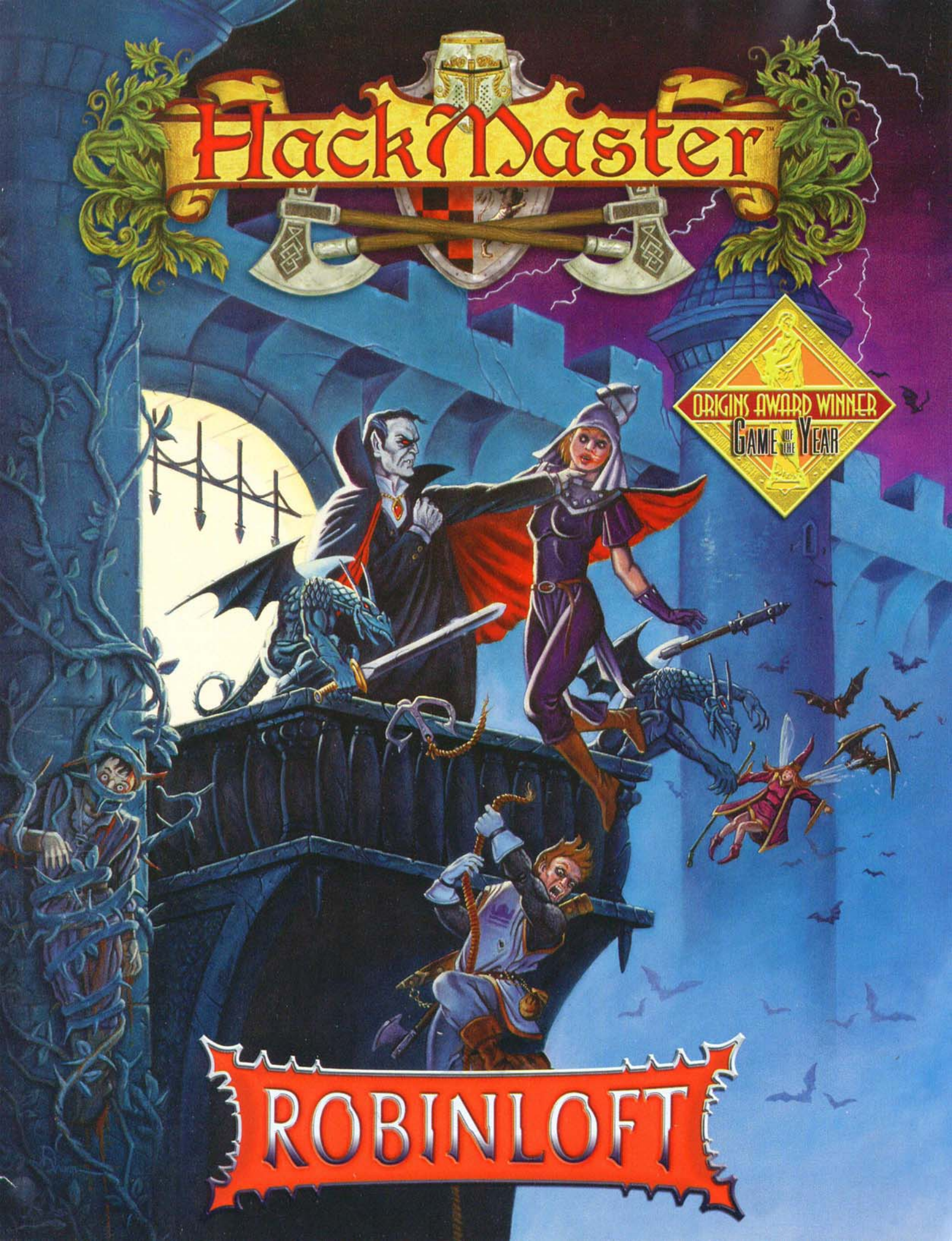
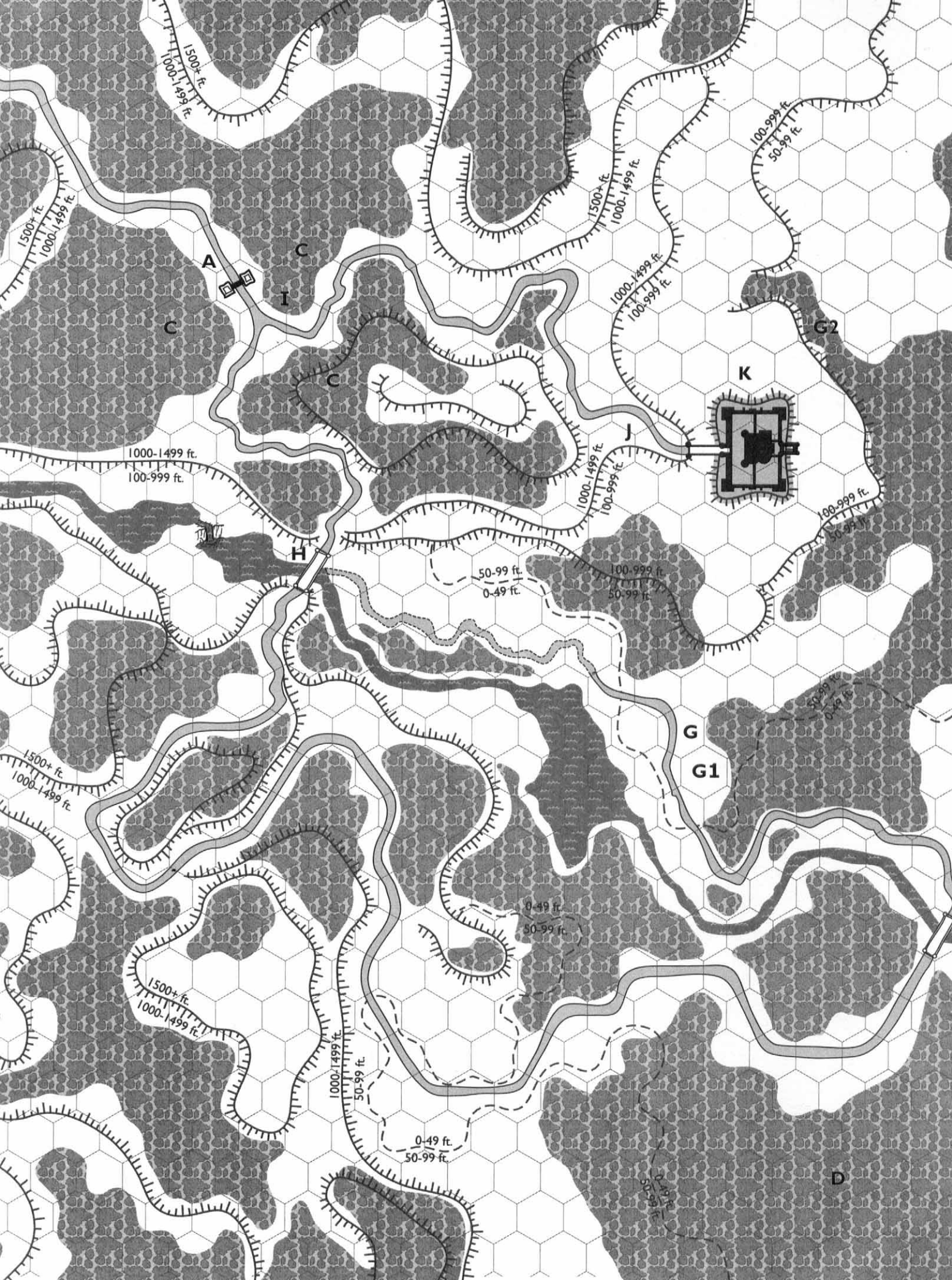
HackMaster™



ROBINLOFT


1500+ ft.
1000-1499 ft.
100-999 ft.
50-99 ft.
0-49 ft.
A
C
I
J
K
G2
H
G
G1
D

AN ADVENTURE MODULE FOR CHARACTERS LEVEL 5-7

* GAMEMASTER'S EYES ONLY *

Hacked By (adapted for HackMaster):

Brian Jelke and Ray Ennis

Edited by: Don Morgan
Additional Contributors: Richard Jensen, Steve Johansson, Mike Rushing
Art Director: Bob Burke
Artist Liaison: Mark Plemmons
Graphic Design: Jennifer "Jiffy" Burke
Cover Artist: Stacy Drum
Back cover Illustration: William Church
Interior Illustrations: William Church, Ben Hall
Map Symbols: Rob Lee, Mark Plemmons and Bob Burke
Behind-the-Scenes: Jeff Abar, Jennifer Kenzer
HackTesting Manager: Jamie LaFountain
HackTesting: Eric Engelhard, Don Morgan, David Kenzer, Noah Kolman, NukeCon Hackers "We're gonna rally the peasants!", Mark Plemmons, D. M. Zwerg

HackMaster is based on the original Dungeons & Dragons game by Gary Gygax and Dave Arneson. The **Roblinloft** adventure is based on the Advanced Dungeons & Dragons adventure Ravenloft by Tracy and Laura Hickman.

Hard Eight Enterprises Representative: Jo Jo Zeke

Contents

Synopsis & Introduction 2
Atmosphere 3
  Wooden Stake Combat 4
  The Vampire 5
Fortunes of Robinloft 5
Lands of Morosevia 8
  The Origin of the Fog 9
  Secrets of Morosevia 10
Castle Robinloft 19
  Robinloft Courtyard (Map 2) 19
  Main Floor (Map 3) 20
  Court of the Count (Map 4) 25
  Rooms of Weeping (Map 5) 26
  Spires of Robinloft (Map 6) 28
  Larders of Ill Omen (Map 11) 30
  Dungeon and Catacomb (Map 12) 31
Epilogue 37
Appendices
  Treasures and Tomes 37
  Monsters, Creatures and Men 39
Robinloft Battlesheet 41
Maps
  Morosevia Overland Map . . . . . inside covers
  Robinloft interior maps 59-64

An Adventure Module for GameMasters of HackMaster: The Role-Playing Game 4th Edition

© Copyright 2002 Kenzer and Company. All Rights Reserved.

HackMaster is based on the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson.

With respect to trademarks: HackMaster, the HackMaster logo, Hacklopedia of Beasts, the Kenzer and Company logo, Robinloft, Gary Jackson, The Game Must Go On logo, the Hard Eight Enterprises logo and Hard Eight Enterprises are trademarks of Kenzer and Company. © Copyright 2002 Kenzer and Company. All rights reserved.
Advanced Dungeons & Dragons, AD&D, the Wizards of the Coast logo and Dungeons & Dragons are all trademarks owned by Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. and are used by Kenzer and Company under license. ©2002 Wizards of the Coast, Inc.

Questions, Comments, Product Orders?
Kenzer and Company
25667 Hillview Court
Mundelein IL 60060

Phone: (847) 540-0029
Fax: (847) 540-8065
E-mail: questions@kenzerco.com
Visit our website: **www.kenzerco.com**

This book is protected under international treaties and copyright laws of the United States of America. No part of this book may be reproduced, without the express written consent of Kenzer and Company. Permission is granted to the purchaser of this product to reproduce sections of this book for personal use only. Sale or trade of such reproductions is strictly prohibited.

PUBLISHER'S NOTE:
This is a work of fiction. Names, characters, places and incidents either are the product of the author's imagination or are used fictitiously, and any resemblance to actual persons, living or dead, events or locales is entirely coincidental.

Synopsis

Robinloft is a classic gothic horror story with some humorous twists. Many mysteries surround Count Vlad'Neer, his Castle Robinloft and the Lands of Morosevia within the Country of Roathaven. If they are not already there, the PCs are brought to Roathaven near the County of Morosevia by a deadly fog that Teleports them to the location. As they interact with the inhabitants of Morosevia, their adventure can run in many directions, but likely culminates in a fantastic Vampire hunt. The dark forests of Morosevia are filled with Sturm Wolves and other wicked creatures, making travel quite unsafe.

In a clearing in the Svalich woods lies a Gypsy camp. Only Madam Eva and her troupe pass in and out of Morosevia with apparent ease. There are rumors that Vlad'Neer gave Madam Eva a potion that neutralizes the fog, but no one has ever actually seen the potion. It is well known that Madam Eva foretells the future with surprising accuracy.

Once an optimistic and happy place, the village of Morosevia is now melancholy. Most of the shops have been forced to close. The night and its creatures belong to Vlad'Neer. When the sun sets, the people of Morosevia barricade their homes, trembling in fear. Each night the attacks seem to get worse. On the outskirts of the village sits a church. Only the constant prayers of the cleric keep it safe at night.

The Bürgermeister Meister Berger's mansion is the center of most of the attacks. For some reason, Vlad'Neer is after Oksana Berger, the Bürgermeister Meister Berger's daughter. Since the Bürgermeister Meister Berger was killed, and his mansion's great **Holy Symbol** stolen, Oksana is without protection.

Far above the village sits Castle Robinloft, Vlad'Neer's home and fortress. Every night thousands of Dire Robins fly out of the castle's towers to feed. It is said that sometimes Vlad'Neer flies with them. Certainly, Morosevia can never be safe until all the evil in his castle is destroyed.

No one knows what hides within the castle. Ancient tales tell of dungeons and catacombs deep under the castle. Other stories recall the great halls, treasures and the glory of Robinloft centuries ago. Undoubtedly, Vlad'Neer has installed numerous deadly traps since then.

Abbreviations Used in Statistics

#AT = Number of Attacks per round
AC = Armor Class
AL = Alignment
C = Cleric
CE = Chaotic Evil
CG = Chaotic Good
Ch = Charisma
CN = Chaotic Neutral
Com = Comeliness
Con = Constitution
Crit BSL = Critical hit Base Severity Level (see GMG p 110). This is defined in terms of the defender's AC plus or minus an integer.
D = Damage
D = Dexterity
EP = Experience Points
F = Fighter
FF = Fatigue Factor. See page 107 of the GMG. The Fatigue Factor represents how many rounds of exertion it takes before a creature must save versus fatigue. The fatigue save is an ability check against a creature's combined average Constitution and Wisdom scores (for characters with those scores) or against a creature's morale rating for monsters without defined Ability Scores.
HD = Hit Dice
HF = HackFactor
HOB = Hacklopedia of Beasts.
Hon = Honor value (can be a specific number or a general term such as average, dishonorable, great Honor, or too much Honor.)
HP = Hit Points
I = Intelligence
Int = Intelligence
Lang. = Languages known
LE = Lawful Evil
LG = Lawful Good
LN = Lawful Neutral
ML = Morale value of creature
MU = Magic-user
MV = Movement Rate
N = True Neutral
NE = Neutral Evil
NG = Neutral Good
S = Strength
SA = Special Attacks
SD = Special Defenses
SZ = Size
T = Thief
TOP = Threshold of Pain (See GMG p 105). Usually this is half of a creature's full hit points. N/A indicates that the creature has an infinite TOP.
W = Wisdom

Introduction

This adventure is designed for a party of six to eight player characters (PCs) of the 5th to 7th levels of experience. A balance of character classes is helpful since the PCs face a wide variety of problems. Each character class will certainly have its moment to take the spotlight in a dramatic, and possibly heroic, death. At least one of the PCs should be a cleric since there are so many undead in Morosevia.

Read the entire adventure before playing. This adventure includes some complicated spells and traps. Pay special attention to the more complex parts before running this adventure to make your game flow more smoothly. If you've managed to GM for a party that worked its way up to 5th level, you should be able to handle it.

Some areas described in this adventure are exact duplicates of other areas. Areas that are exactly alike have the same number on the maps. There is only one text description for each of these areas.

When the Vampire, Tahd Vlad'Neer, is destroyed, the adventure is essentially over. You must use every power available to the Vampire to keep him (and the game) going. When the Vampire is truly destroyed, you can still use the lands of Morosevia as a central campaign focus, as the townsfolk **slowly** begin to rebuild their lives.

Sometimes, characters must make Dexterity or Constitution checks. To make a Dexterity or Constitution check, a character must roll his Dexterity or Constitution or less on 1d20. The effects of the roll are explained in each case.

All indoor and nighttime descriptions are written with the assumption that the PCs are using a torch to see by. A torch normally lights a 15-foot-radius area.

New monsters and types of non-player characters (NPCs) are explained in Monsters, Creatures, and Men, in the Appendix. Whenever NPCs or monsters appear in the text, their statistics are given as in the following example. It is assumed that spell casters have the necessary components to cast each of their spells at least twice.

Worgs (HF 1, EP 175, Int 5, AL NE, AC 6, MV 18", HD 4+4, HP 35 ea., SZ L, #AT 1, D 2-8, SA Nil, SD Nil, Lang: none, Hon: Ave, ML 10, TOP 18, Crit BSL Def AC+3, FF 9, Reference HoB 8 p91)

A Warning to GMs

Though this adventure is designed for 5th-7th level adventurers, there are certain magic items that adventurers of these experience levels might have access to which would really destroy the challenge and fun of the adventure. Obvious examples include the **Sunblade** (GMG p 274), the **Mace of Disruption** (GMG p 272), a **Ring of Illumination** (GMG p 229) and a **Wand of Illumination** (GMG p 238). Other adventure-disrupting magic items might include the **Ring of Hefty Damage** or the **Gauntlets of Wuss Slapping**. If anyone in your group has one of these items or something similar to them we strongly suggest you carefully consider your strategy in running Tahd Vlad'Neer and his undead minions. With Tahd's long existence and area of interest, he certainly knows that weapons such as these exist and may even have an idea of what they look like. If you do allow a player to enter this adventure with one of these items or a comparable one, once Tahd realizes what he is up against he will mobilize all his minions who are not undead to steal and or destroy the items. This means the gypsies will be on the lookout for these weapons and try to steal them, quickly trading them away to those outside Morosevia, using them against the PCs or better yet, giving them to Choonie the Lewd Beholder (Area K90) for him to use his **Disintegrate Ray** on them.

A similar item available within this adventure that could give the PCs great power over Tahd is the **Holy Symbol of Robinkind**. As the location of this item within the Castle Robinloft is semi-random (as explained in the Fortunes of Robinloft section), it might be possible for the PCs to stumble upon this artifact relatively early in the adventure. If this is the case, choose one or more creatures from the Castle Robinloft random encounter table to be in the same area as the **Holy Symbol of Robinkind** to try to make sure that if the PCs do get it, they must at least earn it.

If you find the PCs are running amok with magic items you wish you never gave them, there are a few other alternatives. First, feel free to ramp the hit points of the monsters up to the maximum allowed by their Hit Dice. If you do this with NPCs, remember to adjust the experience points awarded accordingly. Also, when rolling for random encounters, go ahead and use the maximum number of creatures specified if you feel the PCs have been walking all over everything else you've thrown at them with no fear of getting injured. Also, the Magnetic Rust Monster from the Castle Robinloft random encounter table might be effective at destroying metal magic items in a plausible manner.

As a last resort for dealing with powerful magic items such as these, remember that Tahd Vlad'Neer has Great Honor, so he gains a +1 bonus on all his die rolls. He can and will use an Honor purge to avoid any one incident that would have caused his death. Remember to use this power if the PCs somehow get too close to killing him right away and ruin the fun of the adventure. See page 86 of the Player's Handbook for information on Honor purges.

CLARIFICATION ON LEVEL DRAINING ATTACKS

One issue that arises from time to time is the ability of an undead creature such as a Wight to use its level draining attack when a victim's armor has absorbed some or all of the damage. Anyone struck by a Wight takes 1-4 points of damage from the claws and suffers a drain of one experience level. Since typical suits of armor can absorb damage, if the Wight only does one point it is actually absorbed by the armor and the victim suffers no level drain from that attack. However, if the Wight does more than one point, the attack does still drain the level. This applies unless the victim is wearing a type of armor that absorbs 2 points of damage per die. In that case, the Wight must do more than 2 points for the level draining attack to penetrate the armor.

This is a little different from how certain magic items might protect someone. For example, among other powers, the **Ring of Undead Utilities** (GMG p232) applies a -5 penalty to the damage of attacks made by undead. If a Wight hits a victim wearing such a ring, he takes no damage but is still subject to the level drain. Note however that if he is wearing armor then he still may be protected by that, depending on the amount of damage the undead creature is able to inflict. So a person wearing a Ring of Undead Utilities and wearing armor would need to be hit for at least seven points of damage to be affected by an undead level drain. The Ring would reduce the damage by 5 points, the armor would absorb one and the final point would go through to the victim's body and result in the level drain.

CLARIFICATION ON POWERFUL HOLY WEAPONS

A powerful holy weapon is any weapon with the word "Holy" as part of its official HackMaster name. In the County of Morosevia, a permanently enchanted weapon with a lawful good alignment is considered "holy."

Atmosphere

When playing Robinloft it really adds to the atmosphere if the players are truly frightened about what might happen to their characters. As such, it is important that you try to drive home just how dangerous a place the lands of Morosevia can be. Use the flavor text to its full advantage, describe critical hits in full detail and role-play the NPCs in the town as if they are really in fear for their lives or worse. Being reminded of a possible undead level draining attack is usually good enough to put the fear of the gawds into the PCs. Furthermore, if the PCs seem to be dallying in one place too long, start howling out loud like a wolf to remind them that there are dangerous creatures lurking about. But don't forget, this only works well if it is backed up by an eventual encounter with Worgs or Sturm Wolves. Otherwise you're just crying…well, you get the idea.

In addition, one must admit that it is a pretty strange habit of nearly all HackMaster adventurers to go around opening coffins and lifting gold rings from the fingers of corpses. I mean, as a good HackMaster GM, you've really got to make 'em earn their treasure here. First off there's the smell. Never let your players waltz into a tomb or other burial chamber without impressing upon them the utter repulsiveness of the stench emanated by decaying flesh. I recommend taking a dead rat or similar varmint and letting it ferment in warm weather for a good couple of weeks. Then you can open up the box for them just as their characters enter the tomb. Of course, don't forget your own nose plugs. Let 'em try to role-play around that! An experienced GM knows how to create a mood in his game and this is just one more tool in your arsenal. If you want to take this a step further, go ahead and stash a pull tab or some similar token underneath your road kill special and in the game when they ask if there is any jewelry they can pick off the body, offer to let them feel around and find out for themselves. This is especially effective if you're lucky enough to have maggots as an integral part of your visual aid. Just make sure anyone who's kooky enough to actually call your bluff washes their hands before they touch the dice again. [Editors note, we're kidding here. The publishers of this book do not endorse or suggest that you actually bring a dead animal into your house or incorporate real dead animals in any way into your role-playing.]

Now this example of creating a mood is pretty extreme. There are other less ghastly ways to put a little fear into your HackMaster sessions that involve encountering undead. One technique is to keep the house really, really cold. Hey it worked in the movies Sixth Sense and The Exorcist didn't it? This has the effect of making people feel less comfortable, which is how they should feel if they are pretending to delve into a tomb. A similar idea is to play your game by candlelight. This can create some eerie shadows and leave dark corners in the room. Although you know nothing unusual is in the dark corners of your house, people in the proper mood tend to create something out of nothing. You might even have someone cut the power on your main breaker while you are in the middle of running the game and pretend it is really a surprise to you. Then in the name of carrying on the game, agree to break out the candles. When you and your players are at a particularly tense moment, stop your flavor text abruptly and ask them if they just heard the same "noise" you did. See if someone wants to go upstairs (or to another part of the house) to investigate the noise and make sure all the doors are locked. If you have an assistant working with you, you can even have someone come by and tap on the windows periodically or call the house and abruptly hang up or stay on the line inexplicably and without saying anything. Subtly, put things in your house outside their normal configurations. Insist you don't know how they got that way. For example, if that painting your aunt Edna gave you always hangs in a particular place, tilt it to once side, move it to another wall hook or take it down and put it on the floor. If your furniture is always arranged in a certain way, try something new. On an unconscious level this makes people feel the slightest bit uncomfortable until they become familiar with the new surroundings. Don't go too far with this or your players might figure out it's a set up. You've got to make it seem like a coincidence and you should act just as surprised and frightened as they are when these things happen. The important thing is to give the players just a taste of what their characters are experiencing.

THE VAMPIRE

The entire adventure centers on the Vampire. Always keep his motives in mind. Consider how he moves about and what his cunning plot is. You must play Tahd in the same way the players play their characters. Study this NPC as carefully as the players study their characters.

Count Tahd Vlad'Neer

AKA: The First Vampyr
HACKFACTOR: 61
EP VALUE: 6,021
CLIMATE/TERRAIN: Any Land
FREQUENCY: Unique
ORGANIZATION: Ruler of Morosevia
ACTIVITY CYCLE: Night
DIET: Blood
INTELLIGENCE: Genius (17/78)
ALIGNMENT: CE
NUMBER APPEARING: 1
SIZE: M
MOVEMENT: 12", 18" Fly (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil
MORALE: 18 (Resolved)
ARMOR CLASS: 1
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 5-10 (1d6+4)
SPECIAL ATTACKS: +2 to hit due to Strength, Energy Drain (2 levels), **Charm Person** Gaze (save at -4)
SPECIAL DEFENSES: +2 or better weapon to hit, Regeneration (3 hp/round), Gaseous Form at will (immune to all attacks), Immune to **Sleep**, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. Shape Change to Wolf or Dire Robin (Fly 18" C) at will. Summon 10-100 rats or bats (prefers ScareRavens and Tarantubats) while underground. In the wilderness, can summon 3-18 Wolves (prefers Worgs). (Summoned creatures arrive in 2-12 rounds.) Immune to garlic. Spider Climb at will. Can move in complete silence.
MAGIC RESISTANCE: Standard except as noted below
HIT DICE: 10+3 (75 hit points)
FATIGUE FACTOR: N/A
THRESHOLD OF PAIN: N/A
LANGUAGES: Common, Elven, Dwarven, Orcish, Morosevian, Halfling
REFERENCE: HOB 8 p 53
Quirks and Flaws: Variant Transformation, Accident Prone (fumbles on a 1 or 2, falls a lot), Animal Antipathy (Apes attack on sight), Gullible, Superstitious Caster (see Spellslinger's Guide to Wurld Domination p40 - must have his lucky tie tack to cast spells), Obsessive/Compulsive (must pick up and count small objects tossed in his path)
Skills: Graceful entrance/exit 67, knowledge of courtly affairs 81, mingling 92, secret persona 45, social etiquette 75.
Weaknesses: Cannot cross running water under his own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Wooden stake through the heart instantly kills. Can be turned by a cleric as a Vampire at –2 on the turning roll. Can be burned by a lawful good holy symbol for 2-7 hp per round of contact when presented boldly by a faithful believer. Cannot enter a home unless invited. Becomes powerless in sunlight and suffers 5-20 points of damage per round of full exposure (may regenerate but is killed after a half hour of exposure in any case).
Honor: Great (+1 to ALL die rolls)

Tahd is an Ancient Regal Vampire. He has 17/01 Strength and his blows drain 2 energy levels from his opponents. Tahd has the usual Ancient Regal Vampire abilities. He can only be hit by magical weapons of +2 enchantment or better and can regenerate 3 hit points per round. He can assume Gaseous Form at will or Shape Change into a large Dire Robin (instead of the usual bat due to his variant transformation flaw). He is still able to change into a wolf, though. Note that he is not able to drain energy levels while in gaseous, Dire Robin or Wolf form. He can **Charm Person** at will by gazing into a character's eyes, causing that character to make a saving throw versus spell with a penalty of -4. Should Tahd enter melee, he only needs to roll a 4 on 1d20 to hit someone with AC 0 (effectively 11 Hit Dice, +2 to hit for Strength) so it's pretty easy for him to drain levels if he wants to. He usually only does this if he is in dire straits, though, as he much prefers to charm one or more party members and have them fight their companions on his behalf.

Tahd is also a 10th level magic-user. He learned his magic from studies during his life and from subsequent studies over the centuries. His normally available spells are indicated in the following list. However, as a superstitious caster, he always needs to have his lucky skull tie tack with him when casting his spells. Unfortunately, as the adventure opens, he has misplaced it and can't cast his spells until he gets it back. His goal for the adventure (besides that determined by the Fortunes of Robinloft) is to have the PCs seek it out for him. Though he brought the PCs to Morosevia for other reasons, he will decide to use them to find his lucky tie tack before carrying out his master plan.

First Level (6): Bash Door, Comprehend Languages, Hold Portal, Protection from Good, Sleep, Taunt.

Second level (4): Invisibility, Levitate, Mirror Image, ESP.

Third Level (3): Clairvoyance, Fireball, Gust of Wind.

Fourth Level (2): Polymorph Other, Polymorph Self, **Charm Monster** (not memorized)

Fifth Level (2): Animate Dead, Avoidance.

Although Tahd can be encountered in many different places, he is always encountered in the place indicated by your Fortunes of Robinloft results (see p. 4), unless he has been forced to his tomb. Tahd has a variety of spies and servants. They report to him four times each day (at dawn, noon, dusk, and midnight). There is a 60% chance that Tahd knows the PCs' location at these times. If Tahd knows their location, he attacks the PCs – wherever they are

WOODEN STAKE COMBAT

If a character attempts to drive a wooden stake into Tahd's heart, here are some things to keep in mind. First, be sure to check whether or not the character is proficient with wooden stake as a weapon. Unless he designed his character as a Vampire hunter from day one, chances are he's not, so be sure to apply the appropriate non-proficiency penalty (see p 101 of the PHB). Halve this penalty if the character is proficient with a related puncturing weapon, such as the dart. There are three ways to hit an opponent in the heart: 1) Make a called shot to the heart, incurring a –10 penalty to hit, 2) Inflict a critical hit and score vital organ damage to the heart (not very common), and 3) Use an Honor purge to guarantee a successful action (see PHB page 86). Note that one needs to have Great Honor (be in the "optimal Honor window") to use this technique. However, clever players will likely try this, so if someone with Great Honor pulls out a wooden stake while in combat with Tahd, or even anywhere near him, be sure to get him the hell out of Dodge until you can come up with another indirect plan of attack for him (have him go gaseous if you need to). The maximum range for a hurled wooden stake is 30 yards (30 feet indoors). I also here remind you that your friendly game designers have given you one last out. Note that Tahd has Great Honor himself. And with Great Honor, he can similarly use an Honor purge to prevent any one action that would have caused his death. So if an uppity PC uses an Honor purge and manages to kill Tahd as soon as he sees him, thus ruining the fun of the adventure, be sure to protect him with an Honor purge of his own. After that, you are on your own.

– within two hours. Tahd chooses the time and method of his attacks carefully. He attacks the PCs to keep pressure on them so that they carry out his bidding. If questioned about why he is attacking the PCs before they have completed their assigned task, he complains that they are not going about it fast enough and that the attack is a warning should they continue to fail him. He complains about this whether the PCs are going about their task slowly or not. He needs outsiders to help him carry out his goals because he believes the existing villagers, after years of oppression, are too frightened to think straight and therefore unable to carry out the task properly.

