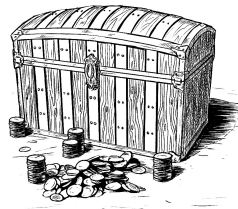


# DUNGEON BACKDROP:

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## HIDDEN REDOUBT OF GILAK URSER



*Hidden for long years and wreathed in legendry, the Hidden Redoubt of Gilak Urser ever looms large in treasure-seeker's dreams. Variousy described as a pirate or adventurer in myths and folklore, Gilak Urser is universally thought to have been fabulously wealthy. His hidden lair—and his treasure hoard—has never been found...until now...*

*You are a GM, but you are busy. You want to write your own modules, but you just don't have the time. And you don't want to use commercial modules. You want to make your campaign your own. That's where the Dungeon Backdrop line comes in! Each Dungeon Backdrop presents a fully fleshed-out and lovingly detailed self-contained dungeon ready for you to use as you see fit. Stock the dungeon with your own monsters (and—perhaps—their treasure), decide their back story, and you are good to go.*

*Every System Neutral Dungeon Backdrop is carefully designed to be easily inserted into almost any fantasy campaign and is compatible with virtually any fantasy roleplaying game.*



## CREDITS

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## USING A DUNGEON BACKDROP

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Tweak and modify this Dungeon Backdrop to make it your own. The parts of this supplement describing the actual dungeon itself feature extensive space for you to make notes –adding treasure, opponents and so on.

**Campaign Setting:** This Dungeon Backdrop is designed for use with the Duchy of Ashlar, the Lonely Coast or even the Picaroon Peninsula. However, the dungeon is relatively self-contained and, with minimal effort, can be easily modified to fit almost any campaign world. All you need is a stretch of cliff-fringed coastline. Alternatively, the Hidden Redoubt could pierce the cliffs of a remote island. Gilak Urser's Hidden Redoubt can be set in an isolated cove or in a navigable sea cave. The description of location 1 does not reference a cave or cove. Add these details based on your design.

**Location Descriptions:** The various location descriptions provided herein only describe the basic appearance of the dungeon's rooms, chambers and corridors. They do not include descriptions of any monsters lurking therein. Remember, when describing the dungeon to your players, the snarling orcs (or whatever) are probably more noticeable than the room's features. Also, remember that creatures in the dungeon will modify their home to suit their needs.

**Treasure:** The text only presents the details of minor treasures the characters could discover in the course of their adventure. Most are of little value but serve to underline the flavour of the dungeon. Remember to add level-appropriate treasure when designing your dungeon.

## GM'S NOTES

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Use the GM's Notes columns to make this Dungeon Backdrop your own. Include notes on skill checks and ability rolls to be made, NPCs to be encountered, traps to be triggered (or found), monsters to be fought, and treasures to be found.



## DUNGEON BACKGROUND

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The Hidden Redoubt of Gilak Urser has long lurked at the centre of a web of legends, rumours and folklore. The Hidden Redoubt is said to contain much treasure, but no one has ever boasted about finding and plundering the place; thus, it remains a “site of special interest” to adventurers keen to burnish their own legends and fill their own hoards.

### WHO WAS GILAK URSER?

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Before using this Dungeon Backdrop, you must decide who Gilak Urser was. Whoever he was, legends of his wealth and success have endured and grown over the years; many adventurers and treasure hunters yet search for clues to the Hidden Redoubt’s location.

Pick the backstory below that best suits your campaign, or design your own.

#### AN ADVENTURER

Gilak Urser was an adventurer who made too many enemies. A powerful force for good, Gilak fought and slew many evil foes in his long and storied career. He slew pirate captains, bandit lords, savage humanoid chieftains, foul necromancers and evil high priests. His success, however, grew too great, and evil’s minions conspired to bring about his doom. Learning of the plot, he fled to a remote place and built his Hidden Redoubt. Gilak was shortly thereafter slain in a cunningly-wrought ambush, and the Hidden Redoubt’s location was lost.

