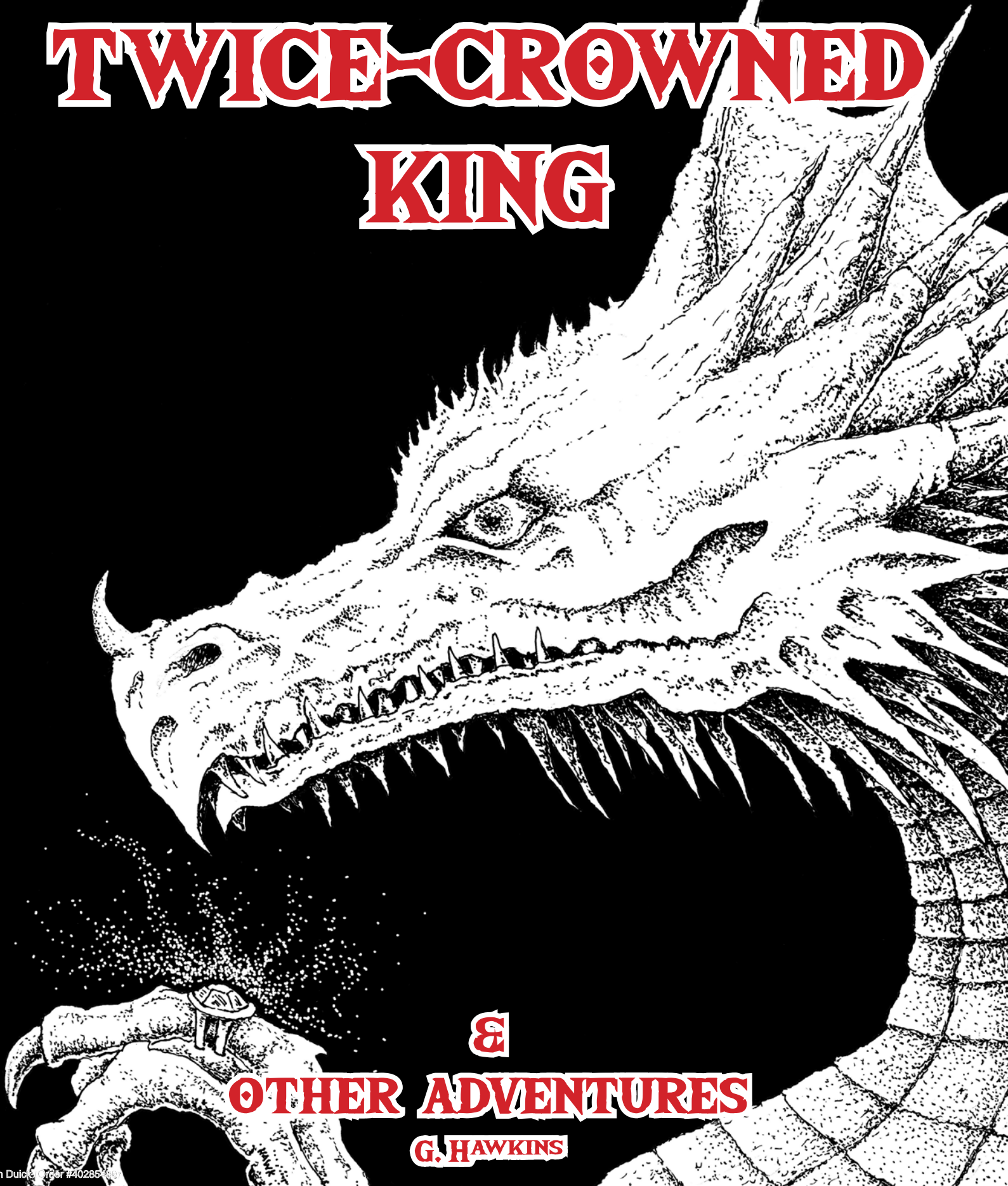


TOMB OF THE TWICE-CROWNED KING

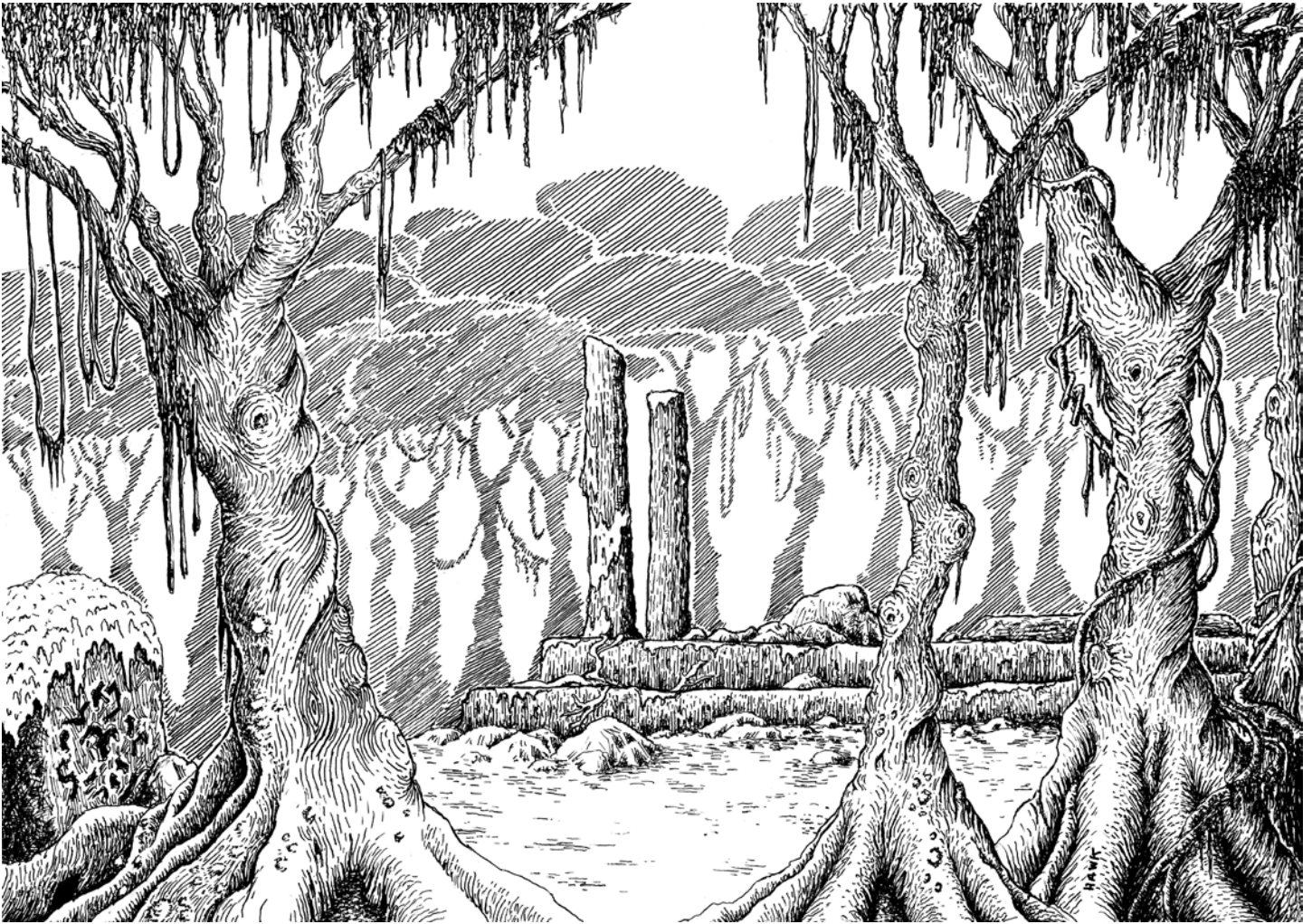


&
OTHER ADVENTURES

G. HAWKINS

TOMB OF THE TWICE-CROWNED KING & OTHER ADVENTURES

For 6-8 PCs of Levels 1-10



Credits:

Layout, art, words by G. Hawkins
Maps: by Dyson Logos, G. Hawkins

Table of Contents

Introduction	3	Black Shaft of Narbonius the Accursed	26
Gunderholfen Campaigns	4	Savages of Cragstone Peak	28
Tomb of the Twice-Crowned King (full version)	6	Lady of the Flame	30
Shrine of the Witching Stone	18	Ice Witch of Jagged Peak	32
Tower of Thard	20	Grottoes Under Brigand Knoll	36
White Seers of Netherite	24	OGL	42

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INTRODUCTION

This is a compilation of smallish adventures and locations, to be used as side-treks or as sites that can be explored in one to three sessions of play. Besides the titular adventure, these adventure sites were mostly created as a personal experiment: instead of thinking of an idea and then creating a map for it, I took some maps then thought up adventure ideas for them, then tweaked the maps to suit.

The adventures contained within this compilation are generally mid to high-mid-level adventures, with one exception. They are on the whole generic and are not designed specifically for a particular setting, so they should be easily insertable into most milieus. One of the adventures has a potential heavy psionic focus, so familiarity with guidelines for psionics—whether your own or existing old-school guidelines—will help.

OVERVIEW OF ADVENTURES

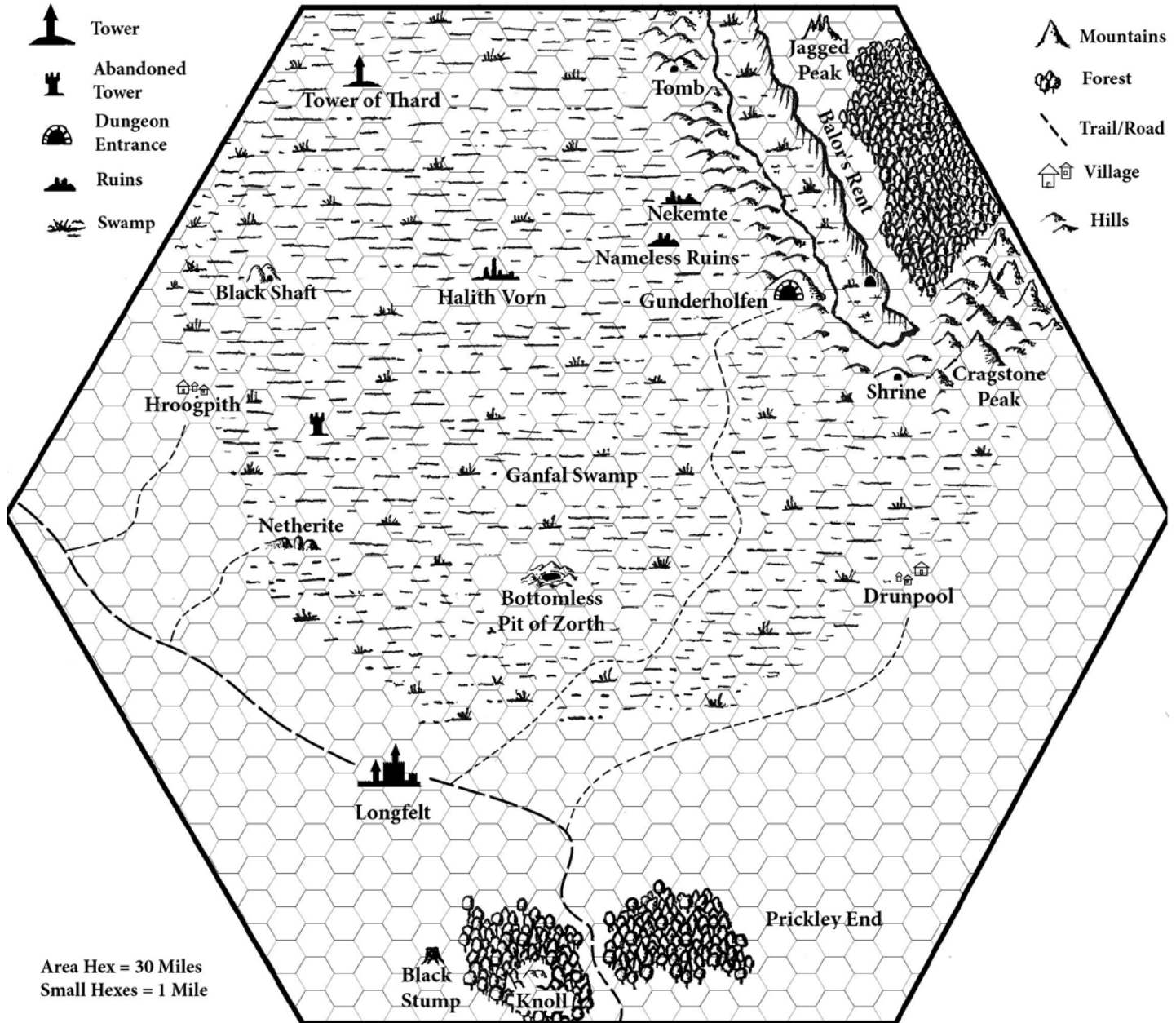
Adventure Site	Level Range	Adventure Synopsis
Tomb of the Twice-Crowned King	8-10	Site-based exploration of the legendary tomb of Heimfell the Twice-Crowned King. This is primarily a tomb-raid/exploration, featuring undead, damsels to save and deadly traps. 55 keyed entries.
Shrine of the Witching Stone	8-10	Infiltration or raid of a shrine to the demon lord Segotha, protected by degenerate, demon worshipping humanoids. 11 keyed entries.
Tower of Thard	7-8	Exploration of Thard's forsaken wizard tower, now occupied by a green dragon who commands flocks of vile birds and is terrorizing the surrounding lands. 30 keyed entries.
White Seers of Netherite	6-10+	This can be played as locale of interest rather than an adventure site. It features a special order of psionics, the White Seers, who may be used as a knowledge resource by players willing to pay or targets for a raid. Be warned, powerful psionics are not to be messed with! The level range given is only a guideline to cover situations where PCs decide to take on the seers and expect a reasonable chance of survival. Otherwise this location may suit PCs of any level wishing to merely utilize the site as a source of knowledge. 10 keyed entries.
Black Shaft of Narbonius the Accursed	3-5	Exploration of a long-lost, cursed shrine to a degenerate bat deity. 16 keyed entries.
Savages of Cragstone Peak	5-6	A pleistocene-themed raid against a tribe of savage, vicious cavemen led by a vengeful, wyvern-commanding shaman. 11 keyed entries.
Lady of the Flame	5-6	Depending on the PCs' actions and intent, this location may function as a site of interest or source of knowledge rather than as an adventure proper. That being said, it is quite likely players will be drawn into investigating the mystery of the Lady of the Flame, the immortal oracle below the Black Stump. 13 keyed entries.
Ice Witch of Jagged Peak	5-7	Raid, theft or 'good guys' mission against the evil ice witch Tarquessa, who is using an ancient artifact to spread cold and winter over the lands. 28 keyed entries.
Grottoes Under Brigand Knoll	1-3	Raid against a bandit camp and exploration of the mysterious grottoes underneath, with the players possibly ending up in the <i>elemental plane of water</i> . 47 keyed entries.

Note: Unless otherwise noted, 1 square = 10' on all internal maps.

GUNDERHOLFEN CAMPAIGNS

The adventure sites presented in this compilation can be used with the Gunderholfen megadungeon setting, possible locations for the adventures have been added to the area map below. For a fuller treatment, see **Gunderholfen, Darkness at Nekemte** or **Bottomless Pit of Zorth**. Halith Vorn and the villages of Hroogpith and Drunpool will be covered in forthcoming products.

The adventures in this compilation are generally arranged in order of difficulty with regards to distance from the city of Longfelt: the further away, the higher level the adventure site (in general!). GMs may feed players suitable rumors of the sites when PCs have reached the suggested levels, or just let them hex-crawl their way blindly into the sites, depending on their gaming preferences.

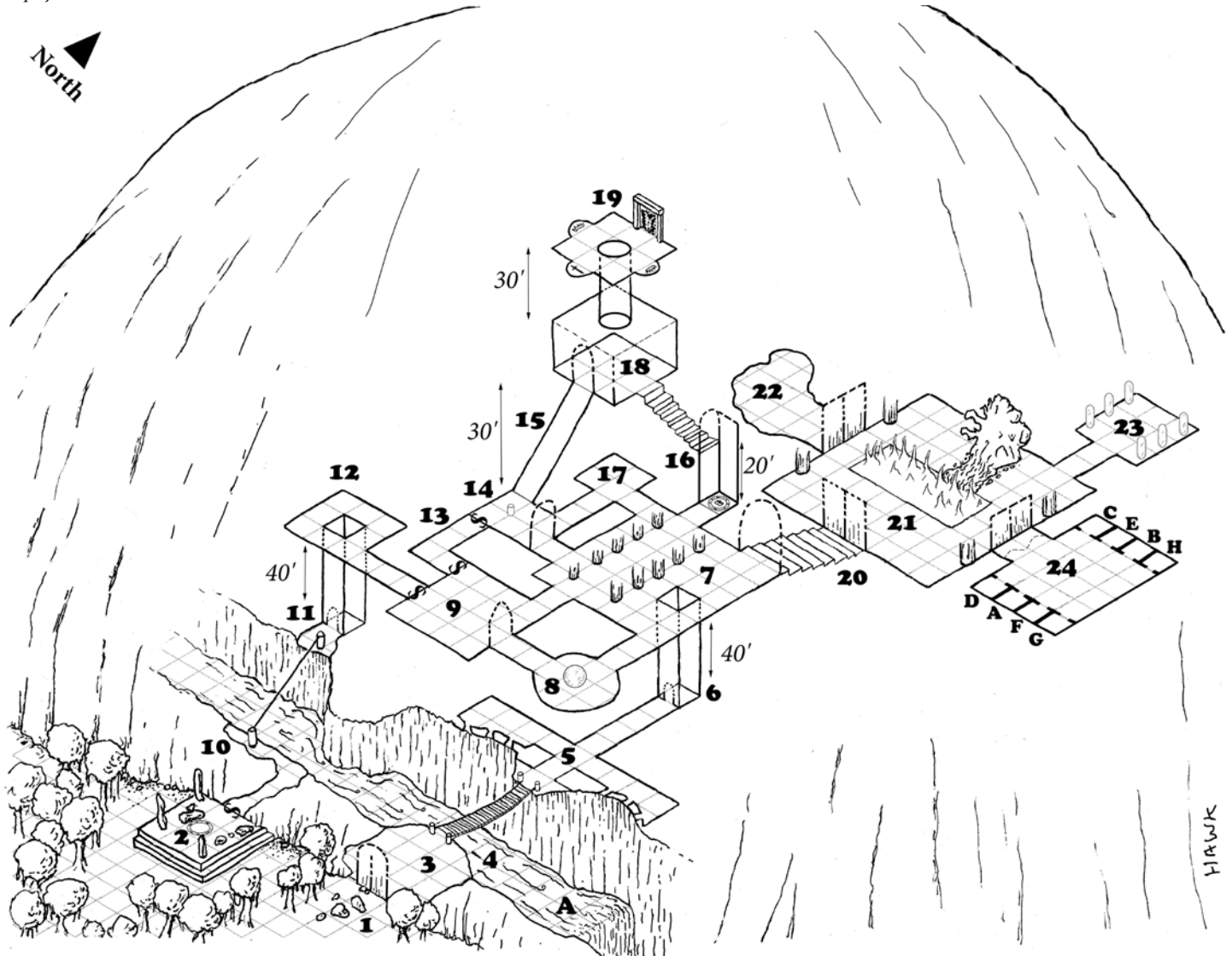


Note: Sites are marked as they are known generally in the area or as what kind of thing is believed to exist in the location, they match up with adventure sites as follows: Black Stump = *Lady of the Flame*; Knoll = *Grottoes Under Brigand Knoll*; Cragstone Peak = *Savages of Cragstone Peak*; Netherite = *White Seers of Netherite*; Black Shaft = *Black Shaft of Narbonius the Accursed*; Jagged Peak = *Ice Witch of Jagged Peak*; Tower of Thard (as is); Shrine = *Shrine of the Witching Stone*; Tomb = *Tomb of the Twice-Crowned King*.



Tomb of the Twice-Crowned King (full version) - For Level 8-10 PCs

Map by G. Hawkins



Background

When death finally drew near and the forces of law were at the gates, Heimfell the giant two-headed king built a great tomb in the hills. He ordered his sorcerers to place a curse upon his family and servants, forcing them into a state of unlife to guard his crypt for eternity. Many treasure seekers have died within his halls and to this day the two-headed king is still lord of his final domain.

Site Overview

Heimfell's tomb is located under a steep, red rocky hill (actually a single great rock) and divided into upper and lower chambers. The sides of the hill are sheer near the bottom and can only be climbed by those with skills or special equipment. The lower chambers, which lie deep underground, can be reached via a teleporter in the upper complex, or via somehow navigating the river and huge water fall that tumbles down to the tomb complex below.

Unless otherwise indicated, all upper complex chambers and passages are of solid red rock. Ceilings in corridors are 10', 15' in rooms, exceptions noted in the text.

Hooks

1. Drunken retired thief shares tale: 'And there we saw them, two great crowns of wrought gold and gems, mounted on the heads of the two-headed king of legend: a giant yet human, mighty in form, his throne room knee-deep in the bones of his servants. As we stole forward to seize the prize, Fredihealth and Yurtbrud were set upon by the taloned hands of ghoulish wights as they climbed to seize the crowns, and my heart gave out as the whispering tongues of a hundred dead were raised in a mad cacophony promising my death. I fled from those halls of unlife, the ravenous horde upon my heels. My thieving days are forever over; the terror fills my dreams. Yet still I yearn for the great wealth yet unclaimed within those accursed halls.'

2. Rumor: 'A tomb has been discovered in the hills where none previously stood. A pair of great doors emblazoned with twin-crowns and a great gem mark the entrance, and the wise whisper that the lost hall of Heimfell the Twice-Crowned King has been found at long last.'

Upper Complex

1: Tomb Entrance - Looming black stone doors embedded in a red cliff face, a base relief in their center depicts two crowns and a great gem. A runic inscription is chiseled into the rock face above the doors. Through the trees to the left, a ruined structure abuts the cliff face (area 2).

- **Doors:** 20' tall, 1' thick. Wizard locked + require combined 25+ STR to push open.
- **Inscriptions:** comprehend languages or read magic deciphers writing: 'With this I conquered, with these I ruled, my return is foretold' (a clue to the secret door at area 2).

2: Ruined Building - Clearing; vine-covered crumbling columns stand on raised, cracked and weathered foundations beside a cliff face. Stairs lead to the top.

- **Cliff face:** 8' wide circle radiates magic if checked (secret door, opened via circle of symbols).
- **Foundations:** carved into the top surface of the foundations is a 10' wide circle of symbols (crowns, a sword, a fist, a scepter, fire, moon, a gem and a pentagram).
 - ▶ Symbols glow faint orange if touched/stood on.
 - ▶ Standing on certain symbols at the same time results in the following:
 1. **Crowns + gem:** an 8' disc-shaped part of the cliff-face opens (as *passwall* spell) for 1 hour, revealing the tunnel leading to area 10.
 2. **Fist + scepter:** entire circle is struck by *flamestrike* (4D8 damage, save for 1/2).
 3. **Other combinations:** no effect.

Wandering Monsters

Occur 1 in 6; check every 12 turns. D6:

1. **Baneesa (vampire)** in *gaseous* form—follows PCs, observes behavior to find best time to attack/torment party (see Lower Complex, area 9).

2. **Goreld (vampire)** in bat form—observes PCs, attacks at appropriate time (see Lower Complex, area 8).

3-4. **Black pudding** slithering along ceiling (*surprises* 1-3).

5-6. Telepathic dream projection from **Nayeeda the sylph** (Upper Complex, area 8): A haunting, beautiful, pain-filled and pleading voice pierces into the PC's consciousness; a strong, emotional urge pulls the PCs in the direction of area 8.

The terithran: A terithran inhabits the *near ethereal* within the vicinity of the upper complex. Use of MU or illusionist spells may attract its ire, causing the terithran to appear on the *material plane* 1-10' from the caster and transport the offender back to its lair on the *ethereal plane* (a hollow 30' diameter floating globe of liquid silver). The % chances of it materializing are:

- 16+ levels of MU spell levels cast in the area: 65% chance
- 13+ levels of illusionists spells cast: 65%
- 8th level MU spell cast: 20%
- 9th level MU spell: 30%
- 6th level illusionist spell: 10%
- 7th level illusionist spell: 20%



3: Entrance Hall - Chiselled out of the red curved walls, their heads joined in the center of the ceiling like an arch, are two rows of images depicting a two-headed king gazing sternly down on those below.

- **Images:** three on each wall; covered by *illusions*: faces follow characters' movements, unnervingly:
 - ▶ NPCs (henchmen/hirelings) viewing the faces must check MORALE or refuse to enter/flee.



Monster Stats

Black pudding: AC: 6 MV: 60' HD: 10 AT: 1 DMG: 3-24 SA: dissolve 2" thick wood/round; dissolve metal: chain 1 round, plate 2 rounds, + 1 round/magic plus SD: divides in two if chopped/struck or hit with lightning: each portion 1/2 HD, full attacks; immune to cold WK: avoids fire (normal damage) INT: non Size: L XP: 2,260 THAC0: 9 HP: 65

Terithran: AC: 3 (6) MV: 150' (180') HD: 5+1 AT: 2 DMG: 2-5/2-5 (2-9/2-9) SA: at will: *detect magic*; 6 (16) powers/day (any combination, always saves 1 slot for *transport* ability): *stun* all in 10' radius (save vs magic); *drain magic power*: caster loses all memorized spells for that day (against MU, illusionist or ranger, save vs breath); *cause serious wounds* by touch (no save); *transport* victim to *ethereal plane*: requires grapple or strike with claw (no save) SD: hit only by magic or silver weapons MR: 50% AL: N Size: S (4' tall) XP: 765 THAC0: 15 HP: 30

Note: Numbers in parentheses are stats on the ethereal plane. The terithran will use its powers to overcome/remove combatants preventing it from getting to the offending spell caster.

4: River Chasm - A ledge overlooks a chasm; a wooden bridge extends to the far side over a murky river below. The sound of a waterfall is audible to the right and screeching bats above, thick swarms of them flutter around the ceiling (40' high).

- **Chasm:** 40' deep (falling in 2D6 damage).
- **River:** 20' deep, flows to the east and cascades down a 500' fall (at A) to **Lower Complex area 1A** (12D6 falling damage).
 - ▶ Lurking in the river are **6 crocodiles**; only noticed if some method is used to draw their attention.
- **Bridge:** 40' long, wood, partially rotten, unstable, no hand rails or guide ropes. PCs hit in combat must check DEX or fall into river; no check required for PCs lying down while crossing.

Tactics: **6 giant skeletons** behind openings at **area 5** fire upon PCs crossing bridge; melee any who make it to area 5.

5: Guards - Openings in cavern walls conceal **6 giant skeletons** (50% cover, +4 AC bonus). Skeletons attack any characters in the river or crossing from area 4.

6: Reverse Gravity Shaft - A square shaft opening in the ceiling, of polished smooth black obsidian.

- **Reverse-gravity field:** The 10' space immediately below the shaft opening is a *reverse-gravity* zone, causing anyone entering it to 'fall' upwards 70' to collide with the ceiling of **area 7** (7D6 damage).
 - ▶ Only a 10' wide space immediately above the shaft opening on the ceiling of **area 7** is affected by the field, PCs moving from this space fall to the floor in area 7.

7: Hall of Swords - High-ceilinged chamber supported by thick, blue-white larimar columns carved with base-reliefs of giant swords (4 per column). The walls are void black, with points of light glittering like the celestial firmament (quartz deposits).

- **Swords:** 1 round after PCs enter, the swords glow and sword-shaped slashes of light detach from the columns, swirling about the room, blinding and flashing:
 - ▶ **Sword-lights** are *illusions*, incorporeal, harmless.
 - ▶ Unless *dispelled*, the swirling swords cause disorientation to any PCs in the room: MV reduced to 40'; -3 to AC, to to hit and saves. 1 in 8 chance NPCs moving through the room fall into the **shaft** opening and are affected by the *reverse-gravity* zone (fall to ceiling: 3D6 damage).
 - ▶ *Dispelling the illusions* annuls the effects for 2 hours.
- **Shaft:** *reverse gravity*, see **area 6**.