Tahd can attack in each of the following ways once.

1. Tahd attacks a single PC for five melee rounds, then leaves.
2. Tahd calls 10-15 Zombies to attack the party. All of the Zombies must attack at the same time in the same place.
3. Tahd calls 3-18 Worgs to attack the party. All of the Worgs must attack at the same time in the same place.

When playing Tahd, above all, keep these three things in mind.

1. Tahd chooses when he attacks. Tahd is a genius, play him as one. Whenever he is aware of the PCs' positions, he is allowed to make an attack how and where he wants. His attacks are timed to be most advantageous to him. To do that, Tahd must move around during the adventure. However, he can always be found in the place determined in Fortunes of Robinloft. It is your responsibility to see that the Vampire uses his abilities to his greatest advantage.
2. Tahd knows when to withdraw. He knows when he is in over his head. If he is losing a battle he becomes gaseous, shifts into wolf or Dire Robin form, and/or summons other creatures to guard his retreat.
3. Tahd's attacks depend upon his goals. There is a reason why Tahd lured the PCs into his little kingdom. This reason is determined in Fortunes of Robinloft. Tahd's plans for achieving his goal are listed with his potential goals.

THE TRUE TAHD VLAD'NEER

One of Tahd's goals, as potentially defined in the Fortunes of Robinloft section, is to obtain a new identity. He intends to do this by confronting a charmed character one on one and casting a Polymorph Other spell upon his victim, thus creating a duplicate of himself. While the duplicate initially only looks like Tahd, he will eventually fail his Intelligence check and assume the personality and powers of the true Tahd as described in the Polymorph Other spell in the Player's Handbook. Tahd then intends to use his Polymorph Self spell to take the place of the person he transformed and leave Robinloft, Morosevia and even Roathaven for a new life. Considering that Tahd has ruled Robinloft for millennia, it is only logical that the true Tahd Vlad'Neer carried out this fiendish plot precisely many, many years ago. Thus the incarnation of Tahd in this adventure is not the original Vampire Tahd Vlad'Neer. The original Tahd Vlad'Neer has assumed a new identity and has walked among the mortals of Garweeze Wurld for centuries, if not for thousands of years. Consider also that his replacement, once his mind made the transformation to that of the original Tahd, would have the same motivations as his predecessor. Thus it is possible that the replacement Tahd would pull the same trick as the original and find an unwitting victim to replace himself with and stealing himself a new identity with which to explore the world he once knew. Conceivably this process could have happened hundreds of times. Therefore, just because the PCs might get lucky and happen to kill the Tahd Vlad'Neer in this adventure doesn't mean the wurld has seen the last of the wicked old Count. Any one of countless doubles could return to claim his lands, or worse yet, the original bad boy might return to track down the uppity adventurers who broke his chain of domination.

Fortunes of Robinloft

Fortunes of Robinloft is an ancient gypsy card reading. Fortunes of Robinloft determines Vlad'Neer's goals and the placement of important treasures. This card reading can add a great deal of flavor to your otherwise dry and tasteless game. It also makes Robinloft different if you play it again and one of your sneaky new players denies having been through it before. You must perform this card reading before playing the adventure. If during the course of the adventure, the PCs have their fortunes read at the gypsy camp, perform the card reading again, out loud. Substitute new results for the old ones. Be sure to write down the results of the card reading, so you have them when you need them. Also note that once Tahd realizes the PCs may be useful in finding his lucky tie tack, that task supercedes all of these goals, at least temporarily.

Find a regular deck of 52 playing cards. Remove all 2, 4, 6, 8, 9 and joker cards from the deck. Now you have a set of four suits with eight cards in each suit. Shuffle the deck.

If you don't have a regular deck of cards, you can get the same results by rolling 1d8 to determine the type of card and 1d4 to determine its suit. Roll again if you get the same card in any suit twice. But come on. Who doesn't have a deck of cards? If you don't, go to your mom's house and look in that drawer in the coffee table, in your old man's sock drawer or wherever they keep their booze. You're bound to find one if you snoop around long enough.

Deal the top five cards face down.

First determine where the **Holy Symbol** is (see Treasures and Tomes in the Appendix for a description of the **Holy Symbol**). Pick up the first card and read the following boxed text.

> This card is a symbol of great power. It tells of a powerful force for good and protection against the forces of darkness.

To determine where the **Holy Symbol** is, find this card in Table 1. To determine the to-hit and Armor Class modifiers to use in that place, find this card's suit in Table 2.

Second, determine where the Tome of Tahd is (See Treasures and Tomes in the Appendix for a description of the Tome of Tahd). Pick up the second card and read the following boxed text.

> This card tells of history. Knowledge of the ancient may help you understand a foe.

To determine where the Tome is, find this card in Table 1. To determine the to-hit and Armor Class modifiers to use in that place, find this card's suit on Table 2.

Third, determine where Vlad'Neer himself can always be found. Pick up the third card and read the following boxed text.

> This is the object of your search. Ah! I see darkness and evil behind this card! It is a powerful man whose enemy is light and whose powers are beyond mortality.

To determine where Vlad'Neer can always be found, find this card in Table 1. To determine the to-hit and Armor Class modifiers to use in that place, find this card's suit on Table 2.

Fourth, determine where the **Pommel Stone of Vlad'Neer** is (see Treasures and Tomes in the Appendix for a description this.) Pick up the fourth card and read the following boxed text.

> This card is good for you. It is a card of power and strength, the victor's card. It tells of a weapon of light, a weapon with vengeance.

To determine where the Pommel Stone is, find this card in Table 1. To determine the to-hit and Armor Class modifiers to use in that place, find this card's suit on Table 2.

Last, determine Vlad'Neer's goal. Pick up the fifth and last card, and read the following boxed text,

> And here is the root card. Out of darkness and chaos, this card finds the reason and foundation for darkness and chaos. This card shows the purpose of all things. It is the key to life and death and else beyond.

To determine Vlad'Neer's goal, find this card on Table 3.

TABLE 1: FORTUNES OF ROBINLOFT – PLACES

The cards shown below indicate the card that is drawn and the place where the object can be found. Read aloud the text found below the location on each card as it is drawn.

Card #3:

The object is on the mantelpiece, just under the portrait of the woman. If Vlad'Neer is there, he is sitting back in the overstuffed chair, staring into the blazing fire.

Card #5:

The object is set prominently atop the other treasures in the room. If Vlad'Neer is there, he is counting his ill-gotten gains.

Card #7:

The object is on the altar, brightly illuminated by a shaft of light from the ceiling. If Vlad'Neer is there, he is standing in the center of the room – a dark shape in the vast hall.

Card: 7
Place: Chapel of Robinloft (K15)

You may find this amid the ruins of a place of supplication.

Card: 10
Place: High Tower Peak (K59)

This is in a place of dizzying heights that all loathe to travel. The road winds ever upward and the rocks themselves live here!

Card #10

The object is in a locked iron chest. If Vlad'Neer is there, he is at the window, looking over his lands.

Card: Jack

The object is lying across Sergio's chest. If Tahd is there, he is lying across the marble slab weeping.

Card: Queen

The object is lying on top of Robinovia's coffin. If Tahd is there, he is in a frenzy of rage and despair. (Treat as temporary HackFrenzy quirk).

Card: King

The object is lying across the dais behind the throne. If Tahd is there, he is sitting on the throne.

Card: Ace

The object is in a corner of the room. If Tahd is here, he is within his coffin, ready to attack at the first sign of someone opening the lid.

Card: Jack
Place: Crypt of Sergio Vlad'neer (K85)

This lies with a fallen prince of old. The brother of dark is light and he rests in this place.

Card: Queen
Place: Crypt of Robinovia (K88)

This is in the mother's place.

Card: 3
Place: Study (K37)

It is in a place of tranquility, a harbor for the mighty and powerful. It is in a place of wisdom, warmth and despair. Great secrets are there.

Card: 5
Place: Treasure Room (K41)

You should seek for a carefully hidden place of great worldly wealth. I see a blazing fire protecting the place.

Card: King
Place: King's Audience Hall (K25)

A King's throne is the place to find this.

Card: Ace
Place: Crypt of Tahd (K86)

This is a very bad sign. This is his home, his source. It is his life. It is the one place to which he must return.

TABLE 2: FORTUNES OF ROBINLOFT MODIFIERS

Suit	"To-hit" and Armor Class Modifiers
Heart	The PCs gain a +1 bonus to hit and a –1 bonus to their AC.
Diamond	The PCs gain a +1 bonus to hit, but suffer a +1 penalty to their AC.
Club	The PCs suffer a –1 penalty to hit , but gain a –1 bonus to their AC.
Spade	The PCs suffer a –1 penalty to hit and a +1 penalty to their AC.

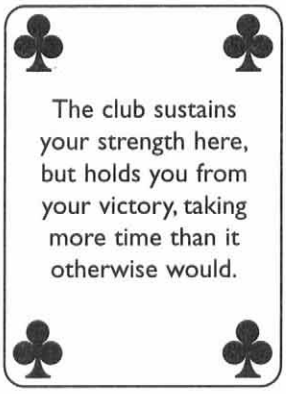


TABLE 3: FORTUNES OF ROBINLOFT – TAHD'S GOALS

(Note that these are all long term goals of Tahd, but the card draw determines which one he focuses on accomplishing first.)

Card: 3 or 5

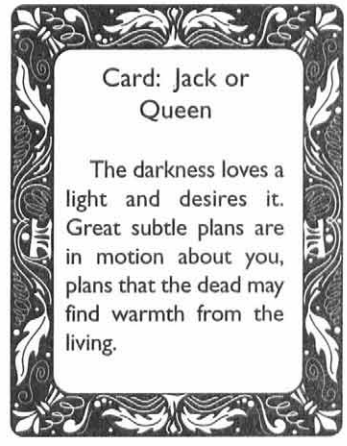
Tahd seeks a new identity. Tahd will try to be alone with a charmed PC, then cast a Polymorph Other spell on the PC turning the PC into a likeness of Tahd himself. As described in the Player's Handbook, the transformed character initially only resembles Tahd physically. However, the spell necessitates a daily Intelligence check. When the victim fails that check, he believes he has become Tahd and actually gains the Vampire lord's powers and weaknesses. After turning a character into a replica of himself, Tahd casts a Polymorph Self and tries to assume the role of his victim. He tries to join up with the PCs and persuade them that he has found a way out of Morosevia. (He can, after all, open the gates and command the fog.) Tahd wants to move to a new country using his new identity. Because the spell only lasts about 3 hours, he gets the gypsies to help him in his travels if necessary.

Card: 7 or 10

Tahd is trying to assemble a magical item that casts a continuous Sphere of Darkness (see the Shadow Creep spell in the Spellslinger's Guide to Wurld Domination p 119). Such an item would greatly extend the range of his travels. Over the centuries he gathered the pieces of a Sphere one by one, until now he is missing only one piece, a black diamond. Tahd mistakenly (perhaps) believes that one of the PCs has a black diamond stone. Tahd will use his natural **Charm Person** ability to charm a lone PC. He then sends charmed PCs back to the party to ask, "Do you have the black diamond?" When Tahd discovers that none of the PCs have a black diamond, he attempts to destroy them. If by some quirk of fate one of the PCs does have a black diamond in this scenario, Tahd might be convinced to let them go. Of course with magic research being the imprecise science that it is, even after obtaining the final black diamond he needs, there are sure to be further requirements for the creation of the item. He certainly needs a copy of the Shadow Creep spell. And who better to go retrieve him one than a group of seasoned adventurers (minus one hostage of course).

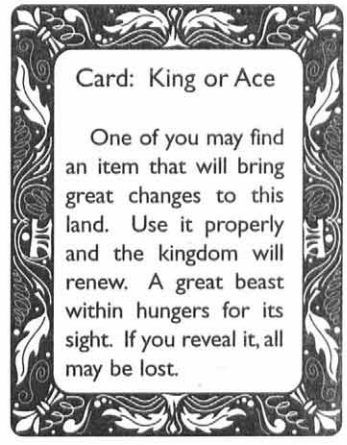
Card: Jack or Queen

Tahd wants to win the love of Oksana Berger. Tahd will attempt to charm all of the PCs and make them attack Oksana. When they attack, Tahd swoops down and saves her from the PCs. He hopes that the rescue will turn Oksana's heart to him. He wants Oksana to love him willingly rather than by force.



Card: King or Ace

Tahd wants to destroy the **Holy Symbol of Robinkind** (see Treasures and Tomes in the Appendix). After reviewing its powers, one can certainly understand why. However, he is unable to touch the thing and his orders to have one of his followers destroy the relic have thus far been thwarted by a Vexing Spirit that resides within the castle. The Vexing Spirit keeps the **Holy Symbol** safe by continuing to move the item with its Telekinesis and Dimension Door powers. It hopes that one day a worthy hero will find the **Holy Symbol** and use it to destroy Tahd. Though the Vexing Spirit does not stay in one place, the PC can encounter him on an appropriate result on the Castle Robinloft random encounter table.



The reading above refers to what happens if the PCs use the **Holy Symbol of Robinkind** to destroy Tahd. Morosevia slowly begins to return to a normal land and either Oksana Berger of her half brother Ismark will unite the people under a new kingdom. Of course, the king of Roathaven will have something to say about this. The beast that hungers for the **Holy Symbol** is Choonie, the Lewd Beholder that lives in Area K89. If he sees the **Holy Symbol** he has been instructed by Tahd to use his **Disintegrate Ray** on it. This reading may confuse the PCs into thinking they may not reveal the **Holy Symbol** to Tahd. On the contrary, revealing it to Tahd (but not Choonie) would likely destroy the wicked Count.

For Tahd's part, if he assigns the PCs this task, he insists that the **Holy Symbol** is responsible for the curse of the ever-present fog and twilight that covers Morosevia. Thus he implores the PCs to help him destroy it for the good of his people. This is, of course, complete bull. If they find it, he insists that the PCs take the **Holy Symbol** to Area K89 and leave it with a sealed note that he provides. If the PCs read this note, they find that it says, "Dear Choonie, Please Disintegrate this vile thing. – T".

There is another twist regarding the **Holy Symbol of Robinkind**. When Tahd realized that the Vexing Spirit was protecting the **Holy Symbol**, he managed to cast his Avoidance spell on it. Thus, not only does the Vexing Spirit move the symbol from place to place, keeping it from Tahd's minions, Tahd's Avoidance spell effectively prevents any heroes from coming to grab the thing and use it against him. Should they agree to carry out his wishes and bring it to Area K89, they can however, effectively "push" the artifact by continuing to try to move closer to it, thus making it slide across the floor.

Sample Results

If you are one of those GMs who wants to have everything spelled out for you, use this section as a sample result for the Fortunes of Robinloft card reading.

Holy Symbol of Robinkind Location: Crypt of Robinovia (K88) under the suit of the club (-1 to hit but -1 bonus to AC while in this place)

Tome of Tahd Location: Chapel of Robinloft (K15) under the suit of the spade (-1 to hit and +1 penalty to AC while in this place)

Tahd Vlad'Neer Location: Crypt of Sergio Vlad'Neer (K85) under the suit of diamonds (+1 to hit but +1 penalty to AC while in this place)

Pommel Stone of Vlad'Neer Location: King's Audience Hall (K25) under the suit of hearts (+1 to hit and -1 to AC while in this place)

Tahd's Goal: Tahd wants to win the love of Oksana Berger.

Lands of Morosevia

Castle Robinloft dominates the small village of Morosevia and the surrounding darkness of the Svalich woods. Use Map 1 to determine the relative locations of the town and Castle Robinloft. The ancient kingdom of Morosevia was once known for having just and powerful rulers. Now it is surrounded by the lands of Roathaven, but the King there considers it a wasteland and has declared it off limits to his citizens. With so few creatures leaving Morosevia, it is little threat to the outside world, other than the few people who are lost to its mysterious fog each year.

The road to the village and lands of Morosevia goes through ancient iron gates, controlled by the will of Count Tahd. There are only two gates, one east of the village and one west of the castle crossroads up the mountain. The gates open when the PCs arrive but close after they enter Morosevia. The gates will not open for the PCs again until Tahd is destroyed.

There is a deathly stillness in the dark Morosevian woods. Yet the woods are patrolled constantly by the wolves and serving beasts of Count Tahd.

Very few people have successfully left Morosevia for any length time. This is because of the trapping fog that exists everywhere in Morosevia. Once breathed, it infuses itself around a character's vital organs as a neutralized poison. The fog does not taste or smell any different than normal fog. It does not harm characters as long as they continue to breathe the air in Morosevia. However, when they leave Morosevia, the poison becomes active. Characters must save versus poison or start to choke. Unless choking characters reenter Morosevia within 24 hours, they die. The choking stops as soon as they breathe the fog again. Tahd can control this fog. Through it he can reach out to virtually any location in Garweeze Wurld and envelop up to a dozen people at a time. The fog then Teleports his chosen victims to the gates of this accursed land. The fog is magically produced by Tahd and disappears entirely upon his destruction.

Although the pervasiveness of the fog and its magical Teleporting powers are a mystery, there are ways to overcome the poison effect that has trapped so many in its confines. Since the fog is basically a type of poison, one can cast Neutralize Poison on a person after leaving the realm and free that person from its ill effects. However, because victims begin choking shortly after leaving the fog, the spell must be cast quickly, lest the caster himself become unable to cast. Furthermore, one can use a Sweet Water potion to cancel the effects. However, merely drinking the infusion will not work. Instead one must boil (or otherwise vaporize) the liquid and inhale the entire contents of the potion. Tahd periodically gives Sweet Water potions to the gypsies so that they may leave Morosevia in order to secure trade goods that sustain the villagers. In spite of his wickedness and brutal murders of his citizens, he does not want to see them entirely destroyed. "What good is a kingdom if you have no one to rule?" reasons Vlad'Neer. His desire to maintain a certain population level also motivates Vlad'Neer to bring new people to his realm (that, and the joy he gets from toying with fresh victims). Regardless of Tahd's motives, the Sweet Water potions are jealously guarded by Madam Eva, who buries them in a secret place. It is virtually impossible for the PCs to discover this location unless they torture Madam Eva or use other techniques to glean the information.

The poor villagers of Morosevia have been terrorized for centuries by "the devil" Tahd. Only the town cleric and a few other notables have the will to offer more than just personal resistance to Tahd. Over the years, Morosevia has seen its share of "visitors" from nearly all walks of life, as Vlad'Neer has shown no preference as to which he claims as victims. Consequently, the racial make up of the typical villager is a melting pot of different human and demi-human breeds as the trapped villagers make the best of their lives in the shadow of Robinloft. No villager has left Morosevia for a long time. Those who tried never returned, dying from the vile snapping teeth of the Morosevian wolves and the deadly choking fog.

RANDOM ENCOUNTERS

Be sure to keep track of time. Every 3 turns, check for random encounters. When the PCs are not in Castle Robinloft during daytime, use Table 4. During nighttime, use Table 5. When the PCs are in Castle Robinloft, use Table 6.

In addition to random encounters, if the PCs stay anywhere other than in the castle (Area K), Tahd attacks once with his wolves and Dire Robins. His attacks are intended more to frighten the PCs than to damage them. Tahd just toys with them. After 5 melee rounds, Tahd and his creatures withdraw.

If the PCs are indoors when Tahd sends his wolves and Dire Robins, the wolves try to break through a window or a door. Unless a door is locked, barred or magically held, a roll of 7 or lower on 1d20 means that a wolf breaks through. Once a wolf gets in, the remainder of the wolves and Dire Robins come in. After 5 melee rounds, all of the creatures flee into the night, leaving only Tahd's hollow laughter in the distance.

4-16 Worgs (HF 1, EP 175, Int 5, AL NE, AC 6, MV 18", HD 4+4, HP 35 ea., SZ L, #AT 1, D 2-8, SA Nil, SD Nil, Lang: none, Hon: Ave, ML 10, TOP 18, Crit BSL Def AC+3, FF 9, Reference HoB 8 p91)

10-100 Dire Robins (HF 0, EP 8, Int 1, AL NE, AC 3, MV 4"/14" Fly (A), HD 4 hit points, SZ T, #AT 1, D 1d4-2, SA Nil, SD flurry, Lang: none, Hon: N/A, ML 13, TOP 2, Crit BSL: Def AC-4, FF 10, Reference: Robinloft)

The Dire Robins fly into the area, getting into the way of spell casting (when attacking in groups of ten or more). Characters must make Dexterity checks to cast spells with material components. If they fail the Dexterity

THE ORIGIN OF THE FOG

About twenty five years ago, Morosevia was almost as dismal as it is now but the villagers lived in peace during the daylight hours and were able to live a relatively normal life, coming and going as much as any other peasant is allowed to do. Tahd Vlad'Neer seemed to brood in his castle, only rarely making an appearance in the village. That all changed when a comely young maiden named Melanee came calling on the noble Count. He was stricken by her beauty and duly impressed by her willingness to tolerate his condition as an undead servant of evil. "Undead have feelings too," she reasoned. "Can they help it if the gawds have chosen them to be the instruments of wickedness on Aldrazaar?" Besides Tahd Vlad'Neer was still a Count and the ruler of an impressive fortune, if the rumors she had heard were true. Upon her arrival, Melanee soon moved in with the Count. But the honeymoon was quickly over as she began making demands that even his ancient treasuries could not match. New imported curtains for every room in the castle, an engagement ring the size of a golf ball, caviar for breakfast every day and more. Rumor has it she even asked him to pave the streets of Morosevia in platinum so it would be a more fitting surface for the pair to trod upon during their romantic midnight strolls.

Well, as smitten as he was, the wicked Count just couldn't keep up. He bled the fortunes of the villagers dry and needed a new scheme to bring in riches to his domain. He ramped up his armies of minions both living and dead and let fly rumors of untold riches in his kingdom. Thousands of calls went out to brave adventurers so that they would come to Morosevia and meet their doom at his hands, leaving their riches behind for Tahd to convert to his own needs, or rather those of his demanding girlfriend. Soon, people began to recognize Morosevia for the deathtrap that it was and even the boldest foolhardy adventurers stopped coming.

Tahd feared losing Melanee and prepared a hastily worded Wish spell from an ancient scroll. He wished to be able to bring riches to Morosevia and to have some method of keeping both them and his beloved Melanee there once they arrived. The Wish worked, but ultimately for Tahd had disastrous results. The Wish created the Fog that gave Tahd the power to pull people from throughout Garweeze Wurld nearly to his front doorstep. But the fog seemed to have an effect on Melanee as well. She grew weary of the squalor of the land and its now perpetually dismal grayness. She felt she was being taken for granted. So likewise, she grew weary of Tahd and decided to move out hoping that she would convince him to treat her like they were dating again and rekindle the sense of romance and wonder their relationship once knew.

In order to make him jealous, she shacked up with the mayor of the village, one Bürgermeister Meister Berger. Tahd was furious and tried all the romantic endeavors he could think of to win her back. But in a cruel streak of malice she played hard to get and decided to carry her ploy to its ultimate conclusion. She threatened to have a child with the Bürgermeister. She knew such jealousy would really teach Tahd a lesson on who was in control of this relationship and make him worship her all the more. Tahd was distraught as the news. In spite of the pleas of his coven of witches to go get that girl and carry her back over the threshold of his castle where she belonged, he instead listened to his stone faced Gargoyle companions who assured him that women are nothing but trouble.

Melanee got pregnant and had her child. Distraught at Tahd's apparent rejection of her, she left Morosevia, vowing never to see that pigheaded Tahd Vlad'Neer again if he was the last count that ever lived. That was 16 years ago. Tahd still broods in his castle, surrounded by the mysterious fog that is a constant reminder of his failed love affair. He now brings visitors to Morosevia not to satisfy the lust for gold of his former girlfriend but to seek some measure of enjoyment in his otherwise hollow life. And to try to forget what it was like to hold the weakness of love in his heart.

Table 4. Morosevia Daytime Random Encounters (Sunup to Sundown)

Roll 1d6. On a result of 1, the PCs encounter something. Roll 1d10 and use the encounter list below to determine what the PCs encounter.

Roll	Encounter
1	**5-20 ScareRavens** (HF 1, EP 35, Int 1, AL N(E), AC 7, MV 3"/15" fly (B), HD 1+2, HP 26 ea., SZ S, #AT 1, D 1d4, SA fear gaze for 1-4 rounds, SD Nil, Lang: none, Hon: N/A, ML 9, TOP 13, Crit BSL: Def AC-1, FF 7, Reference HoB 7 p31)
2	**2-8 gypsy fighters** (HF 3, EP 330, F3, Int 12, AL NE, AC 7 (clothing and Dex 15/01), MV 12", HD 3d10 (3rd level fighter), HP 37 ea., SZ M, #AT 3/2 or 2 (+1 to hit with long sword, specialized) or (short bow, +2 to-hit from Dex), D 1d8+2/1d6 (long swords/short bows with flight arrows), SA Nil, SD Nil, Lang: common, Morosevian, Hon: low (-1 to ALL die rolls), ML 8, TOP 19, Crit BSL: Def AC+0 (long sword), Def AC+1 (bow), FF 6)
3	**1-4 villagers** (HF 0, EP 7, Int 10, AL N, AC 10, MV 12", HD 1/2, HP 24 ea., SZ M, #AT 1, D 1d6 (club), SA Nil, SD Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP 12, Crit BSL: Def AC-5, FF 5)
4	**3-12 Worgs:** use statistics from the Worgs listed for the nightly attacks
5	**1 Adapter:** statistics are variable, see HOB 1 p 11 for information.
6	**2-8 Giant Boars** (HF 2, EP 420, Int 1, AL N, AC 6, MV 12", HD 7, HP 50 ea., SZ L, #AT 1, D 3-18, SA suprise 4 in 10 if near cover, SD can fight below zero hit points, Lang: none, Hon: N/A, ML 16, TOP 25, Crit BSL: Def AC+5, FF 9, Reference HoB 1 p84)
7	**1 Gorecupine** (HF 5, EP 650, Int 1, AL N, AC 5, MV 6", HD 6, HP 45, SZ L, #AT 1, D 2-8, SA shoot quills, SD quills, Lang: none, Hon: N/A, ML 9, TOP 23, Crit BSL: Def AC+4, FF 4, Reference HoB 3 p95)
8	**3-30 Animated Skeletons** (HF 2, EP 65, Int 0, AL N, AC 7, MV 12", HD 1, HP 25 ea., SZ M, #AT 1, D 1-6, SA Nil, SD immune to Sleep, Charm, Hold, fear, darkness, cold-based attacks and verbal abuse, hacking and puncturing weapons do 1/2 damage, Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC-2, FF N/A, Reference HoB 7 p66)
9	**3-12 Carnivorous Flying Squirrels** (HF 0, EP 20, Int 1, AL N, AC 7, MV 9"/15" fly (D), HD 1-1, HP 23 ea., SZ T, #AT 1, D 1d4-2, SA surprise 6 in 10, SD Nil, Lang: none, Hon: N/A, ML 14, TOP 12, Crit BSL: Def AC-3, FF 5, Reference HoB 7 p109)
10	**3 Sturm Wolves** (HF 12, EP 1400, Int 1, AL CE, AC 5, MV 15", HD 6+6, HP 53 ea., SZ L, #AT 3, D 1-4/1-4/1-12, SA Thrashing, SD Nil, Lang: none, Hon: Ave, ML 20, TOP 27, Crit BSL Def AC+5, FF 11, Reference HoB 8 p92)

Table 5. Morosevia Nighttime Random Encounters (Sundown to Dawn)

Roll 1d6. On a result of 1 or 2, the PCs encounter something. Roll 1dl2 and use the appropriately numbered encounter.

Roll	Encounter
1	**4-6 Predacious Howlers** (HF 2, EP 120, Int 6, AL CE, AC 6, MV 12", HD 2, HP 28 ea., SZ S, #AT 3, D 1-4/1-4/1-8 (claw/claw/bite), SA leap attack, SD Fear Howl, Lang: none, Hon: Ave, ML 12, TOP 14, Crit BSL: Def AC+0, FF 4, Reference HoB 6 p92)
2	**4-7 Yeth Hounds** (HF 9, EP 750, Int 6, AL NE, AC 0, MV 15"/27" Fly (B), HD 3+3, HP 35 ea., SZ M, #AT 1, D 2-8, SA howl of fear, SD only hit by silver/magical weapons and even then they only take damage from the magic bonus or silver (1 point), Lang: none, Hon: N/A, ML 16, TOP 18, Crit BSL: Def AC+2, FF 8, Reference HoB 8 p112)
3	**3-12 Worgs:** take statistics from the Worgs listed for the nightly attacks.
4	**3-24 Common Zombies** (HF 1, EP 65, Int 0, AL N, AC 8, MV 6", HD 2, HP 28 ea., SZ M, #AT 1, D 1-8, SA Nil, SD immune to Sleep, Charm, Hold spells, death magic, cold and poison, Lang: none, Hon: N/A, ML 20, TOP N/A, Crit BSL: Def AC+0, FF N/A, Reference HoB 8 p124)
5	**1 Predacious Growler** (HF 6, EP 650, Int 7, AL CE, AC 5, MV 15", HD 6, HP 60, SZ L, #AT 3, D 5-8/5-8/5-13 (claw/claw/bite), SA leap attack, SD Fear Howl, Lang: none, Hon: N/A, ML 14, TOP 30, Crit BSL: Def AC+4, FF 4, Reference HoB 6 p92)
6	**10-100 Dire Robins:** use statistics as listed for the nightly attacks
7	**2-12 Gargirls** (HF 8, EP 936, Int 6, AL NE, AC 5, MV 9", 15" Fly (C), HD 3+3, HP 34, SZ M, #AT 4, D 1-3/1-3/1-6/1-4 (claw/claw/bite/gore), SA nag, SD +1 or better to hit, 25% hide in shadows in stone environment, Lang: nefarian, common, Hon: Ave, ML 11, TOP 17, Crit BSL: Def AC+2, FF 10, Reference: Robinloft)
8	**1 Ghost** (HF 14, EP 7,000, Int 13, AL LE, AC 0, MV 9", HD 10, HP 65, SZ M, #AT 1, D age 10-40 years, SA Magic Jar spell, SD Fear aura and age 10 years on sight, Lang: none, Hon: Ave, ML N/A, TOP N/A, Crit BSL: Def AC+8, FF N/A, Reference HoB 3 p50)
9	**3-12 Common Ghouls** (HF 4, EP 175, Int 5, AL CE, AC 6, MV 9", HD 2, HP 29, #AT 3, D 1d4-1/1d4-1/1-6 (claw/claw/bite), SA paralyzation (3-8 rounds), SD immune to Sleep and Charm spells, Lang: none, Hon: Ave, ML 20, TOP N/A, Crit BSL: Def AC, FF N/A, Reference HoB 3 p51)
10	**2-20 Cannibal Street Urchins** (under the control of Tahd Vlad'Neer) (HF 3, EP 120, Int 9, AL CE, AC 5, MV 9", HD 2, HP 28 ea., SZ S, #AT 3, D 1/1/1-4 (claw/claw/bite), SA Nil, SD regeneration, frail appearance, stealth, Lang: common, Morosevian, Hon: Ave, ML 18, TOP 14, Crit BSL: Def AC, FF 5, Reference HoB 8 p46)
11	**1-4 Wights** (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD 4+3, HP 43 ea., SZ M, #AT 1, D 1-4, SA energy drain, SD silver or +1 or better weapons to hit, Lang: none, Hon: N/A, ML 14, TOP N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8 p86)
12	**Anything.** Choose any encounter from above.

check the result is a spell mishap for magic-users or spell failure for divine spell-casters. If Tahd himself attacks while the PCs are holed up in the village, he may knock at the door, but he cannot enter the building until someone invites him in. Tahd tries to Charm characters into inviting him in. Remember, those who invite a Vampire into their house are powerless against it as are any others that agreed to the invitation.