#### A MYSTERIOUS TRAVELLER

Gilak Urser was a mysterious traveller from an impossibly distant land. Some legends say he was an exile, while others describe him as a wandering prince or sage of peerless knowledge. Whatever the truth of the matter, all the legends describe his great wealth. Gilak Urser built the Hidden Redoubt to—depending on which legend you believe—either hide from his enemies or hide his great treasures from those who would take them for their own. Inevitably, Gilak was shortly thereafter slain, and the Hidden Redoubt’s location was lost.

#### A PIRATE

Gilak Urser was a pirate who made too many enemies. As a successful captain, he took many ships and stole much loot. However, he grew paranoid and believed many of his crew were plotting against him. Taking only those he knew were loyal, he built the Hidden Redoubt to protect his treasure. Inevitably, Gilak was shortly thereafter slain, and the Hidden Redoubt’s location was lost.

## THE ADVENTURE BEGINS

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The characters can stumble on the Hidden Redoubt of Gilak Urser by happenstance and decide to explore the locale on a whim. Alternatively, use one of the hooks below to lure the characters to the dungeon:

- **Chased:** The characters are aboard a ship being chased by pirates, marauders or some other enemy. The captain of the characters’ vessel eludes the pursuers by concealing their ship in a hidden cove as dusk falls. As dawn breaks, the rising sun highlights the mouth of an intriguing sea cave piercing the cove’s vertiginous cliffs.
- **Gilak Urser Manifests:** Through a circuitous route, one of the characters is distantly related to the long-dead Gilak Urser. When the character comes within five miles of the Hidden Redoubt, Gilak’s ghost senses their presence and manifests before them. The ghost reveals who they are and the location of his hidden Redoubt.
- **Treasure Map:** The characters find a treasure map that shows the location of the Hidden Redoubt of Gilak Urser. Research leads the characters to discover Gilak Urser’s identity and his legendary wealth. If the characters are not discrete when they investigate the map, rival groups of adventurers might learn of their discovery. Some such groups try to buy the map; others attempt to steal it.

## WHISPERS & RUMOURS

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A character can try to gather information (which may or may not be true based on your setup) about the Hidden Redoubt of Gilak Urser. This takes 1d4 hours and costs 1d4 gp in drinks, bribes and so on. Use this list to determine what the character learns.

1. Gilak Urser was a powerful champion of good. Powerful evil folk banded together to slay him. While they slew him, his treasure—secured in his Hidden Redoubt—was never found. (Potential false rumour).
2. Gilak Urser was a wealthy pirate lord. He was eventually slain by his perfidious crew, but not before he secured his treasure in his Hidden Redoubt. (Potential false rumour).
3. Gilak Urser came from a distant land. Some say he was a prince or a sage; other stories say he was an exiled prince fleeing his enemies. All the stories agree that he was fabulously wealthy and that he built a Hidden Redoubt to protect his hoard. (Potential false rumour).
4. Gilak Urser’s Hidden Redoubt—and the legendary treasure it is said to protect—has never been found.
5. Gilak Urser’s Hidden Redoubt is cursed. No one who has found the place has survived to tell of it. (False rumour).
6. Many folk still seek Gilak Urser’s Hidden Redoubt and his greatest treasure: a magic tapestry that worked like a *crystal ball* to show images of elsewhere.

## THE SURROUNDING LOCALITY

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The Hidden Redoubt of Gilak Urser pierces the cliffs of a hidden cove on an isolated and remote stretch of a storm-battered coast. There is no easy way to reach the cove from above. The cliffs are vertiginous, slick and high; characters attempting to climb down risk a potentially fatal fall. Seabirds nest on the cliffs and hunt the surrounding waters for fish.

A sea cave at the base of the cliffs provides access to the Hidden Redoubt. The cave entrance is wide but only about 15 feet high; thus, large boats cannot sail within. Characters must therefore secure several rowboats, craft a raft from driftwood, swim or use magic to reach the redoubt.