Giant skeletons: AC: 1 MV: 90' HD: 8 AT: 1 or 2 DMG: 4-16 (huge sword) or 1-10/1-10 (huge bow, 20 arrows each) SD: immune to mind spells; 1/2 dmg from piercing/slashing; *turned* as spectres INT: non Size: L (8' tall) AL: NE XP: 950 each THACO: 12 HP: 40 each

Crocodiles (6): AC: 5 MV: 60'//120' HD: 3 AT: 1 DMG: 2-12 SA: *surprise* on 1-3 Size: L AL: N XP: 104 each THACO: 16 HP: 11 each

Giant crocodile: AC 4 MV: 60'//120' HD: 7 AT: 1 DMG: 2-20 SA: *surprise* on 1-3 Size: L AL: N XP: 720 THACO: 13 HP: 40

8: The Dreaming Sylph - In the center of the room is a humming **globe of energy** (as *wall of force*), within floats a sleeping, winged **woman**; achingly beautiful. The walls, ceiling and floor shimmer with a hazy, shifting mist that vanishes and reforms, monstrous forms of terror briefly visible within.

- **Woman (Nayeeda the sylph):** Murmurs and squirms as if in a nightmare, her brow furrowed:
 - ▶ In a magic-induced sleep, cannot be normally awoken.
 - ▶ Desired by Heimfell whom she rejected; as punishment he trapped her for all eternity in a sorcerous nightmare.
 - ▶ 25% chance per round that her nightmares bring forth a *phantasmal killer*, which targets 1 random player for 1 round before disappearing. Check again each round.
 - ▶ If freed (see **area 17**), she accompanies good or neutral parties, seeking to destroy Heimfell's power for good.
- **Globe of energy:** only be brought down by *disintegration* or by touching **Nayeeda's figurine** to its surface (see **area 17**).

9: Room of Conquests - Deep-cut base-reliefs cover the walls depicting a two-headed giant vanquishing enemies, crushing opponents under his feet; and paying homage to an idol of an amorphous, demonic monstrosity. Carved into the arched ceiling (30' high), two leering, triumphant faces gaze down, **gems** glimmer in their eyes.

- **Secret door to area 12:** The wall here has a blackened patch, as though flame was applied to it.
 - ▶ Placing any source of fire (torch, etc.) to the wall causes the secret door to grind open (closes in 1 hour).
- **Secret door to area 13:** The wall here is warm to the touch; this secret door opens if the **gems** from the faces are touched, releasing the **black skeletons** in **area 13** to attack.
- **Gems (4):** green diamonds, lights flicker within, 5,000 GP each. Touching a gem opens the **secret door to area 13**, releasing the **black skeletons**.

10: Rope Crossing - A narrow ledge overlooks a **chasm**, a murky river flows beneath. A **rope** tied to a rock post stretches across the chasm; the ceiling above is thick with stalactites.

- **Chasm:** 40' deep, sheer (falling in 2D6 damage); 2 rounds to traverse the **rope** (60' long).
- **River:** 15' deep, a **giant crocodile** lies concealed in the water below the rope; motionless, reacts to anything falling in river.

Tactics: **Stirges (20)** are concealed among the stalactites, they will attack PCs crossing the **chasm**. Those struck while crossing on the rope must check average of DEX/STR or fall into the river.

Nayeeda, sylph: AC: 9 MV: 90'/360' HD: 3 AT: 0 SA: *conjure air elemental* (1 time/week) SD: *invisibility* at will; cast spells as 7th level magic-user: **1st:** *detect magic, hold portal, protection from evil, ventriloquism* **2nd:** *rope trick, pyrotechnics, audible glamer* **3rd:** *clairvoyance, protection from normal missiles* **4th:** *dimension door* MR: 50% INT: exc. AL: neutral (good) Size: M XP: 370 HP: 15

Stirges (20): AC: 8 MV: 30'/180' HD: 1+1 AT: 1 DMG: 1-3 + blood drain SA: drain 1-4 damage/round INT: ani. AL: N Size: S XP: 38 each THACO: 15 HP: 6 each

11: Reverse-Gravity Shaft - A narrow ledge covered with patches of droppings (stirge); a rope tied to a rock post crosses a chasm (see **area 10**). At the rear, the corridor leads to a 10' wide, perfectly smooth obsidian **shaft** in the ceiling.

- **Reverse gravity field:** The 10' space immediately below the shaft opening is a *reverse-gravity* zone, anyone entering this space 'falls' upwards 60' to collide with the ceiling of **area 12** (6D6 damage).
 - ▶ Only a 10' wide space immediately above the shaft opening on the ceiling of **area 12** is affected by the *field*; PCs moving from this space fall to the floor in area 12 (2D6 damage).

12: Domed Chamber - Ribbed, domed ceiling (20'); floor covered in scattered piles of small bones (stirge). A smooth-sided, obsidian **shaft** opens in the centre of the floor.

- **Shaft:** *Reverse-gravity*, see **area 11**.
- **Secret door:** The wall at the end of the exit passage has a charred, blackened area. Placing flame against its surface opens the secret door to **area 9** for 1 hour.

13: Burning Men - 10 flaming, **black skeletons** occupy this secret corridor. They burst out to attack if the **secret door** from **area 9** is opened or if the **pedestal** in **area 14** is touched.

- **Corridor** is scorched black from the fires of its occupants.
- **Secret doors** cannot be opened manually from within the corridor.

14: Cold Room - Deep blue ice coats all surfaces of this room; icicles hang thick from the ceiling. A black stone **pedestal**, rounded top, stands in the middle of the room, untouched by the ice. A steeply sloped ice passage (**area 15**) joins the room.

- **Pedestal:** etched with flame motifs; radiates magic & warmth. **Touching the pedestal** releases a sudden shockwave of force outwards:
 1. Knocks anyone in area 14 over for 1 round, 1-10 damage.
 2. Shatters ice in areas 14 and 15; this comes crashing down on any characters in either area for 2-20 damage, partially blocking exit to area 15 with ice rubble.
 3. **Secret door** to **area 13** grinds open, releasing **black skeletons** to attack.
 4. **Black skeletons** trapped in ice in **area 15** are now free; they crawl out of the ice rubble, suddenly immolate and attack (on 3rd round).

Black skeletons: AC: 7 MV: 120' HD: 1 AT: special DMG: special SA: explode when in contact with target: 10' radius: 2D6 fire/fragmentation damage, save vs breath for half, only DEX affects target's AC SD: explode (as above) when they reach 0 HP; take 1/2 damage from piercing/slashing weapons; immune to mind spells. Size: M AL: E XP: 46 each THAC0: 19 HP: 7 each

Tactics: Flaming black skeletons do not attack normally, they charge intruders and hurl themselves at opponents, exploding upon contact. Armor or magical bonuses should be ignored, only a target's DEX adjustment affects the target AC. They explode if brought to 0 HP. Black skeletons *climb walls* at 90% (as a thief).

15: Sloping Ice Tunnel - Circular; tunnel encased in thick, blue ice. Within the ice, **black skeletal forms** are visible:

- 2' thick ice, smooth, extremely slippery, only climbable with use of tools (picks or similar weapons may work); chance of slipping/sliding down each 10' = 30%:
 - ▶ As a character climbs, the eyes on the **black skeletons** glow red (trapped; cannot attack unless the **pedestal** in **area 14** is touched or released via other means).
 - ▶ **Once cleared of ice** by touching the **pedestal** the tunnel underneath is stone (climbable).
- **15 black skeletons** in total, encased in the ice in the floor, walls and ceiling.

16: Circle of Symbols - A circle of symbols (identical to **area 2**, but with a crown in the middle) is carved into the floor at the bottom of a **shaft**. There is an opening 20' up on the left wall.

- **Circle:** 9' diameter; radiates magic; glows red if touched in anyway, this activates the **black skeletons** lying dormant on the stairs above, these leap down from the opening to explode/attack, *surprising* on 1-3.
- **Shaft:** smooth and slippery walls:
 - ▶ **10 black skeletons** lie dormant on the stairs above the shaft opening; they only animate if the **circle** is touched.

17: The Figurine Tree - A red stone 'tree' sprouts from the centre of the room, upon its branches **miniature figurines** of beautiful women sit in various poses. The red walls are etched with swirling sigils and a **runic inscription**.

- **Miniature figurines:** 6" tall, stone; depict 3 nymphs, 3 sylphs and 1 voluptuous human woman (all radiate magic):
 - ▶ **Nymphs:** cold to the touch, expressions of pain on their faces—*exact replicas of the nymph corpses in area 23*.
 - ▶ **Sylphs:** two are cold to the touch—*exact replicas of the sylph corpses in area 23*. **The other** is warm, a look of anguish on her face—*an exact replica of Nayeeda, area 8*. Any PC touching Nayeeda's figurine feels an urge to go to area 8.
 - ▶ **Human:** warm to the touch, the figurine clasps a miniature **black mask** in its hand. If removed, the mask expands to a full size, black skull face—when worn, it prevents black skeletons from approaching within 10'.
- **Touching any figurine** to its respective globe/energy case annuls the globe and releases the trapped body/victim, this can release **Nayeeda (area 8)** or **Dhavona (area 23)**.
- **Runic inscription:** *comprehend languages* or *read magic* reveals meaning: 'For love unrequited, for pain eternal and for treachery foreseen, I return in kind'.

Background: The figurines are exact replicas of three nymphs, three sylphs (one is Nayeeda) and the succubus Dhavona in human form. Heimfell desired/loved all of them, but was spurned or rejected, or betrayed (in the case of Dhavona). In revenge he trapped their bodies in stasis (area 23 and area 8). Over time his rage and pride led him to slay all of them but Nayeeda, whom he placed into an eternal nightmare and Dhavona, who has since awoken but is unable to escape imprisonment. She waits for adventures to trick into releasing her.

18: The Grub Room - Thick globs of glutinous **pink slime** fall from a **shaft** opening in the ceiling (20' high) to pool in the center of the room. Massed around the slime pool is a swarm of pale **grubs** feeding on the gooey substance.

- **Shaft:** 30' long, smooth sided, covered in slime drops:
 - ▶ PCs navigating the shaft (in any form) must save vs paralyzation each segment or be struck by a globule of falling **pink slime**. DEX bonuses can modify save.
 - ▶ Naturally, PCs may use covers/shields etc. to protect themselves from slime droplets/modify saves.
- **Pink slime:** acidic; drips down through shaft from ceiling of area 19:
 - ▶ Deals D20 acid damage on 1st round; D12 on 2nd round; D8 3rd; D4 on 4th round before wearing off.
 - ▶ Random items saves required for each hit.
 - ▶ Immune to heat/fire/electricity; *cold* freezes slime for 1-4 rounds.
- **Grubs (230):** 6' long, 1" thick—squeal, thrash about if touched; eating 1 confers immunity to the **slime** for 1 turn.

19: Portal to Lower Complex - Domed ceiling, from the apex of which **pink slime** leaks through porous rock, dripping down through the shaft hole (to area 18). Three of the walls contain circular alcoves with base-relief motifs on the floor, two with a **crown**, one with a **sword**. By the other wall is a black stone **gateway**, a field of crackling energy within.

- **Pink slime:** seeps through porous rock; tunneling through the ceiling will cause a mass flood of the material, dealing x5 acid damage (see area 18).
- **Gateway:** deals 1-10 electricity damage until opened via **crowns**; transports characters to **Lower Complex area 1**, remains open for 1 day.
- **Crowns:** standing on both crowns at the same time causes the field of energy in the gateway to shift colors, revealing a cavern beyond, with two statues standing beside a bridge.
- **Sword:** touching or standing on the sword motif activates a **sword** spell, summoning 1 **sword** per PC present:
 - ▶ The **swords** materialize in the center of the room and attack as 7th level fighters; dissipate after 5 rounds.
 - ▶ Can be *dispelled*, each resists at 14th level.

20: Temple Doors - Imposing bronze **doors** with base-reliefs depicting a two-headed giant holding a great gem; rays of power emanate from a misshapen, demonic being to surround the gem in a nimbus of light. **Runes** are inscribed on each door.

- **Doors:** warm to the touch; *wizard-locked* and require combined 25+ STR plus open doors to push open.
 - ▶ A **bowl**-shape protrudes from the center of each door.
- **Runes:** *comprehend languages/read magic* reveals the inscription as: *'Thanogus, he who gave strength, we pay homage to thee with the blood the of thy enemies'*:
 - ▶ Pouring 1 HP of blood from an enemy of Thanogus the demon lord (any PC/tomb looter likely to qualify) into each **bowl** causes the doors to swing open.
 - ▶ Pouring blood from any other creature into a **bowl** conjures a *cloudkill* spell, filling the staircase for 1 hour.

21: Temple - A wave of heat rolls out from a pit of **green fire** dominating the chamber, above which float two giant, golden crowns melting and reforming as one watches (*illusions*). Beyond the fire stands an **idol** of a mishapen horror of warping, glowing green lava—in its centre a **great ruby** gleams. The idol's body flows and melts down in to feed the emerald flames. Around the walls are lofty bronze **doors**, flanked by thick columns supporting the vaulted ceiling (30' high).

- **Green fire:** magical; characters in the room unprotected from fire take 1 HP damage/round; touching the fire causes 3D10 damage/segment.
- **Idol:** green, morphing lava; characters approaching within 10' take 1D6 damage/round, 6D10 for touching unless protected from fire.
- **Great ruby:** 20,000 GP; glows brightly if approached; touching the ruby causes the doors to **area 22** to fling open:
 - ▶ A giant black skeleton, wreathed in green fire moves into the temple to attack (the **burning titan**).
 - ▶ **Destroying the ruby** (AC: 2; 30 HP) extinguishes the **green fire** and the flames enveloping the **burning titan** skeleton. The ruby is immune to heat.
 - ▶ The burning titan reforms within a day after being destroyed if the great ruby is not taken/destroyed.
- **Doors:** emblazoned with swords; the **smaller south doors** bear an inscription (deciphered by *comprehend languages* or *read languages*): *'From life comes death, from death comes unlife, so shall my servants and I return'*.

22: The Burning Titan - A burnt and blackened rough-cut cavern. The **burning titan's** abode.



The burning titan: AC: 0 MV: 180' HD: 17 AT: 1 DMG: 7-42+1-10 fire damage (huge sword) SA: can animate the **green fire** in lieu of an attack: a sheet of flame shoots out from the fire hitting a 20' wide x 30' long section of the room: all in area take 4-40 damage, save vs breath for 1/2 SD: cannot be turned unless **great ruby** destroyed (then as vampire); takes 1/2 damage from piercing/slashing; immune to fire WK: takes double damage from cold attacks; immune to mind affecting spells INT: non Size: L (18' tall) AL: CE XP: 10,025 THAC0: 7 HP: 81

23: King's Concubines - 6 humming, clear tube-shaped energy cases (as *wall/globe of force*) stand along the walls, within float beautiful, sleeping female forms (3 nymphs, 2 sylphs and 1 human). The nymphs and sylphs have expressions of pain or anguish, the human's face is expressionless. A **runic inscription** covers the rear wall.

- **Energy cases:** brought down by *disintegration* or by touching the appropriate **figurine** from **area 17** to the case:
 - ▶ **Opening any of the nymphs or sylph cases** causes the lifeless body within to fall to the ground. *Stasis* has now been annulled, so the bodies will begin to decompose.
 - ▶ **Opening the human's case** releases **Dhavona**, she feigns gratitude, possibly joining the party. She will explain that she was held as a slave concubine by the Twice-Crowned King. Dhavona seeks to drain energy levels/kill the party, using the safest and most effective means at her disposal (seduction or *charm*), fleeing if things turn against her. If present, **Nayeeda (area 8)** will warn the party not to trust Dhavona, but does not know her true nature.
- **Runic inscription:** *comprehend languages* or *read magic* reveals meaning: 'For love unrequited, for pain eternal and for treachery foreseen, I return in kind' (same as **area 17**).

24: Servants of the King - A gloomy, frigid hall; a thin sheet of softly glowing green **mist** floats above the floor. Four arches on the side walls open into **alcoves**, glittering objects and shadowy forms visible within.

- **Mist:** 1' above floor, 1" thick, extends into alcoves. Once a character disturbs the sheet of mist, the mist begins to coalesce into streams that thicken and expand, flowing into the 8 alcoves:
 1. **3rd round:** mist coalesces around the rotting skeletal form in **alcove A**, from which a **ghost** emerges.
 2. **Each round after 3rd:** mist coalesces around another skeletal form in alphabetical order (B, C, D, etc.) to form a **ghost**.
 3. **Ghosts** are *ethereal* on 1st round they appear, attempt to *magic jar*, then on later rounds become *semi-ethereal* to attack by touch.
 4. **Ghosts** will pursue intruders through Upper Complex.
- **Alcoves:** sitting on stone chairs in each alcove are decomposing skeletal figures in tattered robes and adorned with jewelry (priests that served Heimfell in life). Each alcove takes 1 round to search and pilfer—contents marked (m) have fallen to the floor and lie below the mist sheet.
 - ▶ **A:** Silver necklace with sapphires (7,000 GP); gold plated jade scepter with gargoyle head (4,000 GP).

- ▶ **B:** Ivory crocodile mask with rubies (m) (12,000 GP).
- ▶ **C:** Jade and gold ring with pink diamonds (m) (8,000 GP each); bronze armband with amethysts (6,000 GP).
- ▶ **D:** Jade, gold and platinum mantle set with red agates (9,000 GP); ivory and jade headpiece (2,000 GP).
- ▶ **E:** Bronze armbands with gold plated designs depicting serpents (m) (4,000 GP each).
- ▶ **F:** Silver necklace with leaf shaped links (2,000 GP); **rod of resurrection** (8 charges; XP: 1,600; GP: 8,000 GP).
- ▶ **G:** Ebony tiger mask with gold highlights, cursed: casts *feeblemind* on anyone wearing it (3,000 GP); **necklace of adaptation** (m) (XP: 1,000; GP: 10,000).
- ▶ **H:** Jade, ivory and silver lion mask (6,000 GP); intricately carved ivory leg greeves depicting hunting scenes (m) (4,000 GP for pair).

Note: The broken line on the map represents the edge of the mist sheet. PCs may be able to crawl beneath the mist, adjudicate this based upon *care/speed* (or *DEX* check); movement 1/10 normal.




Dhavona (succubus): AC: 0 MV: 120'/180' HD: 6 AT: 2 DMG: 1-3/1-3 (claw/claw) SA: kiss drains 1 energy level; at will: become *ethereal*, *charm person*, *ESP*, *clairaudience*, *suggestion*, *shape change* (humanoid form) or *gate* (40% success): 01-75: vrock demon, 76-95: balor demon, 96-100: demon prince SD: take 1/2 damage from cold, electricity, fire, gas; +1 or better weapon to hit; create *darkness* 5' radius at will MR: 70% AL: CE Size: M XP: 2,226 THAC0: 12 HP: 21

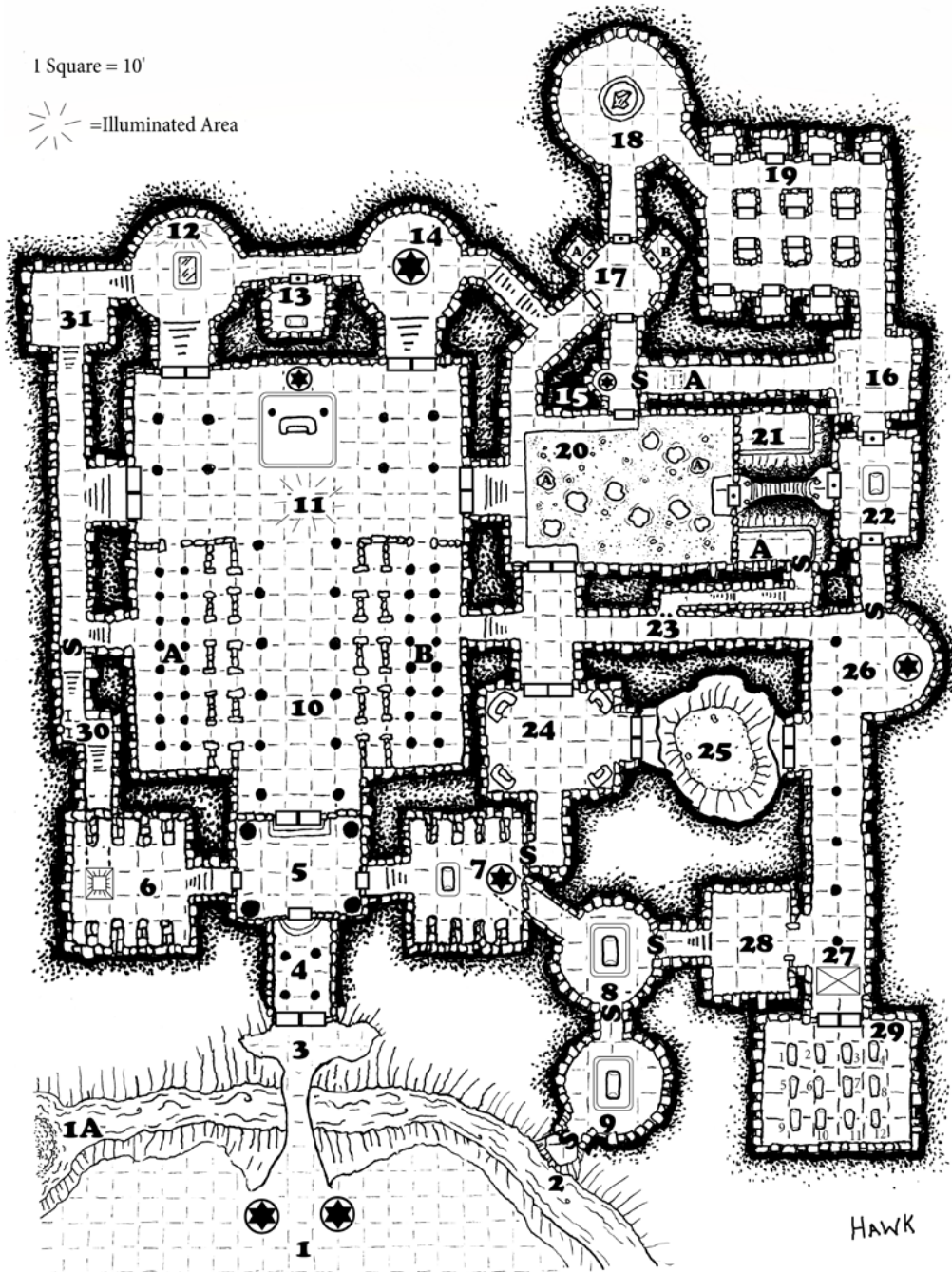
Ghosts (8): AC: 8 (in *ethereal*) or 0 (*semi-ethereal*) MV: 90' HD: 10 AT: 1 DMG: touch ages opponent 10-40 years SA: *magic jar* 60' (while *ethereal*); those viewing ghost must save vs magic or age 10-40 years & flee for 2-12 turns (clerics 6th+ level immune, 8th+ level characters save at +2) SD: while *ethereal* only affected by attacks on *ethereal plane*; while *semi-ethereal* silver (1/2 damage) or magic weapons required to hit INT: high AL: LE Size: M XP: 5,510 each THAC0: 10 HP: 40 each

Lower Complex

Map by G. Hawkins

1 Square = 10'

 = Illuminated Area



Wandering Monsters

Occur 1 in 6; check every 6 turns. D6:

1. 2D4 **ghasts** and 1D4 **wights** looking for flesh
2. 2D6 **ghasts** whispering words of death as they prowl
3. 2D4 **wights** screeching and screaming madly (no *surprise*)
4. **Baneesa (vampire)** in *gaseous* form—follows PCs, observes behavior to find best time to attack/torment party
5. **Goreld (vampire)** in bat form—observes PCs, attacks at appropriate time
6. Telepathic projection from **Arisa** (resembles apparition, see **area 12**), appears for a moment then vanishes. D3:

- 1: Warns party to flee tomb and avoid wrath of Heimfell
- 2: Pleads for PCs to find and destroy the **Black Rock** to free her
- 3: Warns '*Beware the stalking gas*' (a reference to **Baneesa**)

Monster Stats

Bridge guardians: AC: 3 MV: 60' HD: 12 AT: 1 DMG: 4-24 (huge maul) SA: blows are crushing blows SD: +2 weapon to hit; immune to mind spells; half damage from fire, cold, electricity INT: non Size: L (12' tall) AL: N XP: 5,210 each HP: 60 each

Royal guards: AC: 3 MV: 60' HD: 7 AT: 1 DMG: 1-10 (pole axe) SA: hits cause nausea: -2 to hit 1 day (save vs poison to avoid); *gaze slows* viewers 2-8 rounds (save vs spells) SD: immune to mind spells WK: take double damage from fire INT: low Size: M AL: NE XP: 650 + 8/hp THAC0: 13 - *Appear as rotting mummies in rusty, pitted plate armor with black bladed pole-axes.*

Spectre: AC: 2 MV: 120' HD: 7+3 AT: 1 DMG: 1-8 + drains 2 levels SD: +1 weapon to hit; immune to mind spells INT: high Size: M AL: LE XP: 2,020 THAC0: 13 HP: 37

Notes

- Doors are stone (open rolls required); most ceilings 15'.
- Tomb is defiled (-2 on *turning*); clerics/paladins sense this.

1: Bridge - Two 12' tall **bronze statues**, two-headed and holding giant mauls, flank a crumbling stone **bridge** (60' long) arching over a **canyon**. Below, a raging **river** fed by a thundering waterfall cuts through the black rock; on the other side a ledge before thick, granite doors embedded into a cliff face. The cavern ceiling towers above (200' high).

- **Bronze statues** are **bridge guardians**—unresponsive unless PCs try to steal **crowns** from **area 11**:
 1. Begin smashing bridge (to prevent escape) if PCs exit to ledge (**area 3**) from inside.
 2. Destroy bridge on segment 2-8 of round 1; PCs on the bridge at this point plummet into the river.
 3. Attack any PCs that make it across the canyon.
- **River**: 6'-10' deep, flows swiftly east into the Underdeeps; 2D6 damage for falling in (+ applicable drowning rules).
- **Canyon**: 30' deep, sheer-sided rock walls.
- **1A**: 50' deep; 500' waterfall from **Upper Complex area 4A**.

2: Ledge - Flat, smooth ledge, 20' lower than area 3.

- **Cliff-face**: inspection reveals a small hole (3" wide) tunneled through the rock (to **area 9**).
- **Secret door**: only opened from this side by a *knock* spell.

3: Main Doors - Imposing 13' high gray-flecked obsidian stone **doors**, each engraved with two interlinking crown designs.

- **Doors**: *wizard locked* and protected by a **glyph of warding** (affects all on ledge, 18 fire damage, save for half)—speaking '*Heimfell*' aloud permits safe passage.
 - ▶ Close automatically with a thunderous boom 1 turn after PCs pass through (check for **wandering monster**).

4: Entrance Hall - White marble columns decorated with linked crown base-relief designs; several steps lead to a black merlinite stone door on the back wall. The floor is thick with dust (tracks visible if checked: ghoulish prints and heavy boots).

5: Antechamber - Thick, black marble columns in corners support a vaulted ceiling (30'). Scorch marks on floor and walls; burnt skeletons lie amidst ash (goblin). Several steps lead up to a set of stone doors, motifs of interlinked crowns decorate their surfaces. **Side doors** are emblazoned with engravings of pole-axes.