Once again, for those of you too lazy to roll for random encounters, we offer the following results as a sample of one possible outcome you might get if you got off your lazy rear and slung some dice during adventure prep-time. For brevity, only the times (listed in military convention) that actually have random encounters or other significant events are listed. This assumes the PCs remain in the village or outdoors on their first night. But keep in mind, this is just the first night!

0900	Enter PCs (go to Planned Encounters section)
1200	5 Gypsy fighters
1400	1 Gorecupine
1500	5 Carnivorous Flying Squirrels
1800	Dusk
2100	8 Worgs, 55 Dire Robins
2400	7 Worgs
0200	13 Cannibal Street Urchins
0330	1 Predacious Growler
0430	5 Yeth Hounds
0530	1 Ghost
0600	Dawn
0700	12 Animated Skeletons
0830	1 Gorecupine

SECRETS OF MOROSEVIA

THE SECRET TRADE

The thick, poisonous fog that prevents people from fleeing Morosevia saturates the surrounding wilderness. About 15 years ago, a wandering dark elf patrol, led by Darcheld Rocklance, discovered that the trees of Morosevia are uniquely suited to their needs. Years of exposure has made the wood very tolerant of poisons; the dark elves discovered that weapons crafted from this wood and treated with poison remain poisonous for weeks at a time. Naturally, such a discovery delighted the dark elves, but they were unwilling to sacrifice themselves to life in Morosevia to chop wood, especially after the first elf they sent in expired shortly after gathering wood and returning to camp. But the possibilities for riches in the NetherDeep generated by selling the highly marketable wood were too good to pass up, and Darcheld swore his band to secrecy. They camped in a cave at the edge of the fog for months, trying to figure out how to harvest the trees without becoming trapped in Morosevia themselves.

Then one day a young man who fancied himself an adventurer wandered out of the fog and right into the arms of the dark elves. Darcheld saw his chance had come at last. Darcheld struck a deal with the human—if he would regularly harvest wood, and deliver it at certain times of the year to the dark elves at the edge of the fog, the dark elves would trade ore, cloth and other items in short supply in the wretched valley. The deal was set, and with the help of several other bold townsfolk, a risky trade agreement was established—the dark elves got regular shipments of Morosevian lumber in exchange for mundane supplies and hard coin.

Today, the monthly trade with the dark elves remains a secret in Morosevia at the request of the dark elves. Darcheld wanted to ensure no one else found out about the wood. He swore that if the secret of the wood is ever revealed to outsiders by the townsfolk, he'll quit trading and leave the citizens of Morosevia, now heavily dependent on the dark elves for metals, news, food, oil, arms and armor on their own. This secret trade reduces the dependence of the Morosevians on the gypsies who tend to charge exorbitant prices.

Any outsiders who come to Morosevia are not trusted—and any who start asking too many questions about where supplies come from are shunned, and asked to leave. If outsiders persist in asking questions about it, the townsfolk become increasingly hostile, and if pushed to extremes or threatened with the secret being revealed, they try to silence the outsider once and for all.

THE STONE GUARDIANS

The first years of harvesting trees to trade for the dark elves were extremely dangerous. Logging parties were loud, easy targets for predators of all kinds wandering the woods of Morosevia, and for a time it looked as though the town would have to give up trade with the dark elves or risk being depopulated.

Fate once again lent a hand to the troubled town. A band of Gargoyles, looking ragged, exhausted, and hunted, was found in the forest one day. After a few tense moments, both sides figured out that no one was interested in fighting. The Gargoyles were fed up with a group of Gargirls, who nagged them incessantly about anything and everything. Finally, the Gargoyles had fled, and traveled nonstop for many days. Exhausted, they had seen the dense fog of Morosevia, and thought it would be an ideal place to hide.

Upon hearing the story, the logging crew saw an opportunity, and offered a deal. The Gargoyles could live in the woods near town, and the humans would lie about their whereabouts to any Gargirls that might show up. In exchange, the Gargoyles would keep the woods clear of wandering monsters, allowing the logging crews to work more safely. When the logging crew returned with lumber, and all members accounted for, the town praised them as heroes. Sitting in the tavern that night, sipping ale and enjoying the attentions of grateful

RUMORS

If a PC interacts favorably with a resident of Morosevia he may learn one or more rumors. If you feel a PC has successfully befriended a Morosevian, go ahead and give him a bit of random information from the rumor table. Certain NPCs may know specific rumors and if so, their description indicates this. Roll 1d100 and consult the following:

Roll	Rumor #	Rumor
01-04	1)	No one leaves the fog alive. If you try, you will begin choking and die within a day.
05-08	2)	_____ roam the woods by day (select one possible random encounter from the daytime table.)
09-12	3)	_____ roam the woods by night (select one possible random encounter from the nighttime table.)
13-16	4)	The master is a spell caster.
17-20	5)	The gypsies bring in trade goods. How they get them, no one knows.
21-24	6)	Madam Eva is a fortuneteller.
25-28	7)	A Vampire will die if immersed in running water.
29-32	8)	A Vampire will die if stabbed through the heart with a wooden stake.
33-36	9)	Mortal (i.e. mundane) weapons do no damage to a Vampire.
37-40	10)	Sunlight will kill a Vampire.
41-44	11)	Holy Water will burn a Vampire.
45-48	12)	_____ may be gained from the _____ of the _____. (give the PC a tidbit of information about the yield uses (see HOB entry) for a particular type of monster that inhabits the realm.)
49-52	13)	The town cleric is willing to help adventurers.
53-56	14)	The Berger Meister Meister Berger is dead.
57-60	15)	Oksana Berger is illegitimate.
61-64	16)	Count Tahd Vlad'Neer is a Vampire.
65-68	17)	Count Vlad'Neer sometimes walks the streets at night.
69-72	18)	Count Vlad'Neer sometimes takes wives from the comely maidens of the village.
73-76	19)	I once knew a man that painted a picture for Vlad'Neer. It was a portrait of a woman, the spitting image of Oksana Berger. But that was 16 years ago.
77-80	20)	Garlic and mirrors will repel a Vampire (true for normal ones but not Vlad'Neer).
81-84	21)	Vampires can't stand the sight of dwarves (or other applicable race of a particular party member) in their skivvies. If you meet one you would be wise to shed your clothing to drive it away. (false)
85-88	22)	Oksana Berger is a Werewolf (false)
89-92	23)	There is a book in the library of Robinloft that might be able to help destroy the devil Tahd. It is well known from ancient times that Tahd kept meticulous notes on all he did or said. Perhaps some weakness of his may be found there.
93-96	24)	Vlad'Neer gave Madame Eva a potion that neutralizes the fog but no one has ever seen it or knows what it is.
97-00	25)	The Master of the Castle Robinloft is "The Devil Tahd." Morosevians believe that Tahd is a curse placed upon the land due to some long-forgotten sin of their ancestors.

townsfolk, the loggers decided to keep the secret of the Gargoyles to themselves. It was better for the Gargoyles that way, after all....

To this day, only the logging crews know of the existence of the Gargoyles — no other Morosevia residents are aware of the deal. The crews enjoy an elevated status in town, and are generally viewed as the bravest, strongest warriors and craftsmen Morosevia has to offer. No one outside logging crews have risked going into the deep forests in years, as a result; making both the Gargoyles and the loggers very happy.

PLANNED ENCOUNTERS

The PCs can start their adventure from literally anywhere in the TeraVerse. The fog reaches out to them and brings them together whether they know each other or not. The will of the fog is unavoidable. When you are ready to begin the adventure, read the following boxed text to the players.

> A fog lies over the town (or wherever the PCs happen to be) this evening, draping everything in its clammy grasp. The damp cobbled street shines as the light of street lanterns dances across the slick stones. The cold fog chills the bones and shivers the soul of all whom it touches. Then the fog seems to reach out to you. It beckons you, then surrounds you. As if alive, it swirls around your bodies, giving you the sensation of movement. It whisks you down a cobblestone road, past some open iron gates. After a time, it releases you while slowly receding. Your surroundings look different now. You stand on a road, the iron gates you entered through are now closed to your rear.

Allow the PCs to make whatever preparations they feel are necessary for the adventure given the limitations of their predicament. Use Map 1 for areas A-L. If the PCs examine the gates, go to Area A: The Gates of Morosevia. If the PCs continue along the road go to Area B: The Old Svalich Road. If the PCs go off the path into the woods go to Area C: The Svalich Woods.

A. The Gates of Morosevia

> Jutting from the thick woods on both sides of the road, high stone pillars loom up gray in the fog. Huge iron gates hang on the stonework. Dew clings with cold tenacity to the rusted bars. Two statues of armed guardians silently flank the gate. Their heads, missing from their shoulders, now lie among the weeds at their feet. They greet you only with silence.

The gates are locked. They may be opened by means such as an open locks check, high Strength or a Knock spell. Anyone attempting to cross back over the border (through the gates or not) is choked by the fog. They must make a save versus poison or die within 24 hours – unless they return to the fog.

B. The Old Svalich Road

> Black pools of water stand like dark mirrors about the muddy 10-foot wide roadway. Thick, cold mists spread a pallor over the cobblestone road. Giant tree trunks stand on both sides of the road, their branches clawing into the mists. In every direction the mists grow thicker and the forest grows more oppressive.

Allow the PCs to introduce themselves at this point if they do not know each other. If the PCs travel on foot to the village up ahead, it should take them about one turn, assuming a 6" movement rate.

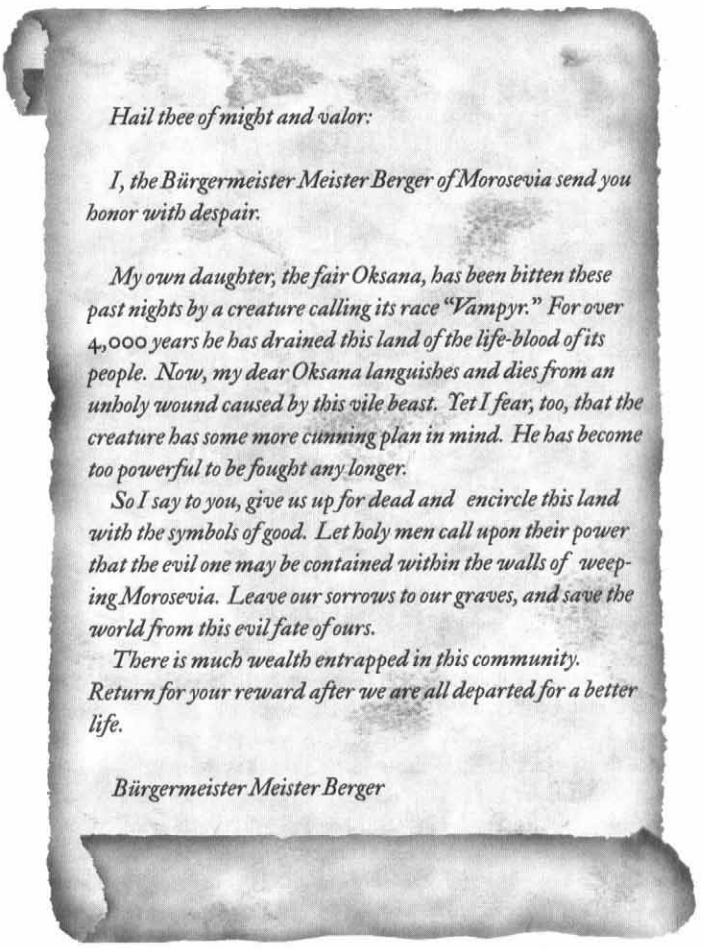
C. The Svalich Woods

> Towering trees, whose tops are lost in heavy gray mist, block out all save a death-gray light. The tree trunks almost touch. The thick, damp undergrowth presses in on you, making it impossible even to see one another at all times. The woods have the silence of a forgotten grave, yet exude the feeling of an unsounded scream.

If after hearing the description of the woods, the PCs continue into them, read the following. Otherwise, return to Area B or Area A, depending on where the PCs go.

> About thirty minutes after you enter the woods, you find a dead human in the underbrush. He is dressed in peasant clothes and holds an envelope crumpled in his hand. The remains of his clothes are torn and raked with claw marks. Paw prints of many large wolves are pressed into the clay around the body. The man has obviously been dead for several days.

The letter is dated one week ago. It is sealed with a large "B." The parchment is worn and flimsy. It reads as follows:



Hail thee of might and valor:

I, the Bürgermeister Meister Berger of Morosevia send you honor with despair.

My own daughter, the fair Oksana, has been bitten these past nights by a creature calling its race "Vampyr." For over 4,000 years he has drained this land of the life-blood of its people. Now, my dear Oksana languishes and dies from an unholy wound caused by this vile beast. Yet I fear, too, that the creature has some more cunning plan in mind. He has become too powerful to be fought any longer.

So I say to you, give us up for dead and encircle this land with the symbols of good. Let holy men call upon their power that the evil one may be contained within the walls of weeping Morosevia. Leave our sorrows to our graves, and save the world from this evil fate of ours.

There is much wealth entrapped in this community. Return for your reward after we are all departed for a better life.

Bürgermeister Meister Berger

Roll 1d6 every turn the PCs are in the woods. If the result is 4 or higher, the PCs hear a lone Worg cry in the distance. One more Worg cries each round. If the PCs are still in the woods after five rounds of howling, the Worgs attack. If the PCs are entering Morosevia, only five Worgs attack; if

the PCs are attempting to leave Morosevia, 25 Worgs attack. The Worgs stop their attack if the PCs leave the woods by entering the village.

5 or 25 Worgs

D. Logger's Camp

> A clearing in the woods is marked by a large number of cut trees. A wagon holding several axes, saws and coils of rope sits idly in the center of the clearing.

This is the area of the woods where the Morosevian villagers do their logging in order to trade lumber with the drow at Tser Falls. It is protected by a group of twelve Gargoyles. The Gargoyles watch from the trees above the side of the clearing. If intruders come to the camp, they wait a round or two to ascertain whether or not they recognize the group as their Morosevian business associates. If they do not recognize the intruders and they persist in the area for more than two rounds, the Gargoyles attack. The Gargoyles have a total of 593 gp buried in large sacks under the base of one of their trees.

12 Gargoyles

E. The Village of Morosevia

As the PCs approach the village read the following.

> A rolling blackness of thunderclouds casts a gray pall over the land. Tall shapes loom out of the dense fog that surrounds everything. The tall shapes soon become recognizable as the dwellings of a village. A sign just outside the villages reads "Village of Morosevia". The windows of each house stare out from pools of black nothingness. The darker silhouette of a castle looks over the valley from its 1,000-foot pillar of rock beyond. The castle stands high atop the cliffs to the northwest of the village. The village almost appears deserted as a quiet hush drapes the streets.
>
> Right on the edge of the village a ghastly sight greets you. The corpse of a human peasant lies rotting on the lane. At least what's left of it, anyway. It looks like most of it has been gnawed away by the sharp teeth and powerful jaws of a large predator.

With the exception of buildings E1, E2 and E8 all of the shops appear to be permanently closed. All of the unoccupied stores and shops have been looted and ruined. Claw marks cover most of the walls. There is no treasure to be found in any of the unoccupied stores.

There is a 60% chance that someone is at home in each house. Characters listening at doors hear low, muffled whispers. Each occupied house has one man in it. There is a 30% chance that his wife is with him. There is a 10% chance that 1-8 children are also in the house. The Morosevians never attack first and always flee if possible. At night they tend to cower and hold lawful good holy symbols (listed in parentheses following each gawd's name below) before them. The prevailing religions tend to be lawful good because that seems to afford the best protection against the undead denizens of Morosevia. Luvia (scale), Benyar (winged ankh) and Zeus (lightning bolt) are three divine entities often looked to for protection as well as Odin (a mace or battle axe inscribed with a blue eye) due to the presence of one of his clerics in the town.

When the PCs first enter the town, a gypsy approaches them from a side lane. Read the following boxed text.

> As you enter the village, a man dressed in loose-fitting gaudy clothing approaches your from a side lane. His accented voice (eastern European) speaks, "I have been sent to you to deliver this message! If you be creatures of honor, you will come to my master's aid." He pulls from his tunic a sealed letter, addressed to all of you in beautiful flowing script. He hands over the letter and drops a purse heavy with coins on the ground.

If the PCs ignore the letter and sack of coins and immediately begin to question the man about his name, employer and motives, he resists such inquiries and implies that all will be explained in the letter. He is merely an unimportant messenger. The man, Hurudio, is actually a gypsy who has been sent by Tahd Vlad'Neer to deliver this note to the PCs. See Hacklopedia of Beasts Volume 5 page 10 for more information on gypsies. Once the PCs focus their attention on the letter, he slips away into the shadows (skill mastery at 75%). If pursued, he uses his knowledge of the village to outmaneuver the PCs and his Boots of Speed to outdistance them, ultimately casting Invisibility on himself if need be. If the PCs somehow manage to confront him, use the statistics listed below. Hurudio may be encountered again at the gypsy camp (Area G). Also note that Tahd has instructed Hurudio to be on the look out for weapons or symbols that appear to be powerful holy relics. If he sees anything he thinks might fall into this category, he attempts to steal it. Just to be safe, he might even steal any holy symbol he happens to see.

Hurudio, gypsy bard

If the PCs look at the letter read the following.

> The letter lies before you. Dated yesterday, the ink is still not quite dry and the parchment is crisp. The seal is of a crest you don't recognize.

If one of the PCs tries to identify the seal, allow them to make a heraldry skill check with a difficulty level of Very Difficult (-10%). If they succeed, they find that the symbol represents the ancient Kingdom of Morosevia, a glyph not commonly seen in outside lands for thousands of years. If the PCs open the letter, read its contents from the letter on the next page.

If the PCs investigate the sack of coins, they find 50 gp of assorted minting, but mostly consisting of coins produced in Roathaven. This note is a ruse set up by Tahd Vlad'Neer. Either he or his servants follow the PCs after they receive his note and, should they attack Oksana (as he hopes they will), he swoops to her rescue, driving the offenders off or attempting to whisk her away to safety. If he fails, he retreats to his castle and mobilizes every force at his disposal to destroy the meddlesome PCs who ruined his plan. If he succeeds at saving Oksana, he brings her to his castle for her own safety. She will be confused as she knows the wickedness Count Vlad'Neer is capable of, yet she may see a glimmer of hope that his heart can be reformed. If this is the case, replace Gertruda in room K42 with Oksana Berger. Gertruda will be placed in the dungeons (Area K74c) and kept in reserve as a back up plan in case things don't work out between Oksana and Tahd.

Hail to thee of might and valor:

I, a lowly servant of the township of Morosevia, send honor to thee. We plead for thy so desperately needed assistance within our community.

The love of my Life, Oksana Berger, has been afflicted by an evil so deadly that even the good people of our town cannot protect her. She languishes from her wound and turns to a beast in the night, killing innocent townsfolk. She is afflicted with lycanthropy and must be cured. You must take her to the cemetery at night, by force if necessary, and have the Adept Remove this Curse while she is in were-form. She is sure to deny her nature and resist your efforts, but the one sure way to get her to change is to attack her. The stress of combat is sure to bring out the beast within her. She lives in the southernmost manor.

There is much wealth in this community. I offer all that might be had to thee and thy fellows if thou shalt but answer my desperate plea. Come quickly for her time is at hand! All that I have shall be thine!

Bürgermeister Meister Berger

E1. Bildrath's Mercantile

The sparse light from this building spills out from behind drawn heavy curtains. A sign over the door creaks on its hinges, proclaiming this "Bildrath's Mercantile." The building is about 70 feet long by 40 feet wide. From here you hear a mournful sobbing that echoes through the streets from a dis tance to the south.

If the PCs enter, read the following.

Inside, a man stands behind a counter and sparsely stocked shelves line the floor. A door behind the counter leads to a back room. He welcomes you with a smile and asks, "Where y'all from? Can I help you find something?".

The sobbing comes from location E3 just down the street. Inside building E1, Bildrath is behind the counter. He will sell the PCs anything on the official HackMaster shopping lists (with only half of the low availability chances, however), except items found under "Religious Items," "Livestock," and "Transport," which are not available. Everything is ten times the normal price. If the PCs give him any trouble, he calls Parriwimple, his assistant, to help him straighten out the PCs.

Bildrath is very interested in maintaining his Honor. If newcomers to his shop start getting uppity with him, he first attempts a wuss slap to put them in their place or, if that doesn't work and things escalate, he challenges them to a non-lethal Honor duel. This can range from a drinking contest of Gutberry wine (GMG p 171) to a game of knuckles (unarmed combat). For more on Honor duels see page 83 of the PHB.

Bildrath, merchant

Bildrath trades with the gypsies when they pass through and helps other townsfolk sell goods scavenged from fallen adventurers. He is not, however, above making a profit from anyone else unlucky enough to find himself here. Bildrath serves himself. He certainly promises no sanctuary. He never bargains a price since he believes, "If you want it badly enough, you'll pay for it - because you certainly won't be taking your business elsewhere." Though Bildrath and Parriwimple have been here for years, they originally hail from the Kingdom of Krandaneer and are anxious to hear any news of the outside world and their home nation in particular. Bildrath knows rumors 1, 4, 6 and 18 and would certainly be willing to trade or sell information.

Parriwimple, merchant

Parriwimple is Bildrath's assistant. The two were adventuring buddies who stumbled into Morosevia and never found a way out. Making the best of it, they set up a general store and manage to eke out a meager existence. Bildrath, the boy's uncle, may occasionally ask Parriwimple to carry items out for the PCs to look at. Parriwimple's muscles rippling beneath his leather tunic should give ample warning to the PCs of his Strength and power. Parriwimple is extremely simple-minded, unlike Bildrath. Parriwimple is dedicated to his uncle and will not follow the PCs. In his own dim way he knows that to cross the master of the castle is death—or worse.

E2. "Blood of the Vine" Tavern

A single shaft of light thrusts into the main square, its brightness like a solid pillar in the heavy fog. Above the gaping doorway, a sign hangs precariously askew proclaiming this the "Blood on the Vine Tavern." The tavern building is about 60 feet square.

Close inspection of the sign reveals that the sign originally read, "Blood of the Vine," but the "f" in the word "of" has been scratched over with an "n." If the PCs enter the tavern, read the following.

This once finely appointed tavern has grown shoddy over the years. A blazing fire in the hearth gives scant warmth to the few huddled souls within. The silence here is broken only by the occasional sipping of drinks. A human barkeeper stands behind the bar. Three men, dressed similarly to the one who handed you the letter earlier sit at a table on the left. A fourth man in studded leather sits mysteriously in shadows to your right.

Arik, Morosevian 0-level barkeep

Mindlessly, Arik cleans glasses, one after the other. When they are all clean, he starts over. If spoken to, he takes orders for drinks in a dull, hollow voice. After serving drinks, he returns to cleaning glasses. Arik tends to ignore most questions. When he does speak, he sounds like the character played by Billy Bob Thorton in the movie *Sling Blade* with plenty of grunts followed by, "I reckon". His preferred drink to serve newcomers is Gutbuster. Prices are double those found in the Player's Handbook and availability is one half of low.

3 gypsy thieves

The gypsies lurk near the door. They own the tavern and see to it that all customers pay their bills. These gypsies are otherwise disinterested in the PCs unless they have been alerted by Tahd to be on the lookout for certain magic items to steal. If this is the case, they do their best to get the PCs wasted to make them easier targets for theft.

Ismark Berger (fighter), Morosevian

Ismark sits in the corner sipping his wine. Though he doesn't really like the gypsies, he comes here because he thinks it is a good place to glean information and meet those new to the realm. Ismark is the son of the Bürgermeister Meister Berger and an older half brother to Oksana. He greets the PCs and invites them to his home to ask them to help him with transporting his father's body to the graveyard.

Ismark is as tight-lipped as any of the other Morosevian villagers, unless the subject deals with his half sister, Oksana Berger or Tahd. Ismark knows everything the other villagers know. Ismark also knows that, for some unknown reason, Tahd is attracted to Ismark's sister above all other concerns. Ismark's father, the Bürgermeister Meister Berger, has been dead for 3 days. The great holy symbol that provided their strongest protection from the Vampire was recently stolen. Now, Oksana is unprotected and helpless in the house.

If the PCs show Ismark the letter they received at the start of the adventure he confirms that the Bürgermeister Meister Berger did attempt to send a letter of warning but that was four days ago, before he died. Bürgermeister Meister Berger, however, certainly did not write the PCs' letter. Ismark recognizes that the handwriting is not his father's.

E3. Mad Mary's Townhouse

A moaning sob floats through the still, gray streets, coloring your thoughts with sadness. The sounds flow from a dark, two-story townhouse. The house (about 40 feet square) is boarded up and barricaded from the inside.

Mad Mary sits in the middle of the floor of an upstairs bedroom. She is lost in her sorrow and despondency. She barely recognizes the presence of anyone in the room. Mary hid her beloved daughter, Gertruda, in this house for the girl's entire life. Gertruda broke out of the house and has not been seen since. Her mother fears the worst. If the PCs question Mary, her insanity should become apparent as she begins to talk to people who aren't there and makes nonsensical statements. This is a good opportunity to throw some red herring plots at the PCs as they might try to make sense out of one of Mary's bits of nonsensical guidance. Oksana and Ismark come to check on her from time to time.

Mad Mary, 0-level Morosevian

E4. Bürgermeister Meister Berger's Home

A weary-looking mansion squats behind a rusting iron fence. The iron gates are twisted and torn. The right gate lies cast aside while the left swings crazily in the wind. The stuttering squeal and clang of the gate repeats with mindless precision. Weeds choke the grounds and press with menace upon the house itself. Yet, against the walls, the growth has been trodden under to form a path all about the domain. Heavy claw markings have stripped the once-beautiful finish of the walls. Great black blots tell of the fires that have assailed the walls. Neither pane nor shard of glass stands in any window. All the windows are barred with heavy planking. The mansion is approximately 120 feet long east to west and 50 feet wide north to south.

Oksana Berger is inside and will not open the heavily barred door to anyone unless absolutely convinced that those outside her door are of no allegiance to the Count. If the PCs convince her (or if Ismark is with them), she opens the door and invites them in. If the PCs enter, read the following boxed text.

The interior of the house is well furnished, although the fix tures show sign of considerable wear. Obvious oddities are the boarded-up windows and the overuse of holy symbols in every room. A horrendous stench fills the house.

The Bürgermeister Meister Berger is in a side drawing room – dead. He is lying in a room that is dark despite the candles burning in his honor. Oksana and Ismark will ask for the PCs help in transporting his body to the church for a proper burial.

Oksana accompanies the PCs. She has been bitten twice by the Vampire and can no longer be protected here. The townspeople are afraid of her and avoid her. The PCs are her only hope for protection. Oksana is a sweet but troubled woman. Although she may at first appear mild, she has a strong will and a good arm. By no means a hapless victim, she will aid the party as best she can in saving herself. Oksana does not remember her mother nor does she know of life outside Morosevia. She was apparently abandoned and raised by the Bürgermeister Meister Berger alone. If the PCs played in the adventure Quest for the Unknown and saw the painting of Melanee in room 25 on page 25, they may recognize Oksana as being hauntingly familiar. She bears a striking resemblance to the woman depicted in that painting. If the PCs saw the painting, allow them to make an Intelligence check to make the connection. The reason for this resemblance is because Oksana is, in fact, Melanee's 16 year old daughter! Melanee was in Morosevia about 17 years ago and had an affair with the Bürgermeister Meister Berger but quickly grew bored with life as a mother and abandoned her family shortly after the birth of Oksana. Whether or not she survived an attempted escape from the fog is a mystery. No one in Morosevia has ever heard from her since. Oksana was raised by the only parent she ever knew, her father. Note that with her high Comeliness, Oksana can Fascinate members of the opposite sex whose Wisdom score is 12 or less. She has the same effect on females whose Wisdom score is 9 or less.

Oksana Berger

Ismark has only vague memories of his stepmother, Melanee as he was about three years old at the time she and his father briefly got together. He does recall a time, however, when he found her in an embrace with Count Vlad'Neer himself! He has never spoken of the incident and doesn't see it as relevant to the events of today.

Oksana will inform the party that each night, wolves and other terrible creatures attack the house. The Bürgermeister Meister Berger's heart could not stand the constant assault and he died a natural death. Strangely, since his death, the wolves have not attacked the house. The Bürgermeister Meister Berger has been dead for 3 days, but no one from the town has been brave enough to help Ismark take him out for burial. As the Bürgermeister Meister Berger has been dead for several days, the letter presented to the party by the gypsy on the outskirts of town is certainly forged.

Oksana Berger

E5. Guest House

The guesthouse is roughly 50 feet square, but looks similar to any other abandoned building in the town.

This is the guesthouse of the Bürgermeister Meister Berger's house, but it is not fortified against undead as are most of the other buildings in town.

E6a. The Church (Upper Level)

Atop a slight rise stands a gray, sagging edifice of stone and wood. This church has weathered the assaults of the elements for centuries on end and is worn and weary. The bell tower hangs to one side, its sweet tone long silenced. Flickering light shines through holes burned through the roof shingles. The rafters strain feebly against their load. The church is 50 feet wide by 120 feet long.

The door is barred. If the PCs knock Laars, the cleric who resides here, greets them. He lets them enter if he is convinced their business is harmless. If in doubt, he casts his Know Alignment spell. If the PCs enter the church, read the following text.

