

It's Under the Windmill!

It's a tragedy. A local crime lord is getting rid of the city guards that do not comply with his commands. About ten guards are missing and crime rates in the city have skyrocketed. Worst of all is the fact that most people know who is responsible and where the missing guards are. Chief Knackblade is the crime boss. He is running an underworld fighting pit in a complex under the windmill. He and his allies make the captured guards fight for their lives in the pit.

1. The only entrance to the underground complex is inside the windmill. A trapdoor next to the millstone leads to Area 2. There is a grain elemental hidden. It attacks anyone who fails to say the password: "Nothing is Illegal".

2. The entry hall. There are two guards in this room. The person at the desk exchanges gold coin for gambling chips. He wields a magic wand he can use to summon the grain elemental to the room.

3. This chamber is an armory of sorts. There are weapons on a table and its drawers. There is a bookshelf with old tomes in it. The most valuable one is "On the Nature of Mice".

4. The storage room/pantry has crates, barrels, and a table with some edible food on it. No one is aware that there is a hole in the wall under the table. Three giant rats occasionally come out to steal food from the pantry.

5. Three beautiful female elf cooks prepare exotic dishes for the patrons at the fighting pit. Their names are Arabella, Dannea, and Firannia. One of them is secretly a covert assassin from an opposing criminal guild.

6. Chief Knackblade's office. He is here when he is not at the pit. He is very strict about his guild's finances, so he does all the bookkeeping himself. There is enough evidence in this room to bring him down. A fire jet trap on the cabinet has killed many curious people.

7. The stairs descend to the fighting pit cell. They are trapped. Anyone climbing them from the bottom triggers a mechanism that moves all step diagonally, creating a downwards chute. The guards can stop this by saying the command word out loud. The command word is "Corleone".

8. The 4 remaining missing guards are here. They have survived a few days of pit fights. Their names are Goddern, Alistair, Fardo, and Grimmald. Fardo is wounded and will surely die in the next fight. His thigh was pierced by a spear the previous day.

9. Chief Knackblade and other criminals sit here, enjoy food and drinks, and watch people fight to the death. Sometimes they bring wild beasts to fight the prisoners. A duck often sneaks in to eat cornmeal and watch the fights. The audience finds it amusing and leaves him alone. The duck is actually a faerie dragon. He is there to steal coins out of the betting pool when nobody is looking.

10. The pit is 20 feet deep. It features only one door facing south that leads to the cells in Area 8.