Baneesa and Goreld (vampires): AC: 1/Goreld: -3 (plate mail) MV: 120'/180' HD: 8+3 AT: 1 DMG: 5-10 + drain 2 levels/2-8+6 (Goreld +2 **bastard sword nine lives stealer**; XP: 1,600; GP: 8,000) SA: *gaseous form* + *shape change* into bat at will; *gaze* attack: save or *charmed*; summon 10-100 rats/bats, or 3-18 wolves (outside) SD: +1 weapon to hit; *regenerate* 3 hp/round; turn to *gaseous form* at 0 HP (return to coffin within 12 hrs for 8 hours rest); immune to *sleep*, *charm*, *hold*, *poison*, *paralysis*; take 1/2 damage from cold/electricity WK: repelled 1-4 rounds by garlic, holy symbols repel; slain by sunlight 1 turn; killed in 3 rounds by running water; take 2-7 damage from holy water INT: Exc. AL: CE Size: M XP: Baneesa: 4,222; Goreld: 4,340 HP: Baneesa: 36 Goreld: 45

6: Royal Guards - Stairs descend sharply to a dusty, stench filled room. **Alcoves** line two walls; a **shaft** opens in the floor.

- **Alcoves (10)**: each holds a **royal guard** (30 HP each), motionless; do not move or react for 4 rounds, then suddenly animate and attack.
- **Shaft**: smooth-sided, descends 20' to **area 30**.

7: Tomb of Malisi - Stairs descend to a gloomy room; **alcoves** line the walls. A stone **sarcophagus** carved in entwining rose designs stands near the entrance; by the back wall a **statue** of a tall, mailed female warrior, its right arm thrust forward in a fist.

- **Alcoves (10)**: each holds a **royal guard** (28 HP each), motionless. They only react or attack if the **right arm** on the **statue** is lowered or if attacked.
- **Sarcophagus**: cold to the touch; written on the lid in archaic is '*Malisi, daughter of battle*'. It is opened by crowbar or *bend/bars* roll—doing so releases a female **spectre**. Inside is a female skeleton wearing red +4 **scale mail** with rose design scales (XP: 2,000; GP: 12,000).
- **Statue**: inspection reveals thin grooves around the right shoulder and neck:
 - ▶ **Lowering right arm** awakens the **royal guards**.
 - ▶ **Raising right arm** so it points to the ceiling causes the statue to slide sideways with a grinding sound revealing a shaft in the floor (10' drop to passage below to **area 8**).
 - ▶ **Rotating statue's head** opens the **secret door** (to **area 24A**).

8: Tomb of Goreld - Raised granite platform supports a black merlinite **sarcophagus** under a domed ceiling.

- **Sarcophagus**: decorated with designs depicting a physically powerful warrior:
 - ▶ 30% chance **Goreld** inside (asleep, *surprised* on 1-4).
- **South wall**: inspection reveals a small 3" hole (to **area 9**).
- **Secret doors**: opened by pushing on the bottom section of each door, causing door to flip downwards.

9: Tomb of Baneesa - Marble **sarcophagus** rests upon a raised granite platform. The ceiling is domed; blue stone walls carved with **faces** depicting a beautiful princess (radiate magic).

- **Sarcophagus**: encrusted with black opals (x10; 1,000 GP each)—**faces** scream if opals removed or touched; **Baneesa** appears (**Goreld** 2 rounds later); roll for **wandering monster**.
 - ▶ 30% chance **Baneesa** inside (*surprised* on 1-3).
- **South wall** has 3" wide hole (to **area 2**).
- **Secret doors** flip downwards when bottom section pushed.

Ghast: AC: 4 MV: 150' HD: 4 AT: 3 DMG: 1-4/1-4/1-8 (claw/claw/bite) SA: stench 20' radius: save vs poison or -2 to attack rolls; attacks *paralyze* victims (save vs poison) SD: immune to *sleep/charm* INT: ave. Size: M AL: CE XP: 250 each THAC0: 15 HP: 15 each

Wight: AC: 5 MV: 120' HD: 4+3 AT: 1 DMG: 1-4 + drains 1 level SD: damaged only by silver or +1 weapons; immune to *sleep/charm* INT: ave. Size: M AL: CE XP: 640 each THAC0: 15 HP: 20 each

10: Grand Hall - Rows of black columns support a vaulted ceiling (30'); shadowy arches (12' tall) pierce the walls to left and right. Inscribed in archaic above each arch '*servitude eternal*'.

A + B - Separated from the grand hall by double rows of arches; columns support a 15' ceiling. The floors are covered in bones (150 skeletons can be formed from each area, see **area 11**).

11: Hall of the King - A hovering, glowing gem bathes this deathly cold, bone-strewn hall in green light. Beneath the light rests a larimar stone **throne** upon which is seated a crowned two-headed giant skeleton, a great sword in his hand (**Heimfell**). Black, carved **columns** reach up to a looming ceiling (40)'. Behind the throne stands a 20' **statue** of a two-headed king.

- **Gem** (emerald): always hovers 5'-10' above Heimfell (*teleports* to his presence if removed):
 - ▶ Source of Heimfell's eye beams and *regeneration* power; destroying the gem (AC 2, 30 HP, immune to fire/cold attacks) annuls these powers.
 - ▶ Prevents Heimfell from being *turned*; MUST BE destroyed to 'kill' Heimfell (so he cannot *regenerate*).
- **Statue**: dark jade, wearing real gold crowns (5,000 GP each)—removing crowns summons a booming voice: '*Dare not my wrath mortal*' - roll on **wandering monster** table.
- **Columns**: carved with designs depicting a giant with two heads striding into battle, a gem hovering above his head.

Tactics: Heimfell animates if attacked or anyone tries to remove his **crowns** or touch the **gem**:

- Once animated, **5 goblin skeletons** in areas **10 A** and **B** arise (10 in total) each round to join combat and prevent escape. 1 goblin skeleton exits from each arch to areas 10 and 11 per round. They whisper and hiss '*Crush, kill, hack and chop, death, slay and die*' as they advance.
- The **royal guards** in **areas 6** and **7** animate and move through areas 5 and 10 to attack, arriving in area 10 in 2 rounds.

The Twin Crowns - Adjust to fit the wearer's head: one crown (XP: 1,400; GP: 29,000) raises wearer's CHA to 18; other crown (XP: 1,800; GP: 27,000) enables the user to cast *mass charm* (15 charges). Both crowns MUST BE worn at the same time to use these powers (by a two-headed creature or two separate beings).

12: Queen in Stasis - An intense cold radiates from a dimly glowing, frost-covered mauve crystal **case**, a **woman** sleeps within (resembles statue in area 14). The roof is domed and the walls engraved with base-reliefs of downwards pointing swords.

- The **case** radiates cold 10' radius; 1D6 damage/round. It is AC 2; 250 HP; 2-20 cold damage if touched (even with object).
- Destroying the **Black Rock (area 18)** annuls these effects and awakens the woman from *stasis*.

Goblin skeleton: AC: 7 MV: 90' HD: 1-1 AT: 1 DMG: 1-6 (spear or short sword) SD: immune to mind spells WK: +1 on turning attempts INT: non Size: S AL: NE XP: 14 +1/hp THAC0: 20

Giant skeletons: AC: 1 MV: 90' HD: 8 AT: 1 DMG: 4-16 (huge sword) SA: SD: immune to mind spells; 1/2 dmg from piercing/slashing; *turned* as spectres INT: non Size: L (8' tall) AL: NE XP: 950 each THAC0: 12 HP: 40 each

- The **woman** is **Arisa**, Heimfell's unwilling Queen, placed in *stasis* by the king who could not subject his love to undeath.

Tactics: A telepathic projection from **Arisa** (resembling an apparition) appears and implores the PCs to find and destroy the **Black Rock (area 18)** then vanishes—if *released through destroying the Black Rock, Arisa accompanies the party, but warns PCs to flee the tomb and not seek/steal the King's crowns. Arisa has special powers within the tomb and seeks to escape Heimfell whom she never loved in life. She is hundreds of years old.*

13: King's Mother - The door is wizard locked.

A dusty, undisturbed room; a white-streaked black marble **sarcophagus** lies in the center. Tattered and decaying tapestries depict elderly woman of stern appearance.

- **Sarcophagus**: a scratching, clawing sound audible from within. A moaning, female voice calls out '*Let me out, help, let me out*'.
 - ▶ **Opening the sarcophagus** releases the king's insane mother, now a disheveled and ravenous **wight** (HP: 30; XP: 690) wearing a **tiara**. She attacks with blind fury: 2 attacks at +2 to hit and damage.
 - ▶ **Tiara**: enables the wearer to cast *command* at will (10 charges; XP: 700; GP: 1,800).

14: Queen's Statue - A 20' white marble statue of a queen (**Arisa, area 12**) dominates this domed chamber.

15: Harpy Statue - 6' blue-white larimar statue of a harpy.

- **Inspecting the head** reveals grooves around the jaw line; **pushing the jaw open**:
 1. Triggers a **gas trap**: purple gas gushes from harpy's mouth (10' radius, save or *confused* for D6+4 rounds).
 2. Causes the harpy to shriek for 3 rounds (check for **wandering monster** each round).
 3. Causes the **secret door** to slide open with a rumbling, grinding noise.

A: Trap - Pulverized and crushed bones litter the corridor (near dotted area on map, **trap trigger**):

- **Stepping in the dotted area**: 3 in 6 triggers stone **ball** to fall from ceiling just before secret door and roll towards **area 16**.
- **Ball** moves at 90' movement rate, deals 4-40 damage plus crushing blow item saves required—roll D6 for the ball and the PC, the difference in scores = no. of segments ball or PCs have of extra movement (e.g., PC rolls 5 vs 3 = PC has 2 segments of extra movement to outrun the ball).
- **Trap** does not reset automatically.

Heimfell the Twice-Crowned: AC: 0 MV: 120' HD: 10 AT: 2 DMG: 5-20 (sword) SA: each head 1 eye beam per round: **left head**: scorching eye beam, 50', single target: 3-30, save vs breath for half; **right head**: freezing eye beam: 40', single target: encases creature in ice: 2-20 damage + suffocate in 3 rounds unless freed SD: immune to mind spells; *regenerate* 3 hp/round; half damage from piercing/slashing; *turned* as vampire MR: 30% INT: high Size: L (10' tall) AL: NE XP: 5,104 THAC0: 10 HP: 61

16: Fire Trap - White stone room; scorched walls, floor and ceiling; signs of heavy impact on cracked and chipped east wall.

- **Dotted line** on map represents a pressure plate trap (opens 1-4 in 6): room erupts in flame, 5D6 damage, save vs breath for half. **Trap** resets in 1 hour.
- **Door to area 22** is *wizard locked*.

17: Lever Room - Five pyrite **doors** carved with gargoyle faces encircle the room; a charnel stench permeates the air. A long iron **lever** shaped like a femur juts out from one wall.

- **Doors on the north wall:** barred and *wizard locked* (until lever pulled).
- **Lever:** has 5 slots it can be lowered and pushed into (like a manual gear stick):
 - ▶ **1st slot:** opens north west door (**A**) releasing **10 ghosts**
 - ▶ **2nd slot:** opens north door.
 - ▶ **3rd slot:** opens north west door (**A** - **10 ghosts**) and north east door (**B** - **5 wights**) to attack.
 - ▶ **4th slot:** opens all three doors (**ghosts & wights** attack).
 - ▶ **5th slot:** opens north east door (**B** - **wights**).
- **Doors** close after 1 turn.

18: The Black Rock - An 8' tall, rough-cut black selenite **crystal** stands upon a raised red agate platform. Waves of cold and darkness emanate from the crystal.

- **Crystal:** radiates evil and magic; AC: 5, HP: 100 (half damage from slashing/piercing):
 - ▶ **Attacking the crystal** summons the **royal guard** mummies from **area 19**, arriving in 3 rounds.
 - ▶ It's **magic** can be *dispelled* (14th level of resistance).
 - ▶ **Destroying the crystal** releases **Arisa (area 12)** from *stasis* and removes the 'defiled' quality of the tomb, making all *turning* attempts function at normal strength.
 - ▶ Fragments turn white when crystal destroyed.
 - ▶ *Holy water* suppresses crystal's 'defiling' power for 3D4 hours.

19: Royal Guard Crypts - Stone doors emblazoned with bronze lion heads and crossed pole axes; each **crypt** holds a **royal guard** (13 total, 25 HP each, XP: 850 each):

- **Royal guards** attack if the **Black Rock (area 18)** is damaged
- 1-3 animate each round if any **crypt** in area 19 is opened.
- Each wears a gold-plated lion helm (250 GP value).

20: Pool of Corruption - A ledge looks over a **pool** of bubbling, blackish-purple **slime**. Rock **platforms**, like stepping stones, lead across the sludge to a ledge on other side of the room.

- **Platforms** marked 'A' are **traps**: immediately give way and sink into the slime if stepped on.

Arisa: AC: 10 HD: 1 AT: (will not physically attack) SA: Arisa can *turn* undead within this tomb as a cleric of 10th level; Heimfell refuses to attack her and will be *stunned* for 2 rounds upon viewing her, pleading in a voice from the grave for her to love him again STATS: ave except WIS: 15 CHA: 16 AL: NG XP: 15 HP: 5

- **Slime:** (4' deep), radiates evil and magic: PCs touching the slime must save vs magic or enter uncontrollable, screaming fit for 2D4 rounds before transforming into a ghost or wight:
 - ▶ Casting *dispel magic* or *remove curse* during this period counteracts the transformation, but the PC will be *stunned* for 1 turn.
 - ▶ PCs changed into ghosts or wights turn on companions.
- The **door on the east wall** is locked.

21: Bridge Over Pit - A rickety, wood **bridge** spans a pit, its bottom lost in shadows (90' deep). Giant flaming skeletons stand upon raised ledges (20' higher than entrance) looking down over the bridge.

Tactics: The giant flaming skeletons fire at PCs from ledges; leap down onto bridge after arrows expended. Any miss rolls of 1-4 indicate the bridge has been struck by a fire arrow and has caught alight (burns for 1-4 damage each round).

- **Bridge:** 10 HP to sever; cumulative 5% chance per PC that a plank breaks (+15%/skeleton): DEX check on 3D6 or fall.
- **Door to area 22:** locked and guarded with a *glyph of warding* (all characters on ledge save or *paralyzed*).
- **Secret door to A:** opened by applying heat to the area.

22: Treasure Vault - Piles of glittering gems, jewelery and coins cover the floor around a black-flecked granite platform upon which rests a blue-white larimar **sarcophagus**.

Treasure: 45,000 CP; 32,000 SP; 20,000 EP; 18,000 GP; 4,000; swan-shaped platinum crown with opal eyes (20,000 GP); 5 x silver armbands with lion head engravings with ruby eyes (2,000 GP each); gold tiara with 6 emeralds (13,000 GP); 6 x light pink pearl necklaces (1,000 GP each).

Sarcophagus: Blue diamond embedded in center (1 turn to remove, value 5,000 GP). Requires crowbar or 30+ combined STR to open. Opening the sarcophagus releases a **banshee**. Contents:

- **Gamred the Golden** (Heimfell's sword): gold hilted, +3 two-handed sword, double damage dice vs clerics; user can *detect magic*, *remove fear* 30' radius 1 x/day (XP: 1,700; GP: 8,200).
- **The Blue Heart of Amureth:** Giant, blue sapphire set in a gold amulet: if user is killed, gem activates with blinding flash and saves user's soul: amulet is destroyed, but user is returned to 1 HP (unconscious for 2D6 hours) (XP: 2,500; GP: 18,000).
- **Spirit Wrack:** +2 mace: 100% chance minus 10%/HD of undead struck of *disrupting* undead, uses 1 charge; at 0 charges mace explodes for 2D8 damage, 10' radius; 20 charges remaining, cannot be recharged (XP: 2,200; GP: 16,000).

Giant flaming skeletons: AC: 1 MV: 90' HD: 8 AT: 1 or 2 DMG: 4-16 +1-2 fire damage (huge sword) or 1-10 +1-2 fire damage (x2) (huge bow, 20 arrows each) SA: opponents in melee take 1-4 heat damage/round SD: immune to fire, mind spells; 1/2 dmg from piercing/slashing; turned as spectres INT: non Size: L (8' tall) AL: NE XP: 1,300 each THAC0: 12 HP: 40 each

Banshee: AC: 0 MV: 150' HD: 7 AT: 1 DMG: 1-8 SA: sight causes *fear* (save vs magic); wail 1 time/day: 30' radius, save or die SD: immune to charm, sleep, hold, cold or electricity; *exorcism* kills it MR: 50% INT: Exc. AL: CE Size: M XP: 2,760 THAC0: 13 HP: 31

23: Bars - Steel bars prevent entry to this side passage.

24: Four Thrones - Four **giant skeletons**, **swords** resting in their hands, sit on huge black stone thrones, gazing towards the center of the chamber.

Tactics: **Giant skeletons** remain inactive unless attacked or the **doors on the east wall** are opened: attack, trying to force characters to fall into the pit in **area 25**: any hit of 4 higher than required or a natural 20 against PC forces PC into pit unless DEX check at - 3 successful.

- **Swords:** each has a fire opal embedded in the hilt (1,500 GP).
- **A:** A lever on the wall opens the **secret door** to **area 7**.

25: Black Pit - Rough natural cavern, a gaping **pit** fills most of the room, thick, impenetrable darkness conceals its bottom. Lengths of chain hang in three rows down from the cavern ceiling to a ledge on other side. A stench hangs oppressively in the air.

- The **pit** is 20' deep; the bottom 10' is concealed by a **continual darkness** spell.
- Concealed within the **darkness** at the bottom of the pit are **20 ghastrs**—only attack characters falling in the pit.
- Swinging from chain to chain across the pit requires a check on average of DEX/STR on 3D6 for each chain (6 chains).

26: Statue of Blazing Eyes - A granite **statue** (12' tall) depicting a robed, gargoyle like figure with gemstone eyes, one arm raised in warning, stands by the back wall.

Tactics: The **statue's** eyes begin glowing, increasing in intensity: 1 round after PCs enter, 1 **disintegration** beam (save applies) fired from statue's eyes at a random PC, and one beam each round thereafter. It can hit anywhere within the room.

- The **statue** is AC 2, 200 HP to destroy. If destroyed, its **gemstone eyes** explode for 5D6 damage, 10' radius, save vs breath for half (also explode if removed).
- **Secret door:** the wall here bears a wave motif; it opens if water is poured onto the wall.

27: Pit Trap - The floor is clear of dust in a rough, rectangular area (**trap** area, dust cleared by trap opening).

- **Trap** opens 4 in 6, doors swing down in the center of the area.
- 20' deep, at the bottom are **15 ghastrs**.
- **Pit doors** close in 1 round.
- 1' wide ledge around outside of pit.

28: King Engravings - Thick, dusty room, tracks cross the floor (ghost or wight). The walls are engraved with images of a two-headed king, a glowing gem hovering above his head.

29: Crypt - Rows of stone sarcophagi fill this dusty chamber.

- **Sarcophagi** (12 in total) take 1 turn to open each (25 combined STR or crowbar):
 - 1: Skeleton, rotting robes, jade necklace (900 GP)
 - 2: Looted—bones, rotting rags
 - 3: Mummified corpse, bronze anklet (400 GP)

- 4: Robed corpse, **wand of illumination** (XP: 2,000; GP: 10,000, 70 charges).
- 5: Putrid tomb air released: save vs poison or contract random disease.
- 6: Female corpse; sits up suddenly and shrieks for 1 round, then collapses. Roll for **wandering monster** + NPCs must check MORALE or flee.
- 7: Two skeletons embracing.
- 8: Mummified corpse covered in **yellow mold**, releases spores 5' radius when opened. Contains **potion of fungoid form**: user able to **polymorph self** into myconid of equal size for 2-8 hours XP: 150; GP: 250).
- 9: Ghost-like apparition soars out, flies around room screeching before disappearing in burst of light. Roll on **wandering monster** table.
- 10: Mass of maggots eating corpse, underneath is an **MU scroll**: **spider climb**, **knock**, **detect magic** (XP: 500; GP: 1,500).
- 11: Blackened skeleton; inside is charred; pile of ash conceals **ring of spell storing**: **fire shield**, **jump**, **dancing lights** (XP: 2,000; GP: 22,500).
- 12: Skull sitting on bed of platinum pieces (800), animates and begins laughing, intoning 'Ha, ha ha, haaaa! Your doom is at hand, your doom is at hand'. Repeats line louder and louder, check for **wandering monster** each round. Skull is AC 7, 3 HP. Destroying it causes it to explode: 2D8 damage, 5' radius.

30: Weapons Racks - **Secret door** to this area is opened by pushing on the right side of the wall, causing the door to swivel on its center.

Lined against walls in this corridor are two weapons racks (each holds 10 pole axes). A dust-covered skeleton lies on the ground, it wears rotting, disintegrating robes and a **backpack**.

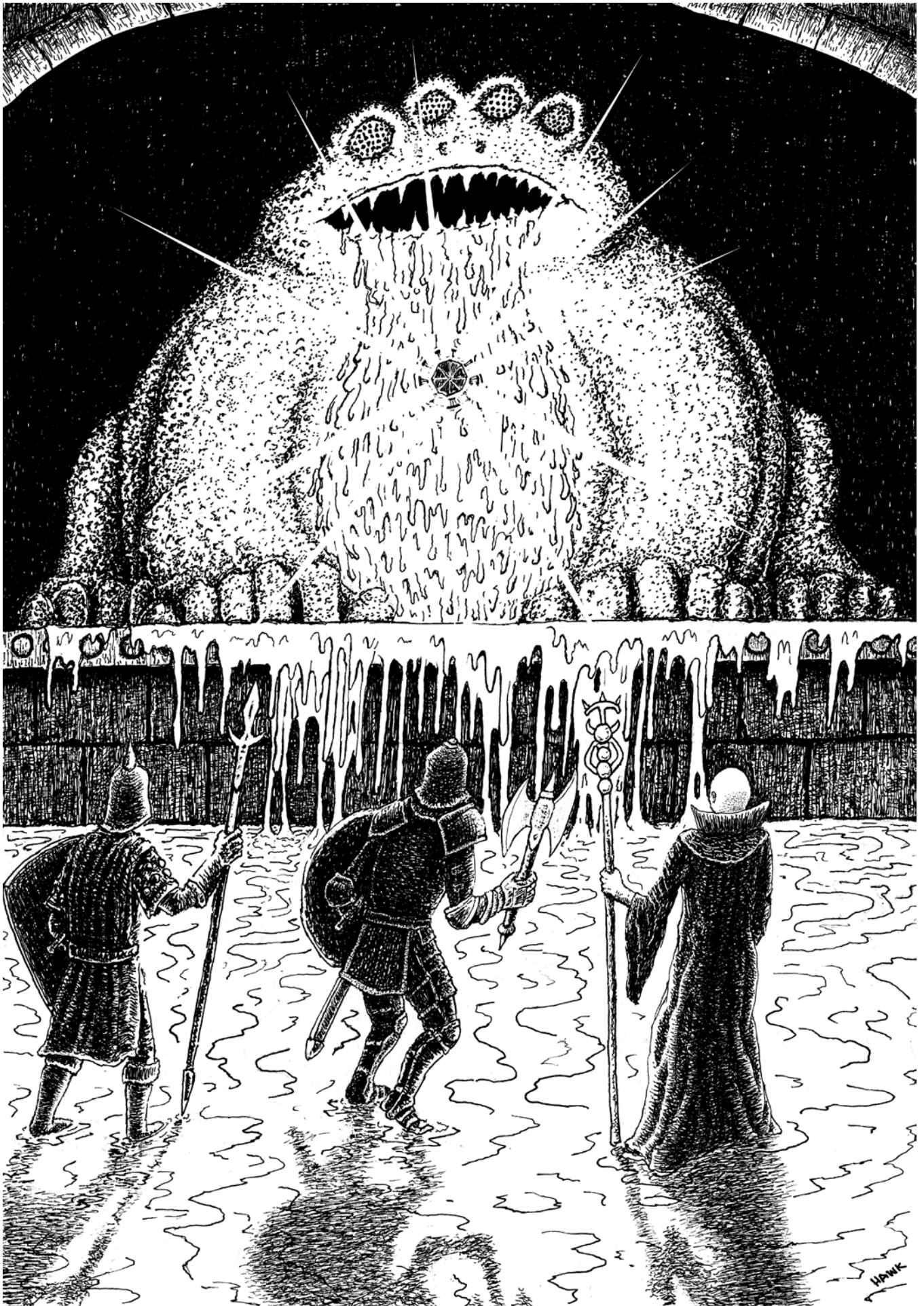
- The **backpack** contains 6 crystal phials containing **holy water**.

31: Crown Engravings - Dusty chamber, tracks on the floor (ghost, wight); the walls are engraved with linking **crown** designs (two on east and south walls; three on north and west).

Tactics: **Arisa's** telepathic projection (see **area 12**) automatically appears when any PCs enter this room (see **wandering monster** table and determine what she asks for). She appears once every 3 rounds PCs are present.

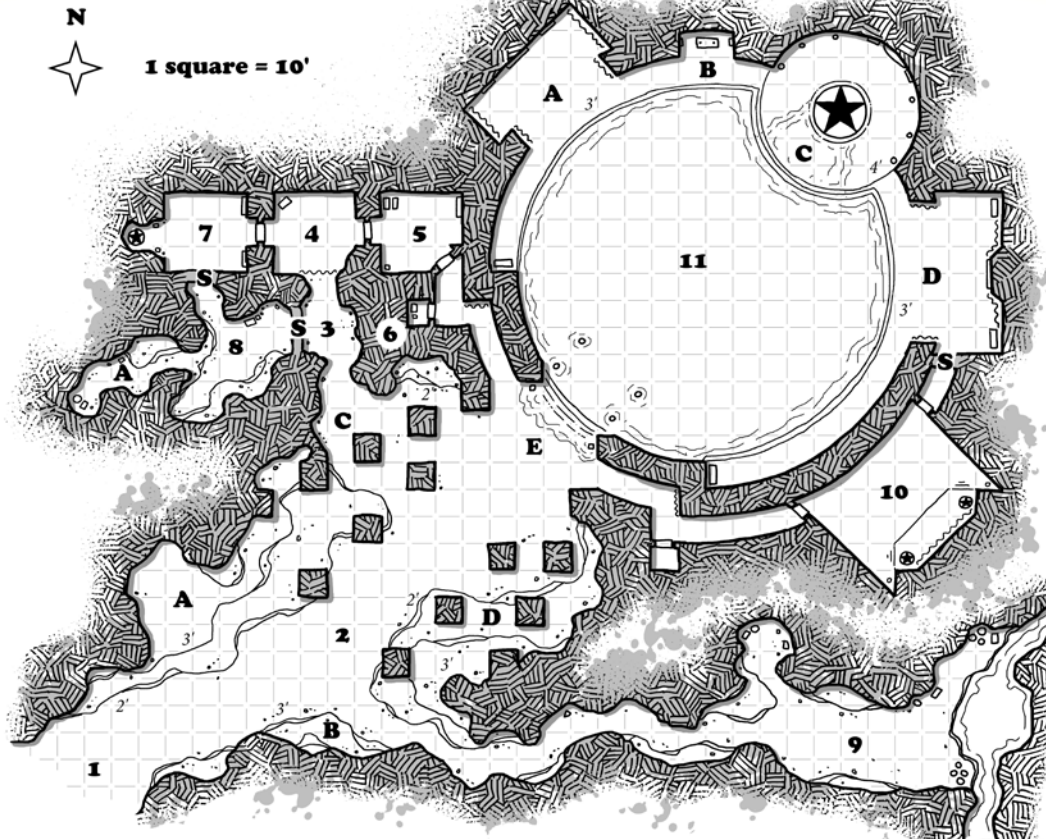
- **Crowns:** pushing the **middle crown** on the west wall causes the crown to slide inwards with a grinding sound revealing a hidden compartment (3' deep, 3' wide, 2' high), containing:
 - ▶ 3 blue phials (**oil of elemental invulnerability - ice/cold**); XP: 1,000; GP: 5,000).
 - ▶ A **note**: 'Brave hero, use these potions to defeat the defenses guarding my tomb. The queen'.
 - ▶ 3 crystal phials of **holy water**.