The interior of the church is a shambles, with overturned and broken benches littering the dusty floor. A claw-scarred altar sits toward the far end. The man who opened the door for you is a dwarf wearing chain mail and with a broad sword at his side. Looking down, you notice that you are standing on an obvious trap door that covers about a 10-foot by 10-foot square area. The dwarf speaks, "Hello gentlemen. You must be new here. What can I do for you?"

Laars, dwarven Morosevian cleric of Odin

The cleric has been praying and chanting throughout the night. His voice is hoarse and weak. His prepared spells for today are listed below. He spent this night, as every night, warding off evil from his church. He believes that only nightly prayers have kept the church a place of sacredness in Morosevia. The cleric can cast the following spells.

First Level (7): Protection from Evil, Sanctuary, Detect Evil, Invisibility to Undead, Purify Food and Drink, Bless, Create Water

Second Level (4): Chant, Wyvern Watch, Premonition, Know Alignment

Third Level (1): Prayer

Laars is originally from the Iron Sta Mountains. If the PCs befriend Laars, he can relate the following information about Oksana. Oksana Berger is the daughter of the Bürgermeister Meister Berger and a beautiful, mysterious young maiden named Melanee. However, during their relationship, Melanee also had a secret affair with Count Vlad'Neer. She left just after Oksana was born. It's hard to say whether her reasons had to do with disillusionment over her new motherhood, a falling out between her and the Bürgermeister or a fault in her relationship with Vlad'Neer. Whatever the case, she has not been heard from since. That was 16 years ago. Now he fears Vlad'Neer may be after Oksana.

E6b. Church Cellar

A hidden trap door in the back of the church leads to a dusty cellar with a low ceiling that is little more than a crawl space. Against the west wall rest a wooden font and copper basin with water in it, next to a couple of barrels. The font and basin are engraved with symbols of weapons including a battle axe, various swords, a mace, a morning star and a spear. The wall corresponding to the front of the church holds a tub of water and a swinging trap door mechanism over the tub is easily visible from this room. An exquisitely crafted mace sits on the floor of the chamber. The east wall contains square stone slabs that appear to be grave markers.

Here Laars stores his secret weapons (his Holy Water and the Holy Bopper described below). When activated, the larger trap door in the front of the church is rigged to fall through to this level and dump the victim into a tub of Holy Water. Laars arms the trap at night and sometimes during the day if he feels threatened. The tub is only about 3 feet deep and is primarily intended to be a defense against undead intruders. The barrels and tub are decorated with similar sigils as the font.

Laars, dwarven Morosevian cleric of Odin

Furthermore, Laars has prepared a special font and basin for creating Holy Water. He works on this activity as often as he possibly can without running the risk of being discovered. In addition to the water in the tub, he has about 2 barrels of the stuff, though he is short on smaller containers (he has only 2 flasks).

The final treasure that may be of use to the PCs is the finely crafted mace that lies on the floor. This special item is a **Holy Bopper +3** (see Treasures appendix). It is a magical holy weapon, but it is also intelligent and has a lawful good alignment. Thus, because Laars is chaotic good, he has been unable to wield the weapon himself.

The stone slabs on the east wall are indeed tombs of prominent Morosevians from ages past. As Laars does not allow anyone in his private sanctuary, everyone who dies is now buried in the cemetery outside. Thus, the crypts are quite old. Even so, they contain nothing of danger or value. If the PCs examine the crypts they find one that has been broken open and hastily recovered. Examination of the corpse inside reveals that it has been stripped to the bone. What remains of the skeleton lies in a jumbled mess. PCs who examine the bones note gnaw marks. This is the handiwork of a Morgue Prowler. If the PCs linger in this area for more than a couple of turns, the Morgue Prowler, who has returned to feast on more of the corpses in the crypts, visits them. A Morgue Prowlers can Shape Change into a burrowing mammal. He enters the crawl space in that form and then, upon spotting the PCs, Shape Changes into a normal looking gnome. He tries to pass himself off as an innocent inhabitant of Morosevia named Connor who is just trying to find sanctuary against the terrors of the Svalich woods. If questioned about his Shape Changing ability, he feigns ignorance at its unusual nature and says he was just born that way. If he is attacked or if the party seems to be on to his ruse, he Shape Changes into his true form and attacks.

1 Morgue Prowler

E7. Cemetery

> This cemetery is home to some bold spirits. Even during the day, one can see the wisps of their ethereal shapes wander the grounds.

If the PCs approach the cemetery with Laars to bury the body of the Bürgermeister, he reassures the PCs that "the spirits are mostly harmless. It gets much worse at night." But he reminds them, "don't step on any of the graves. They really hate that." He is correct that the spirits will not interact with the PCs unless they are approached first, someone steps on a grave or the PCs linger for more than a half hour. Every time someone steps on a grave, one of the spirits attacks. Anyone walking in the cemetery should make a Dexterity check with an effective +8 bonus to Dexterity to avoid accidentally walking on a grave. Any PCs who engage in combat in the cemetery must to make a Dexterity check (with no modifier) each round to avoid stepping on a grave and attracting another spirit attack.

A typical statement from one of the Rogue Spirits is "Don't make me go. You can't make me go. I won't do it." He is, of course talking about making the trip to his alignment plane. The typical Vexing Spirit who resides here just wants to be left alone. "Leave us alone! Stay out of our Cemetery. We don't come into your homes!"

Laars has made the cemetery into Consecrated Ground as per the first level Ceremony spell (area turns undead as a 3rd level cleric), but this only has a chance of keeping out "lesser" undead. The Rogue and Vexing Spirits here are unaffected by such magic. The Wild Spirits are sometimes affected but still try to congregate here, usually at night. They are much more dangerous to the PCs than the Rogue or Vexing Spirits.

1 Rogue Spirit

3 Vexing Spirits

10 Wild Spirits

E8. Logger's Bar

> This old tavern has boarded up windows but the door appears sturdy and well maintained. In addition to hearing muffled voices from inside, one can see faint light coming from within.

If the PCs enter read the following.

> A small crowd of people sits in this place, quietly talking. When they see you come in a hush falls over the place until one man stands up and says, "Please come in. Have a warm drink and rest. For you have much to learn about the journey you have embarked upon.

If the PCs enter and accept the hospitality of the man, he introduces himself as Hullnod. He is one of the chief secret loggers in Morosevia and he often takes pity on new visitors to this accursed land. He explains the dangers of the fog to them and knows rumors 1, 5, 13 and 16. The people in this place seem more upbeat than any of the other villagers. They are content with the comforts the loggers bring to their small clan. The loggers are all armed with drow armor and weapons. Though they have not retained the special properties, their poison remains effective and the perpetually overcast skies of Morosevia protect the equipment from degrading entirely. The other people inside the bar are common villagers.

Hullnod and 8 other loggers (rangers) Morosevian

6 Villagers

The villagers have a total of 189 silver pieces of assorted minting. The loggers try to convince the PCs to go to Area F, on the road across the river and kill or drive off the Satyrs there. They complain that the magical beasts have enslaved a group of women and need to be brought to justice. In reality, they want the Satyrs gone so they don't stumble onto their trade with the drow as the loggers need to pass that way to get to the falls and the cave of the drow.

F. Road Side Jamboree

> The road begins to slant up slightly here as it begins its ascent to the top of a bluff up ahead. Dense fog obscures your vision. A cold autumn wind whistles down the lane, cutting icily through your clothing. Dead brown leaves rush about. Cutting through this dismal area are the cheerful, staccato rhythms of several pipes and drums, coming from the trees to the west.

If the party moves towards the sound read the following.

> In a small clearing, a large Satyr and three Fauns are standing on a rock outcropping, playing and dancing for a trio of exotically beautiful and scantily-clad human women, who dance and wave their hands to the music.

A group consisting of a Greater Satyr, a few Fauns, and human females, calling themselves the Sal'lyker Seven, regularly party here in an effort to get a Nymph who used to live here to return and party with them. The forest inhabitants don't bother them and the Satyr has the means to exit the fog with his **Periapt of Proof Against Poison**, but he also has a couple **Elixirs of Health** just to be safe. The group had planned to leave the area, but got distracted by the cute adventurers that were heading off to the castle to kill the

Vampires. The hapless adventurers never made it, and instead were charmed by the Satyrs' playing, and have been hanging out with the group ever since.

The three women are sisters lured to Morosevia with tales of riches in the castle. They long ago lost track of their gear, and now only wear what the Satyrs tell them to wear. Killing the Satyrs breaks the enchantment on the women, and if treated well and supplied with equipment, they gladly help the party explore the castle.

Greater Satyr, "Karl Dieter"

Faun (3) "Jak," "Cali", and "Sabin"

Ariel, half-elf (4th lvl thief)

Shimone, half-elf (4th lvl knight errant)

Susan, human (4th lvl barbarian)

G. Tser Pool Encampment

> The canopy of mist and branches overhead suddenly gives way to black clouds boiling far above. There is a clearing here. Dry, brittle grass rustles in the biting wind. On the far side of the clearing several colorful wagons are parked on the banks of a pool. The mournful strains of an accordion mix meekly with the moaning of the wind, the booming grunts and deep guttural cries coming from a circle of cheering gypsies. Several brightly clad figures surround a large, roaring fire. Suddenly, the circle of gypsies parts for a moment, revealing a seven-foot tall horned gorilla, slowly twirling a squealing lumberjack above his head. The circle closes again, and you hear the grisly sound of wet meat slamming into the ground, followed by loud cheers and money changing hands.

There are 10 gypsies standing and sitting around the fire and 10 watching the wrestling match. If the PCs approach the camp, the gyspies ask them to join in the drinking around the campfire. Whether they join the drinking or not, one of the gypsies tells them the following.

> "It was fated that you would visit this humble camp. Madam Eva foretold your coming. She awaits you." He gestures towards a large, moldy tent hung between two wagons from which the rest of the gypsies seem to be staying a respectful distance.

If the PCs have obvious signs of wealth, the gypsies are happy to share their strong home-brew hard cider made from rotten cherries (intoxication value: 3, Potency 60%, see GMG page 170 for information on game effects of drinking alcohol). They hope to get the PCs drunk enough to steal their valuables without a struggle. As they constantly refill the PCs' mugs, the gypsies chat amicably with the PCs, saying, "It was fated that you would help us celebrate such a wonderful day! You are Boshenegro (friend of the gypsies) and welcome in our camp." If the PCs seem uninterested in drinking or look poor, the gypsies still grudgingly chat with them, and say, "It was fated that you would come and fight Bruno for the potion of power," in an effort to get the PCs to fight the Horned Simian Bush Grappler.

In any case, the gypsies eventually challenge one of the PCs to try wrestling Bruno, a tame Horned Simian Bush Grappler raised from birth by the gypsies. The deal is this—the willing member removes armor and weapons, pays 10 gp, and wrestles Bruno two out of three falls. If Bruno wins, the PCs pay another 10 gp plus use healing magic to fix up Bruno if he's injured during the contest. If the PCs win, the gypsies give the party 10 gp plus the 10 gp fee (20 gp total), a **Potion of Healing** (2d4+2 hp restored upon drinking), and a double-or-nothing challenge. If the same PC can wrestle Bruno and pin him for a count of three, the gypsies will give the PCs a "potion of fighting power". If Bruno wins, the PCs give the gypsies 100 gp, and help heal Bruno afterwards. For his own part, what Bruno likes most in life is making his family happy and squishing things. Consequently, he feels he has the perfect life – he can make his gypsy family happy by squishing people.

The "potion of fighting power" is in a small crystal vial, with dark colors constantly swirling and changing inside it. The potion is actually a **Potion of Heroism** (Reference GMG, p223). Note that this potion can grant some measure of insulation from undead level draining attacks as the levels drained would first be sapped from those granted by the magic of the potion.

The gypsies readily tell adventurers that they have a potion that protects them from the Vampire. Although this is a lie, they attempt to sell their fake potion for as much money as they can get. The gypsies always try to appear as though they are helpful. In truth, the only information that they ever give away is misleading at best and often a lie. The gypsies are in the service of Tahd Vlad'Neer and fear the consequences of disobedience. The gypsies attack only if some act of hostility or insult (such as breaking the deal when wrestling Bruno, or killing Bruno during the match) is displayed within the camp. If Bruno is alive when such fighting begins, he immediately attacks the nearest PC.

Bruno, male adult Horned Simian Bush Grappler

8 gypsy fighters

8 gypsy thieves

4 gypsy bards

There are a total of nine covered wagons, all well supplied with the necessities of extended camping. In addition, there are: 3 kegs of ale, a keg of mead, 5 pints of rum, 12 bottles of watered-down wine, 20 sets of extra gypsy garments, 3 backpacks, 3 large baskets, 5 small baskets, 6 large sacks, an iron pot full of scratch-root stew, 42 torches, 2 milk cows, a dozen chickens, a goose, a pig, 4 sheep, 5 sets of drums, 7 horns, a lute, an extended overland excursion pack, 6 garlic buds, 3 pounds of raisins, 7 sacks of assorted nuts, 8 bundles of firewood, a fishing net, 50 feet of hemp rope, 3 large tents, 20 blankets, flint and steel, a grappling hook, a pot of tattoo ink with needle, a small canoe, a barrel of armor oil (leathers), weapon polish, armor/weapon maintenance tools, 6 daggers, 220 hsp, 280 cp, 160 ep and 100 gp. The gypsy bards (5th level) share a common travelling spellbook that contins Read Magic and Write in addition to the spells listed with their description.

Hurudio's spell book can be found here in a locked chest, as can Hurudio. If confronted by the PCs about the bogus letter he passed to them, he will be evasive and attempt to cast his Aura of Innocence or Shift Blame spell to give him a chance to slip away in the crowd. If this fails, he claims that someone from the castle hired him to deliver the message and he does not know what it is about.

G1. Madam Eva's Tent

Note that if PCs snoop around the tent, they are subjected to the six Snare spells that guard the other walls of Madame Eva's tent. There are two on each side of the tent except for the front. Use the following boxed text only if the PCs enter the tent.

> Within, all is dimly illuminated in pools of red light. A small, low table stands across from the doorway, covered in a black velvet cloth. Glints of light seem to flash from a crystal ball on the table as a hunched, dark-skinned figure peers into its depths. She speaks. Her voice crackles like dry weeds. Her tone soars and falls like the wind outside. "At last you have arrived!" Her sudden cackling laughter bursts like mad lightning from her withered lips.

This is Madam Eva. She speaks the name of each PC, and makes some reference to a past deed of each PC. She asks the PCs if they wish their fortunes to be read. If they agree she proceeds with the sequence outlined in Fortunes of Robinloft on page 4. If the PCs don't want a reading of their fates, continue play using the Fortunes of Robinloft results you generated before start-

Madame Eva, gypsy fortune teller

ing the game or the sample result provided. Madame Eva is a half-drow (see HOB 2 p113), descended from an earlier drow visitor to Morosevia who mated with an elven villager. Feeling as an outsider in the village, she joined the local gypsy group and eventually took over its leadership.

This old woman may seem crazed and mad to the PCs but she is, in fact, quite cunning and sharp of mind. She is never fooled by adventurers (she has seen a good many in her time) and is very neutral. She serves Tahd as long as that benefits her and her troupe. She is equally willing to give aid or cause harm in any situation, depending on which benefits her or the gypsies. She tries to sell the PCs a weapon that she has enchanted with Gabal's Magic Aura and pass it off as an item that has been permanently enchanted. She also has a mundane glass ball that she passes off as a magical Crystal Ball. While distracting observers with by gazing into the ball and waving her arms around, she uses the ruse to cast her ESP spell (if the victim is not an obvious spell caster who might realize what she's doing). She searches for thoughts regarding what valuables the PC carries and what his intentions are. If Madame Eva thinks her victim has something worth stealing and she is alone with him in her tent, she attempts to cast **Charm Person** (pretending to be doing a reading with her "Crystal Ball") and convince him to simply hand over his valuables. If that fails, and the item she wants is valuable enough (perhaps the Big Bopper), she may try to knock him out using her Color Spray spell. If this fails, she quickly uses her Invisibility spell to evade combat.

Madame Eva keeps her spell book in a locked chest protected by a Fire Trap spell (PHB p 210). The book is contained within a smaller box within the chest (also protected by a Fire Trap) and finally, a Fire Trap protects the book itself. The chest also contains 300 pp and 4 zircon gems (100 gp each).

Madam Eva

G2. Buried Treasure

> A small outcropping of rock forms a shallow cave. Four hairless, barbaric looking men with pointed ears huddle in the shadows. When they see you, they pause for a moment, squinting as if trying to figure out who you are.

These Horde Vampires have been assigned by Tahd to guard this shallow cave. They have been instructed to let the gypsies come and go freely and kill all others. Buried in the cave is the gypsy's stash of 7 **Potions of Sweet Water.**

4 Vampires, Horde

H. Tser Falls and The River Ivlis

> The river Ivlis flows as clear as a blue winter sky through the valley. This area marks the bottom of the falls. A stone bridge can be seen nearly a thousand feet overhead.

There is a well-hidden cave behind the waterfall that leads to a narrow tunnel that winds down into the NetherDeep. From there the dark elves emerge to trade with the Morosevians, though the citizens don't know it (most people who know of the trade besides the loggers think the drow travel through the deep forests of the north). If the PCs investigate this cave, they find that the fog stops after just 10 feet and they begin choking if they have not taken proper precautions to neutralize the poison. This alerts the drow who camp here and they come to investigate. They likely try to capture any intruders and bring them further into the NetherDeep for lives of servitude.

5 drow fighters (2nd level)

4 drow fighters (2nd level)

1 drow fighter/magic-user (3rd/3rd level)

The drow have the following treasure (See HOB 2 p 113 for information on degradation of drow items): 9 drow short swords (+1), 5 drow daggers (+1), 9 drow chain mail (+1), 9 drow bucklers (+1), 1 drow short sword (+2), 1 drow chain mail (+2), 1 drow buckler (+2), 5 hand crossbows, 10 doses of drow poison, 10 drow cloaks and boots, 30 hand crossbow bolts, a traveling spell book with Chill Touch, Feather Fall, Jump, Taunt and Tattoo of Shame, 200 pp, and twenty five 100 gp gems.

I. Carriage

> Once again you continue down the fog-shrouded road, dead leaves crackling along your track. The road splits in two. The dirt road continues to the northwest while a wide road leads east into the heart of the dense forest. Patches of cobblestone show up through the east road, telling that it was once a great thoroughfare. To the right side of the fork stands a large, magnificent carriage with glass windows and hitched to two horses. Both horses are black as pitch. The horses snort violent puffs of steamy breath into the chill air. The carriage door swings open silently.

2 heavy horses

The two horses pull the carriage. They are under Tahd's control, and wait until the PCs get into the carriage. There is plenty of room in the carriage for all of the PCs. If the PCs get into the carriage, the horses draw it down the road to Area J. The horses cannot be discouraged from their course.

J. The Gates of Robinloft

After passing through the craggy peaks of Morosevia, the road takes a sudden turn to the east and the startling awesome presence of Robinloft itself towers before you. The carriage comes to a stop just in front of twin guardhouses of turreted stone, broken from years of use and exposure. Beyond these, a 50-foot-wide precipice gapes between the Balinok cliffs and the walls of Robinloft, a chasm of dizzying depth that disappears into the fog-shrouded distance far below. The lowered drawbridge of old shorn-up wood beams hangs precariously between you and the arched entrance to the courtyard. The chains of the drawbridge creak in the wind, their rust-eaten iron straining with the weight. From atop the high strong walls, stone gargoyles seem to stare at you from their hollow sockets and grin hideously. A rotting wooden portcullis, green with growth, hangs in the entry tunnel. Beyond this, the main doors of Robinloft stand open. A rich warm light spills from them into the courtyard. Torches flutter sadly in sconces on both sides of the open doors.

The drawbridge creaks and groans under any weight but is relatively sturdy. Each time anyone except Tahd crosses the drawbridge, there is a 5% chance of a cross board breaking. If a cross board breaks, the character on it must make a Dexterity check or fall to the bottom of the cliffs, 1,000 feet below.

A patch of Green Slime hangs over the entry tunnel. It eats through metal within 3 melee rounds and turns living flesh into Green Slime in 1-4 melee rounds. It can be scraped off quickly (if the scraper is discarded), excised, frozen or burned. A Cure Disease kills Green Slime. The Slime does not fall on characters entering the castle, for some reason it waits until they are trying to leave to do so.

Green Slime

K. Castle Robinloft

Use the following Castle Robinloft section to guide the adventure inside the castle.

Castle Robinloft

As the PCs enter the castle area, the weather worsens (though there are no earlier warning signs for the weather-sensitive). Dismal rain starts to fall, turning into a torrent within an hour.

CASTLE ROBINLOFT RANDOM ENCOUNTERS

See Table 6 (Castle Robinloft Random Encounters) for details on random encounters within the castle.

CASTLE ROBINLOFT PLANNED ENCOUNTERS

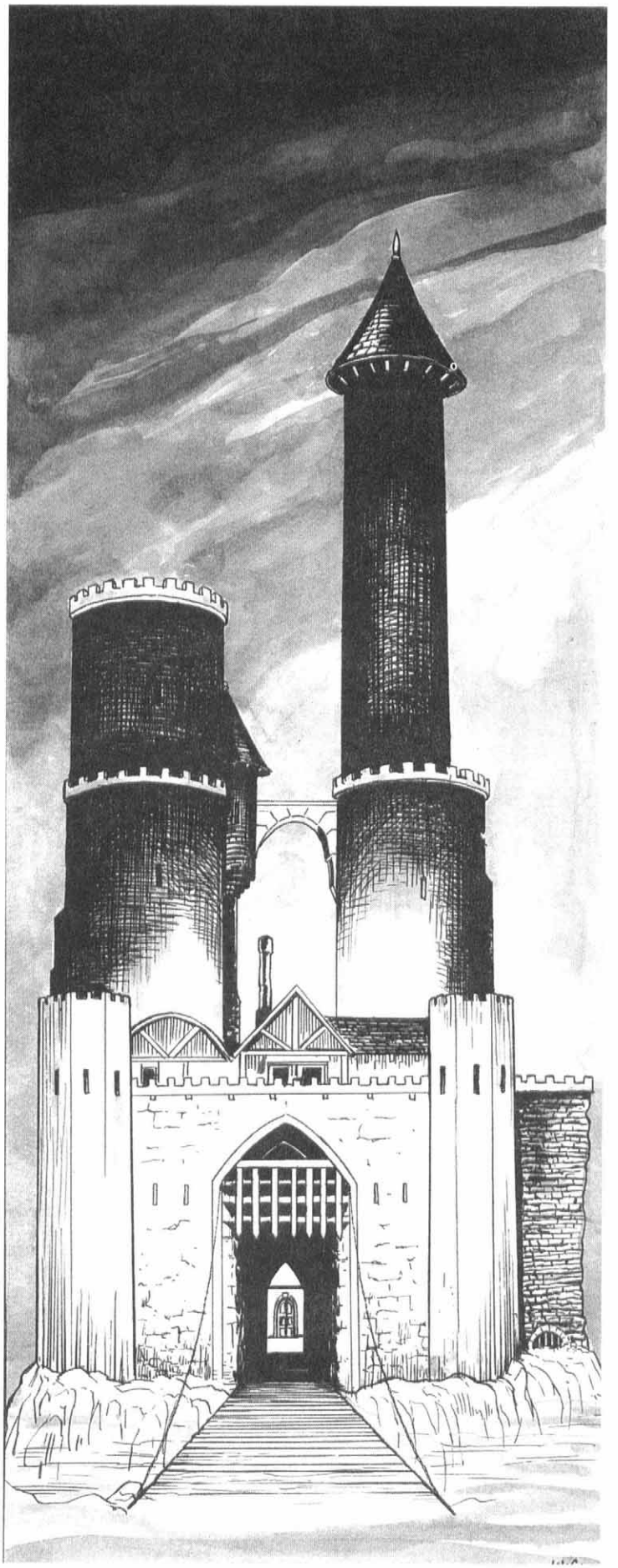
ROBINLOFT COURTYARD

Use Map 2 for K1-K6.

K1. Front Courtyard

If the party has not entered the keep (any room, K7-K88) read the following boxed description aloud to the players. The drawbridge is down and the portcullis is open. If the party has already entered the keep, the drawbridge is up and the portcullis down.

Thick cold fog swirls around in this darkened courtyard. Sporadic flashes of lightning lance the angry clouds overhead.



The very imposing Castle Robinloft

Thunder pounds the courtyard. A light drizzle begins to fall. Ahead, torch flames flutter in the wind on each side of the keep's open main doors. Warm light spills from those open doors into the courtyard. Doors in the gate towers on each side of the tunnel entrance are shut against the rain. A howling wind rushes through the courtyard. The dark towers of the keep loom above in the mists. Flickering lights shine from a short round tower on the south east side of the keep.

The open main doors to the keep lead to Room K7. Tall stone walls surround the courtyard. The gate tower doors are locked. Characters who enter one of the gate towers find themselves on a rock floor with a hollow tower stretching skyward above them. The mechanism for raising and lowering the drawbridge and portcullis fills both gate towers.

K2. Center Court Gate

A massive wall here joins the outer walls of the castle to the keep. A single gate, 20 feet wide, leads through the joining wall. A rusting portcullis blocks the gate.

The portcullis is unlocked and can be lifted open if characters successfully make a BB/LG roll, but falls back into place once let go.

K3. Servants' Court

The small door into the keep can be opened as a normal dungeon door. It leads to Room K23.

K4. Carriage House

A one-story wooden structure rests against one of the keep's outer walls. Large double doors hang in the front.

The double doors swing open to reveal a sleek, black carriage fitted with glass windows and a polished wood roof. This is likely the carriage that brought the PCs here. See Area I.

K5. Chapel Garden

Behind the towering boarded windows at the back of the keep, a small garden struggles to survive. Small flowers press sadly skyward against the gloom.

A large iron gate leads to K6.

K6. Overlook

Dead leaves turn spirals about your feet, wheeling and careening over the stone railing. Dark, surging clouds overhead drizzle constantly. By looking over the edge of a low stone wall, you see that you are on a construction jutting out at least 20 feet from the cliff face. The dismal gray town of Morosevia lies 1,000 feet below. You see a set of dirt-caked windows set into the cliff face 110 feet below the platform on which you stand.

Table 6. Castle Robinloft Random Encounters

Check for encounters every three turns by rolling 1d6. On a result of 1 or 2, the PCs encounter something. Roll 1d20 and use the encounter indicated below.

Roll	Encounter
1-2	10-100 **Dire Robins** (HF 0, EP 8, Int 1, AL NE, AC 3, MV 4"/14" Fly (A), HD 4 hit points, SZ T, #AT 1, D 1d4-2, SA Nil, SD flurry, Lang: none, Hon: N/A, ML 13, TOP 2, Crit BSL: Def AC-4, FF 10, Reference: Robinloft)
3	**1-4 Wraiths** (HF 17, EP 3,000, Int 11, AL LE, AC 4, MV 12", 24" Fly (B), HD 5+3, HP 43, SZ M, #AT 1, D 1-6, SA Energy Drain, SD Hit only by silver or magical weapons of +1 or better, immune to Sleep, Charm, Hold, Death and cold spells, poison, paralyzation, smells, Lang: none, Hon: Ave, ML 15, TOP N/A, Crit BSL: Def AC+4, FF N/A, Reference: HOB 8 p101.)
4	**1-6 Hordlings** (HF 45, EP 650, Int 8, AL CE, AC 3, MV 9", HD 6+3, HP 54, SZ Large, #AT 3, D 1-3+4/1-3+4/1-6+4 (claw/claw/bite), SA Stinking Cloud (7th level) once per day, Strangulation (if both claws hit in a single round, Hordling may automatically do 2-8 on subsequent rounds), +2 to hit and +4 to damage due to 16/66 Strength, SD infravision, ultravision, Darkness, Teleport Without Error and Gate, half damage from electricity and fire, immune to cold, gas and poison, become 75% invisible if they concentrate for 1 turn, Lang: common (telepathy), nefarian, Hon: Ave, ML 18, TOP 27, Crit BSL: Def AC+7, FF N/A, Reference HOB 5 p87). Hordlings love running around the castle, attacking and heckling the PCs, but run away when really threatened.
5	**1-8 Giant Spiders** (HF 6, EP 420, Int 6, AL CE, AC 4, MV 3"/12" web, HD 3+3, HP 47, SZ L, #AT 1, D 1-8, SA Poison (class F - save or die), SD Nil, Lang: none, Hon: N/A, ML 14, TOP 24, Crit BSL: Def AC+2, FF N/A, Reference HoB 7 p97)
6-7	**1-4 angry villagers** (HF 0, EP 7, Int 10, AL N, AC 10, MV 12", HD 1/2, HP 25 ea., SZ M, #AT 1, D 1d6 (club), SA Nil, SD Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP 13, Crit BSL: Def AC-5, FF 5). They are brandishing torches and pitchforks in a ridiculous display of force. They are enraged. Everywhere they go, they shout for justice. They follow the PCs unless prevented from doing so. As long as these citizens are with the adventurers, random encounters occur on a roll of 1, 2, 3, or 4.
8-9	**2-16 Gargirls**: (HF 8, EP 936, Int 6, AL NE, AC 5, MV 9", 15" Fly (C), HD 3+3, HP 34, SZ M, #AT 4, D 1-3/1-3/1-6/1-4 (claw/claw/bite/gore), SA nag, SD +1 or better to hit, 25% hide in shadows in stone environment, Lang: nefarian, common, Hon: Ave, ML 11, TOP 17, Crit BSL: Def AC+2, FF 10, Reference: Robinloft)
10-11	**1-8 Gypsy fighters** (HF 3, EP 330, F3, Int 12, AL NE, AC 7 (clothing and Dex 15/01), MV 12", HD 3d10 (3rd level fighter), HP 37 ea., SZ M, #AT 3/2 or 2 (+1 to hit with long sword, specialized) or (short bow, +2 to-hit from Dex), D 1d8+2/1d6 (long swords/short bows with flight arrows), SA Nil, SD Nil, Lang: common, Morosevian, Hon: low (-1 to ALL die rolls), ML 8, TOP 19, Crit BSL: Def AC+0 (long sword), Def AC+1 (bow), FF 6)
12	**2-12 Wights** (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD 4+3, HP 43 ea., SZ M, #AT 1, D 1-4, SA Energy Drain, SD silver or +1 or better weapons to hit, Lang: none, Hon: N/A, ML 14, TOP N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8 p86)
13	**1-10 Vampire Horde** (HF 16, EP 650, Int 2, AL CE, AC 4, MV 9", HD 5, HP 50 ea., SZ M, #AT 3, D 3-8/3-8/3-6 (claw/claw/bite), SA Nil, SD regenerate 2 hp per round, Lang: none, Hon: low (-1 to ALL die rolls), ML 15, TOP N/A, Crit BSL: Def AC+3, FF N/A, Ref. HoB 8, p55, Weakness: Bright light or holy symbol forces morale check)
14	**1-2 Magnetic Rust Monsters** (HF 13, EP 420, Int 1, AL N, AC 2, MV 12", HD 6, HP 60, SZ M, #AT 2, D Nil, SA Rusting (up to 1 full suit of armor per round), magnetism (within 40 feet), SD Nil, Lang: none, Hon: N/A, ML 12, TOP 30, Crit BSL: Def AC+4, FF 5, Reference HoB 7 p21)
15	**1-3 Spectres** (HF 30, EP 3,000, Int 13, AL LE, AC 2, MV 15"/30" Fly (B), HD 7+3, HP 60, SZ M, #AT 1, D 1-8, SA Energy Drain (2 levels), SD +1 or better to hit, undead, Lang: common, immune to Sleep, Charm, Hold, cold, poison, paralyzation, Hon: N/A, ML 15, TOP N/A, Crit BSL: Def AC+6, FF N/A, Reference HoB 7 p94)
16-19	**1 helpful Vexing Spirit**: (HF 8, EP 120, Int 12, AL CG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA Fear touch vs. 2HD or less, Magic Jar (once per week), Telekinesis (10 lbs.), Dimension Door (small objects up to 50 feet), dream intrusion, SD ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP N/A, Crit BSL: Def AC+1, FF N/A, Ref. HoB 7 p102) Unless attacked, this spirit honestly answers one question from the PCs. The answer must be 25 words or less. After answering one question, or if it is attacked before answering, this spirit disappears. This is the Spirit who protects the Holy Symbol of Robinkind from Tahd and his minions by using his Dimension Door to continuously move it around.
20	**Tahd Vlad'Neer**: See statistics at beginning of the adventure.

