPC assassin is slain, Jaan will attempt to raise the alarm by fleeing west through the double doors or through area 21b (and then through the secret door there). If forced to engage, Jaan will try to use his personal dagger (a +2 weapon) if he cannot get to his primary weaponry (21a). He is old and weak and fights like a mid level NPC. If outmatched, he will try to bargain for his life with the money in area 21b. Even to his death, he will not disclose area 21c. Jaan keeps the keys to areas 21a and 21b around his neck.
- 21a. Jaan's Armory: Jaan keeps his family armor, shield and weapons in this area. The two large trunks contain his **shield +2** and **broad sword +2**. The small trunk holds his **silver chainmail +3**. The door to this room is always locked.
- 21b. Castle d'Vontur Treasury: Two large chests nearly fill this room. The eastern chest contains all the monetary treasure that the d'Vontur family has acquired. Over 10,000 mixed coins (gold, silver and copper) fill the chest. The western chest contains several heirloom jewels including one bracelet (2,500 gp value), a ruby necklace (2,000 gp value) and several family rings (500 gp value each). There are d20 other pieces of jewelry within (value ranges d100 each). A two way **secret door** allows entrance to and from area 21c.
- 21c. Secret Chamber: Jaan has stashed his magical possessions here. The large chest contains 5,000 gp, six **potions of extra-healing**, three **potions of cure disease** and a bandolier holding five **darts +5**. The smaller chest contains a belt that holds three **daggers +2** (one is missing, Jaan will have it in area 20) and the d'Vontur family crown (5,000 gp value). A well-hidden two way secret door opens in to area 19 for quick escapes.

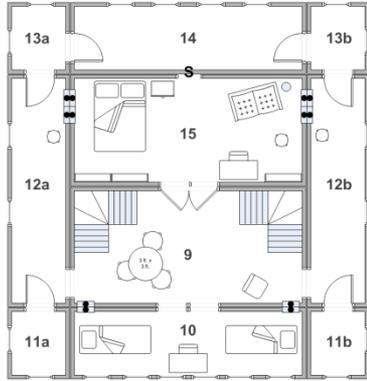
Cellar

- A: Stairwell: A circular stairwell leads up to area 7. Several barrels containing mead and ale line the west wall.
- B: North Kitchen: One of two additional kitchens in the cellar area, used to prepare for special occasions (large banquets or feasts).
- C: South Kitchen: The smaller and second of two cellar kitchens used for extra preparation and storage. Barrels and food chests can be found in this area.
- D: North Cellar Hallway: This hallway provides guard access to areas B and F. A ladder leads to a ceiling trapdoor for access to the ground floor area 6a.
- E: South Cellar Hallway: Much like area D except the trapdoor leads to area 6b.
- F: Prison Hallway: This hallway provides access to the prison chambers.
- G: Prison Guardroom: One to two guards can be found here if any prisoners are being held. Note: There are none at the moment.
- G1-G4: Prison Cells: Small cells for holding prisoners. Only a bed and chamber pot can be found here.
- H: Guard Room (or Fancy Cell): This room can be used by guards needing rest or for prisoners who may require a lighter touch.
- I: Latrine: Both areas are guard and servant latrines.

Note: No servants live within the tower.

Key

- ◻ fireplace
- stool
- ▢ chest
- T trapdoor
- ◻ ceiling trapdoor
- barred gate
- ⊙ circular stair
- 📦 food chest
- 📖 bookcase
- * statue
- S secret door
- 🌿 plant



2nd Floor

Wandering 'Monsters': During daylight hours, check once per turn (1 on a d6 indicates occurrence). Check once every 3 turns during night hours.

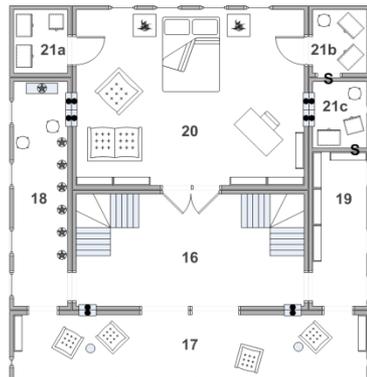
D6 roll and encounter:
 1-2: scurrying servant
 3-4: single man-at-arms
 5: a pair of men-at-arms
 6: (day only) captain of the guard
 6: (night only) sleeping guard

Notes on doors: Doors are unlocked unless indicated otherwise.

Notes on windows: Most windows are open but barred. All windows are 2.5' wide except for the smaller windows in areas 21c and 17 (north and south only) which are 1.5' wide.

Notes on men-at-arms: All are fighting men of mid level. They carry standard weapons and armor. There are a total of 12 men-at_arms in the castle.

Sir Jaan d'Vontur's normal daily schedule:
 Sunrise: prayers in area 18,
 Until Noon: area 20 reviewing operations, etc.,
 Noon: Lunch in area 4,
 Lunch to Dinner: business with area merchants and important villagers in area 4,
 Dinner: area 4 w/ Captain Luk (review operations)
 Evening: retire to areas 17, 18 and 20.



3rd Floor