Yellow mold: AC: 9 MV: 0' AT: 1 DMG: 1-8 + save vs poison or die SD: only affected by fire; **continual light** causes dormancy for 2-12 turns XP: 0



Shrine of the Witching Stone - for level 8-10 PCs

Maps by Dyson Logos



Background

For her transgressions, the demon lord Segotha bound the demoness Nazarida within the Witching Stone to act as a guard to protect his shrine and shepherd his cult. Segotha's cultists served Nazarida and their lord, abducting sacrificial victims and spreading Segotha's worship down through the centuries. Over time they degenerated to a sub-human level (grimlocks), but still guard the shrine to this day. Nazarida possesses victims and uses them to sow destruction and chaos in the world.

Hooks

- 1: PCs stumble across cave opening.
- 2: Bands of degenerate savages have been abducting locals.
- 3: PCs attacked by a grimlock band (PCs may then track the band back to the shrine).

1: Entrance - A gloomy, stench-filled tunnel pierces into the cliff face (30' ceiling); tracks (grimlock) and bones cover the muddy ground—Unless PCs mask their smell, ambush occurs at 2.

2: Hanging Skulls - Ledges on sides of cavern; massive square pillars covered with embedded skulls support the lofty ceiling (30') where hundreds of skeletons and shrunk skulls tied to vines hang down thick from above. The skulls knock together softly in the wind: 'clack...clack, clack...clack'.

A + B: 5 grimlocks stand motionless (effectively *invisible*) on each of these ledges. Armed with broadswords. HP: 8 (x10)

C + D: 10 grimlocks stand motionless by the walls and behind the pillars. 10 with hand axes; 10 with broad swords. HP: 9 (x20)

Tactics: Grimlocks *surprise* on 1-4; wait till party reaches center of chamber before attacking. Those at A and B wait to attack party from behind, *grappling* to subdue on first round. **On 3rd round**

Monster Stats

Grimlocks: AC: 5 MV: 120' AT: 1 DMG: 1-6 (or weapon) SD: immune to spells affecting sight (*illusions, darkness, invisibility, mirror image*); blend in with rock terrain while motionless (as *invisibility*) MR: save as 6th level fighters WK: sightless, but can 'see' to 20', partially 'blinded' (10' vision) by *audible glamor* INT: ave. AL: CE Size: M XP: 28 +2/hp THAC0: 16

Grimlock leaders: AC: 4 HD: 3 XP: 50+3/hp

Grimlock champions: AC: 3 HD: 4 XP: 85 +4/hp THAC0: 15

grimlocks from **area 4** and 5 join battle.

E: Milky, thick congealing fat drools down stairs from **area 11**.

3: Chamber of Bones - Walls and ceiling embedded with skulls and bones. A curtain of skulls tied with vines sways slowly in the breeze (north exit). The **secret door** to **area 8** is opened by removing a loose skull from the wall.

4: Sleeping Chamber - Hide, fur and tattered cloth mats litter the floor; an open chest sits in the corner (holds 6 hand axes, 5 broad swords). Half-rotten wood doors, mold-covered.

5 grimlock leaders (12 HP each, battle axes).

5: Sleeping Chamber - Littered with fur mats and empty boxes; carvings on the walls depict a multi-limbed, snake-bodied figure.

2 Grimlock champions (23 HP each, two-handed swords).

Nazarida (maralith demon): AC: -7/-5 (lower body/upper body) MV: 120' HD: 7+7 AT: 7 DMG: 1-8 x 6 (scimitar or axe); 2-8 (tail constriction) SA: At will: *magic jar, darkness 5' radius, charm person, levitate* (11th level mastery), *read languages, detect invisible object, pyrotechnics, polymorph self, project image, gate* 50% (vrock: 30%, hezrou: 25%, glabrezu: 15%; nalfeshnee: 15%; balor: 10%; lord or prince: 5%), *infravision, teleportation* SD: +1 or better weapon to hit; take half damage from cold, electricity, fire, gas MR: 80% INT: high AL: CE Size: L XP: 3,600 THAC0: 12 HP: 50

Wandering Monsters

Occur 1-2 in 6, check every hour. Each only occurs once. **D4:**

1: Grimlock foragers returning with slain game (deer/boar)—3 with battle axes, 7 with hand axes. HP: 9 (x4); 12 (x3) 14 (x2); 15 (x2); **1 leader:** two-handed sword, HP: 19

2: Grimlock raiders returning with sacrificial victim (Triali, human female, HP: 3, family rewards rescue with random magic potion): 4 with broad swords, 3 with battle axes, 3 with 2-handed swords. HP: 10 (x4); 13 (x3); 14 (x3); **1 leader:** two-handed sword, HP: 20

3: Giant constrictor snake

4: Malfix the pseudo-dragon

6: Loot - Chest (10 x black opals, 1,000 GP each) and coffer (platinum crown with mermaid engraving, 2,000 GP).

7: Jade Shrine - Blood soaked walls and floor; dismembered animal bones litter the floor before a **jade statue** of a multi-armed, snake-bodied demoness.

- Touching the **jade statue** *curse*s the PC and causes 2-12 damage to any non-evil characters. The PC touching the statue hears a seductive female voice laughing and giggling. **Secret door** to **area 8** opens when the statue is touched.

8: Loot - Rough natural walls; open boxes and piles of **coins** mixed with shrunken skulls. **Coins:** 4,000 CP; 2,500 SP; 1,500 GP.

A: Side cavern holds a **chest: helm of fortitude:** wielder protected as *mind blank* spell (XP: 2,000; GP: 20,000); and a **coffer: potion of insane rage:** consumer attacks at +2 to hit and damage, attack rate doubled, immune to *fear*, but randomly attacks anyone within melee range each round (XP: 200; GP: 400).

9: Underground Stream - Vines and roots hang down from holes in the cavern ceiling (40'); half-rotten barrels, open crates, boxes and piles of excrement are scattered about by the bank of a stream (3' deep, used as toilet/for waste disposal).

Tactics: Malfix the **pseudo-dragon** clings to the ceiling near a hole, 80% undetectable; reveals herself if the PCs appear they may be of help.

10: Blood Shrine - A blood drenched dais holds red-streaked obsidian **statues** of a four-eyed frog demon, blood gorging from their eyes; shrunken skulls on vines hang between them.

- Touching a **statue** causes the **skulls** to cackle and jabber madly for 2 rounds: those viewing must save or be *confused* for 5 rounds. **Henchmen/hirelings** making the save must also check **MORALE** or flee the shrine in terror.

Malfix, pseudo-dragon: MV: 60'/240' AC: 2 HD: 2 AT: 1 DMG: 1-3 (sting + poison) SA: poison sting: save or catalepsy state 1-6 days + 25% dying SD: chameleon: 80% undetectable MR: 35% INT: ave. AL: N Size: S XP: 220 THAC0: 12

Motivations: Greedy and selfish. Wants to steal the *Witching Stone* but is afraid of the grimlocks; willing to team up with PCs to get the Stone. Knows the shrine is tainted by demon-kind, but does not know the true nature of the *Witching Stone*.

11: Witching Stone - A dim red glow cast from a glowing **gem** illuminates this domed chamber. Skulls, dismembered limbs and skeletons—the product of 10,000 sacrifices—hang from vines and chains from the ceiling. A toad demon idol, the glowing gem in its chest, spews milky, liquid fat from upon a rostrum, flowing down to pool on the floor. Shadowy alcoves and a raised walkway encompass the room (5' high).

Tactics: Nazarida the demoness is trapped within the **gem** (the *Witching Stone*) on the idol of Segotha (C). She can only use *magic jar* to attack (60' range), she will use this to *possess* PCs, then turn them against the party. If the *Witching Stone* is removed, she is released and fights until 5 or less HP, then flees.

A: Shadowy alcove; sleeping mats and furs cover the ground. Curtains of hanging skulls adorn the walls.

B: Black, bloodied altar carved with skeletal forms. A chiseled, black onyx offering **bowl** sits on top. Written on the back wall in ancient common is '*Offer and I shall reward thee*'.

- Sacrificing a living creature and pouring the blood in the **bowl** awards XP = to victim's and raises perpetrator's HP by 1 per HD of victim for 1 week. Check *system shock* for each 10 HP gained, or lose 1 CON permanently. This is an EVIL act.

C: 12' tall, four-eyed toad demon idol, glowing gem in its chest. Milky, liquid human fat spews from its mouth, drooling down its body and across the floor down the rostrum to the main floor.

- Removing the *Witching Stone* releases **Nazarida** to attack; **destroying** it banishes her to the *Abyss* in disgrace and anger.
- Wall behind idol** encrusted with a thousand skulls; they animate and scream for 1 hour if *Witching Stone* is removed.

D: Shadowy alcove; smell of sulfur and ash. Two oval, bronze-framed **mirrors** stand against the back wall.

- When a non-evil PC looks into a **mirror**, a **dretch demon** is *gated* out of the other mirror to attack.
- 1 dretch** steps out of a mirror each round until both mirrors are destroyed (AC: 8, HP: 25 each).
- Secret door** to area 10 opened via push panels (both sides).

Witching Stone

Black-flecked dark ruby: AC: -1, HP: 40 (XP: 10,000; GP: 30,000).

The witching stone has the following effects on its possessor:

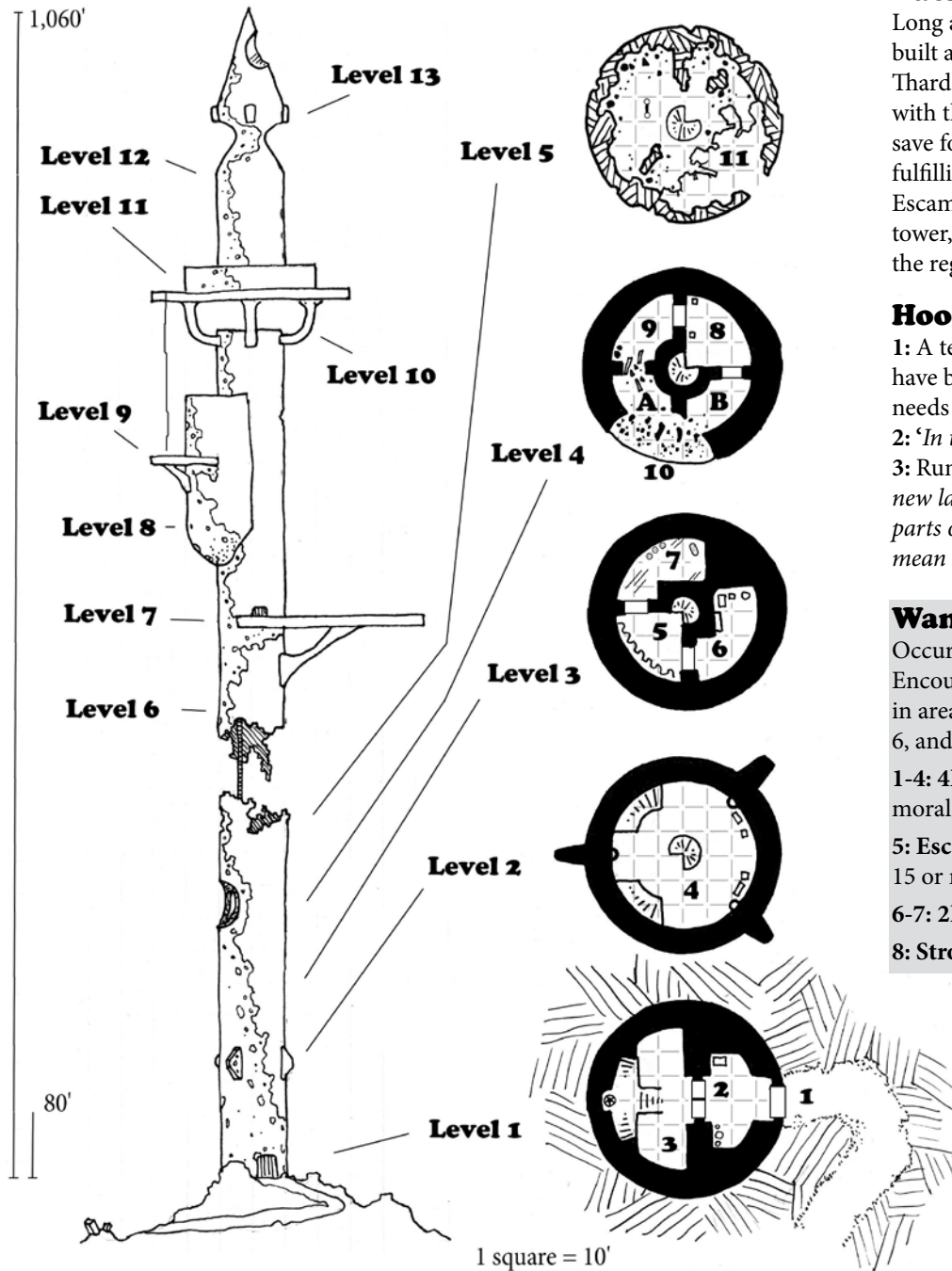
- +2 to saves vs all attacks from good opponents.
- User learns 1 true demon name per month.
- Good aligned characters take 1 HP/turn while in possession; neutral characters 1 HP/hour.
- Item is cursed, 5% cumulative chance per month possessor is visited by 1-3 babau demons.

Giant Constrictor Snake: MV: 90' AC: 5 HD: 6+1 AT: 2 DMG: 1-4 (bite), 2-8 (constrict) SA: constrict for 2-8 each round after first Size: L INT: ani. XP: 445 THAC0: 13 HP: 30

Dretch demons: MV: 90' AC: 2 HD: 4 AT: 3 DMG: 1-4/1-4/2-5 (claw/claw/bite) SA: at will: *darkness* 5', *scare*; 1x/day: *telekinesis* 500 GP weight, *teleport*, *stinking cloud*; *gate vrock demon* 5% SD: take half damage from cold, electricity, fire, gas MR: 30% INT: low AL: CE Size: S XP: 255 each THAC0: 15 HP 20 each

Tower of Thard - for level 7-8 PCs

Maps by Dyson Logos



Background

Long ago the malign necromancer Thard built a tower to facilitate his vile experiments. Thard's sorcery finally led to his downfall, with the tower lying uninhabited for centuries save for a few of Thard's creations still fulfilling their duties within. Now the dragon Escamos and his crows have come to the tower, spreading fear and chaos throughout the region.

Hooks

- 1: A terrible dragon and his flocks of birds have been terrorizing the lands—the lord needs your help!
- 2: 'In the distance rises an impossible tower'
- 3: Rumor: 'Nolli the Springer said 'e saw this new ladda thing connectin' the bottom an' top parts of that great tower; said it's new an' mus mean thieves have attempted to plunder it'.

Wandering Monsters

Occur on 1-2 in 6; check every 6 turns. Encounters ONLY occur outside the tower or in areas open to the air (between levels 5 and 6, and areas on levels 4, 7, 9 and 11). **D8:**

- 1-4: **4D4 huge crows:** 3 HP each, check morale each round.
- 5: **Escamos the dragon:** Attacks until taking 15 or more damage, then retreats to level 11.
- 6-7: **2D4 harpies:** 18 HP each.
- 8: **Strong wind:** if climbing, check for fall.

Notes

- Tower walls only climbable by characters with relevant skill or climbing equipment.
- Tower is magically protected, spells such as *earthquake*, *dig* or *move earth* have no effect.
- Ceilings are 20' high unless indicated otherwise.

Monster Stats

Harpies: AC: 7 MV: 60'/150' HD: 3 AT: 3 DMG: 1-3/1-3 + 1-6 (bone or club) SA: sing: hearing creatures save vs magic or move towards harpy; touch *charms* creatures failing save vs magic INT: low AL: CE Size: M XP: 143 + 3/hp THAC0: 16

Gelatinous Servitors*: AC: 6 MV: 60' HD: 3 AT: 1 DMG: 1-3 + causes effect for 1 turn if save vs paralyzation fails, dependent on color of servitor: **Blue:** *paralysis*; **green:** *slowed*; **red:** itchiness, -2 to all rolls, 1 HP damage/round; **orange:** delirious, -1 to rolls, spell casting impossible; **yellow:** *confusion* SD: immune to mind spells, non-magic weapons; *regenerate* 1 HP/round (killed only by fire/electricity) MR: 35% INT: non Size: M XP: 190 + 3/hp THAC0: 16

Huge crows: AC: 6 MV: 10'/270' HD: 1-7 hp AT: 1 DMG: 1-2 SA: 1 in 10 hits cause loss of eye SD: cannot be *surprised* in lit conditions INT: semi AL: N Size: M XP: 30 + 1/hp THAC0: 20

Bran the Pixie: AC: 5 MV: 60'/120' HD: 1-4 hp AT: 1 DMG: 1-4 (small sword) SA: *invisibility* at will (can attack while *invisible*); once per day *create illusion* (audio + visual), *know alignment*, *dispel magic* (at 8th level), *dancing lights*, *ESP*; cause *confusion* by touch (permanent unless removed) MR: 25% INT: exc. AL: N Size: S XP: 108 THAC0: 20 HP: 2 **Motivations:** *If freed from ice, will join party on positive REACTION roll, even to the point of assisting with fighting Escamos the dragon. On negative result, will hassle, trick and steal from party while they explore the tower.*

Approaching the Tower - A 1,060' cerulean blue spire juts up to the heavens, the top two-thirds section floats above the lower section, connected only by a thin rope ladder swaying in the wind. Black birds circle and dart into a gaping hole in the tower's side; a miasma of gas floats about the upper reaches.

1: Entrance - Massive granite door, **symbols** written across its center (*read magic* or similar deciphers symbols' meaning: 'kick and enter': kicking the door opens it safely for 1 turn). The door is *wizard locked*, **trapped** with a *crushing hand* spell: crushes PCs touching the door for 4 rounds. Spells reset until *dispelled* (resist at 14th level).

2: Foyer - A dusty, cobweb-covered **clothes rack**, empty wooden **barrels**. A *magic mouth* appears from a wall and intones 'Welcome to Thard's sanctum, leave your belongings here'.

- Non-living objects placed in the **barrels** or on the **clothes rack** vanish to **area 29**.

3: Stairs - A white marble staircase ascends 10' to a landing, then splits; one arm arches up to the right, one to the left. An angelic steel **statue** holding a sword stands on the landing.

- **Stepping on stairs** causes **statue** to burst into *illusionary* flames (harmless) appearing to brandish its sword. *Illusion* remains until PCs exit room. Statue is AC 1, 140 HP; weapons striking it save at -2 vs *crushing blow* (any hit against AC10).

4: Wash Room - Immaculately clean blue tiled room. Two gelatinous humanoid **figures**, one red, one green, are wiping wash basins, clothes racks and **taps** with their blobby limbs.

- **Figures** are **gelatinous servitors*** (automations created by Thard); they ignore intruders unless attacked. **Red servitor** has 15 HP; **green servitor** 17 HP.
- **Taps** automatically pour water into basins for 1 round if approached; water removes effects of **gelatinous servitors** if applied to wounds, and *cures disease*.

5: Tapestry - Vibrant fish scale tapestry depicts a balding man with an angular, perfectly groomed beard. He stands before a scene of a flying castle floating above rivers of lava (castle depicted is Thard's tower), worth 600 GP; 1,800 encumbrance. Two bright green doors with carved leaf design handles (50 GP each).

6: Storage - Wood boxes hold dusty brooms and amphorae.

7: Cold Room - Door is cold to the touch and stuck fast.

Ice sheets cover the walls and ceiling; snowflakes fall to carpet the floor in a layer of snow. **Blocks of ice** protrude from the snow, encasing frozen egg-like objects and a tiny humanoid within.

- PCs not attired for freezing conditions take 1 damage/round.
- **Blocks of ice** (4) encase **Bran the Pixie**, and 3 **remorhaz eggs** (value 5,000 GP each). **Ice blocks that encase eggs** take 25 HP each to free an egg (item saves for eggs required if force used). **Ice block encasing Bran** takes 50 HP to release the pixie, 50% chance Bran is wounded if force used. Fire may be used to melt the blocks safely.

8: Landing - Two half-rotten doors, one flanked by unlit bronze braziers (50 GP each, 200 enc.). The sound of squawking and flapping birds audible behind the doors (to area 8 and 10).

9: Crow Nest - Wave of bird dung stench; wind swirls in the room from a smashed open door. The room is full of **nests** and fluttering, squawking **huge crows** (30; 4 HP each) that swarm to attack immediately, joined by others in **area 10 (A + B)** on round 3. Check **MORALE** for every 10 birds slain.

- **Nests**: searching uncovers 131 CP, 159 SP, 28 GP, 5 x 10 GP ornamental stones, and a blue sapphire (2,000 GP).

10: Crow Aerie - Wind blows in from a gaping, rubble filled hole in the tower wall. A flock of **huge crows** (15 in **A**, 10 in **B**; 3 HP each) screeching and squawking, swoops in to attack, joined by **crows** in **area 9** on round 3, check **MORALE** as above.

11: Open Air Room - Wind howls in from destroyed walls that expose area to the outside on all sides; rubble strewn floor, collapsed inner walls. The upper section of the tower floats overhead, connected by a swaying **rope ladder** that ascends upwards through a hole in the floor above (130' above).

- Check for **wandering monsters** each time PCs climb up the **rope ladder** to level 6, **area 12**. STR or DEX check required if PCs attacked or hit by a strong wind while climbing.

12: Collapsed Floor - A rope ladder leads up through a hole in the floor, to the right is another area separated by a crumbling wall (**B**). Wind swirls strongly in this half-destroyed chamber, tattered tapestries hanging from walls flap about wildly.

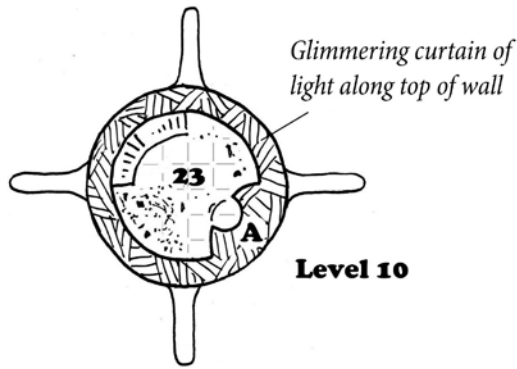
B: PCs will have to navigate around the wall without falling down the hole to get to here. Rubble and stone litter the floor, by one wall are two mahogany **desks**, splattered with dry bird dung. A decomposing corpse lies in front of the desk on the left.

- **Desk on the left**: has a locked drawer, **trapped**: releases gas 5' radius, those that fail to save vs poison attack themselves for 5 rounds (with whatever weapon is at hand) before gas wears off or is *dispelled*. Trap resets 3 times.
 - ▶ **Inside** is a **gold key** (radiates magic, see **area 20**).

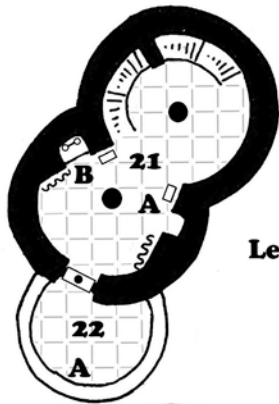
13: Old Archives - Hundreds of alcoves in the tower walls contain shredded, ripped scrolls and books; the floor is thick with brown, tattered paper. Three benches by one wall hold dusty ink bottles and quills, and **sheets of yellow paper** (one sheet is scribbled with 'We need two more keys').



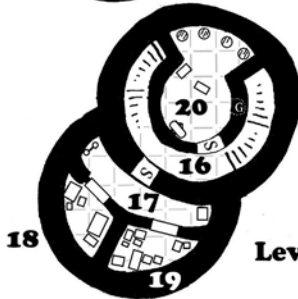
Level 6



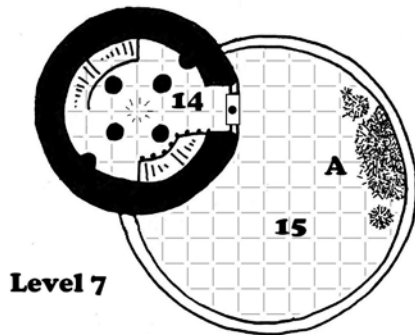
Level 10



Level 9



Level 8



Level 7

Flesh golem: AC: 9 MV: 80' HD: 8 AT: 2 (4 - *hasted*) DMG: 2-16/2-16 (blows) SD: immune to normal weapons; immune to most spells; electrical attacks heal golem 1 hp/per spell die of damage WK: fire or cold slows golem by 50% 2D6 rounds INT: semi AL: N Size: L XP: 2,380 THAC0: 12 HP: 40

14: Anti-Gravity Crystal - Brilliant, oscillating waves of emerald and indigo light emanate from a rough-formed **giant crystal** floating between four shiny ebony columns (30' ceiling). **Gelatinous** humanoid forms standing along the walls move forward to attack.

- **6 gelatinous servitors:** 14 HP each (2 blue servitors, 2 yellow and 2 orange).
- **Giant crystal** (AC: 3 HP: 400); floats 12' off floor; keeps the tower upright and causes the top half to float in the air (and fly, see **area 30**):
 - ▶ **Destroying** it results in explosion 100' radius for 10D10 damage and causes the entire floating portion of the tower to plummet to the ground (20D20 damage to characters inside).
- **Door to area 15** is *wizard locked* and trapped but opens safely and freely from this side (see area 15).

15: Harpies Nest - **Door to area 14** is *wizard locked* and magically **trapped**: anyone touching it from this side takes 4D4 electrical damage. The trap resists *dispel magic* at the 14th level.

Broad open battlement littered with bones and excrement. A flock of **harpies** perches upon a mass of filthy **nests** (A) against the parapet.

- **Harpies** (10) serve Escamos the dragon; they fight till half their number are destroyed. Those surviving fly to warn the dragon and guard the upper battlement (**area 28**). **8 harpies** have 12 HP, **2 harpies** 20 HP each.
- **Searching the nests** recovers 2,150 SP; 1,500 EP; 1,200 GP; 5 x 100 ornamental stones; and + **2 short bow of halflings** (+3 when used by halflings, XP: 1,000; GP: 8,000).

16: Portraits - Curved corridor between staircases; the right wall is hung with three **portraits** of a bald, bearded man; the left with three portraits of a fiendish woman (succubus) (300 GP each). The portraits face each other.

- **Center portraits** on each side gaze longingly at each other across corridor; switching them causes **secret doors** to **area 17** and **20** to slide open (1 turn).

17: Corridor - Lever on wall opens **secret door** to **area 16**; **ladder** at end of corridor ascends to **area 21 B**. Stone bust of bearded man on table at hall end.

18: Potion Workshop - Dusty work benches covered in beakers and phials (empty or random chemical substance): two **pink phials** contain *potions of flying* (XP: 500; GP: 750).

19: Workshop - Dusty tables with work utensils (clamps, pliers, prods, scissors, beakers, and bottles). A **platinum key** rests on one table (see **area 20**).

20: Castle Activation Room - Several work tables stand in the middle of the room, by one wall is a **metallic contraption** with a large crystal on the side; at the back of the room 4 liquid-filled **glass pods** stand, **gelatinous forms** float within. On one wall a **Lever** (opens **secret door** to **16** from this side).

- **Metallic contraption:** three key-holes on side, one bronze, one gold and one platinum. If the corresponding keys (see **area 12**, **19** and **21**) are inserted and turned right, a crackle of magical energy runs up a pipe from the top of the machine through a hole in ceiling—the *portals in area 23 and 24 are now activated* (as is the castle itself, see **area 30**). Turning the keys in another direction or order causes a *hasted flesh golem* to burst out of a hidden cavity in the east wall to attack.
- **Glass pods** (AC: 7, 25 HP each): contain **4 gelatinous servitors** (1 red, 1 yellow, 1 green, 1 blue—14 HP each). They will bang against the sides of the pods if PCs approach within 20', breaking out in 2-5 rounds suddenly to attack and *surprising* on 1-3 if PCs let their guard down.

21: Grand Hall - Joined double room, a looming ceiling (30') supported by majestic marble columns; brilliant red and orange tapestries of mountainous scenery. Small tables stand by the walls, on one (A) is a vase (inside is a **bronze key**, radiates magic, see **area 20**). In one alcove (B), a bronze ladder leads down (to **area 17**).