Characters who wish to try entering the windows must first reach them. Getting to the windows requires finding some way to safely drop 110 feet down and move 20 feet back under the platform. A falling character plunges 1,000 feet to the rocky base of the Pillarstone of Robinloft.

MAIN FLOOR

Use Map 3 for K7-K24.

K7. Entry

The ornate massive doors hang open. Fluttering torches cast dim yellow flickers of light from the entry way to the rafted ceiling. Twenty feet into the castle, a second set of doors suddenly swings open effortlessly and the sounds of organ music flow out. Overhead, in the entryway, four small silver statues of dragons glare down, their eyes flickering in the torchlight.

The second set of doors swinging open is a simple effect of the wind and pressure differentials. The dragons are silver-plated statues with some nice craftsmanship. They are worth 200 gp each.

The rafters hide a group of 8 tiny Puppet Golems. If the PCs enter this room through the west doors, the Golems do not attack. If anyone except Tahd enters this room through the east doors, the Golems activate and attack by using their Magic Missiles and dropping Greek fire (see GMG p98) on those below. The Golems have 20 flasks of Greek fire and lit candles with which to light them. The rafters are about 30 above the floor. Those oil flasks that do not break on a direct hit (save versus crushing blow as glass) still inflict 1-4 points of damage from this height. These small Golems allow adventurers into the castle, but not out of it. Whenever this room is empty, the Golems return to their perches in the rafters, never leaving the room. If the Golems must enter melee, they can leap to and from the rafters without injury due to their spring legs (allows leaping of up to 60 feet). Their tiny swords do 1-2 points of damage in melee.

8 Puppet Golems

K8. Great Entry

Cobwebs hang down from dust-covered columns of this great hall, illuminated by torches fluttering in iron sconces. The dust and webs cast strange, moving shadows across the faces of female stone gargoyles, squatting motionlessly on the rim of the domed ceiling. Cracked and faded ceiling frescoes are covered by centuries of decay. Two doors of bronze stand closed to the east. To the north, a wide staircase climbs into the darkness. All the while, sad and majestic organ tones float about you from a lit hallway to the south.

If the PCs linger in this room for more than a couple of rounds, the Gargirls begin to speak with them. They demand that the PCs help them find their mates. They suspect their male Gargoyle counterparts are hiding somewhere in this castle and they want help in finding them. If attacked or if they suspect the PCs will not help them, the Gargirls swoop down to fight. See the Appendix for details on their nag attack. When the Gargirls attack, the air turbulence from their wings extinguishes the torches in the sconces. One of the Gargirls wears a tiny platinum earring in the shape of a skull. This is Tahd Vlad'Neer's lucky tie tack that he needs to cast his spells. Though it is a mundane item, it is worth 50 gp for its jewelry value.

8 Gargirls

K9. Guest Hall

When the PCs enter this hall for the first time, use the first boxed description. If they have been here before, use the second boxed description.

Gargirls attack

Torchlight flutters against the walls of this vaulted hall. To the east, a forbidding hallway runs into darkness. Beside that opening, a suit of plate mail armor, oiled and glistening, stands at attention in a shallow alcove. To the west, large double doors hang slightly open, a steady bright light escaping through the opening. Swells of organ music come from behind the doors, spilling their melody of power and defeat into the hall.

The hallway lies in darkness. Double doors open to the west. To the east, a single arched corridor of stone masonry is lit by light from the circular stairs now visible some 20 feet away. The light spills in from up the staircase. The staircase also descends into a terrible darkness. Standing beside the archway to the stairs, a suit of plate mail armor stands in a shallow alcove, a dark shadow falling across its faceplate.

The armor described is just a well cared for suit full plate armor. There is a 40% chance that it fits any human party member, though it is a very old-fashioned style that will likely lower the wearer's Honor by 1d4 points per month unless it comes into style again.

K10. Dining Hall

If this is the first time the party has been here, use the first boxed description. If the party has been here before, use the second boxed description.

This is a magnificent 40-foot-square room, brilliantly lit by three massive crystal chandeliers. Pillars of stone stand against dull white marble walls, supporting the ceiling. In the center of the room, a long, heavy table stands covered with a fine white satin cloth. The table is laden with delectable foods of every type: roasted beast basted in a savory sauce, roots and herbs of every taste, and sweet fruits and vegetables. Places are set for each of you with fine delicate china and silver. At each place there is a crystal goblet filled with an amber liquid whose delicate fragrance tantalizes your senses. At the center of the far west wall, between floor-to-ceiling length mirrors, stands a massive organ. Its pipes blare out a thunderous melody that offers a tone greatness and despair. Seated before the keys, its back toward you, a single, caped figure pounds the keys in raptured ecstasy. The figure suddenly stops and a deep silence falls over the dining hall. The figure slowly turns toward you. He has pale skin and a deep gash on his throat.

The vast room is dark. A wind whistles through its confines. Crystal sings in the darkness as the great chandeliers rustle in the wind. The fragrance of food wafts its way through the darkened hall.

The first time the PCs enter this room, the figure at the organ welcomes them and invites them to dine. He is a Talking Zombie named Luka who was once an adventurer that Vlad'Neer murdered and left to rot. Burning with revenge, Grawdyng the gawd of death, granted him an existence in unlife as a Talking Zombie. He returned to Vlad'Neer's castle under the pretense of being a willing servant, though his every thought is consumed with the desire for revenge against his murderer. If only he had the power to do so or could recruit others to aid him, he would satisfy his burning soul and depart the material plane in peace.

Luka is dressed in a fine suit and a black cape, much like the clothing Tahd Vlad'Neer wears. He has been instructed to remain here and entertain guests with his music, He will not approach the PCs with his plans for revenge immediately. He instead wishes to let them explore a bit on their own while he observes them from afar. He is checking to see if they have the mettle to help him destroy Tahd, but does not want to tip his hand to Tahd needlessly by teaming with inferior allies. Being relatively new to the place, he does not know much about the layout of the castle or its denizens.

After the PCs have had an opportunity to dine and speak with Luka, they hear the screech of ancient hinges and the solid thud of many heavy doors slamming shut, one after another, into the distance. They also hear the portcullis clang shut, and the tired groan of the aged drawbridge pulling up. It seems the master would like them to stay.

Each set of china is worth 50 gp and the silverware is worth 5 gp per set. The crystal goblets are worth 10 gp each. There are enough place settings to accommodate each PC. The silk table cloth is worth 50 gp.

Behind the organ is a secret door to K11. Luka does not know about the secret door. If he is attacked, he defends himself to the best of his ability or flees, if necessary.

1 Talking Zombie

Being undead, not living, he is able to bypass Tahd's Avoidance spell and grab and use the **Holy Symbol of Robinkind**. He wants nothing more than to kill Tahd but does not know how. If the PCs can figure out the fact that Luka can grab the **Holy Symbol**, he would gladly use it to destroy Tahd.

K11. South Ground Archers' Post

A single arched corridor leads to the south. Old archers' slits in the north and west walls are bricked up.

There is nothing of interest in this room.

K12. Turret Post

A high domed ceiling caps the 30-foot-diameter room before you. Frescos, faded with age adorn the ceiling, but details are impossible to make out. Tall, thin arrow slits look out over the courtyard. Eight stone gargoyles stand motionless along a narrow ledge just before the ceiling dome begins.

The arrow slits are 2 1/2 feet tall and 4 inches wide. The Gargoyles do not attack unless ordered to do so by Tahd or unless they are attacked themselves. They are hiding in this chamber from the Gargirls in Area K8 and do not want to be discovered. In fact, the Gargoyles are so desperately trying to avoid the Gargirls that they might even work with PCs who would help hide them from their would-be mates. Note that these Gargoyles are not the original ones that the Gargirls tracked to the lands of Morosevia, but once they found them, the Gargirls decided Vlad'Neer's Gargoyles would make acceptable mates, much to the dismay of the Gargoyles hiding in this chamber.

8 Gargoyles

K13. Turret Post Access Hall

This long, narrow corridor runs east and west. Cobwebs fill the hall and obstruct sight beyond a few feet.

K14. Hall of Faith

This long, dusty hall leads eastward into the dark heart of Robinloft. Statues line the hallway on both sides, their eyes seeming to watch you as you pass.

The statues are harmless. Their following eyes are a simple, non-magical optical illusion.

K15. Chapel of Robinloft

The door to this room is locked. Vlad'Neer holds the key. Check your Fortunes of Robinloft results for a possible encounter and other treasure in this room.

Dim, colored light filters through broken and boarded up stain glass windows, illuminating the ancient chapel of Robinloft. Pews and benches lie about the floor in jumbled disarray, coated with centuries of dust. Beyond this debris, lit by a single, piercing shaft of light, an altar stands upon the platform. The light falls directly on a small statue. A figure is draped over the altar. It seems as though nothing has disturbed this room in centuries, and that nothing ever could.

The small statue is the Icon of Robinloft. The figure is all that remains of a cleric who attempted to obtain the Icon of Robinloft but was slain trying (from the special attack of the Headlong Vampires above). There are no outward signs of death. Note that the Icon has an Avoidance spell cast upon it so that it cannot be grabbed by living beings. The ceiling in this room and the balcony over the west wall cannot be seen from the floor without extra torches. If the PCs brighten the room, they see the figures sitting on the balcony in room K28. If anyone attempts to take the Icon, the Headlong Vampires on the balcony (Room K28) attack.

K16. North Chapel Alcoves

This arched room opens into a vast chamber to the east, and a rising staircase to the west. Alcoves in the north and south walls open into this room. Within the dark confines of the alcoves lurk 8-foot-tall shadowy figures. Their stone forms show mighty muscled arms and legs. A black shadow falls across the features of their faces.

The statues are harmless. The stairway is K29 and the vast chamber is the chapel (K15).

K17. South Chapel Alcoves

This arched room opens into a vast chamber to the east, and a huge circular staircase to the west. There are alcoves in the north and south walls of this room. Eight-foot-tall shadowy figures lurk in the cold, dark confines of both alcoves. The figures' muscular stone arms hold bright blades. Black shadows fall across the features of their face.

The statues are harmless. The staircase is K18.

Luka, the Talking Zombie

K18. High Tower Staircase

The large gray flagstones of this spiraling staircase lead up and down around a 20-foot-wide stone core. Cobwebs fill the staircase, making it difficult to even see the ceiling. Heavy beams sag overhead from centuries of bearing weight.

The staircase starts at K84 and spirals upward around a central shaft to just below K17. A small crack in the outer stairway wall leads to K63. Just below K17, a solid masonry wall completely blocks the staircase. A small chink in the masonry wall allows gas to pass from one side of this wall to the other. Once past this wall, the staircase continues up past K17, 300 feet to K59. The shaft that these stairs surround (K18a) runs vertically from K84 to K59 without any holes or obstructions. There is a solid wall between the staircase and the shaft.

K18a. High Tower Shaft

A dark stone shaft stretches out before you farther than you can see. Rushing wind sways the cobwebs that fill the shaft.

This shaft starts at K84 and rises straight up through the keep to K59. A solid wall separates this shaft from the staircase around it (K18). The shaft is 390 feet tall. Wind blows up the shaft. Anyone falling down the shaft from K59 takes 39d6 points of damage.

K19. Grand Landing

Massive stairs rise to a landing 20 feet wide by 40 feet long. Stone arches support a ceiling covered with frescos, 20 feet overhead. The frescos' faded lines depict the stony mountain atop which Robinloft stands, being taken by armored forces on horseback. The faces of the characters in the fresco are scratched beyond recognition. Dust floats in the air here, making it difficult to see details. There is a staircase on each side of the 20-foot-wide south wall. There are two alcoves between the staircases. Light filtering through the dust shows two suits of armor covered with dark stains, one standing in each alcove. Each suit of armor holds a mace designed like a curved dragon head. Engraved words on the arches above the alcoves are scratched out.

Both staircases lead to K25. The massive stairs lead down to K8. Anyone crossing in front of the alcoves activates the suits of armor.

TRAP: The suits of armor are rigged to a mechanical device activated by pressure plates in front of the alcoves. There is a 60% chance that any weight over 40 pounds activates the trap. When activated, one of the suits springs forward, flailing its arms and mace. It hits and does 1-4 points of damage if it rolls 16 or higher on 1d20. After leaping out it retracts, only to leap again if weight is still on the plate. The device is purely mechanical and acts very much like a puppet. This little joke is intended to spook more than damage.

K20. Tower Hall of Honor

A mosaic floor stretches about into the darkness. A vast, empty tower rises above you. It is difficult to see more than several yards up, yet you feel the tower's cold expanse pressing down on you. A spiral staircase rises slowly into the darkness circling the open shaft. In the center of the room, another set of stairs leads down.

The staircase in the center of the floor leads down to hall K71 (map 11). The spiral staircase starts on Map 3, goes up past K13 on Map 4, past K46 on Map 5 to K60 on Map 9. If the PCs engage in combat while on these stairs (perhaps due to a "random" encounter), they must to make a Dexterity check each round to avoid falling off to the center of the tower.

K20a. Tower Hall Stair

This stairway leads from K71 to K20.

K21. South Tower Stair

This stairway is lit by fluttering torches in iron sconces. A chilly wind rushes down the circling stairway, seeming to kill the very heat of the torches.

These stairs start at K73 (Map 12) and go up through K61, K9, K30, and K35 to K47.

K22. Archers' Post

Archers must have once defended the keep from this area. The castle courtyard is visible through narrow archers' slits that line the walls.

The slits are 2 1/2 feet tall and 4 inches wide.

K23. Servants' Entrance

Dim light filters in through dust-caked windows in the east wall. A large, heavy table sits in the center of the room coated with dust. A thick book lies open on the desk top with an inkwell and quill next to it. There is a broken door in the north wall. A staircase drops into total darkness in the south wall. On each side of the staircase stands a skeleton, clad in bright armor, standing at a sagging sort of attention, and holding a rusty halberd. There is a door in the east wall next to the windows.

The skeletons are hanging on pegs and pose no threat to the party. The staircase drops to K62. The ancient book is weathered and brittle, but the ink in the well is fresh. At the top of each page is scribed, "Please register for your own convenience and that of your next of kin." The book is over half-filled with names, all of which are illegible.

Writing names in the book has no effect, but if the PC choose to do so make sure to play up the mood with odd sounds in the distance, flickering of light sources in the room, very loud claps of thunder outside and so on.

K24. Servants' Quarters

Broken furniture and torn cloth are strewn about this 20-by-40-foot room. Dim illumination comes from the dirt-caked windows in the east and north walls. A rickety staircase climbs up to the next level.

The stairs climb to K34. The treasure of Cyrus Belview may be found here. He is normally encountered in Area K62. The room contains a locked chest (Cyrus holds the key) that contains 100 cp, 300 sp, 6 paintings of outdoor landscapes (50 gp each) and a Potion of Diminution, Scroll of Dispel Magic and a Scroll of Restoration. There is also a well maintained suit of human-sized plate mail, a body shield, a suit of chain mail, locksmithing tools, a two-handed sword and a hand crossbow.

COURT OF THE COUNT

Use Map 4 for K25-K34.

K25. Audience Hall

Check your Fortunes of Robinloft results for possible treasure or encounters here.

Dim light from the courtyard falls into this room in jagged shafts through the broken glass and iron frames of a large window in the west wall. This immense room stands in chilly, brooding darkness. Hundreds of cobwebs drape the room, hiding the ceiling from view. Directly across from the window are double doors in the east wall. A thick layer of dust obscures the ornate door carvings. Farther south, a single door also leads from the east wall. At the far southern end of the hall, a huge throne stands atop a raised platform. The back of the throne is turned to the room. Staircases at both ends of the north wall lead down.

A small dais stands south of the throne. A secret door in the south wall leads to K13. The staircases in the north wall go down to K19.

K26. Guard's Post

Massive double doors open into this quiet 10-foot-wide section of dark corridor from the east and west. From both sides of the corridor, deep alcoves of darkness face each other with deathlike silence. Almost beyond sight, seeming to float within the alcoves' blackness, you can make out human figures.

The two figures are skeletons hung here long ago, each held up by a spear stuck through into the wall behind it. The skeletons are harmless, even though they are both holding spears. A secret door in the back of the north alcove leads to K33.

K27. Hall of Grace

This 20-foot-wide hall has a dark vaulted ceiling. Shadows seem to dance across the distant ceiling. A low moan rises and falls the length of the corridor, intoning sadness and despair.

The shadows result from the characters' flickering torches. The moaning is only the wind. Halfway down the hall on the south side there is a secret door that leads to Room K31. At the end of the hallway, a Vampire Hound sits in front of the doors that lead to Area K28. If the Hound detects intruders it will begin to bark loudly, alerting the Headlong Vampires in Area K28.

1 Vampire Hound

K28. King's Worship Place

This long balcony overlooks a vast rubble-strewn room. Two large, ornate thrones stand in the middle of the balcony that is covered with dust. The thrones face away from the brass-banded double doors that lead to the balcony. The thrones could easily shield someone sitting in them from anyone on this side.

Two beautiful young women, actually Headlong Vampires, rest in the thrones. If disturbed by any member of the party looking around the edge of the thrones, they fly out of their bodies and attack. Otherwise, they remain still. There are two barrels of vinegar that sit along side the thrones. They use these to help them return their heads to their bodies after detachment.

2 Headlong Vampires

K29. Creaking Landing

A staircase of old wood climbs shakily up a stonework shaft. With each step upon it, the wood strains underfoot, creaking and groaning.

This staircase climbs from K16 to K28. It may seem unstable but is, in fact, quite sturdy.

K30. Office of the King's Accountant

Dusty scrolls and tomes line the walls of this room and lie scattered across the floor. In the center of all this clutter stands a huge accountant's desk. A figure crouches atop a tall stool, scratching a seemingly endless scroll of paper with a dry quill pen. A rope hangs next to the creature from a hole in the ceiling.

The figure is Lief Lipsiege, an accountant. He is chained to the desk and has no interest in the PCs or their concerns. Under no circumstances will he voluntarily leave this room. Lief pulls the rope whenever he feels threatened. If the rope is pulled, a tremendously loud gong sounds. Within 1-10 minutes, a monster from Table 6 appears and attacks the PCs. Treat the monster as a normal random encounter.

Lief Lipsiege, Accountant, 0-lvl human male

Lief was pressed into service by Tahd ages ago. Lief keeps all the books for Tahd, recording his riches and conquests. Lief has been here longer than he can remember. He is grumpy because the Count does not allow him to know about all of the treasures, which messes up his totals. Still, Lief found out where one of the treasures lies. Lief will, if treated kindly, tell the PCs the exact location of the Icon of Robinloft (See Treasures and Tomes for a description of this item.) Lipseige will even draw a crude map of how to get to the Icon.

Unfortunately for Lief, an Astral Searcher has recently possessed him. His Astral Searcher mind now wants nothing more than the freedom to leave his imprisonment and return to Fangaerie to continue his former life (as Francisco the two-bit thief). However, since Lief's body is chained up, he might consider a more mobile and/or powerful host if the opportunity presents itself.

Astral Searcher

Scattered about the room under the papers are 20,000 cp; 1000 gp; 500 pp; and 100 reference books on accounting procedures worth 10 gp each. If someone closely examines these books, they may find (upon a successful administration, appraising, civil administration or bartering skill check with a difficulty level of Difficult, no modifier) that the books document standard procedures and accounting requirements as stipulated by the Finance Subcommittee of the Dragon Committee (HOB 2 p 71).

K31. Trapworks

The aroma of grease and well-oiled wood fills your nostrils as you enter the room. The entire room is filled with intricate machinery. There are small passages between the gears and pulleys. Behind all the machinery, a cold shaft rises up from the darkness and continues past the room.

This machinery raises a stone compartment from K61 past this room and K31b, to K47. The stone compartment moves up and down in a shaft (K31a). The bottom of the shaft is 90 feet from here.

There is a 40% chance that any character who tries to activate the mechanism can do so. If activated, all of the gears, ropes and pulleys move at once. Well cared for, the device operates relatively quietly. When the trap moves, a 10-foot-wide stone compartment rises past K31. There is a secret door in the top of the compartment. Anyone riding on the roof of the compartment while it goes up the shaft is crushed against the top of the shaft within one round, taking 3d10 points of damage.

K31a. Trap Shaft

This deep shaft smells of well-oiled wood. There is a large wooden screw along the east wall, and another along the west wall.

The shaft is 230 feet from top to bottom. When the trap is in motion, the screws turn, raising a stone compartment from K61, past K31 and K31b, through a trap door to K47.

K31b. Trap Access

This is a narrow, 10-foot-long corridor. The bottom of the shaft lies 130 feet from here.

K32. Maid's Hall

Stained, yellowed lace hangs neatly from eight canopied beds. The single lithe figure of a woman in white moves about the room, dusting the furniture.

The maid, Helga, is a Vampire who attacks the PCs only when an opportunity to do so one or a few at a time presents itself, as opposed to taking on the entire party. She also attacks if commanded to do so by Tahd.

Helga will join the party, if asked to. She claims to be the daughter of a villager, cruelly forced into service of the Tahd. She pleads on her hands and knees, if necessary, to be saved from this awful place. Helga plays the part of the innocent female to the last, only revealing her ferocity as a Vampire when she attacks. She is, in fact, the daughter of one of the townspeople but she chose a life of evil with Tahd.

Helga, Mulo Vampire

K33. King's Apartment Stair

This hall and staircase lead up to K45 from K26 and K32.

K34. Servants' Upper Floor

The floor sags in the middle of this room. Thickly dirt-caked windows allow in little light from outside. Broken bedframes litter the floor.

A secret door on the west end of the south wall leads to a ladder. The ladder leads up 20 feet to secret door into the stairway (K20). The stairway guardian activates as soon as the PCs step through the secret door onto the staircase.

ROOMS OF WEEPING

Use Map 5 for K35 - K46.

K35. Facing Guardians

A door of delicately engraved steel stands at the west end of this dark hallway. Intricate details still stand out clearly on the door's surface. The door seems to almost shine with a light of its own, untouched by time. Yet, on each side of this door is an alcove filled with a darkness that shames the night. An armored figure stands like a shadow within each alcove, still as the cliffs of Morosevia.

The figures are Tin Soldiers that attack anyone attempting to move through this hall. If either one of the soldiers is hit, it pulls a rope on the wall of the alcove that releases a flaming oil trap from above. Flaming oil then spills down on those in the corridor and splashes the Tin Soldiers, causing the release of their Stinking Cloud effect. All those in the corridor suffer the effects of a direct hit from flaming oil (GMG p 98).

2 Tin Soldiers

K36. Dining Hall of the Count

Dust fills your lungs. The musty smell of death and decay swirls around you. Before you, a long table of polished oak lies beneath a blanket of dust. The rotting table cloth lies tattered beneath dusty china plates and stained silverware. In the center of the table, a large, multi-tiered cake leans heavily to one side. The once white frosting has turned green with age. Cobwebs drape like dusty lace down every side. A single doll figure of a well-dressed woman adorns the crest of the cake under thick layers of dust. Heavy curtains drape a window in the south wall.

This room has wooden doors in the north and west walls, and an ornate steel door in the east wall. The toy figure of the groom from the top of the cake was cast on the floor; the PCs can find it if they search through the dust on the floor.

K37. Study

Check your Fortunes of Robinloft results for possible treasure and encounters here.

A blazing hearth fire fills this room with rolling waves of red and amber light. The walls are lined with ancient books and tomes, their leather covers well oiled and preserved through careful use. All is in order here. The stone floor is hidden beneath a luxurious rug of a deep-patterned weave. A large, low table sits in the center of the room, waxed and polished to a mirrored finish. Even the poker next to the blazing fireplace is polished. Large, overstuffed divans and couches stand in order about the room. Two luxurious chairs face the hearth. A huge painting hangs over the mantelpiece in a heavy, gilded frame. The rolling light of the fire illuminates the carefully rendered painting. It is an exact likeness of the Berger Meister Meister Berger's daughter, Oksana Berger. Though the painting is obviously old, the likeness is unmistakable.

There are two separate doors in the north wall. Another door is set in the south wall and a set of double doors dominates the west wall. Lifting the poker from its stand opens a secret door behind the fireplace. Remember that characters must put the fire out before passing through the fireplace, or take 1-6 points of damage for each round that they stand within the blazing hearth.

K38. False Treasury

This smoky room lies behind the fireplace. Glinting through the smoke, gold, silver and copper coins lie scattered around a closed chest. The fittings on the chest tell of great workmanship. Attached to the east wall are two torch sconces. The southernmost sconce holds a torch with an intricate metal base. The other is empty. A skeleton of a man in broken plate armor lies against the wall. His right hand is on his throat while his left hand holds the matching torch from the empty sconce.

There are 50 gp, 100 sp and 2,000 cp scattered around the trap-rigged chest. The chest is unlocked. It opens easily, sending out a sleeping gas that makes characters unconscious for 1-4 hours.

To avoid the sleeping gas, characters must make a saving throw versus poison with a penalty of -4. If all the characters fall asleep, they all awaken unharmed in room K50, 4 hours later. If any of the characters remain awake, nothing further takes place as a result of this trap.

If someone takes the torch from the dead man's hand and places it back into the empty sconce, the secret door on the north side of the east wall opens, leading to room K39. Taking the torch from the sconce at any time reverses the process. A good tactic for any wandering monster that encounters the characters in K39 is to remove the torch here in K38, effectively trapping the characters in K39.

K39. Hall of Riches

This ancient hall is choked with spider webs. Their dusty forms hide the very walls and ceiling. A single path has been cleared down the center of the room through the webs.

This hall ends at a pair of bronze doors of highly ornate design. These doors lead to K40. Remember that the mechanism for opening the secret door to K38 can only be actuated from K38. Behind the cobwebs against the south wall, a secret door leads to K31b.

K40. Belfry

Dusty cobwebs fill the area, their musty smell assaulting your senses and obscuring sight. Deep pools of darkness lie all about you as you attempt in vain to penetrate the spidery veils. A single path leads to the center of the room where a rope dangles from high above.

The rope is attached to a bell 50 feet overhead. Pulling or attempting to climb the rope sounds a loud, long "GONG." That sound causes a Manticore to drop from above and attack. The Manticore only attacks if someone sounds the gong or tries to burn the webs. It tries to remain at a distance and use its tail spike attacks before entering melee. The gong also attracts a random wandering monster.

Behind the cobwebs on the west side of the north wall there is a secret door that leads to Area K41.

1 Manticore

K41. Treasury

Check your Fortunes of Robinloft results for possible treasure and encounters here.

The plundered riches of Tahd's secret hoard lie in a room before you.

The following treasures can be found in this room: 50,000 cp; 10,000 sp; 10,000 gp; 1,000 pp; 15 100 gp gems (amber); 10 1,000 gp fire opals; a magical (glowing) **Broad Sword +2**; a **Boomerang of Cleaving +5**, **Dagger of Flesh Devouring +2**, and **Pain Giver Short Sword +2**.

K42. Bedchamber

Sweet smells waft from this delicately lit room. Heavy red draperies, hanging stiffly from the high ceiling 20 feet overhead, cover windows on the west wall. Their tassels of golden fiber glint in the light of three candelabras sitting atop small tables about the room. Tall white candles burn with bright, steady light. A large bed, canopied by silken curtains, sits with its headboard against the north wall. Lying amid the velvet and satin sheets and bedclothes is a woman in a night coat. One of her dainty slippers has fallen to the floor at the foot of the bed. Carved into the headboard with great skill and care is a large "V".

Double doors lead from this room to the south and east. The figure in the bed is Gertruda, the daughter of Mad Mary. Gertruda is oblivious to any danger to herself—especially from Tahd. Sheltered by her mother all of her life, Gertruda is innocent and hold fast to a rather fairytale-like view of life. When faced with a decision, Gertruda almost always makes the most simplistic choice. She is naive to the point of being a danger to herself and others. Fortunately, Tahd has not yet bitten her. He is intent on his current plot and is saving her for later.

Gertruda, Daughter of Mad Mary

K43. Bath Chamber

In the center of this room stands a large, ornate iron tub.

K44. Closet

Within this room hang 28 capes and an assortment of black formal wear. Two windows in the south wall are covered with heavy curtains.

K45. Hall of Heroes

Long, low moans drift down from alcoves that line both walls of this long hall. The ceiling has fallen here, leaving rubble strewn across the floor. Overhead, the beams of Robinloft's roof are exposed. Sporadic lightning from the clouds above flashes into this hall. A graven statue stands within each of the 10 alcoves. Shafts of light cross the statues' faces at obscure angles. Another sudden flash and crack of lightning reveals their faces formed in the shapes of terrified men and women.