## WILDERNESS DRESSING

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Use this list to add life and detail to the dungeon's surrounds:

1. Clumps of glistening greenish seaweed undulate on the ocean swell. Tiny crabs cling to some of the clumps.
2. Seabirds soar and swoop in the air above. Nearby other birds bob up and down on the ocean swell. The birds in the air suddenly scatter as an osprey swoops down to pluck a fish from the sea.
3. A sea lion swims up alongside the characters' boat. If the characters are in a rowboat or similar craft, it nudges an oar and acts in a playful fashion. It swims away if attacked. This could be nothing more than an inquisitive animal. Alternatively, it could be a druid in animal form, seeing what the characters are up to.
4. Seaweed and barnacles grow voraciously over the cavern wall and show the extent of high tide. They glisten in the party's lights.
5. Sunlight breaks through the clouds to shimmer on a small part of the sea. The shimmering light highlights the gloom shrouding the rest of the locality.
6. Dark clouds, driven by a strong wind, scud across the horizon, bringing heavy rain. The swell near the sea cave increases considerably, making a safe and careful approach much harder.
7. A jagged hunk of rock juts just above the swell. A half-dozen seabirds perch upon the rock. At the characters' approach, the birds cry loudly and take flight.
8. A lone figure stands atop the cliffs overlooking the cove. The person watches the characters for a while before disappearing from sight.
9. A ship under full sail slides across the horizon. It does not approach the characters' vessel, but its crew might note the position of the characters' ship and wonder what they are doing in such a remote spot.
10. A shark's fin cuts through the water a hundred yards from the characters' vessel. Quickly four more fins appear. A shiver of sharks has come to investigate the party's boat. The sharks may be hungry or could just be curious.

## THINGS TO FIND

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Use this list to determine what the characters discover if they search the dungeon's surrounds. Modify the value of items found to suit your campaign.

1. An abandoned rowboat floats in the surf a few dozen yards from shore. The boat's oars lie at the bottom of the boat next to an empty bag and waterskin.
2. Lashed to a shard of a spar, this bloated corpse of a sailor has obviously been in the water for days or weeks.
3. Just above the high tide mark, a small rock shelf holds several mostly burnt candles, a slender pile of stacked stones and a faded scrap of water-damaged parchment.
4. The lid of an old sea chest just emerges from the wet sand of the beach. Unfortunately, the rest of the chest (and all its contents) are missing—as investigating characters quickly discover.
5. A cresting wave sigil has been crudely cut into a section of flat stone. This is a representation of Serat's (neutral greater goddess of the sea, storms and voyages; the Mistress of Storms, the Uncaring) holy symbol.
6. A fragment of ship's hull floats amid the surf. The ship's name—*Hydra*—is still visible, although the black paint has faded from long immersion in salt water.
7. A skeleton lies on the seabed; chains around the unfortunate's legs and arms are, in turn, wrapped around a barnacle-covered sea chest.
8. A smattering of flotsam and jetsam bob in the swell and litter the narrow exposed beaches below the coast's vertiginous cliffs. None is of any value.
9. A sack either floats in the surf or lies tangled amid seaweed at the high tide line. The sack is mostly empty, but a good search reveals a *potion of water breathing* tangled in its folds.
10. The water is clear and flat. As the party enter the cove and approach the sea cave, a character notices the wreck of a ship lying in about ten feet of water below the keel of their vessel. What treasures may lie amid the wreck?

## NOTABLE LOCATIONS AT A GLANCE

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The dungeon has several notable locations.

1. **The Three Watchers:** Three ship figureheads ward this debris-strewn sandy beach.
2. **Outer Cave:** This natural cave provides a good vantage point over the Three Watchers (location 1).
3. **Inner Cave:** This cave is only accessible from location 2. Unless you design otherwise, it is a dead end.
4. **Guard Chamber:** Here, the Hidden Redoubt's guards once watched over their master's home.
5. **Barracks:** Here dwelt the Hidden Redoubt's guards. Only Gilak Urser's most trusted followers were left to watch over the redoubt.
6. **Treasury of Gilak Urser:** In this chamber, Gilak kept the bulk of his fortune.
7. **Gilak Urser's Chamber:** Herein dwelt Gilak Urser when he was at his Hidden Redoubt. The room contains his fabled *tapestry of farseeing*.
8. **The Well:** Here lies the Hidden Redoubt's only source of freshwater. A cave below could lead to further caverns.
9. **Beach Ward:** The arrow slits here provide an excellent position from which to shoot at intruders. However, only one of the four overlooks the beach in location 1.