- Door to **area 22** is *wizard locked* but opens freely from this side.

22: Side Battlement - Barren battlement; a rope hangs down at this point (A) from **area 28**. Non-thieves must make STR check or fall when climbing, check for **wandering monsters**. Door to 21 is *wizard locked* from this side.

23: Open Room - 3' high parapet encircles an open space; 4 massive supports hold the upper section of the tower above. A short flight of stairs leads to a circular space in the parapet (A)—*empty if metallic contraption (area 20) has not been activated, or holding a shimmering portal if it has*. A **glimmering curtain** of light fills the space between the parapet and the upper section of the tower.

- **Portal** (if activated) transports those stepping through it to **area 24**.
- **Glimmering curtain** prevents flying creatures entering this area: anyone passing over the parapet takes 4D4 electric damage.

24: Lair of Escamos - The **green dragon** occupies this room. A disheveled hall (15' ceiling) littered with treasure, one wall broken in ruin; tattered banners on the walls. A circular staircase ascends higher into the tower; a short set of stairs leads to a raised alcove (A)—*empty if the metallic contraption (area 20) has not been activated, or holding a shimmering portal if it has*.

Tactics: Escamos cannot be *surprised* if the party enters via the portal. The dragon will look to parley with adventurers, offering to let PCs leave alive if they each give him a magic item. Otherwise, he attacks; the **crows** from **area 25** and any **harpies** present in **area 28** join combat on the 3rd round.

- **Portal** (A) transports characters to **area 23** (if activated).
- **Treasure:** 35,000 SP; 50,000 GP; 4,000 PP; 10 x topaz stones (500 GP each); 8 x purple amethysts (1,000 GP each); gold crown (1,000 GP); 4 silver armbands with jacinth stones (2,000 GP each); platinum necklace engraved with 'Jacinda of Harth' (11,000 GP); a **talisman of ultimate evil** (XP: 3,500; GP: 32,500) and a +3 **short sword of backstabbing** (adds extra multiplier to *backstab* damage, XP: 1,600; GP: 8,000).

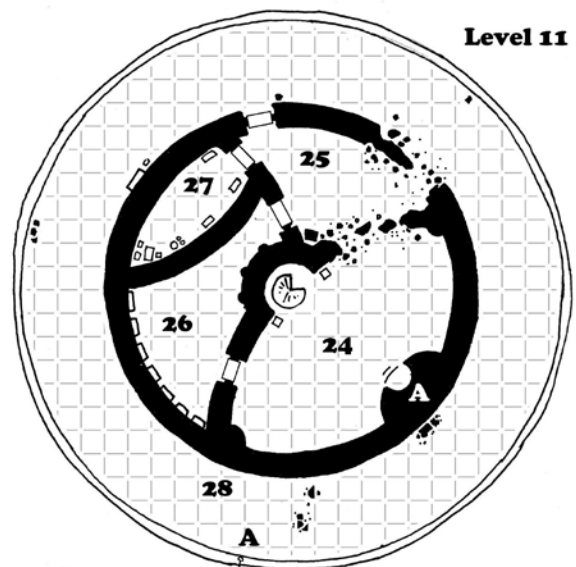
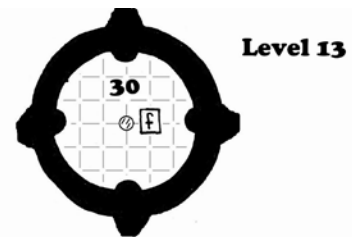
25: Crow Nest - Crows flutter about or sit squawking in nests. Ruined, rubble filled hall, one wall almost totally destroyed.

- 20 **huge crows** (4 HP each) shriek warnings to **Escamos** in 24 making *surprise* impossible. While crows attack PCs, dragon may choose to steal up and launch breath attack into area 25.

26: Old library - Floor covered in tattered, ruined books; empty shelves stand by the far wall. *Lengthy searching (1-2 hours) may uncover 10-25 books of value (10-100 GP each)*.

27: Old Laboratory - Benches, work tables spread around room covered in dusty pots, jars, beakers and utensils.

28: Upper Battlement - Wind-swept battlement, large patches of bird dung, several nests. A rope tied to the parapet (A) descends to **area 22**. Surviving **Harpies** from **area 15** will be here.



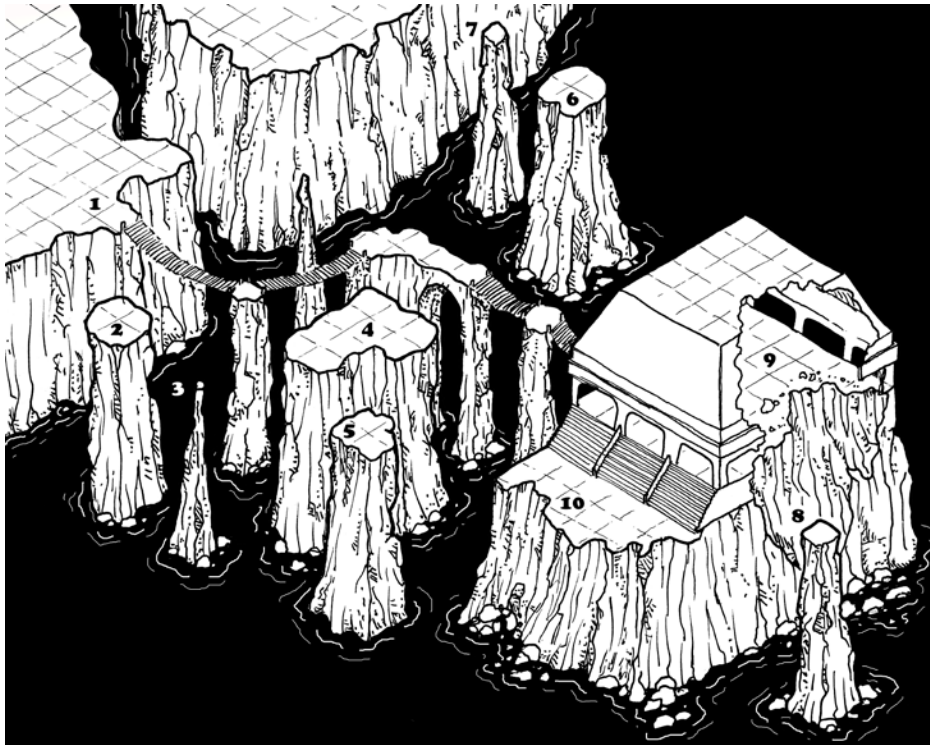
29: Electro-Dweomer Rods - Metallic rods (12' tall) joined by metal wires stand in alcoves; a trapdoor in the ceiling (20' high) the only exit. *Rods pulse with energy if the contraption in area 20 is activated. Lost items from area 2 will be here.*

30: Flight Room - Transparent walls (from inside, *glassees* spells). A **glass ball** stands on a pedestal; **touching the ball** and thinking 'directions' enables control of the flying tower (top part only, *if activated*, see **area 20**). Castle's max altitude: 5,000'; MV: 150' or 40 miles per 12 hours; maneuverability class E.

Escamos, old huge green dragon: AC: 2 MV: 90'/240' HD: 9 AT: 3 DMG: 1-6/1-6/2-20 (claw/claw/bite) SA: chlorine gas breath: 50' long by 40' wide by 30' high (damage = HP, save for half) SA: cause fear when flying/charging: 1 HD or non-carnivorous creatures flee 4-24 turns, less than 3 HD creatures save vs magic or paralyzed with fear (50%) or flee (50%), 3 HD or greater creatures fight at -1 unless save (all saves at +3) SD: *infravision 60', detect hidden/invisible* creatures 60' WK: air attacks strike at +1 to hit & damage MR: save as 13th level fighter INT: ave. AL: LE Size: L XP: 3,348 **1st level spells:** *dancing lights, protection from good, magic missile (4 missiles), charm person* **2nd level:** *darkness 15', ESP POS: Ring of avian control* (XP: 1,200; GP: 6,000): 12 charges, each charge enables user to *dominate* up 50 birds of less than 1 HD until magic *dispelled*. THAC0: 12 HP: 54

White Seers of Netherite - For Level 6-10 PCs

Maps by Dyson Logos



Background

For centuries, those seeking enlightenment and knowledge have travelled to Netherite, the ancient abode of the White Seers. The White Seers have spent lifetimes seeking perfection of mind, having trained and disciplined their psionic powers to formidable levels—the White Seer himself believed to have attained immortality. Travelers from the wide lands visit the White Seer to seek answers; some however, come to rob the allegedly legendary treasures said to be hidden in the ancient monastery.

Hooks

- 1: 'You need answers? Well, seek advice with the White Seer of Netherite, he's rumored to know the key to creation.'
- 2: 'The White Seers are said to receive great treasures from those seeking knowledge, I bet there is a fortune in treasure hidden there.'

Notes

This is a location, not necessarily an adventure site. PCs may come to Netherite seeking information, or they may attempt to raid the location and steal its treasure. Familiarity with rules for psionics (your own or existing) will help run this location.

Location Details

- Netherite located in a lake or pool, or at the edge of a lagoon
- Water depth is 4'-6', thick and murky.
- Temple sits on steep sided outcroppings 60' above the waterline—only characters with climbing skills or proper climbing equipment can scale the cliffs. **3D6 damage** for fall.
- Waters around temple are full of carnivorous frogs (50 in total) bred by the White Seers to protect their abode; anytime a character enters the water, they will be attacked by **1-8 razor frogs** within 1-3 rounds, with 1 additional frog joining each round thereafter. The frogs can climb the cliff faces.
- Wood bridges** take 10 HP to sever supporting ropes.

Sage Services

PCs may ask sage questions of the lesser seers or the White Seer himself. The cost is a combined value of 1,000 GP in magic items per question. Due to the vast amount of knowledge held by the White Seers, all questions are considered questions against *major fields* of knowledge. Any question against 'supernatural and unusual' or 'humankind' fields should be considered as a question within a *specialized category*. Due to telepathic powers amongst seers, questions are answered immediately:

Type of Question:	% Chance of Answering Question		
	General	Specific	Exacting
Major field (all)	80%	60%	35%
Specialized category	100%	96%	80%

White Seers

- Progress in XP as monks, D4 HP/level + 1hp/level after 10th level; gain 5 XP/day from meditation and mental exercise.
- Minimum 16+ INT and WIS; restricted to albino humans.
- Determine psionic strength as normal; check again each new level, if new roll is higher than previous, increase to new total.
- Gain 1 minor discipline per level; 1 major discipline at levels 4, 8, 12, 16 and 20 (in addition to normal endowments).
- Psionic combat modes determined normally; 5% cumulative chance each level new attack/defense acquired.
- Gain knowledge as sages: 1 minor field of knowledge at levels 3, 6, 9, 12 and 15; gain major field of knowledge at levels 5 and 15, with 1-4 specialized fields for each major acquisition.
- Sage-like knowledge acquisition is gained through *telepathic communion* with the universe, meditation and contemplation of the nature of things, NOT via book learning, though they do not shun collecting objects of knowledge either.
- Do not require access to a library or additional time to answer sage questions: they know it or they don't.
- Do not use armor; fight as thieves; save as clerics; number of weapon proficiencies as thieves; restricted to MU weapons.

Psionic Services

The White Seers provide the following psionic divination services:

Service	Cost
Object reading	500 GP
Precognition	500 GP
Detect good/evil	200 GP
Detection of magic	200 GP

Monster Stats

Razor Frogs (50): AC: 7 MV: 90' (30' leap) HD: 1+1 AT: 1 DMG: 2-5 (bite) INT: ani. AL: N Size: M XP: 28 + 2/hp THACO: 18

1: Arrival - The land plunges down to murky water below; great rock pillars protrude from the water. A rickety, sagging wooden bridge leads out over the water, joined to several rock pillars before reaching a dilapidated monastic structure at the rear. Sitting upon the top of one of the pillars (**area 2**) is a slim, bald albino man, eyes closed and dressed in robes: *"The White Seers listen to your questions, pay the price and we shall answer"*.

2-8: Pillars - Sides engraved with mystic runes; occupied by seers in meditation (see **schedule**); a rope coil (70') lies on top.

9: Monastery Hall - Gold leaf motifs cover crumbling walls and ceiling, depict swirling patterns that draw viewer inwards. Floor engraved with thousands of runes and sigils. Crates of fruit and vegetables stand by walls near neatly piled wooden bowls. Bronze coal braziers stand in corners.

- 10' wide circular area in center of floor radiates magic if checked. Casting *dispel magic* annuls an *ethereal* dimensional space releasing: **2,200 books** (5-10 GP each); **crystal ball**, **gem of seeing**, **tomes of clear thought** and **understanding**.

10: Balcony - Sigil, rune engraved meditation space.

Monastery Schedule

Area	Night Guard 23:00 - 05:00	Day Group 05:15-14:00	Night Group 14:15-22:45
2	Brother	Blue Master	Purple Master
3	-	Green Master	Red Master
4	-	Initiate	Initiate
5	-	Initiate	Initiate
6	Brother	Initiate	Initiate
7	-	Disciple	Disciple
8	Brother	Yellow Master	Seer
9	Day + night + White Seer (rest)	Night + brothers White Seer	Day + 2 disciples + White Seer
10	-	2 disciples	3 brothers (rest)

- Seers split into 2 groups (day + night); rotate between solitary meditation in areas 2-8 +10 to group exercises in area 9.
- During night, all seers sleep/rest in area 9 except for brother rank seers tasked with guard duties (who rest 1400-2245 hrs).
- 15 minute period between shift changes.

Tactics - Seers call **1D8 razor frogs** via *animal telepathy* each time power used (frogs climb pillars/temple in D3 rounds). Seers will cut bridges, keep distance and negotiate/flee if pressed.

White Seers (21 seers)

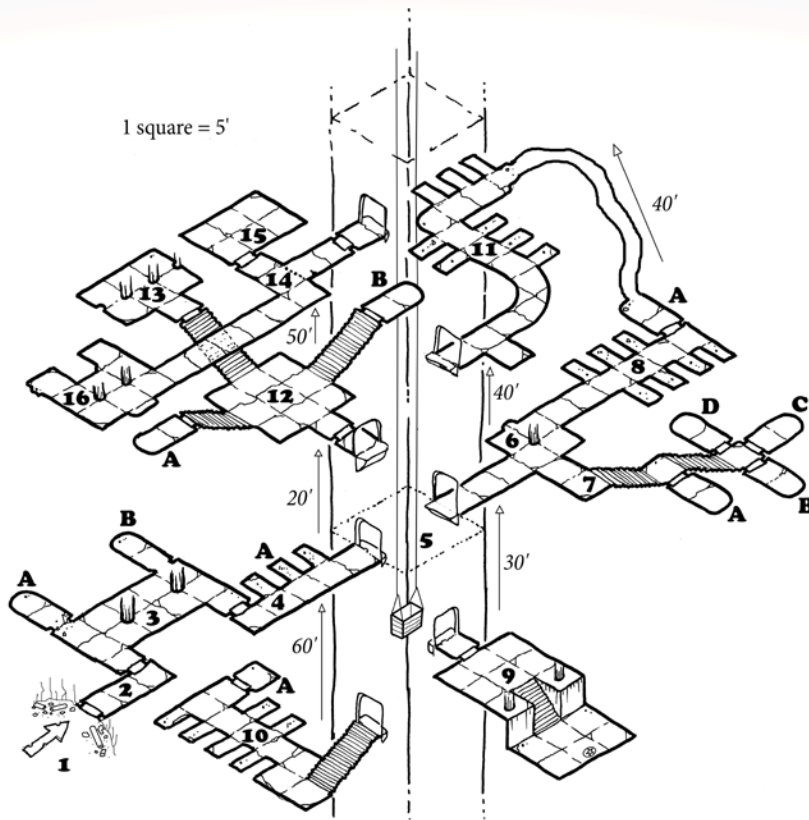
- **Initiates (6)**: AC: 10 MV: 120' AT: 1 DMG: 1-6/ (staff)/2-5 (sling) Stats: 16 INT, 16 WIS AL: N XP: THAC0: 21 HP: 3
- **Brothers (3)**: AC: 10 MV: 120' AT: 1 DMG: 1-6 (staff)/2-5 (sling) Stats: 16 INT, 16 WIS AL: N XP: THAC0: 21 HP: 7
- **Disciples (3)**: AC: 10 MV: 120' AT: 1 DMG: 1-6 (staff)/2-5 (sling) Stats: 16 INT, 17 WIS AL: N XP: THAC0: 21 HP: 9
- **Adepts (2)**: AC: 10 MV: 120' AT: 1 DMG: 1-6 (staff)/2-5 (sling) Stats: 17 INT, 17 WIS AL: N XP: THAC0: 21 HP: 11
- **Blue Master**: AC: 10 MV: 120' AT: 1 DMG: 1-6+1 (+1 staff)/2-5 (sling) Stats: 17 INT, 17 WIS AL: N POS: +1 staff (XP: 250; GP: 1,500) XP: THAC0: 21 HP: 14
- **Purple Master**: AC: 9 MV: 120' AT: 1 DMG: 1-6 (staff)/2-5 (sling) Stats: 16 INT, 16 WIS, 13 CHA AL: N POS: +1 ring of protection (XP:2,000; GP: 10,000) XP: THAC0: 19 HP: 18
- **Green Master**: AC: 8 MV: 120' AT: 1 DMG: 1-6+3 (+3 staff) Stats: 18 INT, 18 WIS, 14 CHA AL: N POS: bracers of defense AC 8 (XP: 1,000; GP: 6,000); +3 staff (XP: 750; GP: 4,500) XP: THAC0: 19 HP: 21
- **Red Master**: AC: 6 MV: 120' AT: 1 DMG: 1-6+2 (+2 staff) Stats: 18 INT, 18 WIS, 15 CHA AL: N POS: bracers of defense AC 6 (XP: 2,000; GP: 12,000); +2 staff (XP: 500; GP: 3,000) XP: THAC0: 19 HP: 22
- **Yellow Master**: AC: 10 MV: 120' AT: 1 DMG: 1-6+2 (+2 staff) Stats: 18 INT, 18 WIS, 16 CHA AL: N POS: ring of fire resistance (XP: 1,000; GP: 5,000); +2 staff (XP: 500; GP: 3,000) XP: THAC0: 16 HP: 26
- **Seer**: AC: 1 MV: 120' AT: 1 DMG: 1-6 (staff) Stats: 18 INT, 19 WIS, 17 CHA, 15 DEX AL: N POS: bracers of defense AC4 (XP: 3,000; GP: 18,000); +2 amulet of protection (XP: 2,500; GP: 12,000) XP: THAC0: 16 HP: 33
- **White Seer**: AC: 2 MV: 120' AT: 1 DMG: 1-6+4 (+4 staff) Stats: 18 INT, 20 WIS, 18 CHA AL: N POS: bracers of defense AC2 (XP: 4,000; GP: 24,000), ring of warmth (XP: 1,000; GP: 5,000); +4 staff (XP: 1,000; GP: 6,000) XP: THAC0: 14 HP: 40

White Seers of Netherite Psionic Powers Summary

Seer	Level	Psionic Strength	Psionic Combat Attack/Defense	Psionic Powers (cumulative, bold=major discipline)
Initiate	1	58/58	C, D/F, H, I	Body equilibrium, animal telepathy
Brother	2	58/58	C, D/F, H, I	+Mind over body
Disciple	3	64/64	B, C, D/E, H, I	+Invisibility
Adept	4	86/86	B, C, D/F, G, H, I	+Precognition, detect magic, telepathy
Blue Master	5	86/86	B, C, D, E/F, G, H, I	+Object reading
Purple Master	6	96/96	B, C, D, E/F, G, H, I	+Detect good/evil, domination, dimension door
Green Master	7	102/102	B, C, D, E/F, G, H, I	+ESP
Red Master	8	106/106	B, C, D, E/All	+Molecular agitation, body control
Yellow Master	9	122/122	B, C, D, E/All	+levitation, etherealness
Seer	10	158/158	All/All	+Expansion
White Seer	16	180/180	All/All	+Empathy, cell adjustment, body weaponry, sensitivity to psychic impressions, clairaudience, clairvoyance, mass domination, astral projection

Black Shaft of Narbonius the Accursed - For Level 3-5 PCs

Maps by Dyson Logos



Background

Narbonius the Accursed, former king's advisor, reviled priest of Set and defiler of the sacred texts, fled the ancient city of Ash-Tareth when his plan to overthrow the kingdom with his army of dead failed. Fleeing into the wastes, the priest came upon a lost tomb to a bat cult. Here he plotted his return and raised once again his army of unlife, but in his explorations he came upon and succumbed to the Bat Idol and was cursed, his former form and memory lost forever.

Hooks

1. Belbod Raganuf the Merchant came across an odd corpse lying in the road: some kind of twisted, baboon-like ghoulish thing with a jade necklace. Before he could remove the necklace another identical creature, also wearing the same kind of necklace, leapt out onto the road, snatched the necklace and disappeared into the trees/swamp. His men tracked the creature to an abandoned tomb complex, but dared not enter.

2. Every second full-moon, the townsfolk of Hroogpith remain indoors and venture not into the night, for on such nights the bat-thing can be seen prowling the dark skies and the red-glowing eyed-terrors stalk the fields. It is on nights like these that mad glutinous, inhuman feasting and screams of terror fill the night.

Jade Necklaces - 50 GP value (200 GP to a necromancer)

All undead in the Black Shaft wear jade necklaces; these were created by Narbonius in the past and possess the power to *curse* the wearer and transform them into undead servants:

- Placing a necklace on a corpse raises the animal as a zombie or skeleton, under the power of the *Amulet of Set* (held by Narbonius, the *Bat Thing*).
- Placing a necklace on a living victim *curse*s the victim with ghoullhood after a period of 5 days continuous contact, at the end of which time the wearer may save vs spells to resist the change; success requires another save 5 days later, and so on.

Amulet of Set - 5,000 XP, 25,000 GP value

Created by Narbonius to command his undead creations; the user can control all undead wearing *jade necklaces*. The wearer may *counter-turn* as a cleric of equal level undead with jade necklaces targeted by hostile *turning*. Worn by the *Bat Thing*.

Monster Stats

Skeleton baboons: AC: 7 MV: 120' HD: 1-1 AT: 3 DMG: 1-2/1-2/1-4 (claw/claw/bite) SD: immune to mind spells AL: N Size: S XP: 10 + 1/hp THAC0: 20

Ghoul baboons: AC: 5 MV: 120' HD: 1+1 AT: 3 DMG: 1-2/1-2/1-4 (claw/claw/bite) SA: claws + bite cause nausea: -2 to all rolls for 1 hour if fail save vs poison SD: immune to mind spells AL: N Size: S XP: 28 + 2/hp THAC0: 18

Notes

This adventure site can be situated at the head of a small valley in any suitable location. All doors are stone.

Wandering Monsters

Occur 1 in 6, check each 6 turns. D4:

- 2D4 ghoulish rats
- 2-5 skeleton baboons
- 1-4 ghoulish baboons
- The *Bat Thing* (Narbonius)

1: Entrance - Fallen columns and rubble frame a stone door embedded into the cliff face, the faint outline of a worn and weathered bat-like visage engraved in its center. Scrape marks score the ground around the door's base.

- Touching the door** causes a loud, ear-piercing shriek to resound through the small valley.

2: Bat Engravings - Roots hang down from the ceiling; faint bat engravings on the walls. **Bones** (baboon skeletons) and **green stones** (fragments from jade necklaces) litter the floor.

Ghoul rats: AC: 7 MV: 120' HD: 1-4 hp AT: 1 DMG: 1-3 (bite) SA: bites cause infection (save vs poison): lose 1 HP/day; if die rise as ghoull, healed by *cure disease* SD: immune to mind spells AL: N Size: S XP: 5 + 1/hp THAC0: 21

Bat Thing: AC: 5 MV: 60'/120' HD: 5 AT: 1 DMG: 2D4 (bite) SA: gaze causes those failing save to be *charmed*; piercing shriek 30' radius: save or *stunned* 1-3 rounds SD: immune to mind spells AL: CE Size: L (7' tall) XP: 340 THAC0: 15 - *Half man, half bat form*. If slain, the *bat-thing* reverts to the form of an old man (Narbonius).

3: Graffiti - Thick red stone columns; manic, child-like, sharp and angular **scrawlings** cover weathered and worn engravings on beige walls. Two **alcoves (A + B)** hold more baboon bones and fragmented jade necklaces.

- **Scrawlings** cover engravings of bat demons, depict priest commanding skeletal baboons; crude writing and words of madness: *“The bat thing cannot harm me, I am the Lord of the Apes!”*, *“No, I shall not succumb, noooo! I will not be tempted by the Great Bat”*, *“The bat’s eyes are in my dreams, it calls”*.

4: Crypts - Three alcoves hold despoiled crypts, disturbed piles of bones lie within. Under the **bones** in **A** is a 1’ clay idol of a **bat-like figure**: if touched, it screams, turns into a bat and flies off.

5: The Black Shaft - Inky black stone **shaft** (15’ wide), openings above and below. Two cables hang down from above to a wooden **basket** suspended further down the shaft.

- **Shaft**: 150’ deep and 150’ high, the bottom 30’ filled with water concealing **15 baboon skeletons** and **15 baboon ghouls** (attack any characters falling down into water, they can climb the shaft walls). *Halve any fall damage due to water.*
- **Top of shaft**: has a pulley and gear system for the basket.
- **Basket**: hangs 25’ below entrance, it can hold 2-3 characters, more if PCs hang on the outside. Inside is a crank that lowers or raises the basket 20’ per round. The two suspension chains each take 25 HP each to sever.

Tactics: If **wanderers** are indicated, GMs should randomly determine direction (above, from opening, from below, etc.) that monsters approach from. If the **Bat Thing** is encountered, it will try to knock characters down the shaft.

6: Bone Piles - Bone piles (rat, baboon) cover the floor; the sound of pattering feet comes from both exits—**10 ghoulish rats** (2 HP) leap into the room from **area 7**, **6 ghoulish baboons** (5 HP) from **area 8**.

7: Crypts - Cracked stairs lead down, the gloom and darkness heavy and oppressive. Base-reliefs on walls depict priests praying before a bat idol.

- **Doors to crypts** must be forced (check for wanderers).
- **Crypts A, C and B** contain skeletons adorned with silver necklaces (2) and leg bracelets (4), each worth 40 GP.
- **Door to D** radiates cold, a **shadow** emerges from the darkness to attack if the door is opened. A skeleton lies within, adorned with a jeweled necklace (2,000 GP).

8: Crumbling Statues - Alcoves pierce walls, filled with broken, crumbling statues of a bat deity.

- **Door to A**: must be forced, inside scattered bones conceal a **flask of curses** (GP: 0; XP: 1,000).
- At back of **A** is 3’ crawl space up to **area 11**.

Shadow: AC: 7 MV: 120’ HD: 3+3 AT: 1 DMG: 2-5 + drains 1 STR point 2-8 turns SD: magic weapons (+1) to hit MR: immune to *sleep, charm, hold* INT: low AL: CE Size: M XP: 279 THACO: 16 HP: 18

9: Bat Idol - **Door to area 9** depicts a bat, heavily scrawled over in graffiti: *“I am not your servant, the apes are MINE”*.

Twin yellow, flaking pillars frame a short flight of stairs leading down to a lower area where a black stone **idol** of a demonic bat thing stands, green **gems** for eyes.

Tactics: The bat idol sends out a telepathic siren call: characters must save vs spells or be affected as *suggestion* urging them to touch the **idol**. PCs touching the **idol** must save or undergo transformation into a **bat thing** (with full powers, see stats):

- PC now serves and protects the bat idol; almost all memories are lost; alignment is changed; no previous class abilities function in this state; random *insanity* acquired. The curse can be reversed via *restoration, remove curse* or *dispel magic*.
- **Idol’s gem eyes**: 3,000 GP each; removing them destroys the idol’s magic—a piercing scream fills the chamber for 1 round: save or take 1-4 HP damage; PCs’ ears bleed for 1-2 hours.