The statues are imbued with the spirits of long-lost ancestors of Robinloft who grieve at the loss of Robinloft's former glory. Each spirit (one in each of the 10 statues) will answer one question for the PCs if asked directly. The spirits' answers should be short and vague. There is a 20% chance that each spirit's answer is wrong.

10 Vexing Spirits

K46. Courtyard Overlook

This is a wide walkway around most of the keep. The drizzle of rain continues. Far below these parapets are the shining wet cobblestones of the courtyard.

This walkway runs around the front of the upper portion of the keep. To the north and south, a walkway runs along the top of a wall (over K2) to the outer wall of the castle. See Map 2 for the length and location of the castle walls. All of the windows leading from K46 into the keep are shut and locked, but can easily be broken.

A flock of 20 ScareRavens roots in each of the front watch towers.

40 ScareRavens

SPIRES OF ROBINLOFT

Use Map 6 for K47-K53.

K47. The Landing

A landing of flagstone 10 feet wide by 20 feet long wobbles slightly underfoot. The chill draft of wind whistles mournfully through the room, rushing down from the circular stairs on the north end of the east wall. After swirling on the landing, the wind continues down the stairs on the south. A single doorway with a heavy plank and metal-banded door opens to the west. Beside this door, a faded, ancient portrait of a dark and twisted dwarf stands watch over the area, its still eyes staring defiantly back at your own.

There is a base 10% chance that each member of the party sees the eyes in the portrait shift to look at him. This is a non-magical optical illusion created by the striking artistry of the painting. It is an excellent piece of art worth 300 gp.

Suspended from the ceiling by individual ropes are a swarm of Crawling Claws. The Crawling Claws attack the PCs only if attacked or if they try to enter this room through the door in the west wall. The PCs will not even notice the Claws unless they specifically look at the ceiling, have the sixth sense talent or have some other means of automatic undead detection functioning. A trap door in the floor leads to K31a.

20 Crawling Claws

K48. Offstair

This dusty spiraling staircase climbs up into the tower.

This stairway rises from K47, past K54, to K57.

K49. Lounge

A low ceiling supported by heavy beams seems to press down on this room. The west wall curves with the tower and is fitted with three windows of leaded glass in steel latticework. Plush overstuffed chairs and couches are placed about the room. Their fabric has faded with age until the prints are nearly gone. A bookcase lines the east wall between two doors.

The books are of no real help to the party. Some of the titles found on the bookshelf are: "Embalming, The Lost Art," "Life Among the Undead: Learning to Cope," "Identifying Blood Types: A Beginners' Handbook," and "Masonry and Woodworking."

K50. Guestroom

A huge bed sits in the center of this room, its four comer posts rising to a black canopy trimmed with gold tassels. Several comfortable divans are placed about the room. There is a metal-banded door in the west wall and a smaller unbanded door in the east wall.

There is no danger in this area during the day. However, during the night, the witches from K56 come through the east door (after attacking with a Sleep spell) and take a member of the party, an NPC if possible, back to their lair at K56.

K51. Closet

This small, empty 10-foot-square room is lined with pegs for hanging cloaks and clothing.

There is a secret trap door in the ceiling through which the witches come to attack the party at night.

K52. Smokestack

Jutting from the steeply sloping rooftop of the castle, a spindly smokestack, 5 feet wide at the top, rises 30 feet from the peak of the roof, belching smoke from its iron-pronged capstone.

The chimney leads down 60 feet to the blazing fireplace in K37. The smoke and fire in the chimney causes 1-6 points of damage per round spent

in the chimney. Characters take the normal 1-6 points of fire damage within the blaze below.

K53. Rooftop

The sagging rooftop of the keep slopes precipitously toward the courtyard some 100 feet below. The ancient roof tiles slide easily underfoot, gladly giving up their burden and dropping into the fog-shrouded distance below. Each falling tile resounds with a hollow click as it hits the flagstones of the courtyard.

There is a base 30% chance per round that anyone attempting to traverse this roof starts to fall toward the edge. Characters must make Dexterity checks to catch themselves. Those who fail their Dexterity check fall. Normal damage from the fall is 10d6 points. Thieves can use their climb walls ability here, but with a 10% penalty. The roof hangs out over K46.

Use Map 7 for K54-K56.

K54. Familiar Room

As you enter this room, an evil essence embraces you. Torn and broken couches lie in heaps, haphazardly strewn about the 20-foot-square room. The low ceiling seems to press down upon you. Deep claw marks cover the hardwood furniture. Claw marks have also sliced the once lush upholstery to shreds. From the dark shadows amid the rubble, three pairs of green eyes stare back at you.

These are the familiars of the witches in K56. If the familiars see the PCs here, the witches are alerted to their presence. Though the familiars often fight each other, they are currently in an uneasy truce.

Black cat familiar (nocturnal

Quasit familiar (grumpy)

Pit Bull familiar (foul-smelling)

Fire Demi-elemental familiar

K55. Element Room

This is a large oppressive room with a low ceiling of heavy beams. Only the dim light coming through two leaded glass windows in the south wall illuminate the place. Steel lattice work covers both windows. Several tables stand throughout the room, their legs seeming to barely support the glass jars and bottles that sit atop them.

There is a secret trap door in the floor at the northeast corner of the room. Perceptive characters might notice a disturbance in the dust on the floor leading to the eastern door on the north wall. The dust has been smeared as though something was dragged across the floor from the trap door to the doorway. The bottles contain clearly marked elements of magical use such as, "Triton Blood," "Jurynday liver," "Eye of the Beholder," "Hair of the dog," "Sugar," "Spice," "Everything Nice (empty)," "Spiders," "Snails," and "Puppy Dog tails." There are, however, no completed potions among the bottles. There is also a formula book for making Sweet Water potions.

K56. Caldron

Through the darkness of this room you can just barely see green-glowing wisps bubbling up from a huge black kettle bubbling over a large firepit in the center of the room. Electric cackling sounds suddenly strike, sending a shudder through you.

If the witches are able to capture one of the PCs, they keep him shackled up here and torture him (gagged). If any other PCs intrude, the four witches attack immediately. They begin their onslaught by summoning a Water Elemental to attack on their behalf.

Note that if their familiars are killed, each witch must succeed at a system shock check or die.

Witch #1, 5th level magic-user, human

Witch #2, 5th level magic-user, human

Witch #3, 5th level magic-user, human

Witch #4, 5th level magic-user, human

Salt Water Elemental

The witches share a pair of spell books. Book number one contains the spells listed for witches number 1 and 2. Book number 2 contains the spells listed for witches number 3 and 4. The witches hide their spell books under a loose flagstone near the firepit. The books are protected by Explosive Runes (6d4+6 points of damage to all in a 10-foot radius). Note that setting off the Explosive Runes will require the books to make a saving throw versus magical fire. The books contain all of the spells the witches know (see above) plus each book contains Read Magic, Write, Find Familiar, and book number one contains Explosive Runes. They are worth 14,000 and 13,000 EP respectively (and twice those numbers in gp). There is a **Bowl of Commanding Water Elementals** (EPV 2,000, GPV 25,000) lying on the floor. Each witch also has a bottle of Sleep Elixir (works on contact for victims <9 HD, save vs. spell or fall asleep). Note that the Elixir only remains potent for 24 hours.

Use Map 8 for K57-K58.

K57. Parapet Pentagram

This is the top of the tower. Boiling black clouds roll unceasingly over the dark towers of Robinloft. The 60-foot-diameter tower roof is rimmed with broken parapets that drop into the swirling mists of fog below. A slender stone bridge spans the gap between this tower and the tower to the north, some 20 feet away. To the east, the high tower of Robinloft thrusts skyward with no apparent opening at this point.

The courtyard is 190 feet below. Anyone falling off the south or east edges suffers 19d6 points of damage. The roof of the keep is 80 feet from this point, so anyone falling off the north or west edge of the tower first takes 8d6 points of damage, then must make a Dexterity check or fall to the courtyard for an additional 11d6 points of damage.

K58. Bridge

This slender stone and masonry bridge hangs in the swirling fog. The stones are wet and slippery. The old iron hand-railings rusted away years ago, leaving the bridge without hand holds.

The bridge connects K57 and K20. See K57 for falling damage.

USE MAP 10 FOR K59.

K59. Hightower Peak

Check your Fortunes of Robinloft results for possible treasure here.

> The spiraling staircase finally ends at a 5-foot-wide walkway that circles the shaft. In the center of the tower's highest floor, a 15-foot-diameter hole drops into the cold heart of Robinloft itself. Cold air rushes up from the shaft sending a chill through your every bone. Archers' slits line the walls. Aging beams support a steep roof. One beam and part of the roof have fallen away, leaving a gaping hole to the sky.

The hole is K18a.

Use Map 9 for K60.

K60. Northtower Peak

> The stairs emerge to a comfortable looking room with several couches and chairs. A couple of cloudy grime-covered windows peer out over Morosevia. The furniture appears to be molded to the floor.

The entire upper portion of this tower from the crosswalk at Area K58 is actually a DoppelMeister. This is a huge shapechanging beast that mimics buildings in an attempt to lure victims inside its maw so it can devour them. It sometimes sets up in the Village of Morosevia but when it eats too many villagers the others become suspicious and avoid it. Thus, it sometimes comes to Castle Robinloft to "lay low" until the villagers get careless again. Sometimes, just for fun, it climbs down the tower and imitates a gazebo the courtyard Area K1. Feel free to use it in either location. In fact, if the PCs seem to be spending a lot of time in the village, you can even have it return there to hunt for food again.

Once something enters the DoppelMeister, there is a 10% cumulative chance per round that it wakes up. Once it awakens, those inside must make a Dexterity check to keep from falling over as it begins to collapse its walls, floor and ceiling over its victims. On the first round it awakens, PCs may attempt to force open the "door" they came through by making a successful bend bars/lift gates check. Thereafter, the only way to escape is to cut one's way out by killing the beast (or use Teleporting magic). While inside an awakened DoppelMeister, victims take 1d12 points of damage from acidic digestive juices per round.

DoppelMeister

LARDERS OF III OMEN

Use Map 11 for K61 —K72.

K61. Hallway

> A web-filled stairway spirals down into the south end of this 10-foot-wide arched hallway. The stairs continue to wind down further into the unholy depths of Robinloft. A door leads out from the north end of this hallway.

TRAP: There is an elevator trap in this hallway triggered by pressure on a panel in the floor. There is a secret door in the ceiling over the floor panel. The secret door can be opened; it leads to K31a.

Anything weighing 40 pounds or more has a 30% chance of triggering the trap. Roll for each character as he crosses the floor plate. When the trap springs, two steel portcullises drop with lightning speed, closing off the middle 10-foot section of the hallway. Characters must make a Dexterity check with a +5 bonus (to their effective Dex) to avoid being hit by the closing portcullis for 1-8 points of damage.

As soon as the steel portcullises close, two stone blocks, 10 feet wide by 2 feet deep, slowly descend from the ceiling. The stone blocks take one full round (60 seconds) to drop to the floor, closing just behind the steel portcullises. The blocks weigh 40 tons apiece and are an irresistible force. Characters trapped between the stones must make a saving throw versus poison (sleeping gas) with a -4 penalty or fall asleep. Those who remain awake inside the trap feel the floor suddenly rush upward. The stone compartment they are in takes them to K47. The trapped and sleeping characters present an excellent opportunity for Tahd to attack.

Characters trapped between the falling portcullises see the stone walls fall around their fellow adventurers, hear several terrible grinding noises from within for one melee round, and then watch the stones and portcullises rise, revealing a clear corridor.

K62. Servants' Hall

> This hall stands in deadly silence. The low ceiling sags from heavy beams. A fog clings to the floor in thick patches, obscuring everything less than 3 feet above the floor. The giant shadow cast across the ceiling shifts with the dark figure shuffling purposefully down the corridor toward you.

At the east end of the hall is a rusted but sound portcullis leading to K63. The double doors to the west are made of heavy planks, banded with steel. Stairs on the east end of the north wall lead up to K23. The figure approaching is Cyrus Belview, who will not attack first. The light in the room comes from a lantern on the floor behind Cyrus.

Cyrus Belview, Vampire Thrall

Poor old Cyrus is obviously crazy. He has served the master for uncounted years and is totally devoted to him. Cyrus tries to get the PCs to retire "to your room in the tower" (K50). If the PCs agree to go, he takes them there via the elevator in K61. If the PCs do not go to K50, Cyrus returns to his work of preparing his dinner in K65. Cyrus tends to giggle to himself from time to time for no apparent reason. He also has the inappropriate sense of humor flaw.

K63. Wine Cellar

> Arched frames of stone form a low, wet ceiling over this wine cellar. Great casks of wine line the walls, their bands rusting and their contents long since spilled onto the ground.

At the far south end of the west wall, a crack, 1/2 inch wide by 5 inches long, leads to K18.

K64. Guards' Stair

> This is a spiral staircase of gray, dusty stones.

This stairway starts at K68 and goes up past K13 to K46.

K65. Kitchen

A horrible odor of decay assaults your senses as you enter this steaming room. A huge pot bubbles over a blazing fire in the center of the floor, its green, muddy contents rolling over and over. A metal hood above the fire gathers the smoke to a port above.

The fume hood vents to a small chimney on the north side of the castle. Any character who looks into the pot encounters the Zombies that are in the pot. If Cyrus Belview is present (see Area K62 above) when the Zombies attack, he grabs a large club near the door and tries to beat them back into the pot. Cyrus explains that he just isn't the cook he used to be and his meals tend to get out of hand these days.

3 Monster Zombies

K66. Butler's Quarters

Numerous items fill this 20-foot-square room from wall to wall. A small, sagging bed sits to one side under a huge faded tapestry of Robinloft castle. Dusty lanterns sit in various places. Huge, rich curtains are draped haphazardly about the room. Thousands of pieces of junk cover the floor. Broken swords, crumpled shields and helmets lie in piles all about.

There is nothing of value in this room. If Cyrus Belview is with the party, the PCs should notice that he is fingering their equipment and chuckling to himself. Cyrus has been picking up equipment from dead adventurers for years. He looks forward to adding to his collection after Tahd gets through with the PCs.

K67. Guards' Hall

Darkness, cold as a winter sweat, wraps around you. Large oak tables, scarred and beaten, lay scattered like toys about this room, their wood crushed and splintered. Dark stains cover the floor and the wall.

The room is 30 feet wide east to west and 60 feet long north to south. There is a door in the center of the north wall and a door in the center of the south wall. A set of double doors leads from the east wall.

K68. Guards' Run

This 10-foot-wide arched corridor starts at a heavy wooden door on the north. Cool, moist air blows out from an archway in the west wall.

The archway leads to K69. The north door leads to K67. The hallway ends at K64 to the south.

K69. Guards' Quarters

Sickly yellow lichen covers the ceiling of this 10-foot-wide passage running east and west. Opening off to both sides of this passage are 10-foot-square alcoves. Rotting cots and rags lie in the shadows of the alcoves. A deathly silence fills the hall.

When the characters enter the hall half way, 10 Skeletons leap from the alcoves and attack.

10 Screaming Skeletons

K70. Kingsman Hall

This 30-foot-square room lies in chaos. Shattered furniture lies in heaps near the walls. Broken bones lie scattered amid crumpled and crushed plate armor. Shields and swords jut from the walls as if driven there by some tremendous force. There is a door in the center of the north wall, and a door in the center of the south wall. A dark archway leads out through the east wall. Several disembodied pairs of large demonic-looking legs stand against the west wall. They appear to be cut off at the knees.

The Hordlings are using their Invisibility power, but it only covers 75% of their bodies. They attack PCs who notice them.

3 Hordlings

K71. Kingsmen Quarters

A dark, low passage leads to an ascending staircase. Sickly yellow lichen covers the ceiling. There is a small room on each side of the passage.

K72. Office of Vengeance

This shadowy room is in perfect order. An old cot stands to one side, its heavy blanket made taut and straight. A great table stands with its chair, inkwell and quill lying in carefully placed alignment. Lances and swords are carefully hung on the walls.

A secret door in the north end of the west wall leads to K79. A Shadow Demon lives in this room. After the party enters the room, the demon leaps out to attack. Since the Shadow Demon's abilities depend on the lighting conditions in the room, be sure to consider what the PCs use for a light source (if any) before resolving combat.

Shadow Demon

DUNGEON AND CATACOMB

Use Map 12 for K73-K90.

K73. Dungeon Hall

The stairs descend into black, still water that fills an arched hallway before you. The water's surface is like dark mirrored glass, disturbed only occasionally by the "thwick" of a drop falling from the ceiling. Twenty feet down the hallway, arched doorways lead downward 2 feet from each side of the hallway. In each arched doorway, an iron door stands closed and partially submerged. All is still except for a weak cry for help coming through the south door.

The floor beneath the water is not as solid as it may seem. There is a safe path (see Diagram A), but the rest of the floor is covered with special weight-sensitive trapdoors. For every 10 pounds of weight on a trapdoor,

there is a 5% chance that it suddenly opens, plummeting any characters standing on it to a pit. The pit under each trap door causes the PCs to slide underwater into the cells in Areas K74 and K75.

The numbers on the floor in Diagram A indicate to which cells the traps lead. If a character sets off a trap, other characters in the hall see an explosion of air and water fly up around the trapped character (as air trapped in the pit is released suddenly when the trap door opens). The trapped character suddenly falls from sight. The trap doors automatically reset themselves, leaving only a slowly dissipating swirl in the water. Trapped characters are deposited into dungeon cells closed with iron bars, with the floor 5 feet under water (see Areas K74 and K75). Tahd attacks lone characters here if he can.

K74. North Dungeon

The fungus-laden ceiling hangs 3 feet above still black water that fills this dungeon corridor. The water is 5 feet deep. Small cells, their entrances blocked by iron bars, are on both sides of this arched central hall. Liquid drips from the hanging growth on the ceiling.

The corridor is 40 feet long. There is a secret door 5 feet up the north wall of Cell "e" that leads to a polished marble slide (K82). The secret door can only be opened from K82.

In each cell listed below, many previous adventurers gave up their gold. All the items lie under the dark water.

Cell a	6,100 ep
Cell b	5,600 ep
Cell c	600 pp
Cell g	6,900 ep
Cell h	**Bastard Sword +2, Cursed Berserking**

K75. South Dungeon

Use the boxed description from K74. A Werewolf lurks in the water in Cell a, waiting. There are 650 pp in cell b.

Werewolf

The Werewolf appears as a villager. He begs the PCs to rescue him. Tahd locked him in here for being disobedient. Anxious to prove his worth to Tahd, the Werewolf tries to join the party and attack the PCs at the first good opportunity.

K76. Torture Room

Dark, low shapes thrust up out of the still, brackish water that fills this room. This room is about 50 feet square and the ceiling is about 17 feet above the water. There is an arched exit in the center of the east wall. To the north, a large balcony stands 7 feet above the level of the water in the room.

The water is three feet deep. Close examination reveals that the dark shapes in the room are racks, iron maidens, stocks and other torture apparatus. The skeletons of their last victims seem frozen in silent screams. The lower portions of them are underwater. These Coffer Corpses attack after the entire party is in the room. The Coffer Corpses rise slowly out of the water, their slime-gray arms clawing upward through the water as they attack. If the PCs search under the water they find additional corpses of victims. One of these still wears a broad sword in a scabbard. The broad sword is, in fact, a **Holy Avenger +2**. Also, 600 hsp and 200 pp lie scattered about.

In the northeast corner is a Troll who works here for Vlad'Neer in the position of head torturer. The Troll takes full advantage of the water to protect himself from burn damage if attacked. His only currently living victim is a horribly scarred human man who is actually the true Bürgermeister! Soon after Oksana Berger was born 16 years ago, Tahd captured the Bürgermeister and vowed to make him pay for his involvement with Melanee. He sentenced him to a lifetime of torture here in the dungeons of Castle Roblinloft. Not wanting to let the child go uncared for, he Polymorphed one of his charmed thralls into the form of the Bürgermeister and instructed him to live in the village and care for the child as if she were his own. The shell of a man here in Tahd's dungeons is the birth father of Oksana Berger.

6 Coffer Corpses

1 Troll

Bürgermeister Meister Berger

K77. Observation Balcony

There are two large thrones on this balcony. Behind the thrones is a large red velvet curtain running 30 feet from the east wall to the west wall. The ceiling here is 10 feet high.

This room continues behind the curtain an additional 10 feet to a wall with a door in the center of it. The door leads to K78. Hidden beneath the western-most throne is a bag containing 600 pp.

K78. Brazier Room

This room is 30 feet square, rising to a 20-foot-tall flat ceiling. Gargoyle carvings smile, revealing their teeth, from high upon the walls, well lit by a brazier that burns fiercely in the center of the room. A large domestic cat lies curled up on the floor near the brazier. From its alcove in the center of the east wall, a bronze statue stands saluting with its weapons bared. Its eyes seem to watch you as you walk about the room. A single door stands in the south wall while three doors line the north wall. A stairway opposite the statue descends into darkness. There is a distinct lack of dust in this room as it is cleaner than any other you have seen in the castle thus far.

The cat is actually a Vampiricat. If the PCs enter the room and remain for more than one round, the cat awakens, walks over to them and tries to rub against the legs of each party member. When doing so, the PCs notice that it has an eerie and unsettling aura. If allowed to do so without interruption, it returns to its bed near the brazier and quietly watches the PCs. If the PCs attack it, try to pet it or approach the brazier, it attacks. In a small pile underneath the brazier lies 300 pp, 8 gems (100 gp each) and three small obsidian cat statues (100 gp each).

1 Vampiricat

K79. Western Stair

This staircase of ancient stone is worn smooth through use in ages long forgotten. It is surprisingly clean and polished.

The stairs rise at a 45-degree angle for a distance of 40 horizontal feet and lead to a landing 10 feet square. A second set of stairs continues upward to the east at a similar angle a distance of 30 horizontal feet ending at a door to K72.

K80. Center Stair

The door creaks open to reveal a stone staircase between rough masonry walls. The hall is free of obstruction and the steps are surprisingly clean and polished. A cool dampness seems to flow from within as a thick fog slowly forms in the room. The staircase is obscured in the swirling mists. The wind within howls mournfully.

The stairs rise at a 45 degree angle a distance of 20 horizontal feet to a 10-foot wide corridor. The masonry walls abruptly end, opening into a roughly hewn tunnel heading east (K81).

K81. Tunnel

This is a long, low tunnel. Its rough, damp walls are barely discernible through thick fog. This tunnel passes through the rock-pillar of Robinloft itself.

Dwarves can tell that this is a relatively new construction compared to that seen thus far. The 80-foot long tunnel ends in a stone door.

TRAP: There is a trap door in the floor, 50 feet east of the top of the stairs. The trap is activated by weight. There is a 5% chance for every 10 pounds on the trap door that the door suddenly opens. When the trap door opens, everyone who is standing on it falls onto the marble chute in K82.

K82. Marble Slide

This is a smooth dark shaft of polished black marble.

The shaft plunges from the trap door in K81 through a one-way secret door into Cell e in K74. Any character attempting to climb the polished marble suffers a penalty of -35% on his chance of success.

K83. Western Stair

This is a dark spiral staircase of rough-hewn stone. It is surprisingly clean and polished.

The staircase starts at K78, goes up to K83a, then continues up to K37.

K83a. Western Stair Landing

This 40-foot-long corridor connects two spiral stairways. The walls and stairways are constructed of rough-hewn stone. The stairway on the north end of the west wall leads down to the depths beneath Castle Robinloft. The stairway on the south end of the west wall leads up out of sight.

The north stairway leads down to K78. The southern stairway leads up to K37.

K84. The Catacombs

Buried deep beneath the keep of Robinloft, this arched ceiling sags over squat crypts, forming these catacombs. A thick fog clings to the floor at knee height. Cobwebs hang limp in the musty air. Thick dust has settled over everything, filling the crypts' engravings, making it difficult to make out the names of those buried here. The black ceiling is moving.

READ THIS SECTION WITH CARE. MUCH ACTIVITY CAN TAKE PLACE HERE. The catacombs fill an area roughly 110 feet east to west by 180 feet north to south. The catacombs consist of 10-foot-wide arched walkways running between 10-foot-square crypts. The arched walkways and the crypts support the ceiling. The sliding chute traps indicated on the map form a protective perimeter around Tahd's tomb. People who fall into those traps likely find themselves alone facing some dangerous monsters. There are five exits.

1. The Crypt 1 door to the tunnel (K81).
2. The barred doorway north to Room K85.
3. The hallway east to Room K87.
4. The Teleport in Crypt 32 to Room K86.
5. Up the high tower stair (K18) or shaft (K18a) to the west.

The movement on the ceiling is due to the huge flock of Dire Robins that resides here. The Dire Robins roost here during daytime hours and fly out in the evening through K18a to hunt at night. They do not attack humans unless provoked or specifically commanded to by Tahd.

3,000 Dire Robins

Each crypt houses the remains of the person (or persons) listed on the crypt's stone door with an epitaph. Don't forget to require an open doors roll for each crypt. Unless noted otherwise, each crypt contains a 3-by-5-foot rec-

Dire Robin Flock

tangular slab of marble, 3 feet high, with a skeleton draped in rags lying atop it. Once out of their crypts, the creatures in K84 pursue the PCs anywhere, except into rooms K85, K86 or K87. Each crypt is described individually below. The epitaph on each stone door is written in quotes.

Crypt 1. "Spectre Ab-Centeer. She now walks that path of pain and torment. A gift to all who look upon her still."

The stone door leads not to a crypt, but to a hewn tunnel of stone (K81).

Crypt 2. "Artista DeSlop – Court Ceiling Painter"

Crypt 3. "The Lady Isolde Yunk (Isolde the Incredible). Purveyor of Antiques and Imports."

Crypt 4. "Prince Aerial Du Plumette (Aerial the Heavy)"

Ghost

The stone door is on the south side of this crypt. Ariel was a terrible man, who sacrificed more than himself in his quest for wings. Characters seeing this Ghost age 10 years and flee in panic for 2-12 (2d6) turns unless they make a saving throw versus spells. Clerics above 6th level are immune to this attack, and other humanoids above 8th level gain a +2 bonus on their saving throw rolls. The Ghost uses its Magic Jar spell while ethereal, or by touch if materialized as noted. Spells do not work against a Ghost unless they are cast on the Ethereal Plane. Any human, dwarf, elf, gnome or halfling killed by the aging attack of a Ghost is dead forever.

The corpse on the slab in this crypt holds a **Morning Star of Glory +2.**

Crypt 5. "Artank Swilovich: Here interred and with great mourning courtesy of the Morosevian Wine Distillers Brotherhood."

Crypt 6. The name and epitaph on this crypt have been clawed off as if by some mad tormented beast.

The stone once read, "Marya Markovia: Great was her beauty, undone by a jealous hand."

Crypt 7. The stone door lies on the floor, obscured by the fog. The crypt gapes open. Rags of white linen lie flat on the slab.

Rotting leather bags under the linen cloth contain a total of 3,400 gp, two **Potions of Healing** and three 500 gp gems. A Spectre waits within. Anyone totally drained of levels by the Spectre becomes a half-strength Spectre in the control of the monster that drained him.

Spectre

The epitaph reads: "Endorovich (Endorovich the Terrible): What the blood of an thousand slaves did not do, the spurn of a woman accomplished." This man loved Marya (see Crypt 6) and found that she loved someone else in his court. As Marya and her lover were dining, Endorovich put poison into the man's wine glass. The glasses were mixed up and the girl drank it instead. The lover was hanged for the deed and buried in the cemetery behind the church in Morosevia township. Endorovich never did get over his guilt and, in his madness, killed many in his lifetime.

Crypt 8. "Duchess Dorfniya Dilisnya"

Crypt 9. "Pidlwik (Fool of Dorfniya)"

Four earthen jays in a corner of the crypt each contain 1,550 cp.

Crypt 10. "Sir Leam Triksky (Sir Lee the Crusher). What sword did not, time's passage did."

Three pieces of jewelry are draped on the skeleton, each valued at 5,000 gp.

Crypt 11. "Tasha Petrovna, Healer of Kings. Light unto the West. Servant. Companion."

Crypt 12. "King Toisky"

Crypt 13. "King Intree Katsky (Katsky the Bright. King, Ruler, and Inventor)."

Five hundred platinum pieces lie in a hole under the skeleton.

Crypt 14. The stone door is blank. This crypt has never been used.

Crypt 15. "KHAZAN: His word was power."

Khazan is the command word for the Bowl of Commanding Water Elementals in Area K56.

Crypt 16. "Elsa Fallona"

Crypt 17. "Sir Sedrik Spinwitovich (Admiral Spinwitovich). Confused though he was, he built the greatest naval force ever assembled in a land locked country."

Crypt 18. The opening stone has been carefully laid to one side. Through the swirling mists of the perpetual fog newly engraved letters can be read, "Oksana Berger: Wife."

The crypt is empty. This is where Tahd intends to keep Oksana after she is "converted."

Crypt 19. "Artimus (Builder of the Keep). Thou standeth amidst the monument to his life."

Crypt 20. "Sasha Iviskova: Wife."

This Vampire is an old wife of Tahd's, a townperson now under his control. Her tomb contains the following treasure: 8,000 sp, 1,500 hsp, one **Short Sword +1** with a single Wish spell stored inside it, and a **Scroll** with Fireball, Hold Person, Haste, Lightning Bolt, and Slow spells.

Common Vampire

Crypt 21. "Patrina Velikovna: Bride."

Sivian Banshee

Dwarves notice that the engraving on this stone door is newer than those found so far. The Banshee inside attacks as soon as the crypt is opened, though she can pass through solid objects if need be. Her treasure lies behind the remains of her corpse. Heaped in mounds about the crypt is Patrina's treasure: 500 pp, 31,300 gp, and 5,300 cp.

While Sivian Banshees have no physical attacks, they may use a Wail of Despair attack that affects anyone in a 20-foot radius. Those who hear it must make a save versus spell or become so despondent that they commit suicide. Lawful good creatures are immune to this wail. A Sivian Banshee can be turned as a Ghost, holy water does 2-12 points of damage to her and burning the mortal remains of a Sivian Banshee immediately kills her.

Patrina was a gypsy elf maiden who, having learned in early life a great deal of the black arts, was nearly a match for Tahd's powers. She felt a great bond with Tahd and desired to become one of his wives. Tahd, ever willing, agreed, but before the final draining of spirit from her soul could take place, her own people convinced her they had killed Tahd. In despair at the lost opportunity to embrace his darkness, she committed suicide. When Tahd learned of this, he demanded, and got, the body. She then became the Sivian Banshee spirit found here.

If her Wail of Despair attack appears to be successful, she tries to convince the victim(s) to stay and chat with her a while before doing himself in. If he agrees, he temporarily loses the compulsion to commit suicide as long as pair keeps company. However, the urge returns once they part or she grows bored with the conversation.