## GENERIC DUNGEON FEATURES

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The general condition of the Hidden Redoubt depends on whether it is currently occupied by living residents. If only undead lurk within, describe the dungeon as dirty and dusty; many of its features—furniture, doors and so on—will be in a sorry state.

Many of the dungeon's locations share certain features:

**Illumination:** Darkness.

**Ceilings:** The ceilings are roughly 12 ft. high.

**Stone Walls:** The walls are of dressed stone and are in fair condition. In places, moss and lichens grow on the walls, and water oozes through the mortar. In corridors, torch sconces hang from the walls at 20-foot intervals.

**Flagstone Floor:** The floor's flagstones have started to shift and move under time's remorseless influence, but generally, they do not inhibit movement.

**Wooden Door:** Stout wooden doors ward the Hidden Redoubt's various rooms. Doors open into the room beyond or away from the main entrance to the redoubt if they do not open into a room.

## DUNGEON DRESSING

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Use this list to breathe life and detail into the dungeon:

1. A dark stain on the wall, floor or ceiling shows where water oozes through cracks in the rock. A small puddle lies below the crack.
2. Faint scratches on the wall show where someone has tried—and failed—to leave their mark on the redoubt.

3. The rotting remains of an old sack lie bunched up on the floor in a corner.
4. The heavy tang of salt and the sound of the surf caressing the beach in location 1 fills the air.
5. A fishing net has been neatly folded up and shoved into a large sack.
6. Water oozes through a crack in the ceiling and tracks down a wall. The paving stone beneath the leak—covered by a small puddle—is slightly sunken.
7. A torch sconce hangs drunkenly from its fitting in one wall; it appears someone has tried to pry it loose.
8. One of the paving stones is loose and noticeably shifts when stood on. Sadly, no treasure lies beneath.
9. Cobwebs festoon the ceiling; a few tiny spiders scuttle about within. There are not enough spiders to form a swarm, although one of the creatures might fall onto a character's head as they pass by.
10. Graffiti—the names of several of the redoubt's garrison—are carved into a nearby door. Dates also show when the names were carved.