10: Lower Crypts - Alcoves pierce the walls; bones and debris scattered about the floor. Ceiling engraved with a looming bat. **4 ghoulish baboons** (6 HP) and **6 ghoulish skeletons** (3 HP) occupy alcoves; attack when party nears the center of the hall.

- **Door to crypt (A)** must be forced. Inside are charred skeletal remains and **2 green phials** (1 *holy water*; 1 *unholy water*).

11: Upper Crypts - Bone-filled alcoves along walls; **bats** roost within: flap about madly, fly to area 5 if exposed to light.

12: Hall of Animation - **Door** to this room must be forced (check for wanderers).

Bubbling **cauldron** stands over glowing coals, dimly illuminating the chamber. Work **benches** around the walls are laden with animal corpses.

Tactics: If the **bat-thing** has not been destroyed, it will be here. When the PCs enter the room, **6 ghoulish rats**, **4 ghoulish baboons** and **4 skeleton baboons** concealed in shadows by the walls attack.

- **Benches**: strewn with baboon and rat corpses, leather cords and pieces of jade with holes (to make jade necklaces, 480 GP total value); and **3 jade necklaces**.
- **Cauldron**: contains a brew that if applied to **jade necklaces** combined with the correct incantation imbues necklaces with undead causing powers. **Drinking the brew** causes *insanity*.
- **A and B** contain bottles (50 each) of liquids used to make the brew. **A** also contains 30 books on necromancy and the incantation needed to create **jade necklaces** (5-10 GP each).

13: Nest - Of sticks, furs and bones; walls scrawled with pictures of apes and baboons devouring bats.

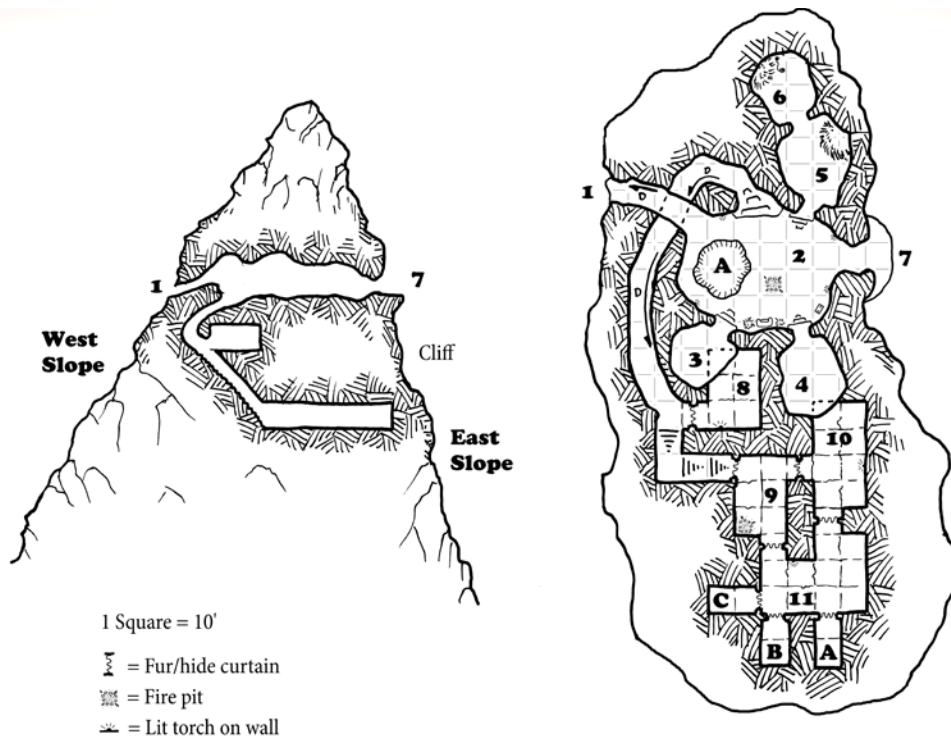
14: Bars - Frothing mass of ghoulish baboons rages behind **bars**; a **lever** juts from the wall (opens bars). **16 ghoulish baboons** (4 HP).

15: Bat Visage - Base relief of a giant bat face covers the back wall, studded with tiny fire opals (60; 100 GP each).

16: Old Storage - Shattered amphorae litter the room.

Savages of Cragstone Peak - For Level 5-6 PCs

Maps by Dyson Logos



Background

The old hold on Cragstone Peak was abandoned in the distant past, eventually being occupied by a tribe of neanderthal cavemen. These cavemen largely stayed to themselves for generations until the Shaman Hush-Ashrak tamed the wyvern and exerted power over the tribe. Hush-Ashrak sought to drive away the 'others', who were increasingly infringing in the ancestral lands and hunting the men of the peak.

Hooks

1. Grimwald the Barbarian challenges the players: "Cragstone Peak be ripe for the pickin' and full o' gold, as legend sez. I challenge you cowardly mongrels; by tomorrow the lost treasure in the peak be all mine, ha ha ha'.
2. Groups of cannibal savages have raided the surrounding farmsteads, leaving victims' skulls on stakes.

Notes

This adventure can be set on a peak or rock outcrop in a suitable location. The wandering monster table can be used to populate the journey to Cragstone peak, or just for the final parts of the peak, as shown on the map. GMs should feel free to add environmental effects (snow, ice) to suit the campaign location. The peak is rough and rocky, with cover and places to stage ambushes. **Note:** Area descriptions should be altered in-line with time and inhabitants' activities, see *Neanderthal Activities*.

Approaching the Lair

- **West, south and north slopes:** can be climbed without gear; DEX check if struck in combat, failure results in tumble for 1D4 damage. The **west** slope is guarded (see **area 1**).
- **East slope:** sheer at the final stages, it can only be climbed by thieves or PCs equipped with climbing gear. Being struck in combat while climbing the cliff requires DEX check or similar, to avoid falling.

Monster Stats

Cavemen (neanderthals): AC: 8 MV: 120' HD: 2 AT: 1 DMG: 1-8 +1 (stone axe) or 1-6+1 (spear or club) INT: low Size: M XP: 65 THAC0: 20 HP: 10 each—*same stats for females and males*

Sub-chiefs: +2 damage HD: 4 XP: 210 THAC0: 17 HP: 24 each

Chief: +3 damage HD: 5 XP: 360 THAC0: 14 HP: 35

Hush-Ashrak (5th level cleric): HD: 5 XP: 393 THAC0: 16 HP: 28 POS: **staff of wyvern control:** 8 charges, can *charm* wyverns, 60' range, save applies (wood staff topped with chimpanzee skull, XP: 1,000; GP: 3,000) **Spells:** **1st:** *command, darkness, sanctuary* **2nd:** *hold person, silence 15', spiritual hammer*, **3rd:** *prayer*

Hyaenodons (6): AC: 7 MV: 120' HD: 5 AT: 1 DMG: 3-12 (bite) INT: ani. AL: N Size: L XP: 215 THAC0: 15 HP: 25 each

Wandering Monsters

Occur 1-2 in 6 (1 in 12 at night). Entry 8 only occurs inside. **D8:**

1. Neanderthal sub-chief (riding a pteranodon if outside)
- 2-4. 2D4 neanderthal hunters (with 2 hyaenodons if outside)
5. 2D4 neanderthals (with a sabre-tooth tiger if outside)
6. Neanderthal chief (riding a wyvern if outside)
7. Grimwald's Raiders (see inset box)
8. Hush-Ashrak and a sabre-tooth tiger

Subtract any animal/leader casualties from the numbers available to the neanderthals in areas 1 to 11.

Tactics - Combat ONLY draws opponents in adjacent rooms (in 2 rounds, 3 if asleep and woken). Chance of waking sleeping monster in next room is 20%/round; those in same area wake in 1 round. Combat is not audible between upper and lower caves. 50% chance/round animals awake if PCs enter their area, even stealthily. Neanderthals usually send out hunters during daylight.

Wyvern (1): AC: 3 MV: 60'/240' HD: 7+7 AT: 2 DMG: 2-16 (bite)/1-6 + poison (sting, save or die) INT: low AL: Neutral Size: L XP: 1,295 THAC0: 12 HP: 37

Sabre-tooth tigers (2): AC: 6 MV: 120' HD: 7+2 AT: 3 DMG: 2-5/2-5/2-12 (claw/claw/bite) SA: if both claws hit, rear claws rake for 2-8/2-8 SD: *surprised* only on 1 INT: semi AL: N Size: L XP: 870 THAC0: 11 HP: 32 each

Cave bear (1): AC: 6 MV: 120' HD: 6+6 AT: 3 DMG: 1-8/1-8/2-12 (paw/paw/bite) SA: if two paws hits with 18+, hugs for 2-16 SD: fight 1-4 rounds after reaching 0 to -8 HP INT: semi AL: N Size: L XP: 480 THAC0: 13 HP: 30

Pteranodon (1): AC: 7 MV: 30'/ HD: 3+3 AT: 1 DMG: 2-8 (beak) INT: non AL: N Size: L XP: 165 THAC0: 16 HP: 20

Neanderthal Activities - % given = chance asleep on duty. 'F'=female.

Area	Morning-Evening		Evening-Night		Night-Morning	
	05:00-18:00	Activity	18:00-22:00	Activity	22:00-0:500	Activity
1	2 neanderthals	Watch	Neanderthal (25%)	Watch	Neanderthal (80%)	Watch
2	Chief Hush-Ashrak 2 sub-chiefs 4 neanderthals Cave bear	Lounging, eating	Chief Hush-Ashrak 2 sub-chiefs 20 neanderthals (1/2 F) Cave bear	Feasting, rituals, sport	4 neanderthals Cave bear	Sleeping
2A	2 hyaenodons	Lounging, eating	2 hyaenodons	Lounging, eating	2 hyaenodons	Sleeping
3	4 Hyaenodons	Lounging, eating	4 hyaenodons	Lounging, eating	4 hyaenodons	Sleeping
4	2 saber-tooth tigers	Lounging, eating	2 saber-tooth tigers	Lounging, eating	2 saber-tooth tigers	Sleeping
5	Wyvern	Lounging, eating	Wyvern	Sleeping	Wyvern	Sleeping
6	Pteranodon	Lounging, eating	Pteranodon	Sleeping	Pteranodon	Sleeping
7	5% Hush-Ashrak	Ritual	-	-	-	-
8	-	-	-	-	Chief 2 neanderthals (F)	Sleeping
9	5 neanderthals (F)	Mending, working	-	-	-	-
10	5 children	Playing, working	5 children	Playing, sleeping	5 children 3 neanderthals (F)	Sleeping
11	5 neanderthals (F)	Mending, working	-	-	12 neanderthals (5 F)	Sleeping
11A	-	-	-	-	Sub-chief	Sleeping
11B	-	-	-	-	Sub-chief	Sleeping
11C	-	-	-	-	Hush-Ashrak	Sleeping

1: West Entrance - Rough, rocky path leads to a cave mouth. Neanderthal guards (if awake) notice PCs not concealing their movement up the **west slope**; warn tribe in 2 rounds if not dispatched. Do NOT notice any approach from above.

2: Cave of the Bear Clan - Dried entrails hang like streamers from the ceiling (20'); the air thick with buzzing flies, the stench of rot. Flickering torch light illuminates hundreds of skulls on stakes by tusk, hide and animal skull adorned walls. Thick furs and hides cover the floor, by one wall is a crude **altar** and a **bone throne**.

2A: 20' pit, neanderthals throw victims to **hyaenodons** for sport.

- **Altar:** covered in half-eaten corpses, bones and dried blood. A massive bear skull hangs from the wall behind the altar.
- **Bone throne:** embedded with a diamond (6,000 GP).

3: Hyaenodons Lair - Gnawed on bones, waste.

4: Sabre-Tooth's Lair - Furs, bones, carcasses, waste.

5: Wyvern's Lair - Huge nest of sticks, furs; chewed up animal carcasses and wyvern waste on floor; dung stench.

Grimwald's Raiders - Check REACTION: positive: offer to help PCS; negative: attack. Attack if PCs are leaving site.
Grimwald (F4): AC: 6 (studded leather + shield) MV: 120' AT: 1 DMG: 2-7+3 (broad sword + STR), 1-6+3 (hand axe) AL: CN XP: 290 STR: 18/23 CON: 18 THAC0: 15 HP: 40
5 barbarians (F3): AC: 7 (hide + shield) MV: 120' AT: 1 DMG: 1-6 (spear) or 1-8 (battle axe) AL: CN XP: 140 each THAC0: 18 HP: 20 each

6: Pteranodon Lair - *The pteranodon is restrained by a rope tied to a boulder, it can move within this room but not leave.* A huge nest of branches by one wall holds a massive, aqua-colored egg (2,000 GP). Crushed egg shells and dung litters the ground.

7: East Entrance - Flat ledge covered in dried blood before a cave mouth; vertical cliff drop. *The pteranodon and wyvern leave via this exit. Hush-Ashrak makes ritual sacrifices here.*

8: Chief's Room - Floor thick with furs; hides and beast skulls decorate the walls. Several stone axes lean against one wall.

- Concealed in a lion's **skull** on a wall is a collection of stones and gems: 22 x blue quartz (10 GP each); 43 x citrine stones (50 GP each); 30 x amber stones (100 GP each).

9: Work Area - Crude stone spears, axes, tools and implements lay scattered about. Piles of hide and fur cloaks and other clothes, some half-made or being repaired.

10: Young Area - Floor littered with chimpanzee skulls (toys), short spears, clubs and chipped, cracked bone dummies.

11: Sleeping Areas - Thick fur beds; human and animal skulls hang from the walls; crude cave paintings of hunting scenes.

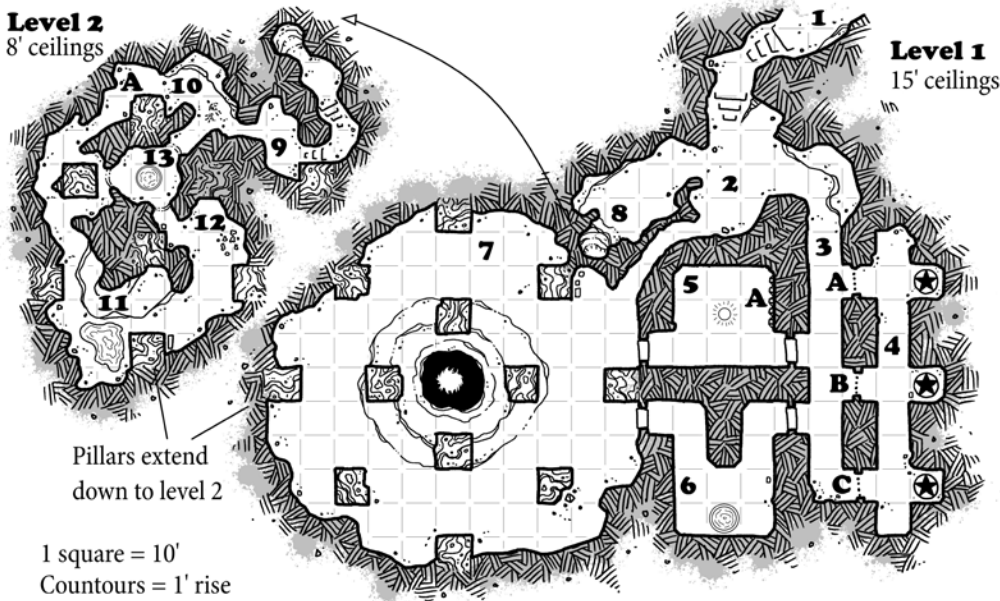
A: Hide bed; hidden **pouch** holds 43 agate stones (50 GP each).

B: Fur mats; obsidian axe (15 GP; 1-8+1 DMG; breaks 1 in 20).

C: Fur bed; pile of stacked skulls supports 1' crude **jade bear idol** (2,000 GP): if rubbed, *summons* a cave bear (in 1-3 rounds, serves until slain; 12 charges). Possessor *curse*d by nightmares of bears: 5% chance per night of developing an *insanity*.

Lady of the Flame - For Level 5-6 PCs

Maps by Dyson Logos



Background

In ages past the forces of good and law trapped the demoness Narbonessa within an imprisoning flame, forever confining her to the *material plane*. Over time, her essence polluted the surrounding space, corrupting the area and drawing forth demonic entities to the site. The flame bound Narbonessa and concealed her true form; to those who came to the Black Stump, she appeared as a silhouette of a beautiful, perfect woman wreathed in flame. Narbonessa sought escape and revenge; from within the flame she acted as an oracle, hoping to trick and lure those seeking knowledge into releasing her. Others were bewitched by her, and sought to rescue Narbonessa for her beauty.

Narbonessa's Plan

Narbonessa seeks to escape, but she has not been successful largely due to the guardians set by the forces of law to protect the Flame of Law and by the demon spawn unwittingly attracted by her own corrupting force that have slain all would-be saviors. To gain the trust of potential rescuers, the demoness will answer questions posed of her before asking for any assistance:

- Answers one question (same % as a *sage* in a *major field*, no research time required), then implores PCs rescue her:
 - Explains that the **purple gem** (in **area 5**) must be removed or shattered before lower level can be entered
 - Then water from the **font** (**area 6**) must be taken below and poured into the pool of flame (**area 13**), warning that the pool is protected by demonic-forces
 - Assures PCs that they will be rewarded and are free to take any treasure they discover
 - Offers to answer further questions as a reward
- She will use *suggestion* if PCs try to leave without rescuing her, pushing PCs to destroy the gem and pollute the pool.
- Narbonessa never reveals her true identity; if questioned, she says she was trapped by 'cruel powers' in the past because her wisdom and beauty were a threat to the gods.
- Explains that all those trying to save her failed and were destroyed by the demons that guard the pool.

Monster Stats

Larvae: AC: 7 MV: 60' HD: 1 AT: 1 DMG: 2-5 (bite) INT: low AL: E Size: M XP: 14 each THAC0: 19 HP: 4 each

Demon worms: AC: 7 HD: 1+2 AT: 1 DMG: 1-2 + 2/hp round (bite + blood suck) SA: bite drains 1 STR 2-12 turns SD: half damage from fire, cold or electricity MR: 5% INT: ani. Size: S AL: E XP: 60 + 2/hp THAC0: 18

Foul Maggots: AC: 10 HD: 1-4 hp AT: 1 DMG: 1 SA: squirt goop 20': 1-2 acid damage + item saves INT: non Size: S (2' long) AL: E XP: 9 each THAC0: 21 HP: 2 each

Hooks

- 'It is said there is a woman of unearthly beauty trapped within a mystic flame under the Black Stump. She is all-knowing, many seek her counsel or try to save her, for she promises a great reward'.
- 'The Lord's daughter is sick and no magic has been able to cure the illness. Seek counsel with the Lady of the Flame below the Black Stump and I will reward you'.

Wandering Monsters

Occur on 1-2 in 6, check every turn in level 2; for level 1, check every 12 turns and only use entry no. 6. **D6:**

1-3. 3D10 foul maggots or 2D10 demon worms or 2D8 lava (equal chance of each)—crawl out of walls/floor/ceiling

4-5. 1D8 maggots, 1D8 demon worms and 1D6 larva

6. Order of the Tetretarch—guardians of the Flame; suspicious; know Narbonessa's true nature; protect and maintain prison; hostile to PCs trying to free the demoness (*occurs only once*).

1: Entrance - Worn and weathered stairs descend into the darkness below a great black stump; twisted, ash-gray roots hang from the ceiling. The scent of sulfur wafts out of the tunnel.

2: Intersection - Moist, earthy tunnel walls pierced by yellowish, hanging roots. A steel **symbol** on the south wall depicts a fist (symbol of Tetretarch, radiates *good* if checked).

Narbonessa, Lady of the Flame (demon): AC: -2 MV: 120 HD: 10 AT: 3 DMG: 1-4/1-4 (claws)/2D4 + level drain (tongue bite) SA: At will: *suggestion, alter appearance, charm person, know alignment, gate* 65% (glabrezu) SD: At will: *darkness 10' radius, teleport*; +1 or better weapon to hit; takes half damage from cold, electricity, fire, gas; *regenerate* 1 hp/round; *infravision; commune* MR: 50% INT: supra-genius AL: CE Size: M XP: 8, 400 THAC0: 10 HP: 50 *Green skinned, perfectly formed female with iris-less orange eyes, flat white hair. Her tongue is 6' long and ends in a fanged mouth. Her CHA while in the flame is equivalent to 21.* **Note:** Narbonessa can only use *suggestion* while in the flame.

3: Portcullises - Corridor pierced by three meteorite steel portcullises (A, B, and C). Visible through each portcullis is a bronze statue of a human-headed, and winged lion-creature (lamassus) at area 4.

- **Portcullises:** Wizard locked; + 3 or higher weapons to damage, AC -3, 200 HP:
 - ▶ Automatically open to release lammasu statues if the purple gem in area 5 is removed/destroyed.

4: Lammasu Statues - Alcoves contain bronze statues of lammasus. They will not react or move in any manner, unless the purple gem in area 5 is removed or destroyed, in which case the statues animate and destroy intruders.

5: Gem of Law - A metal, cone-shaped protrusion juts down from the ceiling, another from the floor. Hanging suspended between their points is a glowing purple gem, sending oscillating lilac and purple radiance around the room. Five smaller, pulsing gems (red, green, yellow, blue, orange, pink) are embedded into one wall (A).

- **Purple gem (the Gem of Law):** protected by a magical field: disintegrates those touching it (save applies) and deals 2D10 electrical damage, unless the smaller, glowing gems have been removed/destroyed first:
 - ▶ AC 2, 30 HP. worth 25,000 GP if removed (STR test to physically pluck from the suspension field in the air).
 - ▶ Removing/destroying the gem releases the lammasu statues and corrupts the Pool of Purity in area 6, the water turning to unholy water (due to Narbonessa's corrupting demonic presence).
- **Pulsing gems:** power the protective field around the purple gem: each can be pried out (1 turn; 1,000 GP value) or destroyed (AC 3; 5 HP each). Those touching a gem while it's in the wall must save vs spells or be blinded for 1-4 hours; dispel magic dampens this protective magic for 10 hours.

6: Pool of Purity - Roots hang thick from the ceiling; the walls are covered in flowering vines. A round pool of bronze containing water sits by the wall—Either crystal clear and glowing if the purple crystal is still in place, or black and vile liquid if not; the flowers are vibrant, or wilting and rotting respectively.

- The pool radiates magic; it is holy water (500 vials worth) or unholy water, depending on the state of the purple crystal. It is linked to the Pool of Law on level 2, see area 13.

7: Oracle of the Flame - Concentric rings of massive square pillars, covered in glowing red lattice-like patterns, surround a jet of purple flame blasting from a hole in the floor. Within the flame floats the silhouette form of a beautiful and perfect female (Narbonessa), a shadow within the light. A seductive, melodic voice speaks from within the flame: 'Come forward...Knowledge seekers'.

Bronze lammasu statues (3): AC: 4 MV: 60' HD: 7 AT: 2 DMG: 1-8/1-8 (claw/claw) SD: +1 or better weapon to hit; immune to mind affecting spells, illusions; teleport 1 x day MR: 50% INT: non AL: N Size: L XP: 790 each THAC0: 13 HP: 30 each

- **Purple flame:** radiates intense heat and cold in 10': D4/D4 damage/round; touching 2D10 hot + 2D10 cold damage, double damage to evil; the 'Lady' is encased in a wall of force:
 - ▶ Imbued with powerful positive energy, radiates lawful good, masking Narbonessa's alignment.
 - ▶ Only brought down by corrupting/destroying the Pool of Law on level 2, or by limited wish, wish or similar.
- **Hole:** leads down 15' to area 13.
- **Pillars:** radiate lawful magic; keep the pool in area 6 pure, when the purple gem is destroyed they cease glowing.

8: Stairs down - Rough cut stairs lead down; a sulfuric stench stains the air. Fat maggots crawl in and out of the soil.

9: Maggots - Roots grow twisted and thick; the air is rank with rot and decay. Huge yellow maggots crawl and slither over the walls and floor, more emerge from the dirt and move forwards—20 foul maggots attack plus 10 per round for 4 rounds.

10: Dead Tetretarch Members - Maggots and horrid, pink fleshy toothed worms crawl and slither over human remains armored in rusted, pitted and decayed plate. Swords and axes protrude from the black, oozy soil.

Tactics: 15 foul maggots and 10 demon worms slither forward to attack; 5 maggots, 3 worms and 2 larva join from A per round for 5 rounds.

- **Human remains:** Tetretarch Order party that tried to cleanse the lower level from the demonic pestilence of Narbonessa: +2 battle axe x2 damage vs demons (XP:800; GP: 3,800); broad sword +2/+4 vs demons (XP: 850; GP: 4,700).

11: Larva Pool - A pool of blackish-green slime (1-3 acid damage if touched) fills this cavern; a writhing mass of tortured, wailing human-headed larvae (20) squirms within the liquid—Larvae squirm out of the pool to attack, 1-4 more emerge each round until the PCs flee (holy water annuls the pool for 5 hours).

12: The Foul Stream - A stream of black, brown and purple effluent (causes disease if touched) gushes out of the ceiling to cover a writhing mass of maggots (25), worms (10) and larvae (10), struggling and fighting each other to consume the foul liquid—they ignore intruders unless attacked.

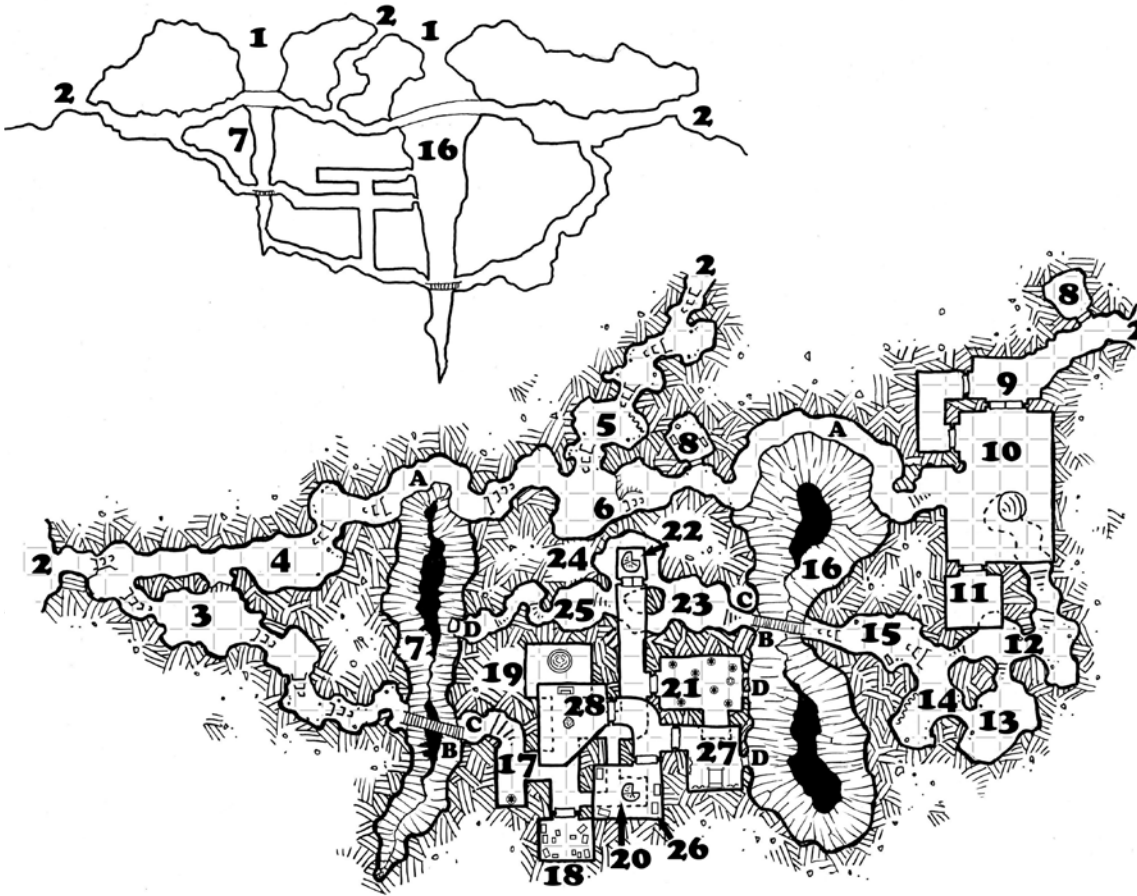
13: Pool of Law - A purple flame jets up from a pool of clear water out through a hole in the ceiling. Maggots (10), worms (8) and larvae (6) move towards the pool but simultaneously freeze then burn up when they get close (see area 7 for effects of the flame)—Maggots, worms and lava attack if PCs enter area.