Crypt 22. "Sir Erik Vonderbucks"

Crypt 23. The opening stone is unmarked. The crypt is empty.

Crypt 24. "Ivan DeRose, Champion of Winter Dog Racing. The race may go to the swift, but vengeance is for the loser's relatives."

Crypt 25. "Stephan Gregorovich, First Counselor to Baron Vlad'Neer"

Crypt 26. "Intree Sik-Valoo: He spurned wealth for the knowledge he could take to heaven."

Crypt 27. This crypt is unmarked.

Three huge spiders lie above this crypt and attack anyone who comes near. The tomb contains 6,000 sp and 2,000 ep.

3 Giant Spiders

Crypt 28. "Ardent Pallette, Chef Delux"

A body in white cloth with a high chef's hat atop the skull rots naturally. Inside the hat are three pieces of jewelry worth 1,200 gp each.

Crypt 29. "Ivan Ivanovich, Beloved of Anna Petrovna."

Crypt 30. "Prefect Ciril Romulich (Beloved of King Barov and Queen Robin) High Cleric of the Most Holy Order."

A body in white clothing rots naturally, its skull resting atop a small chest. Within the chest are 10 Flight Arrows +1, a Scroll of Raise Dead; and 3 bottles containing Potions of Poison, Clairvoyance, and Invulnerability.

Crypt 31. "$$We knew him only by his wealth"

There is a large, bulging chest in the center of the crypt. It is empty.

Crypt 32. "St. Finderway, Patron Saint of Lost Travelers"

This tomb contains a skeletal being in a large baggy brown cloak that has deep-set eye sockets that glow with a hypnotic red light. Note that the creature's Teleporting touch could be very dangerous for the PCs. In addition to possibly sending one or more of them to some unfriendly area of the castle alone, it might result in a Teleportation to the outside of the cliff face where anyone unable to fly, Levitate or otherwise save his sorry ass plummets to his death on the rocks below.

Crypt Thing

The tomb also contains 200 cp, 100 sp, 500 ep, 400 gp, 500 hsp, 200 pp, a **Potion of Rainbow Hues**, a **Potion of Ventriloquism** and a **Robe of Scintillating Colors.**

Crypt 33. The stone door is blank. This crypt has never been used.

Crypt 34. "King Dostron"

Crypt 35. "Stahbal Indi-Bhak: Advisor to Endorovich from eastern lands. A truer friend no ruler ever had. Here lies his family in honor."

The door to this tomb is locked. Tahd holds the key. In the vault lie 12 stone coffins with heavy lids. There is a Wight in each coffin. Though the Wights normally rest in their coffins, they can easily remove the lids (with an open doors roll at a Strength of 11/51) and they will do so if they hear anyone enter either through the door or the sliding chute trap. The tomb contains 1,500 hsp and 550 pp.

12 Wights

Crypt 36. "Americo Standardski (Inventor)"

When this crypt is opened, three pairs of red glowing eyes stare out. The three Hell Scorpions within attack immediately. Tahd keeps these as pets and periodically lets them out to feed. The tomb contains 4,000 cp, 3,000 ep and five 3-foot tall obsidian statues of demonic looking beasts (100 gp each).

3 Hell Scorpions

Crypt 37. "Gralmore Nimblenobs"

The stone door only gives the name above. A body in red robes lies within, rotting naturally. About the corpse a **Scroll** with Charm Monster, Polymorph to Amphibian, and Polymorph Self spells.

Crypt 38. The stone door is clawed and marked so that no name is readable. The tomb is empty.

Crypt 39. "Beucephalus, The Wonder Horse. May the flowers grow ever greener where he trods."

This crypt has a larger door than all the rest. A Nightmare inside rears up when the door opens. The Nightmare's smoking breath obscures vision, blinds opponents, and chokes them temporarily, causing them to attack with a -2 penalty (on to-hit and damage rolls for 3-12 rounds) unless they succeed at a saving throw versus paralyzation. This is Tahd's steed. The steed usually leaves by flying up the shaft in the spiral staircase (K18a).

Nightmare

Crypt 40. "Tatsaul Eris: Last of the line"

K85. Tomb of Sergio Vlad'Neer

Check your Fortunes of Robinloft results for treasure and encounters here.

> You feel a peaceful stillness, a calm amid the storm, in this place. In the center of the tomb, a white marble slab holds the coffin of Sergio Vlad'Neer. This quiet room is 50 feet long north to south and 30 feet across. To the north, behind the intricately inlaid coffin, there are three alcoves. A beautifully carved statue stands in each alcove, just as the day they were placed there.

The coffin opens easily to the touch of any lawful good character. The body is clothed in shining **Plate Mail Armor +2.** The statues are white marble and are worth 1,000 gp each, although they would be very difficult to move without damaging them.

K86. Tomb of Tahd Vlad'Neer

Check your Fortunes of Robinloft results for possible treasure and encounters here.

A darkness clouds this room and the essence of evil permeates the very air. The smell of freshly turned earth fills the area. The room appears to be 50 feet long from east to west and 30 feet across. There are three alcoves in the south wall. In the center alcove sits a pedestal supporting a finely polished blood red stone. Settled into the dirt on the floor, lies a shining black coffin of finely waxed wood. The coffin's fittings are of brilliant brass. The lid is closed.

If Tahd has been reduced to 0 hit points within the previous 8 game hours, his body lies in this coffin. The **Pommel Stone of Vlad'Neer** lies here on a pedestal in the center alcove. Tahd's spellbook can also be found here. It has an Avoidance spell cast upon it.

K87. Guardians

Wide steps descend to a landing flanked by two alcoves. Within each alcove, standing the full 30-foot height of the ceiling, is a statue holding a spear. A thin curtain hangs between the two alcoves blocking the corridor. Dimly visible on the other side of the curtain are more descending stairs.

The two statues are Clay Golems programmed to attack anyone who passes through here.

2 Clay Golems

K88. Tomb of Barov and Ravenovia

Check your Fortunes of Robinloft results for treasure and encounters here.

This tomb rests in hushed silence. Great stained windows filling the eastern walls filter dim light into this room. A closed coffin stands on each side of this roughly 40-foot-square room.

If anyone looks at the ceiling, they notice it is tangled with a complex of webs. The Tarantubats live there. A small piece of one of the stained glass windows has cracked and broken away. The Tarantubats fly out at night to feed.

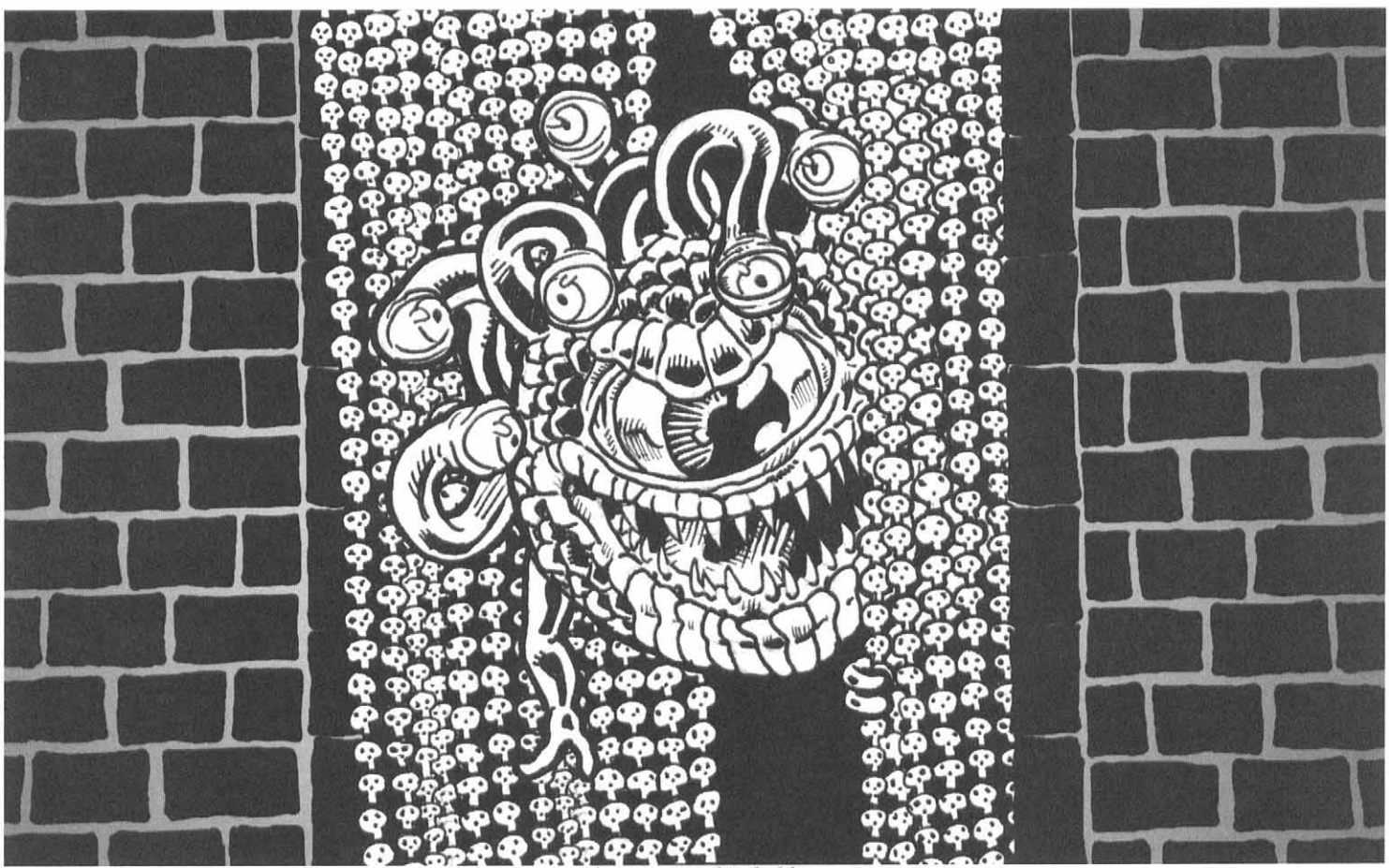
20 Tarantubats

K89. Room of Statues

Stairs descend into this round room. Around the walls are several incredibly life-like statues of various people. There are three humans, a dwarf, a gnome, an elf and a halfling. Across the room is a curtain made out of human skulls strung together like beads.

This room is the "welcome chamber" for visitors to Choonie the Lewd Beholder. The life-like statues should be a good clue as to what might be in store for PCs if they dawdle in this room for too long. If they spend more than 3 rounds here without taking precautions to remain silent, Choonie emerges from his lair in Area K90 and "greet" his visitors.

The statues are, of course, adventurers turned to stone by Choonie. If the PCs have the means to return the statues to living flesh and think to do so, they may find a very special item with one of the humans. Obviously, if he survives the system shock roll, he tries to retain the item as his own. But if he dies, the PCs may find his Deck of Wondrous Things of interest. The man who holds the sword was a 10th level paladin named Willard DuGood. The rest of the statues are his adventuring buddies who, even if he is killed in the



Choonie, Lewd Beholder

process of being freed, would be Honor-bound to return the fabled deck to his clan for the reading of his will.

K90. Lair of Choonie

This elliptically shaped room is barren except for a chest that sits against the south wall. About 6 feet up from the floor on the south wall, there is a recessed ledge that holds a bed of skull bones.

Here dwells Choonie the Lewd Beholder. He came to Morosevia years ago and soon found a friend in Tahd Vlad'Neer whom he could lick without ill effect, for Tahd is immune to Choonie's poison. The two have been friends ever since (as far as such evil creatures can be friends with one another). Perhaps the biggest thing they bicker about is the fact that Choonie likes to keep his areas of the castle neat and shiny clean while Tahd prefers more of the retro horror look.

TRAP: The chest appears locked. Opening the chest from the front releases a cloud of sleeping gas from the false compartment in the top. Once the false top has been opened, an illusion shows an empty trunk. The trunk actually opens from the back and contains a **Scroll** of Phantasmagoria; a **Scroll** containing the two clerical spells Dispel Evil and Restoration; three **Potions of Healing**, a **Potion of Levitation**, a Potion of ESP, a **Philter of Love** and a pair of **Boots of Earnestness** (human sized). There are also 4,000 gp, 1,300 pp and eight ivory figures of jungle animals (50 gp each or 500 gp for the complete set) scattered throughout the pile of skulls. Choonie wears a **Ring of Good Omens** (the Wish has been spent, but it still grants +2 to all saving throws). Two of Choonie's flaws may give the PCs some advantages over him. His short term memory loss means that, should the PCs run away, he likely forgets why he was trying to chase them in the first place and possibly gives up. Being a hemophiliac, Choonie suffers double damage from all injuries. Also, healing potions only repair half as much damage as they normally would. He wears **Ring of Fast Scabbing** that helps him keep from bleeding to death when in melee. Being fully aware of his handicap, Choonie will, unlike most Lewd Beholders, immediately use his eye stalk powers to even the odds when he begins a fight. After neutralizing some of the numbers of creatures opposing him, he singles out a target for a lick attack. If he is severely injured he goes back to the eye stalk attacks to attempt to save his life.

Choonie, Lewd Beholder

Epilogue

After Tahd is destroyed forever, a peacefulness finally settles in on the land. Though dangerous monsters still lurk, there is a feeling that things are going to get better. Rest has come to the valley for the first time anyone can remember. There is sleep without fear. The villagers will thank the PCs for lifting the cloud of darkness from their village. Those transplanted here from other realms certainly want to leave and visit their homelands. If the real Bürgermeister has been rescued, Oksana will want to get in touch with her birth father and make his life as comfortable as possible. Furthermore, if she learns the story of her mother, she wants to track her down. If the PCs or anyone else somehow uses divining magic to seek the location of Melanee, they find only that she left Morosevia through the cave under Tser Falls and apparently descended into the NetherDeep. But that is another story.

Appendices

TREASURES AND TOMES

Holy Symbol of Robinkind (GPV = 4,000 EPV = 40,000)

The **Holy Symbol of Robinkind** is an ancient platinum medallion that was once worn by the High Cleric of Robinloft. It is a powerful lawful good symbol. The sun-shaped holy symbol has a large crystal embedded in its center. Around the crystal are many holy symbols of light and truth. When presented forcefully toward any undead creature, the medallion adds +2 to the cleric's roll to turn undead. When presented against Vampires, however, it flares with the light of the sun for 1-10 rounds. Remember that Common Vampires take 5-20 points of burning damage per round of exposure and are destroyed by exposure to direct sunlight for 10 rounds. Vampires cannot move or attack while the medallion flares. Other creatures are not be affected by the medallion. The flare power of the medallion can only be used once per week and expends one charge. The device was created with 50 charges, 7 of which have been spent. It is unknown whether or not it can be recharged as no one has ever tried.

Tahd Vlad'Neer has also enchanted this artifact with an Avoidance spell. Thus, no living creature can touch it while the enchantment remains. It might be possible for the PCs to remotely grab the **Holy Symbol** with something that allows them to remain over one foot away (such as a large pair of tongs). Alternatively, some know-it-all PCs may try to stand on either side of the item and lift it together (not touching it but trying to force it to remain stationary between the two of them. This would be like lifting a greased pig. If someone tries this, let them go ahead with the plan, but have each make Dexterity checks (with a -6 penalty to effective Dexterity) every round they try to hold it in such a manner.

The Icon of Robinloft (EPV = 3,000 GPV = 12,000)

The Icon of Robinloft is a lawful good artifact of tremendous power. The Icon is a small statue made of the purest silver. It is 12 inches tall. It depicts a holy knight of Luvia. The artifact adds a +4 bonus to turn any undead and can heal 3d6+3 hit points once per day when used by a cleric of good alignment. Doing so expends one charge. The device was originally created with 50 charges, 25 of which have been spent. It is unknown whether or not it can be recharged as no one has ever tried. Similar to the **Holy Symbol of Robinkind**, the Vexing Spirit of Robinloft protects this device from Tahd and his minions. In kind, Tahd has cast his Avoidance spell on it to thwart would-be Vampire hunters.

The Pommel Stone of Vlad'Neer

See GMG page 280 for information on this HackMaster class relic. (EPV = 3,000 GPV = 35,000)

Holy Bopper +3 (EPV = 4,000 GPV = 40,000)

The Holy Bopper +3 is a footman's mace that has been infused with the spirit of a long dead lawful good cleric of Luvia, gawd of justice. Its Intelligence is 14/04 and it is capable of speaking the common and halfling tongues. It allows the wielder to use Detect Evil or Detect Good in a 10-foot radius as per the spell (as a 15th level caster). However, the user must undergo an alignment audit each day he uses this power. Furthermore, since it is a powerful holy weapon, the damage it inflicts on Vampires cannot be regenerated through their inherent regeneration power. The special purpose of the weapon is to bring lawbreakers to justice. When used in this pursuit, it can also Cause Blindness in those it hits for 2d6 rounds. The Ego of the Bopper is 12, giving it a personality score of 26. In spite of its good intentions and respectable powers it does have somewhat of an annoying personality. It is overbearing, rash and careless. Furthermore it insists on being called "the Big Bopper" or at least "the Bopper" and always makes a loud "Bop" sound on a successful hit in melee. If its wielder is presented with an opportunity to pursue someone who has bro-

ken the law, it always uses its influence to try to convince him that together they must find the lawbreaker immediately and bring him to justice.

Tome of Tahd

The Tome of Tahd is an ancient work penned by Tahd himself. It is a tragic tale of how Tahd came to his fallen state. The book is bound in a thick black leather cover with brass hinges and fastenings. The parchment pages are very brittle. Most of the book is written in the curious shorthand that only Tahd himself employs. Stains and age have made most of the work illegible. There is a base 30% chance to read any paragraph in the book. Read the paragraphs in order from the text below.

I am The Ancient, I am The Land. My beginnings are lost in the darkness of the past. I was the warrior, I was good and just. I thundered across the land like the wrath of a just gawd, but the war years and the killing years wore down my soul as the wind wears stone into sand.

All goodness slipped from my life; I found my youth and strength gone and all I had left was death. My army settled in the valley of Morosevia and took power over the people in the name of a just gawd, but with none of a gawd's grace or justice

I called for my family, long unseated from their ancient thrones, and brought them here to settle in the Castle Robinloft. They came with a younger brother of mine, Sergio. He was handsome and youthful. I hated him for both.

From the families of the valley, one spirit shone above all others. A rare beauty called "perfection," "joy" and "treasure." Her name was Tatyana, a dark skinned elf, and I longed for her to be mine.

I loved her with all my heart. I loved her for her youth. I loved her for her joy. But she spurned me! "Old One" was my name to her — "elder" and "brother" also. Her heart went to Sergio. They were betrothed. The date was set. Sergio spared no expense in courting her.

With words she called me "brother," but when I looked into her eyes they reflected another name — "death." It was the death of the aged that she saw in me. She loved her youth and enjoyed it. But I had squandered mine. The death she saw in me turned her from me. And so I came to hate death, my death. My hate is very strong; I would not be called "death" so soon.

With her will forcing me, I made a pact with death, a pact of blood. On the day of the wedding, I killed Sergio, my brother. My pact was sealed with his blood.

I found Tatyana in the garden east of the Chapel. She did not yet know what I had done [or so I thought] and invited me to drink wine with her as a toast to our new life together. Thrilled with her change of heart, I embraced her and gobbled down the beverage in the goblet she presented. As the thick crimson liquid ran down my throat I realized that this was no wine, but blood, Sergio's blood. Then, before I could spit it out, she thrust a blackened dagger into my stomach and pierced my very soul. Before I lost consciousness, she whispered into my ear, "Fear not chosen one. You are mine now. And it will be ages before I return to torment you again. But know this, I will come." I could feel the power of magic seethe through her grasp and electrify my limp body.

All went black, but I did not die. Nor did I live. I became undead, forever. I have studied much since then. "Vampyr" is my new name. I still lust for life and youth, and I curse the living that took them from me. Even the sun is against me. It is the sun and light I should fear the most, but the last words of Tatyana still haunt me. Of course that was ages ago. And little else can harm me now. Even a stake through my heart does not kill me, though it holds me from movement. But the medallion, that cursed medallion that represents the purity that was once Robinloft! I must dispose of that awful tool! 'Tis as hateful and fearsome as the sun itself.

I have often hunted for Tatyana and seen her in my dreams. But what cursed dreams these are, with her continually out of my grasp. She taunts me! She taunts me! What will it take to bend her love to me and stop the torment? Could this be the return she had spoken of?

I now reside far below Robinloft. I live among the dead and sleep beneath the very stones of this hollow castle of despair. I shall seal shut the walls of the stairs that none may disturb me.

MONSTERS, CREATURES, AND MEN

MOROSEVIAN VILLAGERS

The Morosevians and their ancestors have lived in this valley for as long as anyone can remember. Their lives are deeply imbedded in their homes and their traditions. Because nearly all who come to Morosevia either die or settle there, they are accustomed to assimilating new people into their village. The way Morosevians initially deal with strangers is somewhat unsettling, though. They have a tendency to stare openly, in silence, mourning the addition of yet another innocent victim to their way of life. Morosevians are not talkative with strangers to the extent of being pointedly rude as they fear making new friendships that will be quickly crushed by the brutality of their surroundings. However, once they come to believe that newcomers will be around for a while, they open up and offer what little hospitality and guidance on survival they can. They also have a social cohesiveness (thrust upon them by their weird circumstances) that can make them rise up together against outsiders if one Morosevian is mistreated.

Morosevian Villagers

HACKFACTOR: 0
EP VALUE: 7
CLIMATE/TERRAIN: Morosevia
FREQUENCY: Rare
ORGANIZATION: Village
ACTIVITY CYCLE: Day
DIET: Omnivore
INTELLIGENCE: Semi- to Genius (3-18)
ALIGNMENT: Any
NUMBER APPEARING: 1-100
SIZE: M
MOVEMENT: 12"
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: 8 (Unsteady)
ARMOR CLASS: 10
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1-6 (club)
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
HIT DICE: 1/2
FATIGUE FACTOR: 5
THRESHOLD OF PAIN: 11
LANGUAGES: Morosevian
REFERENCE: Robinloft
Quirks and Flaws: Various

Morosevians are, by tradition, a happy people, though their history and current conditions are not happy. If one manages to win the trust of a Morosevian, one has a friend for life and an ally that will never fail. A typical Morosevians knows rumors 1, 5, 7, 8, 9, 10, 11, 16, 17, 18, 20 and 25.

DIRE ROBIN

DESCRIPTION: Dire Robins resemble standard robins, but twice as large, with oversized eyes that glow faintly red in darkness. These birds have dark gray dorsal feathers with blood red pin feathers and down.

COMBAT/TACTICS: Dire Robins attack day or night, and enjoy roosting in dark trees in large number, trusting their eerie appearance to ward off predators. The birds wait while small flocks of five scout the surrounding area. When they locate prey, the five birds return to the roost, and the entire flock flies off to attack. Dire Robins only attack in groups of five or more. If at any time a group of attacking Dire Robins falls to less than five in number, they all immediately attempt to flee.

When attacking in a group of ten or more, Dire Robins have the uncanny ability to disrupt spells requiring material components. Characters attacked by the Red-eye Birds while casting such a spell must make a Dexterity check or the spell fails (in the case of divine spell casters) or results in a spell mishap (in the case of magic-users).

Dire Robins have the ability to flap their wings furiously while flying normally, obscuring their body in a haze of blurred feathers. The flurry effect gives a Dire Robin AC 0. Dire Robins are capable of such rapid flapping for 1 full round, but it causes a fatigue (morale) check on the following round. Any Dire Robin that takes one or more hit points of damage and survives will flurry on its next action and try to escape the attackers.

HABITAT/SOCIETY: Dire Robins only roost in dark trees at least ten feet tall, and only if the surrounding area is shrouded in fog leaving the illuniation at least 50% of the daylight hours. Highly social birds, Dire Robins always seek out others of their kind, instinctively moving towards the nearest flock within one hundred miles. Dire Robins die if isolated for more than one week at a time, and for that reason they have never been domesticated. If the fog and trees are no longer available, the entire flock moves each night in search of a new area, roosting in the deepest shadows they can find during daylight hours.

Dire Robin

AKA: Red-eye Bird
HACKFACTOR: 0
EP VALUE: 8
CLIMATE/TERRAIN: Dark forests
FREQUENCY: Uncommon
ORGANIZATION: Flock
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Animal (1)
ALIGNMENT: Neutral Evil
NUMBER APPEARING: 10-100
SIZE: T
MOVEMENT: 4", 14" Fly (A)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: 13
ARMOR CLASS: 3
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1d4-2
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Wing Flurry
MAGIC RESISTANCE: Standard
HIT DICE: 4 hit points
FATIGUE FACTOR: 10
THRESHOLD OF PAIN: yes (2)
LANGUAGES: Nil
REFERENCE: Robinloft
Quirks and Flaws: None

ECOLOGY: Dire Robins can survive in any climate where they have fog, darkness, tall trees and a food supply. Their roosts can be identified by the total lack of any small wildlife or insects in a 30-foot radius around the roost. Dire Robins always attempt to stay within sight of trees in order to have a safe point to flurry to if they attempt to flee. More than one lone adventurer has camped in a quiet grove, only to discover it was really a temporarily empty Dire Robin roost while the flock was out hunting. Those who survive the experience are rarely able to endure red lights of any kind thereafter.

Yield:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Nil
Treasure: Nil
Other: Dire Robin eyes continue to glow after being removed from the bird. If soaked in cheap wine for a day and a night, they harden into glowing red marbles that can last up to three years. Ten of these hardened eyes cast a dim red light in a 3 foot radius, and each eye sells for 5 sp each.

GARGIRL

DESCRIPTION: A Gargoyle is a demonic-looking being with a humanoid form, great bat-like wings and gray skin that resembles stone. They have sharp teeth, claws and a pair of low horns on their head. Their female counterparts, Gargirls, have a slightly lighter build than the males yet look every bit as vicious.

COMBAT/TACTICS: Gargirls engage in melee much like their male counterparts, using four attacks per round with their two claws, bite and goring horn attack. However, they also have a special screech attack, best described as incessant nagging, though in any given round they must choose between the nag screech and the physical attack routine. A Gargirl need not know her subject to carry out the nag attack effectively. By simple observation she criticizes anything about an opponent that suits her. She comments on clothing, fighting style or whatever flaw or quirk on which she can hone to verbally abuse her target. Not only does a Gargirl tell her opponents things they don't want to hear, she does it in an incredibly annoying high pitched, scratchy voice. The Gargirl can sustain this nag screech as long as the Gargirl continues to speak. Anyone subjected the nagging attack may attempt a Wisdom check in order to resist the

effects. The successful nag screech can have several effects (roll 1d8 randomly for each nag attack).

Nag Screech Effects.

1) Causes a targeted individual to save versus spell or behave as if under a Fear spell for 6 rounds.
2) Causes a targeted individual to save versus spell or behave as if under a Confusion spell for 4 rounds.
3) Cause all those hearing within 60 feet to suffer -1 to hit and damage.
4) Cause all those hearing within 10 feet to save versus HackFrenzy or suffer the effects of the HackFrenzy quirk while attacking the nearest opponent. (This typically locks a character into melee combat with a Gargirl, which is rarely good for magic-user or thief types.)
5) Cause all those hearing within 60 feet to make an Intelligence check of suffer a +2 penalty to their initiative.
6-8) Causes a targeted individual within 60 feet to have an overwhelming desire to get out of hearing range of the attack for the duration of the nagging.

Gargirl

AKA: Gargoylus-Nagicus, Stone Harpies
HACKFACTOR: 8
EP VALUE: 936
CLIMATE/TERRAIN: Subterranean caves/cities or really nice apartments
FREQUENCY: Uncommon
ORGANIZATION: Tribe
ACTIVITY CYCLE: Night
DIET: Carnivore
INTELLIGENCE: Low (5-7)
ALIGNMENT: Lawful Evil
NUMBER APPEARING: 2-16
SIZE: M
MOVEMENT: 9", 15" Fly (C)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: 11 (Average)
ARMOR CLASS: 5
NUMBER OF ATTACKS: 4
DAMAGE/ATTACK: 1d3/1d3/1d6/1d4
SPECIAL ATTACKS: Nag Screech
SPECIAL DEFENSES: +1 or better weapon to hit, immune to breathing-dependent effects, hide in shadows 25% in stone environment
MAGIC RESISTANCE: Standard
HIT DICE: 3+3
FATIGUE FACTOR: 10
THRESHOLD OF PAIN: yes
LANGUAGES: Nefarian, Common
REFERENCE: Robinloft
Quirks and Flaws: Paranoid and Clingy

HABITAT/SOCIETY: With the Gargirl ability to nag, it's a wonder that they ever get together with Gargoyles at all. Even so, they do tend to attach themselves to male Gargoyles at a relatively young age. Sages speculate that these mating relationships are arranged by the higher powers of the lower planes and the male Gargoyles have no say in the matter. Once a Gargirl is matched with a Gargoyle she immediately gains the clingy flaw. Furthermore, she quickly becomes paranoid (and usually with good reason) that her Gargoyle is somehow trying to skip out on her to go out with the boys and hang around on buildings without her. This all leads to more nagging when they find their mates, and more evasion on the part of the mates when they are ultimately found out. In fact, over time Gargoyles have nearly perfected the art of standing still in order to pretend that they are not listening to their whiney mates.

ECOLOGY: Sages once believed that Gargoyles were brought to life from stone by powerful wizardry in a manner similar to the creation of golems. The appearance of Gargirls and the apparent mating relationships established between the two sexes now calls into question those long held beliefs. Still, with the absence of any readily identifiable reproductive organs (or any organs of any kind, actually), it remains a mystery as to how Gargoyles reproduce. Furthermore, since they do not breathe, eat or sleep, they appear to be immortal, though many henpecked Gargoyles wish this was not the case.

Yield:
Medicinal: Nil
Spell Components: Nil
Hide/Trophy Items: Gargirls killed without causing much physical damage can make nice statues. Very few such statues are known to exist, however.
Treasure: Mx10, C (in lair)
Other: Sages theorize that Gargirl breast milk might one day be used to repair Stone Golems, but this research is still in its infancy, as Gargirls appear to be made entirely of stone.

LEWD BEHOLDER

DESCRIPTION: The Lewd Beholder is a descendant of the common beholder. Like its ancestor, it uses levitation to maneuver the subterranean dungeons and caverns it inhabits. Unlike the Common Beholder, it possesses only eight eyestalks. In the place of the final two eyestalks the lewd beholder has two arms. It also boasts a heavily armored shell and a large, poisonous tongue. Unless specifically stated otherwise, Lewd Beholders follow all the rules of Common Beholders as stated in the Hacklopedia of Beasts Volume I.