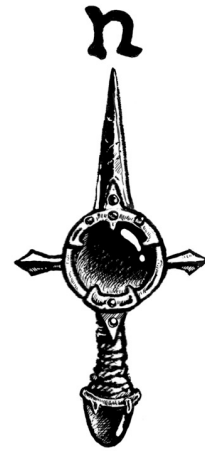
## THINGS TO FIND

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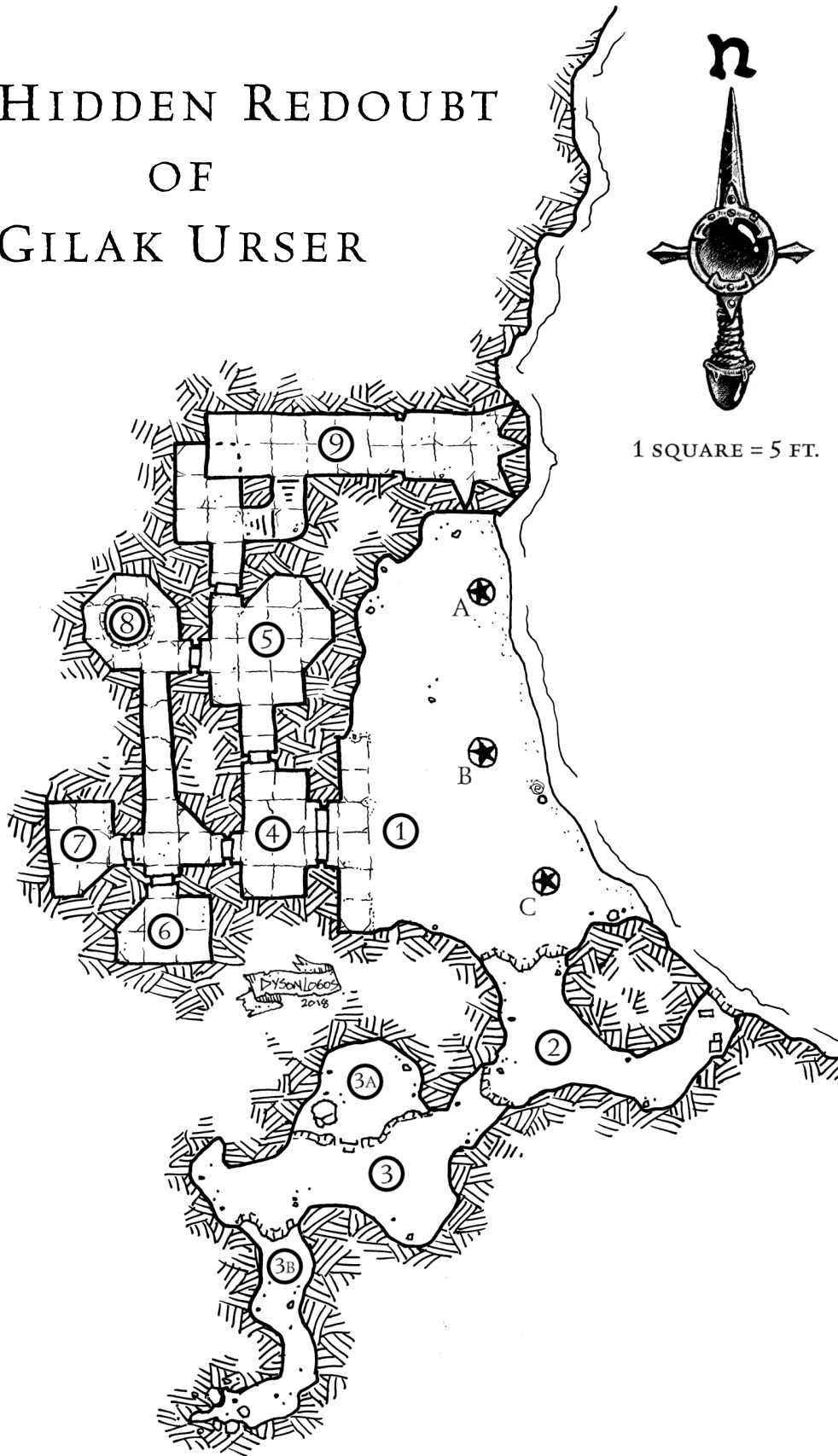
Use this list to determine what minor objects or features of interest the party find if they search a dungeon location. Modify the value of items found to suit your campaign.

1. This whalebone has been painstakingly carved into the likeness of a sailing ship. It is exquisite (and fragile).
2. This mouldering pouch holds 3 sp, 4 gp and a small opaque white stone—a pearl worth 50 gp.
3. A platinum coin—covered in dust and grime—lies forgotten in a hollow on the floor.
4. A faded map of the surrounding coastline fills an old water-stained leather scroll case. The map might show hidden coves, secret anchorages, sea caves and so on.
5. A folded-up piece of parchment has been hidden in a torch sconce. The faded writing on it reads, "Beware the Eldritch Tapestry".
6. A carved one-foot length of driftwood has been shaped into the form of a graceful, leaping dolphin. A character making a successful find secret doors roll detects a small hidden compartment in the wood. Sliding back the cover reveals five tightly-packed platinum coins.
7. A scroll case contains a map of the immediate area and shows several other coves and a few small islets. One such locale is circled in different colour ink.
8. This long, thin dagger fills a supple black leather scabbard. Silver thread sewn into a wave-like pattern decorates the scabbard. A thin, matching leather belt is wrapped around the scabbard.
9. Rolled up and shoved in a sack, this deeply cowled voluminous, waterproof sealskin cloak is heavy but perfect for enduring inclement weather.
10. This coil of 100-foot-long rope is light, supple and able to bear twice the weight of a normal rope. It is in excellent condition despite its age.