Tactics: Throwing/pouring unholy water (from area 6) into the water corrupts the Pool of Law, turning the water black and extinguishing the flame. Narbonessa is released with an ear-piercing scream of joy and moves to deceive/torment/attack the party; she flees at 5 HP or less, to spread chaos and destruction.

Order of Tetretarch: five 4th level paladins: AC: 2 (plate mail + shield) MV: 60' AT: 1 DMG: 2-8 (morning star) or 1-8 (battle axe) AL: LG XP: 450 each THAC0: 18 HP: 25 each

Ice Witch of Jagged Peak - For Level 5-7 PCs

Maps by Dyson Logos



Background

Tarquesa the Ice Witch swept out of the far north with her minions of cold, the Rod of Winter in her hand. With the power of the utter cold at her fingertips, she froze Jagged Peak, turning its summit into a permanent ice encrusted spire of sharp ice outcrops and dropping pits. Here she established her stronghold and sent cold out into the settled lands.

Hooks

1. An unnatural winter has suddenly gripped the land, destroying crops and spreading disease. The Ice Witch of Jagged Peak must be responsible.
2. The clouds on Jagged Peak conceal the lair of Tarquesa the Ice Queen and her fabled treasure.

Wandering Monsters

Occur 1 in 6, check every 6 turns. D6:

1. D4+1 yeti returning with kill (deer/herd animal)
2. D4+2 ice pixies on errand—harass PCs, flee, warn 2D4 yetis that arrive in 2-5 rounds
3. Snow serpent—slithers from snow drift, *surprises* on 1-3
4. Howling, freezing wind for 1 round—unless magically protected, each character in area takes 1-3 cold damage
5. Icicle drops on random PC—1D6 damage, save versus paralyzation to avoid; followed by laughter on the wind
6. Wicked, laughing female voice; area suddenly chills dramatically—each character takes 1D4 cold damage, save vs paralyzation or feet frozen to ground: 1-3 rounds to remove; immediately roll for wandering monster (ignore same result).
- 7-8. D4+1 wolves or winter wolf with D3 wolves (equal chance)

Monster Stats

Ice zombies: AC: 7 MV: 60' HD: 2+2 AT: 1 DMG: 1-8 + 1-2 cold damage (bash) SA: radiate 1 point cold damage 5' radius per round SD: immune to mind and cold spells WK: take 2-8 damage from holy water; always strike last INT: non AL: N Size: M XP: 50 + 3/hp THAC0: 16

Yeti: AC: 6 MV: 90' HD: 4+4 AT: 2 DMG: 1-6/1-6 (claw/claw) SA: 100% *invisible* from distances of 10'-30' minus 5%/level of opponents; if *surprise* opponent save vs paralyzation or *paralyzed* with *fear* 1-3 rounds; if claws score natural 20: squeeze for 2-16 damage SD: immune to cold WK: take 50% extra damage from fire INT: Ave. AL: N Size: L (8' tall) XP: 435 + 5/hp THAC0: 15

Notes

- This adventure can be located in any arctic, semi-arctic or mountainous region. Due to the power of the Rod of Winter, it can also be set in a mountain range in non-arctic regions.
- The area around the adventure site and within is cold, all characters not equipped for arctic conditions take 1 HP/turn.
- All tunnels are completely covered in ice and snow, DEX checks (on 3D6) are required each round prior to melee attacks to avoid slipping and losing 1 round of action.
- The ice glows softly from within, shedding an aqua-blue light. All areas should be considered dimly lit.
- Climbing the ice peak to the chasm entrances at the top (area 1) or any walls requires equipment or thief skills.
- Due to the ice crystal of viewing (area 28), Tarquesa will observe the PCs progress through her fortress.

Ice pixies: AC: 3 MV: 60'/120' HD: 1-4 hp AT: 1 or spell DMG: 1-3 (small sword) or 1-3 (small crossbow) SA: at will: *invisibility*, *ice dart*, *snow balls*, *ventriloquism*; 1 time/day: *dancing lights*, *chill metal* MR: 20% INT: high AL: CN (evil tendencies) Size: S (2' tall) XP: 105 + 1/hp THAC0: 17. *Light blue pixies with yellow eyes.*

Wolves: AC: 7 MV: 180' HD: 2+2 AT: 1 DMG: 2-5 (bite) INT: ani. AL: N Size: S XP: 35 + 3/hp THAC0: 16

Winter wolf (2): AC: 5 MV: 180' HD: 6 AT: DMG 2-8 (bite) SA: frost howl 1x/turn: 10' range, 4D6 cold damage, save vs breath for half SD: immune to cold WK: take +1 damage/die from fire INT: ave AL: NE Size: L XP: 370 each THAC0: 15 HP: 25 each

1: Chasm Entrances - Yawning chasms pierce the ice; swirling snow wafts within concealing the bottom. **Edges** are treacherous, give way when approached (check DEX or fall in—280' drop to chasm floor of **area 16**; 200' drop to **area 7**).

2: Side Entrances - These entrances open into ice covered tunnels, the walls glow with aqua-light, visible within the ice are **frozen corpses**.

Tactics: The **frozen corpses** (4) are **ice zombies** (10 HP each), they burst out of the ice walls, *surprising* on 1-3.

3: Yeti Den - Thick snow partially covers bones, half-eaten corpses; icicles hang thick from the ceiling. **3 yetis** (21, 19 and 28 HP) concealed in the snow *surprise* on 1-3.

4: Frozen Adventurers - Columns of ice encase **four corpses** in poses of pain and shock.

- **Corpses:** three burly women in white furs and banded mail (**fighters**) and a short-statured woman in heavy furs (**shaman**). *Sent on a mission by their tribe to kill Tarquesa:*
 - ▶ Corpses can be released by chipping away the ice (60 HP each column) or with heat.
 - ▶ **Fighters** each carry a hand axe, 50' ropes, 6 torches, 3 flasks of oil, morning stars, and broad swords (one a **+2 broadsword of dancing flame**: 3x/day user can cast *pyrotechnics*, XP: 900; GP: 4,400).
 - ▶ **Shaman** carries a **staff of thawing**: heals 2D4 cold damage per touch, 10 charges (XP: 2,000; GP: 10,00).

5: Thick Snow - 2' deep, thick powder snow reduces move to 30' in this room (inhabitants unaffected).

6: Yeti Den - Cavern divided in two; ice shelf 10' above lower section, reached by ice stairs. **4 yeti's** (22, 23,, 26, 28 HP) lurk on top shelf, *surprise* characters entering from lower area on 1-3, leap off shelf to attack (+2 to hit and damage on first round).

7: Ice Chasm - Walls of jagged ice, the stench of death wafts upwards; icy air funnels in from an opening in the chasm roof.

A: Ice ledge: 50% chance any PC failing a slip check falls into the chasm (120' fall). The ledge sits 80' below the opening at **area 1**.

B: Bridge: rickety, ice-covered wood bridge: AC 8, 10 HP to sever; cumulative 10% chance of breaking/character (50' fall).

C: a **yeti** (19 HP) stands here, it will hurl ice boulders (D4+1 damage) at those seeking to cross the bridge.

D: Lower door: opens 5' above the chasm floor: full of bones and carcasses, most covered in snow or frozen in ice.

8: - Meat Storage - Both of these rooms have animal carcasses (D6 deers, D4 cows) hanging from metal hooks on the ceiling.

Snow Serpent (2): AC: 5 MV: 90' HD: 6+1 AT: 2 DMG: 1-4 (bite)/2-8 (constrict) SA: constrict for 2-8/round INT: ani. AL: N Size: L XP: 465 each THAC0: 13 HP: 30 each

9: Gates - Snow drifts lie thick about the corners of the room; a globe of light (*continual light*) sheds a ghostly green radiance on ice encrusted wood doors (*open doors* roll required to open). Tufts of white and gray fur litter icy floor (yeti and wolf).

10: Guards - Sheer-cut ice walls; smooth, softly glowing. Lumbering, white, **furry forms** and snarling, growling **wolves**.

Tactics: The **4 wolves** (12 HP each) and **3 yetis** (2 x 20 HP; 1 x 30 HP) occupying this room attack intruders, the yeti using the side passage (**A**) to outflank PCs approaching from area 9.

- A steep **staircase** descends through a hole in the floor to **area 12** (slippery, DEX checks required if running or in combat)
- Chewed bones litter the floor—**searching reveals** a red phial (*potion of warmth*, as ring, last 2D4 hours, XP: 200; GP: 450).

11: Frozen Corpses - Several frozen, naked human corpses (4) are skewered on hooks hanging from the ceiling.

12: Icicles - Ceiling is thick with icicles, twinkling sound fills these two caverns—50% chance 1D3 icicles drop, 1D6 damage, save vs paralyzation to avoid.

13: Orange Ice - Ice encrusted walls, miniature balls of orange fire glow from within the walls (*dancing lights*).

Tactics: Encased in the ice ceiling are **4 ice zombies** (9 HP each), only noticed if PCs state they are looking upwards. The zombies break through the ice and drop on PCs, *surprising* on 1-3.

14: Tapestry - Depicts a frozen wasteland with a pale-skinned woman riding a sleigh pulled by great, white wolves.

15: Snow Drifts - Thick, swirling snow gusts in from the chasm below, collecting in piles by the walls of the room. A half-buried **casket** lies beside one wall.

- The **casket** contains a thick, white fur **cloak** (radiates magic, *cloak of the yeti*: XP: 2,000; GP: 7,000): Donning the cloak *polymorphs* the wearer into a yeti: check REACTION each time the PC encounters a yeti or wolf in the complex, success indicates the monsters think the PC is a servant of Tarquesa.

16: Ice Chasm - Sheer ice cliffs drop down to darkness; snow swirls and falls from an opening in the ice roof.

A: Ledge occupied by **yeti** (22 HP); slippery surface, any fall results in a tumble to the chasm floor (200' drop). **Yeti** hurls chunks of ice (3D4+3 damage) at PCs crossing the bridge (**B**).

B: Bridge: encrusted with ice; AC 8, 12 HP to sever. 70' above chasm floor; 210' below chasm opening above (**area 1**).

C: a **yeti** (25 HP) guards this side of the bridge, it hurls ice chunks (D4+1 damage) at PCs crossing bridge.

D + E: windows to area **21** (70' above bridge); and **27** (90' above).

The **chasm bottom** is covered in ice-encased bones and skeletons. **Searching** the bones reveals an **ivory scroll tube** containing: **MU scroll: fireball**, *wall of fire* (XP: 800; GP: 2,400).

17: Ice Statue - An ice statue of a robed woman stands by the wall, its outstretched hand holds a **glowing globe** (*continual light*). The **globe** can be removed, hurling it causes it to shatter for 2D10 cold damage in a 10' diameter area, save vs breath for half.

18: Storage - The **door** to this room is covered in several inches of ice, it must be chipped off/melted to open the door (35 HP total). Check for **wandering monsters** if force used.

Ice-encrusted boxes and crates clutter the room. Total contents:

- 80 x wolf pelts (3 GP each)
- 10 x polar bear pelts (10 GP each)
- 45 x beaver pelts (2 GP each)
- 2 x snow serpent skins (35 GP each)
- 22 x yeti pelts (15 GP each)
- 30 flasks of oil

19: Warm Pool - Thin whiffs of steam rise from the surface of a pool. The water is warm, heating the air in the room.

20: Ice Staircase - A delicate, aqua-green ice staircase winds up through a hole in the ceiling (to **area 26**, 20' above).

- If the **staircase** is touched, a **magic mouth** appears in the east wall and seductively dares the PC to ascend: *'Brave hero, climb and you will receive a reward lasting all eternity'*:
 - ▶ **PCs ascending further** must save vs spells or be encased in ice and held in *stasis* until ice is melted and *dispel magic* is cast.
 - ▶ **Magic of the staircase** can be *dispelled* (vs 7th level).
 - ▶ PCs wearing any form of magical cold protection are immune to the effects of the staircase.
 - ▶ AC 5; 80 HP to shatter/destroy, causing the whole to crash down (4D8 damage to anyone within 10').

21: Ice Sculptures - Eight **ice sculptures** stand dispersed around the room, seven depict a woman (Tarquesa) in different poses, one is missing its head. One 'sculpture' depicts a man; it is an **elderly man** encased in ice.

- **Elderly man** (Jamedis): in *stasis*, freeing him from the ice and casting *dispel magic* releases him: *enslaved by Tarquesa to sculpt ice statues of the witch, frozen for displeasing her. Jamedis knows the layout of the whole complex; he will assist PCs destroy the witch* (AC: 10, 3 HP).
- **Ice sculptures**: animate if Jamedis is released: AC: 6 HP: 10 each SA: shoot freeze beams from fingers: 30' range, 3D6, save vs breath for half.
- **Alcove** in south wall holds tools (ice pick, chisels, mallets).

22: Staircase - Two imposing ice doors emblazoned with the face of a cruel-woman, open into the ice stairwell (descends 50' to **area 24**).

23: Snowdrifts - Snow gusts and swirls into this room from the chasm; deep drifts collect along the walls.

24: Staircase - Ice staircase ascends 50' to **area 22**.

25: Heavy Snowdrift - Thick, powdery snow blankets this room (3' deep, move reduced by 30').

Tactics: Hidden under the snow is a **snow serpent**, it *surprises* on 1-4. If it seizes a victim, it will drag them beneath the snow.

26: Ice Laboratory - Light blue pixie-like creatures flutter about a winter laboratory: ice tables, beakers, **bottles** and other paraphernalia (tongs, knives, prods, mixing sticks).

Tactics: 5 **ice pixies** (3 x 3 HP; 2 x 4 HP) harass PCs, flee if any are killed but follow PCs to harass/attack later.

Room Contents:

- **Bottles** contain light blue, aqua-green and deep-blue liquids. Mixing the liquids in combinations creates certain effects (there are 5 bottles of each color):
 - ▶ **Light-blue + deep-blue:** ice grenade, explodes releasing blast of cold 10' radius, 3D6 damage, save for half.
 - ▶ **Light blue + aqua-green:** fog cloud grenade 10' radius, reduces visibility to 2', lasts 3 rounds.
 - ▶ **Light-blue + aqua-green + deep-blue:** freeze grenade, encases single target in ice: 5 damage/round, suffocate in 3 rounds, save vs paralyzation to avoid if struck.
 - ▶ **Aqua-green + deep-blue:** mixture unstable, explodes in 1 round for 5D6 cold damage, 20' radius, save for half.
- **Staircase** descends 20' to **area 20**, its magic does not activate if PC moves down the stairs (see **area 20**).

27: Bedroom - Sumptuous ice room decorated with luscious furs on walls and tapestries depicting a beautiful woman riding a sleigh. A deep blue four-poster ice bed with semi-transparent ice **screens** and polar bear skin blankets stands by the back wall (**screens** vanish if touched, reappear once bed is entered).

28: Witch's Throne - Dozens of glittering **ice shards** float slowly about this vaulted winter chamber, emitting soft twinkling sounds. An up-thrust **crystal** protrudes from the center of the floor; by the back wall an ice throne flanked by **winter wolves**, upon which sits an enchantingly beautiful woman, rod in hand (**Tarquesa**).

Tactics:

- If given a chance, **Tarquesa** tries to parley with PCs, offering:
 - ▶ To spare their lives (if given magic item/treasure, etc.)
 - ▶ Employment (retrieve artifact/kill enemy).
- **Ice shards** (30):
 - ▶ Explode if touched, causing 1 HP cold damage; PCs moving through shards check DEX or strike 1-4 (adjust for character size).
 - ▶ Tarquesa can send them against targets, dividing them as she likes; target must save vs paralyzation to dodge.
- **Winter wolves** prevent opponents from meeleing the witch.
- **Crystal:** has a hole in one side; inserting the **Rod of Winter** into the hole allows the crystal to function as a *crystal ball*.

Tarquesa the Ice Witch

7th level ice witch (MU): AC: 6 MV: 120' AT: 1 DMG: 1-4+2 plus D6 cold damage (*Dagger of the North*) **Spells: 1st:** *snowballs*, *minor snow storm*, *ice shield*, *affect ice* **2nd:** *grasping ice*, *frost ray* x2 **3rd:** *swirling ice* x2 **4th:** *ice storm* STR: 14 INT: 17 WIS: 12 DEX: 16 CON: 15 CHA: 18 SD: immune to cold POS: *Dagger of the North*: +2, deals extra D6 cold damage on strike (XP: 400; GP: 2,500); +2 *ring of protection* (XP: 2,500; GP: 12,000); *bracers of defense AC 8* (XP: 1,000; GP: 6,000); *Rod of Winter* AL: NE THAC0: 19 (17) HP: 29

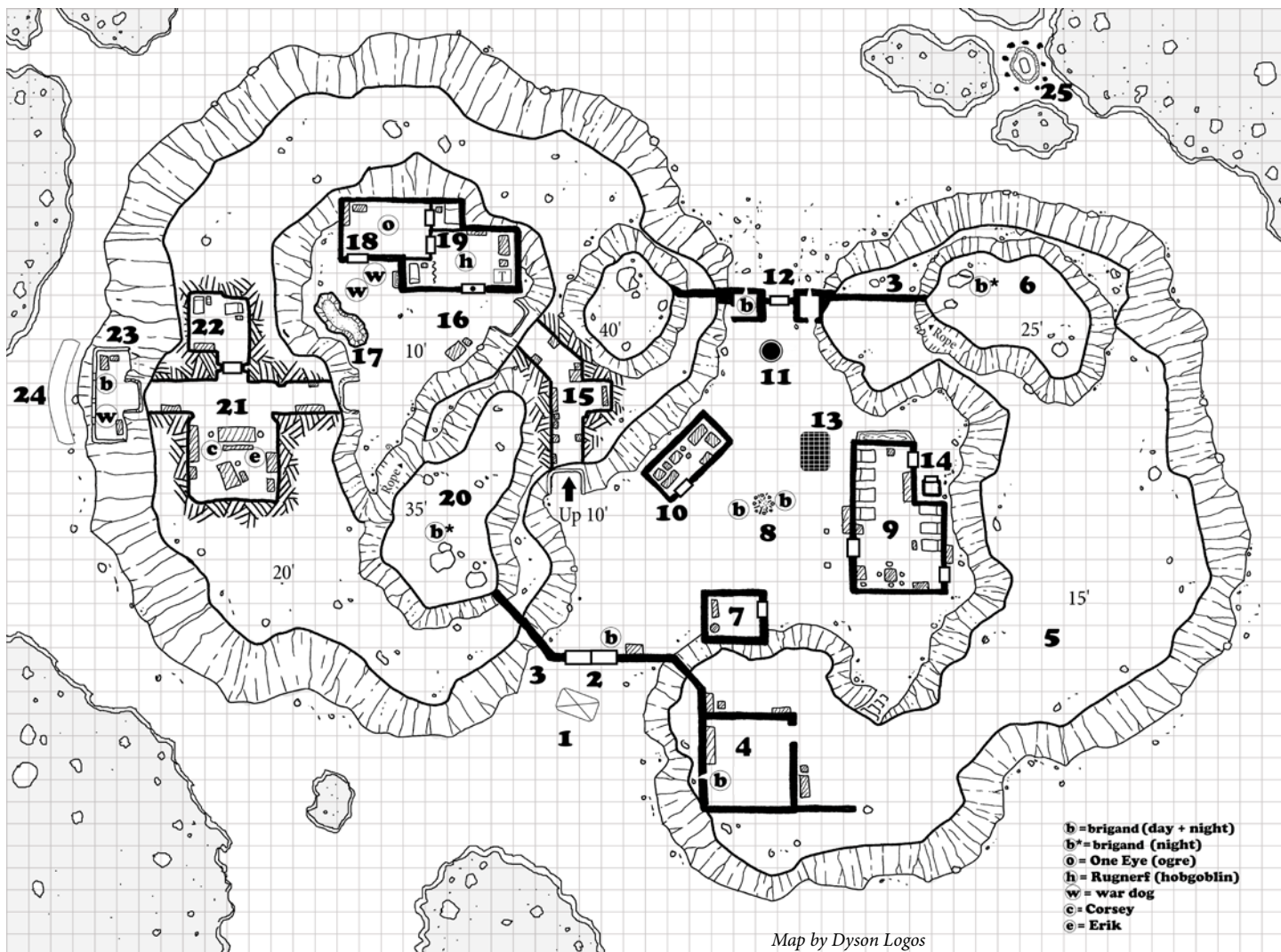


Rod of Winter - This ancient rod (XP: 9,000; 60,000) is made from *deep ice* (never melts) and is cold to the touch (5 HP/segment to those not protected). It lowers the temperature of a 100' radius area to -10° by its presence alone, dealing 1 HP/turn to anyone (including the wielder) not resistant to cold. This power cannot be dampened unless the rod is inserted into a magical container. The rod also enables the wielder to use these powers:

- *Cone of cold* (3 x day); *wall of ice* (2 x day); *ice storm* (3 x day).
- Summon the utter cold: lowers the temperature in a 2,000m radius to arctic conditions. This effect is permanent until canceled by the wielder.
- *Control weather*: summon snow storm or icy winds (1 x day).
- All cold-based spells cast by wielder are +1 on damage die and -1 on saving throws.
- The rod has 20 charges, each power uses 1 charge.
- The rod can be recharged at 1 charge per use of *cone of cold*.

Spell	Level	Range	Duration	Save	Casting Time	Area	Components
Snowballs	1	40'	1 round	Half	1 segment	10' diameter	V, S
<ul style="list-style-type: none"> • <i>Evocation</i>. Pelts area with hard, icy snowballs hitting all in area for 1D4 damage (save for half) and preventing spell casting. 							
Minor Snow Storm	1	50'	3 rounds	None	2 segments	10' radius area	V, S, M: ice cube
<ul style="list-style-type: none"> • <i>Evocation</i>. Fills area with swirling, violent blizzard—all characters in area blinded for the duration, spell casting impossible. 							
Ice Shield	1	0'	2 rounds/ level	No	1 segment	Caster	V, S, M: miniature bronze shield
<ul style="list-style-type: none"> • <i>Evocation</i>. Creates disc-shaped shield of ice, 5' diameter in front of caster (does not prevent spell use by the caster). • Frontal attacks directed at the caster must get through <i>ice shield</i> first; shield has 3 HP/level of caster, it shatters into ice shards when destroyed. • Damage that exceeds HP of shield may pass onto wizard (normal to hit roll required). • Non-damaging spells that cause no 'physical' damage are unaffected by the shield. 							
Affect Ice	1	10'/level	Permanent	No	2 segments	10' x 10' x 10'	V, S, M: white piece of lint
<ul style="list-style-type: none"> • <i>Alteration</i>. Caster able to double volume of ice within area (e.g., cause icicles to double in size, cause pillar of ice to double in height and thickness etc.). • Increased ice mass lasts until natural causes lead to it melting. 							
Grasping Ice	2	50'	1 turn	Yes	2 segments	30' diameter area	V, S, M: clear white quartz crystal
<ul style="list-style-type: none"> • <i>Alteration</i>. Causes area to freeze over with 1 inch of ice; those in area at time of casting must save or ice encases their feet, preventing movement (ice can be chipped away to free trapped victims, 1 minute required for each foot). • Those moving in area must check DEX at -4 or slip over for 1 round. 							
Frost Ray	2	60'	Instant	Half	1 segments	Single creature	V, S, M: pinch of diamond powder
<ul style="list-style-type: none"> • <i>Evocation</i>. Caster shoots ray of freezing energy from finger at single target delivering 1D6 cold damage/level, save for half. 							
Swirling Ice	3	0'	1 round/ level	None	3 segments	5' radius sphere around caster	V, S, M: piece of down feather
<ul style="list-style-type: none"> • <i>Evocation</i>. Summons swirling whirlwind of ice and snow about caster; caster is unaffected. • Missile attacks are at -4 to hit; opponents scoring hit on caster in melee take 3D4 cold damage. 							

Grottoes Under Brigand Knoll - For Level 1-3 PCs



Background

Rugnerf, a hobgoblin of wily and cunning temperament, and his band of brigands came to Brigand Knoll several months ago, reconstructing the old bandit fort that once stood here. They have been keeping a quiet profile to avoid drawing attention to their activities, stealthily robbing traders' shipments and outlying farms. Soon after arriving, Rugnerf discovered a ladder leading down into grottoes below where he encountered an older world, a world of fae and ancient magic. Rugnerf did a hasty retreat, fear of fae magic overcoming his greed for the time being.

Hooks

1. The lord needs heroes and is willing to pay PCs 300 GP each to locate Rugnerf's camp and bring him the brigand chief's head.
2. PCs are attacked by brigands as a wandering monster, they may track them back to Brigand Knoll.
3. The PCs stumble across the location while moving/hex-crawling through a forest or woodland region.

Wandering Monsters

Check every 3 hours, a 1-2 indicates an encounter, D6: 1-3: Patrol of 6 brigands; 4: One Eye; 5: Rugnerf + 3 war dogs; 6: Erik.

Rugnerf, hobgoblin leader: AC: 2 MV: 90' HD: 4 AT: 1 DMG: 2-8+3 (morning star) or 1-4+3 (dagger) POS: morning star with bronze skull on handle (25 GP); *potion of heroism* (XP: 300; GP: 500); bronze armbands with jade studs (250 GP each) INT: average (but cunning) AL: LE Size: M XP: 173 THAC0: 15 HP: 22

One Eye, ogre: AC: 5 MV: 90' HD: 4+1 AT: 1 DMG: 2-8+2 (spiked club) INT: low AL: CE Size: L XP: 215 THAC0: 15 HP: 25

Erik and Corsey, 2nd level fighters: AC: 5 (ring mail + DEX) MV: 60' AT: 1 or 2 DMG: 2-7 (broad sword) or 1-6/1-6 (short bow) POS: 20 arrows; 50 GP; Erik has a **key** (opens door in house of noble, nearest settlement). Stats average except DEX 16 AL: NE XP: 95, 101 THAC0: 20 (19 with bows) HP: 10, 11

Brigands (10), 0-level fighters: AC: 7 (studded) MV: 120' AT: 1 or 2 DMG: 1-8 (battle axe) or 1-6 (hand axe) or 1-6/1-6 (short bow) INT: Ave. POS: 20 arrows; 15 SP; copper whistle (to alert the fort) AL: CE XP: 42 each THAC0: 21 HP: 3 each

War dogs (3): AC: 6 MV: 120' HD: 2+2 AT: 1 DMG: 2-8 INT: semi AL: N XP: 65 each THAC0: 16 HP: 10 each

Sabre-tooth tiger: AC: 6 MV: 120' HD: 7+2 AT: 3 DMG: 2-5/2-5/2-12 (claw/claw/bite) SA: if both claws hit, rear claws rake for 2-8/2-8 SD: surprised on 1 INT: semi AL: N Size: L XP: 950 THAC0: 11 HP: 40

Notes

- This adventure can be located in any forest or woodland area.
- Cliffs on east knoll climbable at 45% for non-thieves; +10% for thieves.
- Cliffs on west knoll climbable at 25% for non-thieves; +5% for thieves.

Brigand Tactics

- Brigands are generally located in positions indicated on the map, unless something draws them to another location.
- Brigand guards raise alarm using their copper whistles, unless dispatched within 1 round of sighting PCs.
- If alarm is raised:
 - ▶ **Brigands** from **area 9** take up defensive positions at the gates (**area 2** and **12**) and on the knolls (**4**, **6** and **20**).
 - ▶ **One Eye** pours oil down the tunnel at **area 15**; lights oil on fire if the PCs attempt to move up the tunnel.
 - ▶ **Corsey** and **Erik** defend the west balcony (**area 23**).
 - ▶ **Rugnerf** fights with the **war dogs** and **One Eye** in **area 16**; flees to the **Satyr Grotto** if brought to 3 HP or less.
- **Parleying:** **Rugnerf** the chief seeks the services of allies to explore the grottoes beneath Brigand Knoll. He is willing to offer 70 GP each to PCs willing to cleanse the caves of fae (he will naturally try to betray PCs after, if the odds look good).

Approach - A steep-sided, low black rocky knoll rising in the middle of a grassy clearing. A crude log palisade pierced by wooden gates blocks gaps between two halves of the knoll. A thin, faint whiff of smoke rises from behind the palisade.

1: Spiked Pit Traps - 20' deep, 4D6 damage; track marks skirt areas (obvious if area inspected).

2: South Gates - Wood with viewing portal; barred at night; AC 8, 150 HP to break a hole through. A **brigand guard** monitors the outside through the viewing portal.

3: Wood Palisade - 15' high, extends up the cliff faces to the tops of the knolls.

4: Top Guard House - Ramshackle wood building. A **brigand guard** monitors the south gates through an arrow slit. **Inside** are some crude wooden tables with stores of grain, 120 arrows and 2 clay jars of oil (20 flasks worth).

5: East Knoll - 15' high, flat-topped, small shrubs.

6: East Lookout - 25' high, flat-topped; a **brigand lookout** is present during the day. A **rope** hangs down to area 5 (pulled up when the lookout is on duty, 30' long).

7: Stable - Half-collapsed wooden building. **Inside** is a **riding horse** (HP 9); the floor is covered in manure-dirtied hay (concealed underneath is a **silver dagger** (50 GP)).

8: Fire - Low burning fire, several **brigands** roast rabbits/fowl on spits; laugh and guffaw. Clay mugs lay scattered about; the soil stinks of urine, spilt alcohol and vomit.

9: Barracks - Brigands (3 at day; 5 at night) lounge around playing dice or drinking (60%), or sleep (40%, *surprised* on 1-5). Dirty, ill-kept beds and crude furniture; clay mugs, pots and pans.

10: Storehouse - Contains barrels (grain, feed, ale, water) and crates (hammers, saws, shovels, 3 x 50' ropes, 120 iron spikes).

11: Well - Bucket with rope (70') sits on the rim. A shaft descends 60' to **Satyr Grotto area 3a**.

12: North Gate - Wood, with a viewing grate, barred at night (AC 8, 100 HP to break hole through). Two wooden guard houses with arrow slits—one is occupied by a **brigand guard** (50% chance asleep at night).

13: Prisoners Pit - Wood grate, weighed down by stones covers 8' deep dirt pit. **Inside** are 3 **captives** (Heath, farm boy; Jennis, milk maid; Yvette, merchant's daughter—300 GP reward if rescued).

- **Captives** know general layout of the camp and that the brigand chief is a hobgoblin, with an ogre bodyguard.
- **Try to flee if released** but may join PCs on positive REACTION rolls and if given some type of weapon.

14: Outhouse - Reeking hole in ground, crawling with foul insects and bugs; 20% chance occupied by a **brigand** doing their business, *surprised* on 1-4.

15: Storage Tunnel - Slopes up 10' to area 16; filled with crates of dried fruit, vegetables, meat, grain and ale (stolen goods, total value 250 GP).

Tactics: If alarmed raised, **One Eye** pours oil down the tunnel. Characters must move at 1/2 rate and check DEX or fall 1 round; characters moving at full or higher rates fall over. **Rugnerf** or **One Eye** throw torches on oil while PCs move up tunnel (2D6 damage for 2 rounds, 1D6 for 2 rounds after).

16: Inner Yard - Muddy dirt, piles of dog poo, gnawed on bones and several wood crates and boxes (old, rusty tools; 60 arrows). 2 **war dogs** stand guard (*surprised* only on 1), chained to posts (70' length). **Dogs** bark loudly, raising alarm in 1 round.

17: Sabre-Tooth Pit - 20' deep, sheer-sided. The bottom is covered in bones and corpses; a **saber-tooth tiger** prowls back and forth. *Brigands throw victims in the pit for sport; if the sabre-tooth is released, it attacks anything nearby.*

18: One Eye's Room - **One Eye** is present (50% asleep; or 50% examining his skull drinking cups if no alarm raised). Crude tables hold skull drinking cups, scattered clay mugs and food scraps.

- **Back room** contains a filthy mattress; a **chest** (415 SP; 125 GP); two spiked clubs and a stone-headed axes (giant sized).

19: Rugnerf's Room - South door is locked.

Tactics: Rugnerf is present here if no alarm has been raised (40% asleep; 60% drinking and muttering to himself).

Several rough cut tables hold shanks of meat, dirty mugs and an assortment of skulls. A **trapdoor** lies in the southeast corner; a **curtain** drapes the west wall.

- **Trapdoor:** barred on this side with metal beam. Rusty, metal ladder leads down 60' to **Satyr Grotto area 11**.
- **Curtain:** conceals room with moldy mattress and chest (locked, holds 600 GP; 150 SP; *cleric scroll: cure light wounds, remove curse*; XP: 400; GP: 1,200).

20: West Lookout - 35' high, flat topped; a **brigand lookout** is present during the day. **Rope** hangs down to area 16 (drawn up during the day, 50' long).

21: Leaders Mess - Rough, crude table and stools; shelves hold bottles of wine, ale, food stuff and dirty utensils. Black and red banners adorning the walls depict a bloodied morning star.

22: Erik and Corsey's Room - **Tactics:** If no alarm has been raised, **Corsey** and **Erik** (bearded northerners of ill look) are present here drinking and playing darts.

SATYR GROTTO

Below Brigand Knoll lies a series of ancient grottoes imbued with fae magic, a place where the sylvan folk dwell and frolic. These caves are covered in phosphorescent lichens that illuminate and provide sustenance to the myriad plants and giant flowers, magical and mundane, that grow thick within these caverns. The fae residents largely keep to themselves, only coming to the surface to hunt or frolic in the woods above. These grottoes are likely linked to further, deeper caverns inhabited by fae kind.

Wandering Monsters

Check every 6 turns, a 1-2 indicates an encounter, roll D6:

1: Mikkel, leprechaun—will harass PCs, looking to steal items (see area 4)

2: Goreth, satyr—gathering foodstuffs, will use pipes to *charm* PCs if females present; *sleep* on weak looking parties (then rob them); or *cause fear* on powerful looking groups (see area 14).

3: 1-3 giant centipedes: AC: 9 MV: 150' HD: 1-2 hp AT: 1 DMG: 0 SA: poison bite (save at +4) INT: non AL: N Size: S XP: 32 each THAC0: 21 HP: 2 each

4: 1-2 fire beetles: AC: 4 MV: 120' HD: 1+2 AT: 1 DMG: 2-8 (bite) INT: non AL: N Size: S XP: 34 each THAC0: 18 HP: 7 each

5: Yelip, sprite—observes, follows PCs. Will thwart obviously evil groups, assist any good PCs who are trapped/victimized by Mikkel: AC: 6 MV: 90'/180' HD: 1 AT: 1 or 2 DMG: 1-4 (small sword) or 1-3/1-3 + save vs poison or sleep 1-6 hours (tiny bow) SA: 75% unnoticeable; *invisible* at will; *detect good/evil 50'*; move silently INT: very AL: N (G) Size: S XP: 87 THAC0: 19 HP: 7

6: 1-3 large pedipalps: AC: 7 MV: 120' HD: 1+1 AT: 1 DMG: 1-8 (arms) INT: non AL: N XP: 32 each THAC0: 18 HP: 6 each

Rickety beds; crudely made cupboard (dirtied clothes, 2 suits of leather armor, 2 maces and a halberd); **chests** beside beds (locked, **one holds** 125 GP; 5 x 10 GP stones; **the other holds** 1,235 SP; a *wand of magic missiles*—20 charges, command word 'Bedazzle', XP: 800; GP: 7,000).

23: Balcony - 10' high, surmounted by low battlements. The rock face here can only be climbed by thieves. A **brigand** and a **war dog** stand guard (*surprised* only on 1), chained to a post (30' length). **Raise alarm** in 1 round.

24: Spiked Pit Trap - Leaves conceal 10' spiked pit trap (2D6 damage).

25: Forest Altar - Clearing surrounded by verdant trees and shrubs. A ring of weathered black stones encircles a low, grass-covered **earth mound** upon which rests a pitch black, gray-streaked merlinitic **altar**.

- **Earth mound:** inspection reveals the presence of light tracks (hoof prints—satyr).
- **Altar:** examination reveals faint tracings of sigils (*read magic* reveals these as a chant to the earth mother deity; uttering this aloud causes the altar to slide aside revealing a **secret staricase** down (to **Satyr Grotto area 1**).
- *The brigands shun the area, believing it is cursed.*

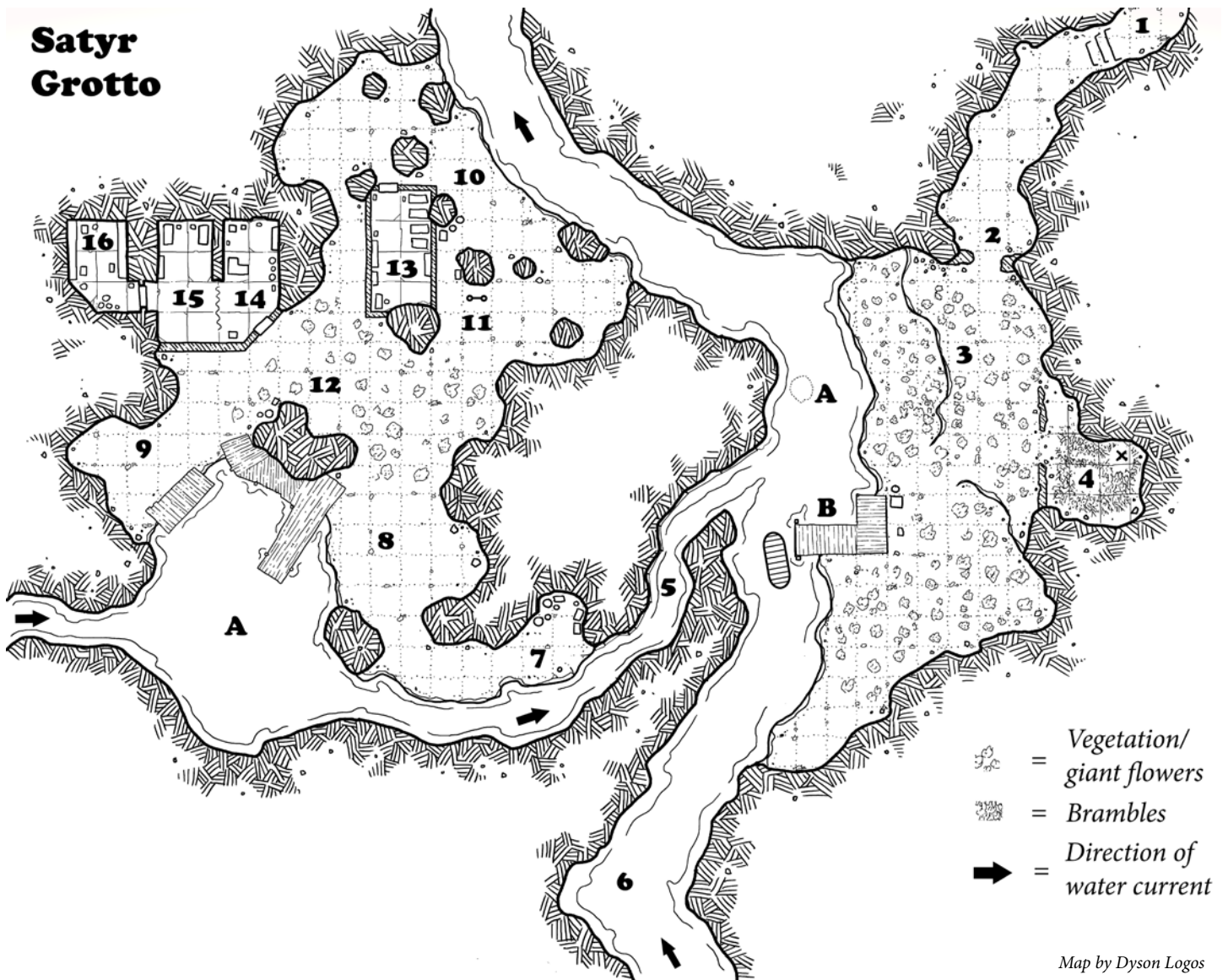
1: Earthy Tunnel - Rough cut stairs descend into deep brown earth; thick, clinging roots hang down from the ceiling and snake down the walls. A deep, musty smell – the smell of living earth – permeates and hangs thick in the air. 12" long phosphorescent **worms** trace glowing tracks through the soil; their glittering trails linger for a few moments before dimming and fading.

- **Worms:** miniature, human-like faces with deep, sad and knowing eyes:
 - ▶ Shed tiny tears if held; eating one heals 1-2 HP.
 - ▶ A total of 36 could be scavenged between **area 1** and **2**.
 - ▶ An alchemist or magic-user would pay 30 GP per worm.

2: Fae Arch - A chiseled, worn **arch** of layered beige and light-brown sandstone frames a cavern beyond; a soft kaleidoscope of light blue, rainbow-tinted light filters through.

- **Arch:** carved with swirling sigil designs alongside pictures of frolicking animal-legged humanoids with horns and butterfly-winged small folk. At the apex of the arch is carved the figure of a great, cradling tree:
 - ▶ **Druids** instinctively recognize the motives on the arch as signs of the earth mother and nature the protector.
 - ▶ **Non-true neutral** aligned characters passing through the arch must save vs spells or feel uneasy and agitated (-1 to all rolls for 1 hour).
 - ▶ **Good & evil characters** failing the save also hear whispering sylvan voices in their head (speaking dryad: 'Go back, the earth mother protects'—5% cumulative chance per day in the grotto PC develops an *insanity*).

Satyr Grotto



Map by Dyson Logos

3: Dreamy Flower Grotto - Blue phosphorescent moss on the stalactite thick ceiling illuminates a dreamy grotto of softly glowing **giant flowers and plants**. Thick, orange banded bees hover slowly above huge, **succulent orchids**, pink, purple and blue; giant red, white spotted stems with vibrant **yellow flowers** sway in the gentle breeze. Verdant green plants and enticing **lilac blossoms** blanket the richly soiled ground that slopes down to an underground river, where a beam of light shines down from a **shaft opening (A)** above.

- **A: shaft opening**, leads up 60' to well at **Brigand Camp area 11**. The bucket from the well draws water from the river at this location.
- **B: wooden pier**, moss-covered and half rotting. A **boat** is moored here, two oars lie in its bottom (carries 10, movement rate 30'; 60' with the current; AC: 8 15 HP).
- **River**: 8' deep; sparkles and twinkles—searching the vibrant green algae-covered bottom near the **pier** reveals a **gold key** engraved with water motifs (30 GP value, opens the chest in **area 15**).

Giant flowers & plants: Roll D6 every 30' of movement in the room, a 1-2 indicates an encounter with a sylvan flower:

D6:

- 1-2: **Lilac blossoms** (*Hottleberry patches*, 3' tall): Release intoxicating aroma in 5'; save vs poison or become subject to effects as **philtre of love** for 1 day towards nearest companion/creature.
- 3-4: **Yellow flowers** (*Sprite's Surprise*, 4' tall): Emit hazy mist of pollen in 10' area, save vs poison or fall asleep for 1-6 hours (**Mikkel the leprechaun** will rob any characters sleeping, see **area 4**).
- 5-6: **Succulent orchids** (*Satyr's Syrup*, 5' tall): Bell-shaped storage pods open to reveal sweet smelling treacle: heals 1-2 HP if drunk; affects humans and demi-humans as 8 standard drinks. 4 doses per plant (12 plants in total). Pods close again in 3 rounds; **attacking an orchid** causes it to emit high pitch screech: roll on **wandering monster table**.

4: Leprechaun's Lair - Crumbling, rough sandstone wall carved with designs depicting dancing satyrs and human maidens. Behind the wall is a thick patch of **brambles**, a small **tunnel** dives under the spikes.

Tactics: 50% chance that **Mikkel the Leprechaun** is present. The leprechaun harasses, play tricks, steals items or *polymorphs* possessions. If captured or his treasure is threatened, he reveals information about the Satyr's grotto (**areas 7 – 16**).

- **Brambles:** 7' high mass, covered with 3 inch spikes; characters moving through take 1 HP per AC point per 10'. Can be chopped through at 1' per round.
- **Tunnel:** 1' diameter; leads to the rear of the alcove where a **bed (X)** of soft leaves and flower petals lies within a circular chamber formed by the brambles:
 - ▶ **Bed:** conceals a hole, lying within is a 'rock' (*polymorphed chest* in the shape of a rock); magically trapped with an *alarm spell* if opened (alerts **Mikkel the leprechaun**). Contains 500 SP; 600 EP; 400 GP; 3,500 GP gems; a *philtre of love* (XP: 200; GP: 300); and a *potion of diminution* (XP: 300; GP: 500).

5: Side River - 6' deep, dark (no phosphorescent lichen).

6: Underwater Light - Light shines from underwater, at the bottom a glowing golden goblet (an *illusion*) lies amongst long strands of algae swaying in the current.

Tactics: A **kelpie** lies concealed here among the algae (*surprises* on 1-3). Attempts to lure males that enter the water to their death.

7: Storage - Blue-green glowing phosphorescent side cavern, contains half-rotten, moss-covered crates and barrels.

- **Crates:** contain old clothes, belts, boots (stolen in past).
- **Barrels:** contain wine (x2 strength), ale (x4 strength); one holds 16 doses of **Satyr Syrup** (see **area 3**).

8: Fish Pool - Blue, sparkling stalactites send shimmering light onto a pool of water, a glowing light within its depths. **Aqua blue worms** squirm through puke yellow moss along its banks. Wooden jetties ring the pool; a **fishing rod**, line hanging into the water stands on one.

- **Pool:** 15' deep, holds a **giant pike**—it will attack anything falling/entering the water:
 - ▶ **Bottom of pool:** glowing mass of **churning water**, a *nexus point* to the *elemental plane of water*.
 - ▶ Whenever a **giant pike is captured** (see **fishing rod**) another one arrives through the *nexus point* in 3 rounds.
 - ▶ Anyone touching the **churning water** is transferred to the *plane of water* (**Water Sanctuary, area 1**).
- **Fishing rod** (400 XP; 1,400 GP): stands upright on the jetty, its base pierces a hole in the wooden planks:
 - ▶ Radiates magic, pulling on the line captures the **giant pike**, which bursts out of the water full-sized but shrinks to normal fish size as it falls.
 - ▶ Rod shrinks any giant fish it catches on its line, but only if baited with an **aqua-blue worm** (63 in total).

9: Side Cavern - Walls covered in sigils and motifs depicting an earth mother deity. A central, large sigil shows a whirlpool, a gate in its center (*nexus point to the plane of water*).

10: Stalagmites - Screen a walled structure (**area 13**). Muddy ground thick with large bright **red crabs**, with single, jerking, twitching eye-stalks.

- ▶ **Red crabs:** 1' diameter, 23 in total, AC 7, 2 HP each:
 - ▶ Scuttle away and up stalactites to seek shelter near cavern ceiling or through holes in walls to area 13.
 - ▶ If eaten, heal 1 HP damage each.

11: Ladder - Ascends 60' to **Brigand Lair, area 19**. Trapdoor locked from above.

12: Blue Cavern - Thick with purple and aqua-blue flowers; phosphorescent blue moss on the ceiling sheds light throughout the area.

13: Old Storage - Crude wooden structure cradled by stalagmites. The door is half rotten and on its hinges.

Inside are rotten, broken crates and wood boxes. Red crab shells litter the floor.

14: Goreth's Lair - Door: wood, engraved with dancing satyr designs, radiates magic. Touching the door, triggers an *irresistible dance* spell on the toucher, 5 round duration, save vs magic to avoid. This alerts **Goreth** if he has not been encountered yet, who comes out to confront trespassers.

Tactics:

- **Goreth** will use his pipes to *charm* PCs if females present; *sleep* on weak looking parties (then rob them); or *cause fear* on powerful looking groups.
- Upon reaching 10 HP or less, Goreth flees and dives into the pool at **area 8**, seeking to hide in the **Water Sanctuary** in the *plane of water* (see **area 8**).
- PCs offering alcohol may check REACTION; a positive result indicates Goreth leaves PCs alone (until alcohol consumed).

Inside: Kitchen; quaint, furniture appearing to have been 'grown' rather than made; shelves hold jars (food stuffs, pollen, honey), ornate wooden utensils (60 GP value total).

Giant pike: AC: 5 MV: 360' HD: 4 AT: 1 DMG: 4-16 SA: *surprise* on 1-4 INT: non AL: N Size: L (9'-14') XP: 166 THAC0: 21 HP: 21

Goreth, satyr: AC: 5 MV: 180' HD: 5 AT: 1 DMG: 2-8 (butt) SA: *pipes:* cast *charm*, *sleep* or *fear*. 60' radius SD: *surprised* only on 1; 90% undetectable in foliage INT: very AL: N Size: M XP: 420 THAC0: 15 HP: 24

Kelpie: AC: 5 MV: 90'//120' HD: 4 AT: 0 DMG: 0 SA: 1x day: *charm* (males only), -2 save, those failing drown themselves (2-20 HP/round), annulled by killing kelpie SD: 1/2 DMG from fire INT: ave. AL: NE Size: M XP: 255 HP: 18

Mikkel, leprechaun: AC: 8 MV: 150' HD: 2-5 hp AT: 0 DMG: 0 SA: at will: *polymorph* non-living objects; *create illusions*; *ventriloquism* SD: cannot be *surprised*; *invisible* at will INT: exc. AL: N Size: S XP: 83 THAC0: 21 HP: 3

15: Storage - Wooden crates, barrels (beer, double strength; shelf holds 8 jars of *Satyr's Syrup* treacle (see **area 3**). A chest decorated with water motifs stands by one wall.

- **Chest:** trapped, locked (opened by **gold key** from **area 3**); if not opened with the key or disarmed, releases gas 10' radius: save vs poison or *confused* 5 rounds), contains:
 - ▶ **Seashell horn** carved with water motifs, radiates magic (opens bars in **Water Sanctuary area 4**).
 - ▶ 2,000 GP; 10 x 200 GP Jasper stones.

16: Inner Sanctum - Shelves hold **blue phials** and **orange and green jars**; a pile of sheepskins forms a bed on the floor.

- **Phials:** 6, ivory lids: *potions of water breathing* (XP: 400; GP: 900 each).
- **Orange jars:** 5, sweet honey, heal 1 HP but 10% chance drinker falls asleep for 1-4 hours (cannot be woken).
- **Green jars:** 5; 3 with ultra strong spirits (1 drink=very drunk instantly); 1 with *confusion syrup* (drinker is *confused* for 6 rounds, as spell); 1 *oil of etherealness* (XP: 600; GP: 1,500).

WATER SANCTUARY

Goreth the satyr discovered the *nexus point* to the *elemental plane of water* in the pool cavern. The nexus point is located beside a mysterious glass and titanium bubble of unknown origin, floating within the endless waters of the water plane.

Drowning & Movement:

- Characters not protected by magic may move 10' per CON point before beginning to drown.
- Each segment of non-movement = 1 point of CON/10' of movement lost with regards to drowning.
- Once a character begins drowning, they are unable to move and lose 1/2 of their HP per round, die after 2 rounds.

Encounters:

- Encounters only occur if players do not swim straight towards the glass bubble and enter via the membrane door (**area 3**). Roll each round, D6: 1-2 encounter with a **giant pike** (*this only applies to this immediate area; if characters wish to explore, the GM will have to develop the plane further*).

Arrival - Water, above, below and on all sides; ambient light from all directions. There is no up or down, no gravity, only water. A bubble-like structure floats nearby; an orange disc set in its side.

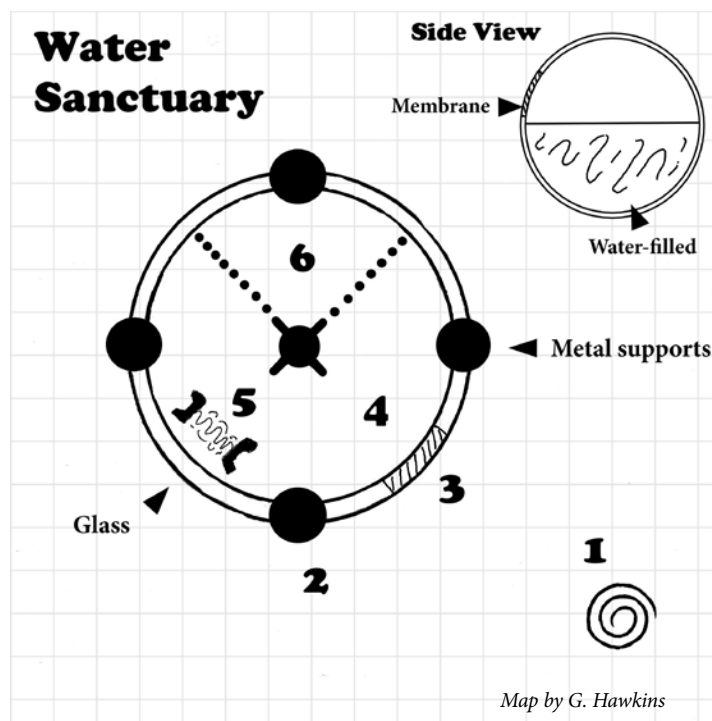
1: Nexus Point - Swirling, churning point of water, glowing dimly. Characters arrive from **Satyr Grotto area 8** here, shot out of the whirlpool. Likewise, touching the churning water instantly transports the character back to **area 8**.

2: Bubble Sanctuary - Glass (*glassteel*) and steel ball; opaque from the outside; only shadowy shapes visible within.

3: Orange Disc - Soft, gooey membrane, those pushing through arrive dry at area 4.

4: Sanctuary - Glass floor divides bubble in two hemispheres (the lower hemisphere is water-filled); a **giant pike** can be seen swimming beneath the floor. Thick, shiny metal bars partition a section off. Glass is transparent when looking outside.

- **Bars:** titanium, carved with seashell designs; no opening mechanism; radiate magic:
 - ▶ Blowing the **seashell horn** causes bars to de-materialize for 1 turn.
 - ▶ **Touching bars** causes floor to shatter (except area 6), dropping all into the water-filled lower hemisphere.
 - ▶ The **giant pike** attacks those falling in the water.



5: Ethereal Field - A crackling, flashing field of energy suspended between two metal uprights:

- **Touching the field** turns the character *ethereal* (as per *oil of etherealness*) for 5-8 hours; re-entering the field from the *ethereal plane* returns the character to physical form.

6: The Golden Goat - Beyond the bars stands a giant goat of golden wool, horns and hooves; its eyes betray a more-than animal intellect.

The goat is Remos, a giant magical ram. If freed, Remos will serve the highest CHA member of the party. Remos understands all languages, but cannot himself speak, though his chosen master 'knows' what he is communicating to a certain degree. He can carry a single rider without any encumbrance penalty (otherwise treat as draft horse). He eats but needs no food. 10,000 GP if sold. Remos awakens an 'overwhelming desire to possess' in evil and chaotic neutral NPCs viewing him (who will likely attempt to steal him).

Remos the Golden Ram: AC: 5 MV: 180' HD: 3+1 AT: 1 DMG: 2-16 (butt) SA: +4 damage *charging*; can *haste* self for 1 turn/1x day SD: *regenerates* 1 HP/turn; immune to *fear* MR: 50% INT: ave. AL: N Size: L (5' at shoulder) XP: 555 THACO: 15 HP: 20

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