# THE HIDDEN REDOUBT OF GILAK URSER



1 SQUARE = 5 FT.



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## GM NOTES

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**Trap!** Paranoid characters may think that the three figureheads in location 1 are animate guardians set there to protect the Hidden Redoubt. They could be right.

**Barred Doors:** The double doors in location 1 may, or may not, be barred depending on your setup. If they are barred, characters lacking the requisite magic may fail to get into the dungeon.

## I: THE THREE WATCHERS

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Three ship figureheads ward this debris-strewn sandy beach.

*Three ship figureheads jut from this sandy, seaweed-littered beach. A rocky escarpment rises to the south, while to the west, double doors stand atop a single step of dressed stone.*

**Illumination:** Dim light filtering in from outside illuminates the sandy beach.

**Sandy Beach:** The sandy beach rises gently toward the doors to the west. Scattered clumps of seaweed, pieces of driftwood and other odds and ends litter the beach. When the tide is high, the water caresses the stone step before the double doors. The stone steps stand about three-foot above low tide level.

**Figureheads:** Three ship's figureheads stand on the beach watching out to sea. A seaweed skirt grows over the bottom half of each statue.

- **Figurehead A:** This figurehead depicts a winged warrior woman holding a sword aloft above her head. She has a fierce expression on her face.
- **Figurehead B:** Carved to look like a winged snarling demon, this figurehead has long arms that end in hands tipped with curved claws. This figurehead is blackened with age.
- **Figurehead C:** This figurehead is carved into the likeness of a slender sea serpent. The serpent's fang-filled mouth is wide open. Flecks of red and green paint yet cling to the figurehead in a diamond pattern.

**Arrow Slits:** Arrow slits provide excellent cover and allow dim light to filter into the eastern portion of location 9. Human-sized or smaller characters may try to squeeze through an arrow slit. (Note, however, it may be impossible for particularly bulky characters or those wearing armour to squeeze through an arrow slit).

**The Tide:** The map depicts the tide at its lowest extent. At high tide, the sea laps against the raised flagstone step in front of the double doors.

**Stone Step:** This single step of dressed stone is two-foot high. Seaweed and barnacles grow on the front of the step.

**Double Doors:** A sturdy iron-bound set of double doors wards the Hidden Redoubt. The door has a lock, but the salt in the air has corroded it, and it is unusable.

**Escarpment:** A nine-foot-high escarpment leads to location 2. Characters can scale the rocky escarpment with no chance of failure unless they are heavily encumbered or in a high-stress situation (such as combat).



## 2: OUTER CAVE

---

This natural cave provides a good vantage point over the Three Watchers (location 1).

*This natural cavern curves deeper into the cliff. Another escarpment, around ten feet high, lies ahead.*

Sometimes the occupants of the Hidden Redoubt would come here for peace and quiet or for secret colloquy. The signs of such temporary occupation—old food wrappers, tracks in the dust and so on are evident to all but the least perceptive explorer.

## 3: INNER CAVE

---

This cave is only accessible from location 2. Unless you design otherwise, it is a dead end.

*The cave continues onwards. To the north, an escarpment of crumbling stone drops into another cave. To the south, yet another escarpment pierces the wall. A higher cavern lies beyond it.*

### 3A: PIRATE'S REST

**Cairn:** A small cairn of piled stone lies in the escarpment's shadow. The cairn holds a single human skeleton. The skeleton lies amid the mouldering remains of their clothes. The characters might find something here; if they search, roll on "Things to Find".

### 3B: UPPER CAVE

**Rubble:** A scattering of rubble covers the cavern floor; such areas count as difficult terrain.

**Cave-In:** A rockfall has blocked the passageway. The cave-in is impassable unless you decide to expand the dungeon. In this instance, magic or extensive manual labour to remove the rubble is required to proceed.

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## CAVERN FEATURES

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Use these notes to describe locations 2 and 3.

**Ceiling:** The ceiling is of natural stone. Its approximate height varies throughout the cave system:

- **Location 2:** The ceiling is 30 ft. high.
- **Location 3:** The ceiling is 20 ft. high.
- **Location 3a:** The ceiling is 30 ft. high.
- **Location 3b:** The ceiling is 10 ft. high.

**Walls:** The cavern walls are of rough natural stone (successful climb walls roll scales).

**Floor:** The cavern floor is of rough uneven stone.

**Escarpment:** Escarpments are between eight and 12-foot high. Characters can scale the rocky escarpment with no chance of failure unless they are heavily encumbered or in a high-stress situation (such as combat).

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## GM NOTES

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**Different Challenges:** Locations 2 and 3 are good locations to place a different kind of encounter to those challenges lurking in the Hidden Redoubt. For example, a harpy or some other solitary predator could lurk in the caves—particularly if only undead or fiendish traps lie within the Hidden Redoubt.

**Expanding the Dungeon:** The cave-in blocking location 3b could lead to a larger cave system. In this instance, if the characters examine the cave-in a faint breeze issuing through the pile of tumbled stone caresses their faces.

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## GM NOTES

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### 4: GUARD CHAMBER

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Here the Hidden Redoubt's guards once watched over their master's home.

*A table and four chairs stand in the centre of this chamber. A thick wooden bar leans on the wall near the double doors.*

**Double Doors:** A sturdy double iron-bound door wards the Hidden Redoubt. The door has a lock, but it is rusty and corroded. A sturdy wooden bar leans nearby against the wall.

### 5: BARRACKS

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Here dwelt the Hidden Redoubt's guards. Only Gilak Urser's most trusted followers were left to watch over the redoubt.

*Five bunkbeds stand about this small chamber. Two chests are shoved under each bottom bunk. Part of the chamber—given the pots, rudimentary chimney leading up to a crack in the ceiling, and so on—seems to have been given over to cooking.*

**Bunk Beds:** Each two-tiered bunkbed is sized for a human-like occupant. Each bed has poor-quality bedding.

**Chests:** The chests under the bunkbeds hold the guard's mundane, personal possessions—spare clothes, boots and so on along with, perhaps, small hidden treasures.

**Kitchen Area:** A small portion of the chamber is a kitchen. A rudimentary beaten iron chimney hangs over a fire pit hacked into the floor. Pots and pans, along with sacks and barrels holding foodstuffs, stand about this small area.

### 6: TREASURY OF GILAK URSER

---

In this chamber, Gilak kept the bulk of his fortune.

*Five iron-bound chests stand about the walls of his otherwise empty chamber.*

**Iron Bound Door:** A tough iron-bound door wards Gilak Urser's treasury. A good lock wards the room. The key may lie in location 7.

**Iron-Bound Sea Chests:** These sea chests are not locked.

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## TAPESTRY OF FARSEEING

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The *tapestry of farseeing* (location 7) functions as a *crystal ball*. The tapestry must be unfurled and hanging on a wall to function. The owner must be looking at the tapestry when speaking the command word—*Neyardrak*—to use its powers. Anyone looking at the tapestry can see the resultant images. The *tapestry of farseeing* is a unique item and could be sentient—or have other powers—if you desire.

The tapestry is heavy and bulky.

**Trap!** The door warding location 6 is a good place for a trap.

## 7: GILAK URSER'S CHAMBER

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Herein dwelt Gilak Urser when he visited his Hidden Redoubt. The room also contains his fabled *tapestry of farseeing*.

*The skeleton of a man wearing mouldering studded leather armour lies next to a bed which stands against the opposite wall. Two chests stand against opposite walls. A plain black tapestry hangs on the wall above the bed.*

**Skeleton:** The skeleton could be the remains of Gilak Urser or someone else entirely. The studded leather armour is of fine quality but needs a good cleaning. A character searching the body finds two keys on a chain around its neck. One key fits the coffer under the bed (see below), while the other fits the lock protecting the door at location 6.

**Bed:** Once-fine pillows, blankets, and sheets cover the bed. A small iron coffer has been shoved under the bed.

**Iron Coffers:** This small iron coffer contains 472 sp, 86 gp and 3 pp.

**Sea Chests:** These sea chests are not locked. They contain mundane items—clothes, boots, a few daggers, a longsword—along with spare bedding and other odds and ends.

**Black Tapestry:** This is Gilak Urser's fabled *tapestry of farseeing*. Refer to the sidebar on the facing page if you decide the tapestry is magical.

## 8: THE WELL

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Here lies the Hidden Redoubt's source of freshwater. A cave below could lead to further caverns.

*A two-foot-high stone wall encircles a hole in this chamber's floor. Several buckets attached to long coils of rope lie nearby.*

**Well:** A two-foot-high stone wall encircles the 30-foot-deep well. A character falling into the well will suffer damage as the water is not deep enough to cushion their fall. The well's rough-hewn walls are easy to climb and descend to a small cavern-filled pool.

The pool is about four-foot-deep and contains freshwater.

## 9: BEACH WARD

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The arrow slits here provide an excellent position from which to shoot at intruders. However, only one of the four overlooks the beach in location 1.

*Arrow slits in the southern wall let a feeble, pale light filter into this long, thin chamber.*

**Stairs:** These hewn stone steps count as difficult terrain.

**Arrow Slits:** Arrow slits provide excellent cover and allow dim light to filter into the eastern portion of location 9. Human-sized or smaller characters may try to squeeze through an arrow slit. (Note, however, it may be impossible for particularly bulky characters or those wearing armour to squeeze through an arrow slit).

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## GM NOTES

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**The Tapestry of Farseeing:** *Gilak Urser's fabled tapestry of farseeing could be a magic item with genuine powers. Alternatively, it could be nothing more than a tapestry about which Gilak spun lies and half-truths designed to confound and distract his enemies.*

**Expanding the Dungeon:** *The pool-filled cavern below the well in location 8 is an excellent place to add additional areas to explore.*

## AFTERMATH

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Although the characters may have explored the Hidden Redoubt, plundered its loot and slain its denizens, the dungeon could still serve a purpose in your campaign.



Some groups may decide to claim the place as their own. After all, the redoubt has stayed hidden for so long that it makes a perfect base of operations to explore the surrounding area.

## RESOLVING ADVENTURE HOOKS

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If you used any of the hooks presented in “The Adventure Begins”, use these notes to resolve the adventure’s aftermath:

**Chased:** Once they have explored the Hidden Redoubt, the characters may still have to deal with their pursuers who could yet be searching for them. Alternatively, their pursuers could have given up and sailed away.

**Gilak Urser Manifests:** Once the characters have explored the Hidden Redoubt, Gilak’s ghost manifests before his relative. In return for his treasures, Gilak demands that his remains be interred in the family plot in his home town. If the characters do not agree to his request, Gilak flies into a rage and attacks them. He sees the betrayal by his relative as especially terrible and focuses his ire on them.

**Treasure Map:** Although the characters have looted the Hidden Redoubt, their treasure map still has value. If they do not decide to use the redoubt as a home base, they can still sell the map. Of course, the buyer will demand proof the map is genuine—this will likely involve the characters having to bring them to redoubt. Honourable buyers will then pay the characters; dishonourable ones may decide to slay the characters to keep the redoubt’s location a secret (and to save themselves some gold).

## FURTHER ADVENTURES

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Whatever his identity (see “Who Was Gilak Urser”), Gilak Urser may have surviving relatives who feel the Hidden Redoubt is theirs by blood right. These relatives may also believe the characters have plundered their birthright and want revenge. Alternatively, they may seek Gilak Urser’s fabled *tapestry of farseeing* and track the characters down to recover it either peacefully or through more forceful methods.