Lewd Beholder

AKA: Pseudo Beholder, Adam's Folly
HACKFACTOR: 156
EP VALUE: 15,000
CLIMATE/TERRAIN: Subterranean
FREQUENCY: Rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Omnivore
INTELLIGENCE: Exceptional (15-16)
ALIGNMENT: Chaotic Evil
NUMBER APPEARING: 1
SIZE: M (4' - 6' diameter)
MOVEMENT: 4" Flying (B)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil/Nil
MORALE: Resolved (18)
ARMOR CLASS: -3/2/7
NUMBER OF ATTACKS: 1
DAMAGE/ATTACK: 1d4-1/1d4-1/1d6
SPECIAL ATTACKS: Magic, Choking, Licking
SPECIAL DEFENSES: Anti-Magic
MAGIC RESISTANCE: Special
HIT DICE: 10-12
FATIGUE FACTOR: 11
THRESHOLD OF PAIN: 38

COMBAT/TACTICS: The lewd beholder has a bad attitude and will attack anything that moves. Although its eyestalks have spell-like abilities (see below), the lewd beholder prefers to attack with its arms and tongue. It will always target the most powerful creature first. A hit from one of the creature's small arms does 1d4-1 damage. If the creature successfully hits with both of its arms, it has grabbed the target by the neck. The target takes 2d4 points of crushing damage each successive round that it is grabbed. The target is at -2 to hit the beholder, and his companions suffer a -4. A companion may ignore the -4 penalty, but there is a 25% chance that any hit will hit the choked creature, not the beholder. The target must make a Strength check at -2 to escape the hold. In addition, any further tongue attacks automatically hit and do maximum damage. A tongue attack is a prolonged facial lick. The target takes 1d6 damage and is subject to the beholder's saliva which is a Class E poison. The target must immediately make a saving throw vs. poison or die. On a successful save the target takes 2d20 damage. Because the tongue is very rough and the lick is prolonged, there is a -4 penalty to the saving throw. For more on poisons, see the HackMaster GameMaster's Guide, Chapter 16: Goods and Services

Once the beholder has successfully grappled a creature, it will attack that creature's companions with its eyestalks. It can use only 2-5 eyestalks to attack at any given time. The eyestalks have the following spell-like powers. They are considered to be cast by a 15th level magic-user.

1. Charm Person
2. Charm Monster
3. Sleep
4. Flesh to Stone Ray (30 yds)
5. Disintegration Ray (20 yds)
6. Slow
7. Cause Serious Wounds (50 yds)
8. Death Ray (40 yds)

In addition, the central eye of the beholder projects an anti-magic ray for 140 yards in a 90 degree arc. Spells passing through this area automatically fail.

HABITAT/SOCIETY: Lewd beholders are very solitary, and there will never be more than one in any dungeon or cave. How they multiply is a mystery to sages around Garweeze Wurld.

ECOLOGY The lewd beholder is a magically created variant of the common beholder created by the battle mage Du'Glest Adam. The lazy Du'Glest was trying to spawn an improved maid/butler to do his housework and various other chores for him. Since he needed a creature able to reach all the remote areas of his tower, he settled on a modified beholder. Using powerful magicks, he replaced two of the beholder's eyestalks with arms and added a rough, elongated tongue to improve cleaning effectiveness. And since the battle mage refused to have help that was unhappy, he gave his new servant a permanent smile.

Unfortunately for Du'Glest (and the rest of Garweeze Wurld), the new servant was quite taken with its new master. As a sign of affection it quickly grabbed the aging battle mage by the neck and administered a full facial licking. But because he had made the tongue especially rough to clean the toughest stains, the lick cut up Du'Glest's face. When the super-solvent saliva, which was designed to dissolve grease instantly, made its way into his bloodstream, his heart stopped and he died.

Since then, more lewd beholders have spawned, and the new generation has quite an attitude. Embittered by the humanoids who don't return their affection, the lewd beholder is now a creature of evil, licking and killing any creature it meets.

YIELD:
Medicinal: Nil
Spell Components: When an eyestalk is used as the material component for the spell it duplicates, it doubles the effective caster level.
Hide/Trophy Items: Nil
Treasure: A, S, T
Other: The tongue makes excellent sand paper.

BATTLE SHEET

C. The Svalich Woods

Encounter: Worgs (5 entering Morosevia)/ Worgs (25 leaving Morosevia)

5 or 25 Worgs: (HF 1, EP 175, Int 5, AL NE, AC 6, MV 18", HD 4+4, HP 35 ea., SZ L, #AT 1, D 2-8, SA Nil, SD Nil, Lang: none, Hon: Ave, ML 10, TOP 17, Crit BSL Def AC+3, FF 9, Reference HoB 8 p91)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

21). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

23). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

24). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:

- ❑ Kill Worgs (5) (EPV=875)
- ❑ Kill Worgs (25) (EPV=3525)
- ❑ Note

D. Logger's Camp

Encounter: Gargoyles (12)

12 Gargoyles (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 42 ea., SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: nefarian, common, Hon: Ave, ML 11, TOP: 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3 p47)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4), HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Potential Yield:
- ❑ Kill Gargoyles (EPV=5040)
- ❑ Sacks with Gold Pieces (GPV=593)

E. The Village of Morosevia

Encounter: Hurudio, gypsy bard

Hurudio, gypsy bard: (HF 5, EP 1285, AL CN, AC 7 (Dex and clothing), MV 12", HD 7d6 (7th level bard), HP 56, SZ M, #AT 2 (broad sword and dagger) or 2 (thrown daggers), D 2d4+1 (broad sword and Str) and 1d6 (melee dagger) or 1d6 (+2 to hit with thrown daggers and +1 dam for Str), SA: Performance, SD: Countersong, Lang: common, Morosevian, Hon: Ave, ML 11, TOP 28, Crit BSL: Def AC+0 (broad sword) or Def AC+2 (thrown daggers), FF 6, Str 12/38, Dex 15/45, Con 13/10, Int 13/75, Wis 8/86, Cha 15/25, Com 12/74) Skills and Talents: ambidextrous, singing 30, weapon maintenance, local history 48, climb walls 50%, detect noise 20%, pick pockets 95%, read languages 20%, identify magic 35%, know trivia 35%; Spells Memorized: First (3) Aura of Innocence, Shift Blame, Grease, Second (2) ESP, Invisibility, Third (1) Hold Person; Possessions: key to his personal chest back at the gypsy camp, **Boots of Speed, Potion of Dwarf Control,** broadsword, 4 daggers.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Clothing AC 9
❑

Potential Yield:
- ❑ Kill Hurudio (EPV=1285)
- ❑ 1 Broadsword (GPV=10)
- ❑ 4 Daggers (GPV=8)
- ❑ Key to Chest (GPV=0)
- ❑ Boots of Speed (GPV=20,000) (EPV=2500)
- ❑ Potion of Dwarf Control (GPV=900) (EPV=500)
- ❑ +5 Ring of Protection (GPV=25,000) (EPV=5000)
- ❑ Coin Pouch with 50 gp (GPV=50)
- ❑ Letter

E1. Bildrath's Mercantile

Encounter: Bidrath, merchant (fighter), Parriwimple, merchant (fighter)

Bildrath, merchant (fighter) (HF 5, EP 330, AL LN, AC 1 (hide armor and **+2 Medium Shield**), MV 12", HD 4d10 (4th level fighter), HP 48, SZ M, #AT 1(3/2 with short sword and +1 to-hit), D 1d6+3 (short sword specialization and Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 11, TOP 24, Crit BSL: Def AC+1 (short sword), FF 6, Str 12/38, Dex 10/45, Con 13/10, Int 10/75, Wis 8/86, Cha 9/25, Com 5/74) Skills: armor maintenance, weapon maintenance, general upkeep, poker face 18, wuss slap 18.

Parriwimple, merchant (fighter) (HF1, EP 420, Int 3, AL LN, AC 2 (chain mail and medium shield), MV 12", HD 9d10 (9th level fighter), HP 92, SZ M, #AT 2 with broad sword and +5 to-hit from Str and High Mastery), D 2d4+8 (broad sword with Str and High Mastery), SA: broadsword SF -1 due to High Mastery, SD: Nil, Lang: common Hon: Ave, ML 13, TOP 46, Crit BSL: Def AC+8 (broad sword), FF 9, Str 17/75, Dex 15/45, Con 18/10, Int 3/15, Wis 9/33, Cha 9/14, Com 10/61) Skills: brawler 45, kidney bruiser 38, muster resolve 39.

HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor AC 6 ❑❑❑❑❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Medium Shield +5 ❑❑❑❑❑ +4 ❑❑❑❑❑ +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Medium Shield +3 ❑❑❑❑❑ +2 ❑❑❑❑ +1 ❑❑❑

Potential Yield:
- ❑ Kill Bildrath (EPV=330)
- ❑ Kill Parriwimple (EPV=420)
- ❑ 1 Shortsword (GPV=10)
- ❑ Hide Armor (GPV=75)
- ❑ **+2 Medium Shield** (GPV=210) (EPV=1000)
- ❑ 1 Broadsword (GPV=10)
- ❑ Chain Mail Armor (GPV=350)
- ❑ Medium Shield (GPV=30)
- ❑ Items on PHB shopping list

E2. "Blood of the Vine" Tavern

Encounter: Arik, barkeep, Gypsy Thieves (3), Ismark Berger

Arik, Morosevian 0-level barkeep (HF 1, EP 27, Int 4, AL CN, AC 9 (clothes), MV 12", HD 1-1, HP 22, SZ M, #AT 1, D 1-6+1 (club, +1 to hit and damage due to Str), SA: hurled tankard (full), ROF 1; range 10/20/30, Anyone that is hit by a full tankard (hurled) must make a saving throw vs. breath weapon with a +2 bonus or be blinded for 1d4-1 rounds; D 1d6, SD: Nil, Lang: common, Hon: N/A, ML 6, TOP 11, Crit BSL: Def AC-4 (club), Def AC-5 (tankard), FF 6, Str 13/10, Dex 10/84, Con 12/40, Int 4/03, Wis 10/22, Cha 10/59, Com 9/41)

3 gypsy thieves (HF 1, EP 238, Int 12, AL N, AC 5 (clothing, acrobatics and Dex), MV 12", HD 3d6 (3rd level thieves), HP 32 ea., SZ M, #AT 1 or 2 (+3 to-hit with missile), D 1d8/1d6 (long swords/short bows and flight arrows), SA: backstab, SD: Nil, Lang: common, Thieves' Cant, Morosevian, Hon: low (-1 to ALL die rolls), ML 12, TOP: 16, Crit BSL: Def AC+1 (missile), FF 6, PP 80, OL 30, FT 5, RT 5, MS 40, HS 40, DN 15, CW 70, RL 0, Acrobatic skill suite). One of the gypsies has a **Potion of Healing.**

Ismark Berger (fighter), Morosevian (HF 2, EP 143, AL LG, AC 4 (studded leather and medium shield), MV 12", HD 2d10 (2nd level fighter), HP 36, SZ M, #AT 1, D 1-8+4 (+1 to hit and +4 to damage due to long sword specialization and Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 13, TOP: 18, Crit BSL: Def AC-1, FF 7, Str

14/44, Dex 11/35, Con 14/89, Int 9/21, Wis 10/56, Cha 14/40, Com 14/17, cricket in the pea pod 26, armor maintenance, weapon maintenance, mingling 32).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Studded Leather AC 7 8 9
❑❑❑❑ ❑❑ ❑

Medium Shield +3 +2 +1
❑❑❑❑❑ ❑❑❑❑ ❑❑❑

Potential Yield:
- ❑ Kill Arik (EPV=27)
- ❑ Kill Gypsy thieves (3) (EPV=714)
- ❑ Kill Ismark Berger (EPV=143)
- ❑ 4 Long swords (GPV=60)
- ❑ 3 Short bows (GPV-90)
- ❑ 36 Flight Arrows (GPV=9 sp)
- ❑ **Potion of Healing** (GPV=400) (EPV=200)
- ❑ Studded Leather Armor (GPV=40)
- ❑ Medium Shield (GPV=30)

E3. Mad Mary's Townhouse

Encounter: Mad Mary, 0-level Morosevian (HF 0, EP 5, Int 14, AL CN, AC 9 (clothes), MV 10", HD 1/2, HP 21, SZ M, #AT 1 (-2 to hit due to Str), D 1 (unarmed), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: N/A, ML 3, TOP: 10, Crit BSL: Def AC-7, FF 7, Str 4/10, Dex 12/69, Con 10/23, Int 14/87, Wis 3/77, Cha 11/78, Com 7/25)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Clothing AC 9
❑

Potential Yield:
None

E4. Bürgermeister Meister Berger's Home

Encounter: Oksana Berger, (fighter) Morosevian (HF 1, EP 295, AL LG, AC 8 (clothes and buckler), MV 12", HD 4d10 (4th level fighter), HP 41 (10 currently), SZ M, #AT 1, D 2d8+3 (+2 to hit and +3 to damage with broad sword due to specialization and Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 15, TOP: 20, Crit BSL:Def AC+2, FF 7, Str 13/10, Dex 12/69, Con 14/23, Int 14/87, Wis 9/77, Cha 15/78, Com 19/25, Quirks and Flaws: migraines, Skills and Talents: sibling empathy, groin punch 29, armor maintenance, weapon maintenance, singing 25, mocking jig 19, slip away into shadows 41.)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Clothing AC 9
❑

Buckler+1
❑❑❑

Potential Yield:
- ❑ Kill Oksana Berger (EPV=295)
- ❑ Buckler (GPV=5)
- ❑ Broadsword (GPV=10)

E6a. The Church (Upper Level)

Encounter: Laars, dwarven Morosevian cleric of Odin (HF 6, EP 474, AL CG, AC 2 (chain mail, med. shield), MV 12", HD 5, HP 54, SZ M, #AT 1, D 2d4+1 (broadsword, +1 to hit and +1 to damage due to Str), SA: Nil, SD: turn undead, Lang: common, Morosevian, goblin, dwarven, Hon: Ave, ML 14, TOP: 27, Crit BSL: Def AC+1, FF 7, Str 13/42, Dex 9/12, Con 15/23, Int 9/87, Wis 15/21, Cha 10/50, Com 7/35, Quirks and Flaws: color blind, Skills and Talents: Dense skin (half damage from blunt) haggle 23, maintain self discipline 60, religion (general) 59, carpentry 45, set snares 51)

First Level (7): Protection from Evil, Sanctuary, Detect Evil, Invisibility to Undead, Purify Food and Drink, Bless, Create Water

Second Level (4): Chant, Wyvern Watch, Premonition, Know Alignment

Third Level (1): Prayer

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Chain Mail AC 5 6 7 8 9
❑❑❑❑ ❑❑❑❑ ❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Medium Shield +3 +2 +1
❑❑❑❑❑ ❑❑❑❑ ❑❑❑

Potential Yield:
- ❑ Kill Laars (EPV=474)
- ❑ Broadsword (GPV=10)
- ❑ Chain Mail Armor (GPV=350)
- ❑ Medium Shield (GPV=30)

E6b. Church Cellar

Encounter: 1 Morgue Prowler (HF 34, EP 1400, Int 9, AL CE, AC 2, MV 9", HD 7+2, HP 52, SZ S, #AT 3, D 1d4-2/1d4-2/1-12, SA: sever a limb on a 19 or 20 (if he hits with that roll), creates Morgue Prowlers by biting gnomes, SD: polymorph to burrowing mammal, can regenerate by eating a corpse, immune to Charm, Sleep and Hold spells, (weakness) driven away for 1-6 rounds by "gnomish puns", (weakness) takes 1-6 points of damage per round from sunlight, Lang: gnome, common, Hon: Ave, ML 11, TOP: 26, Crit BSL: Def AC+5, FF N/A, Reference HoB 5 p45)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Potential Yield:
- ❑ Kill Morgue Prowler (EPV=1400)
- ❑ **Holy Bopper +3** (GPV=40,000) (EPV=4000)
- ❑ Holy Water

E7. Cemetery

Encounter: Rogue Spirit (1), Vexing Spirits (3), Wild Spirits (10)

1 Rogue Spirit (HF 8, EP 120, Int 13, AL NG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: dream intrusion, SD: ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)

3 Vexing Spirits (HF 8, EP 120, Int 12, AL CG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: Fear touch vs. 2HD or less, Magic Jar (once per week), Telekinesis (10 lbs.), Dimension Door (small objects up to 50 feet), dream intrusion, SD: ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)

10 Wild Spirits (HF 6, EP 270, Int 12, AL CE, AC 0, MV 12", HD 3+1, HP 35, SZ M, #AT 2, D 1-6 (ignores armor), SA: Fear touch vs. 2HD or less, roll randomly for a special additional power for each Spirit (see below), SD: +1 or better or holy weapon to hit, ethereal, immune to Charm, Sleep and Hold spells, Lang: common, Hon: Ave, ML 8, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p103)

Wild Spirit Special Powers (roll 1d100)

1-10	Telekinesis 10 pounds weight
11-20	Phantasmal Force three times per day
21-30	Chill Touch twice per day
31-40	Control undead as a 1st level cleric
41-50	Fear (as spell) by touch (creatures up to 8 Hit Die)
51-60	Telekinesis 50 pounds weight
61-70	Spiritual Hammer twice per day
71-80	Command twice per day
81-90	Magic Jar (two attempts per day)
91-95	Drain 1 Level by touch (increase EP value to 450)
96-100	Roll Twice, if rolled again, roll three times, if rolled again, roll four times, etc.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:

- ❑ Kill Rogue Spirit (EPV=120)
- ❑ Kill Vexing Spirits (3) (EPV=360)
- ❑ Kill Wild Spirits (10) (EPV=2700)

E8. Logger's Bar

Encounter: Hullnod, Loggers (8), Villagers (6)

Hullnod and 8 other loggers (rangers) Morosevian (HF 1, EP 153, AL LG, AC 3 (Drow chainmail, buckler and Dex), MV 12", HP 40, SZ M, #AT 2 or 2, D 1d6 (dagger, +1 to hit due to Strength) and 1d6+1 (short sword, +1 to hit due to Strength) or 1-3 (+1 to hit due to Dex, drow hand crossbow, poison save at -4 or unconscious for 2-8 hours), SA: fight two-handed with no penalty, +4 to hit favored enemy (ghouls), SD: animal empathy, Lang: common, Morosevian, Hon: Great (+1 to ALL die rolls), ML 15, TOP: 20, Crit BSL:Def AC-2 or Def AC+2 (ghouls), FF 7, Str 13/09, Dex 14/72, Con 14/21, Int 14/88, Wis 15/70, Cha 15/71, Com 16/35, Skills: Tracking 23%, Hide in Shadows 5%, Hunting 24%)

6 Villagers (HF 0, EP 7, Int 10, AL N, AC 10, MV 12", HD 1/2, HP 25 ea., SZ M, #AT 1, D 1d6 (club), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 5)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1 ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1 ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1 ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1 ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1 ❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1 ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1
❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1
❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC 5 ❑❑❑❑❑ ❑❑❑ 6 ❑❑❑❑❑ ❑ 7 ❑❑❑❑ 8 ❑❑ 9 ❑

Drow Buckler +1
❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Clothing AC 9
❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Clothing AC 9
❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Clothing AC 9
❑

13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Clothing AC 9
❑

14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Clothing AC 9
❑

15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Clothing AC 9
❑

Potential Yield:
- ❑ Kill Hullnod (EPV=153)
- ❑ Kill Loggers (8) (EPV=1224)
- ❑ Kill Villagers (6) (EPV=42)
- ❑ 9 Suits Drow Chain Mail (GPV=6300)
- ❑ 9 Drow Bucklers (GPV=45)
- ❑ 9 Drow Short swords (GPV=90)
- ❑ 9 Drow Daggers (GPV=18)
- ❑ 9 Drow Hand Crossbows (GPV=2700)
- ❑ 108 Hand Crossbow Bolts (poisoned, Type S) (GPV=10908)
- ❑ 189 Silver Pieces (GPV=18)

F. Road Side Jamboree

Encounter: Satyr, Fauns (3), Ariel, Shimone, Susan

Greater Satyr (HF 21, EP 1297, Int 11, AL N, AC 5, MV 18", HD 6+2, HP 63, SZ L, #AT 1, D 2d4+2, SA: Satyrical Music (charm, sleep or fear), SD: 50% magic resistance, Lang: common, pixie-fairy, bird, elvish, Hon: Ave, ML 13, TOP: 31, Crit BSL: Def AC+4, FF 5, Reference HoB 7, p25 and the Monster Matrix for large size variant, p16) **Periapt of Proof Against Poison, 2 Elixirs of Health, Potion of Delusion (flying).**

Faun (3) (HF 6, EP 420, Int 8, AL N, AC 5, MV 15", HD 3, HP 33 ea., SZ S, #AT 1, D 1-6, SA: Music (charm, sleep or fear), SD: 35% magic resistance, Lang: common, elvish, pixie-fairy, Hon: Ave, ML 8, TOP: 16, Crit BSL: Def AC+1, FF 5, Reference HOB 7, p25) The fauns each carry 3 gems worth 500 gp each.

Ariel, half-elf (HF 2, EP 250, AL CN, AC 7 (Dex), MV 12", HD 4 (4th lvl thief), HP 32, SZ M, #AT 1, D unarmed, SA: backstab, SD: Infravision, 30% resistance to Sleep and Charm, Lang: common, Thieves' Cant, elvish, pixie-fairy, orc, Hon: Ave, ML 10, TOP 16, Crit BSL: Def AC-3, FF 6, Str 9/15, Dex 17/57, Con 12/40, Int 11/27, Wis 13/03, Cha 13/66, Com 14/46, Skills: PP 60, OL 35, FT 30, RT 20, MS 45, HS 50, DN 20, CW 70, RL 20,)

Shimone, half-elf (HF 4, EP 320, AL LG, AC 8 (Dex), MV 12", HD 4 (4th lvl knight errant), HP 46, SZ M, #AT 1, D 1d6+2 (club, +1 to hit and +2 to damage due to Str), SA: Nil, SD: Apology, Infravision, 30% resistance to Sleep and Charm, Lang: common, elvish, goblin, orc, Hon: Ave, ML 13, TOP 23, Crit BSL: Def AC+1, FF 8, Str 14/69, Dex 15/80, Con 16/01, Int 13/18, Wis 13/10, Cha 17/50, Com 15/43, Skills: riding (land based) 40, armorer 21, blind fighting, endurance 22, gaming 31, social etiquette 23, weaponsmithing 22, leatherworking 50, metalworking 50, blacksmithing 50.)

Susan, human (HF 5, EP 400, AL NG, AC 8 (Dex), MV 15", HD 4(d12) (4th lvl barbarian), HP 62, SZ M, #AT 1, D unarmed (+1 to hit and +3 to damage due to Str), SA: can hit creatures requiring +1 or better weapon to hit, surprise 5 in 10, SD: surprised only 1 in 10, +4 save vs. poison, +3 vs. paralyzation (etc.), +2 versus rod, staff, wand, +1 vs. spells, detect backstab 20%, detect illusion 20%, detect magic 40%, Lang: common, elvish, gnomish, Hon: Ave, ML 10, TOP 31, Crit BSL: Def AC+1, FF 5, Str 15/24, Dex 14/44, Con 15/75, Int 13/89, Wis 9/13, Cha 13/10, Com 15/49, Skills and Talents: outdoor craft, climb walls 78, hide in natural surroundings 35, survival skill suite 26, first aid skill suite 27, tracking 31, animal handling 19)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑ ❑❑

Potential Yield:
- ❑ Kill Satyr (EPV=975)
- ❑ Kill Fauns (3) (EPV=1260)
- ❑ Kill Ariel (EPV=250)
- ❑ Kill Shimone (EPV=320)
- ❑ Kill Susan (EPV=400)
- ❑ **Periapt of Proof Against Poison** (GPV=10,000) (EPV=1500)
- ❑ **Elixir of Health** (2) (GP=4000) (EPV=700)
- ❑ **Potion of Delusion** (flying) (GPV=150) (EPV=0)
- ❑ Gems (9) (GPV=1500)
- ❑ Club (GPV=0)

G.Tser Pool Encampment

Encounter: Bruno, Horned simian bush grappler, Gypsy fighters (8), Gypsy thieves (8), Gypsy bards (4)

Bruno, male adult Horned Simian Bush Grappler (HF 2, EP 420, Int 3, AL N, AC 6, MV 9" (12"), HD 3+1, HP 45, SZ L #AT 2 or 3, D 9+/9+/1-6 (see Table 12E PHB for grappling, bite), SA: Grappling (2 attacks per round per Table 12E in the PHB), SD: Nil, Lang: None, Hon: Ave, ML 14, TOP: 22, Crit BSL: Def AC+3, FF 6, Str 20, Reference HoB 4, p15)

8 gypsy fighters (HF 2, EP 180, Int 12, AL N, AC 2 (hide armor, acrobatics and medium shields), MV 12", HD 2d10 (2nd level fighter), HP 40 ea., SZ M, #AT 3/2 or 2, D 1d8+2/1d8 (+1 to hit and +2 to damage due to long sword specialization / short bows with sheaf arrows), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 12, TOP: 20, Crit BSL: Def AC-1 (melee), Def AC-2 (missile), FF 6, Skills and Talents: Acrobatic skill suite)

8 gypsy thieves (HF 1, EP 238, Int 12, AL N, AC 5 (clothing, acrobatics and Dex), MV 12", HD 3d6 (3rd level thieves), HP 32 ea., SZ M, #AT 1 or 2 (+3 to-hit with missile), D 1d8/1d8 (long swords/short bows and sheaf arrows), SA: backstab, SD: Nil, Lang: common, Thieves' Cant, Morosevian, Hon: Ave, ML 12, TOP: 16, Crit BSL: Def AC+1 (missile), FF 6, Skills and Talents: PP 80, OL 30, FT 5, RT 5, MS 40, HS 40, DN 15, CW 70, RL 0, Acrobatic skill suite). These gypsies have the **following potions, Attitude Adjustment, Elixir of Madness, Fire Breath, Clairaudience and Longevity.**

4 gypsy bards (5th level) (HF 1, 588, AL CN, AC 4 (Dex and hide armor), MV 9" (12"), HD 5d6 (5th level bard), HP 48, SZ M #AT 2 (broad sword and dagger) or 2 (thrown daggers), D 2d4+1 (broad sword and Str) and 1d6 (melee dagger) or 1d6 (+2 to hit with thrown daggers and +1 dam for Str), SA: Performance, SD: Countersong, Lang: common, Morosevian, Hon: Ave, ML 11, TOP 24, Crit BSL: Def AC-2 (broad sword) or Def AC+0 (thrown daggers), FF 6, Str 12/83, Dex 15/01, Con 12/09, Int 13/57, Wis 8/14, Cha 15/11, Com 13/46) Skills and Talent: ambidextrous, singing 28, weapon maintenance, local history 40, climb walls 50, detect noise 20, pick pockets 80, read languages 5, identify magic 25, know trivia 25.

Spells Memorized: First (3) Aura of Innocence, Shift Blame, Grease, Second (1) Invisibility.

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor AC	6	7	8	9
	❑❑❑❑❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1	
	❑❑❑❑❑	❑❑❑❑	❑❑❑	

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hide Armor AC	6	7	8	9
	❑❑❑❑❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1	
	❑❑❑❑❑	❑❑❑❑	❑❑❑	

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hide Armor AC	6	7	8	9
	❑❑❑❑❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1	
	❑❑❑❑❑	❑❑❑❑	❑❑❑	

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hide Armor AC	6	7	8	9
	❑❑❑❑❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1	
	❑❑❑❑❑	❑❑❑❑	❑❑❑	

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hide Armor AC	6	7	8	9
	❑❑❑❑❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1	
	❑❑❑❑❑	❑❑❑❑	❑❑❑	

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hide Armor AC	6	7	8	9
	❑❑❑❑❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1	
	❑❑❑❑❑	❑❑❑❑	❑❑❑	

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hide Armor AC	6	7	8	9
	❑❑❑❑❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1	
	❑❑❑❑❑	❑❑❑❑	❑❑❑	

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Hide Armor AC	6	7	8	9
	❑❑❑❑❑	❑❑❑❑	❑❑	❑
Medium Shield	+3	+2	+1	
	❑❑❑❑❑	❑❑❑❑	❑❑❑	

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Clothing AC	9
	❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Clothing AC	9
	❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Clothing AC	9
	❑

13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Clothing AC	9
	❑

14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑

Clothing AC	9
	❑

15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Clothing AC 9
❑

20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor AC 7 8 9
❑❑❑❑ ❑❑ ❑

21). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor AC 7 8 9
❑❑❑❑ ❑❑ ❑

22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor AC 7 8 9
❑❑❑❑ ❑❑ ❑

23). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Hide Armor AC 7 8 9
❑❑❑❑ ❑❑ ❑

Potential Yield:
- ❑ Kill Bruno (EPV=420)
- ❑ Kill gypsy fighters (8) (EPV=1440)
- ❑ Kill gypsy thieves (8) (EPV=1904)
- ❑ Kill gypsy bards(4) (EPV=2352)
- ❑ Kill Hurudio (EPV=1285)
- ❑ Hide Armor (12) (GPV=900)
- ❑ Medium Shield (8) (GPV=240)
- ❑ Longsword (16) (GPV=240)
- ❑ Short Bow (16) (GPV=480)
- ❑ Sheaf Arrows (320) (GPV=16)
- ❑ Broadsword (4) (GPV=40)
- ❑ Dagger (16) (GPV=32)
- ❑ 220 hsp (GPV=440)
- ❑ 280 cp (GPV=3)
- ❑ 160 ep (GPV=80)
- ❑ 100gp (GPV=100)
- ❑ **Potion of Attitude Adjustment** (EPV=600) (GPV=2000)
- ❑ **Elixir of Madness** (EPV=0) (GPV=0)
- ❑ **Potion of Fire Breath** (EPV=400) (GPV=4000)
- ❑ **Potion of Clairaudience** (EPV=250) (GPV=400)
- ❑ **Potion of Longevity** (EPV=500) (GPV=1000)
- ❑ **Potion of Heroism** (EPV=300) (GPV=500)
- ❑ Hurudio's Spellbook (EPV=5000) (GPV=10000)
- ❑ Lesser Bards' Spellbook (EPV=3500) (GPV=7000)

G1. Madame Eva's Tent

Encounter: Madam Eva, gypsy fighter 5th / magic-user 4th / druid 6th: (HF 9, EP 660, AL N, AC 2 (hide armor, buckler and cloak), MV 12", HD 5 (ave), HP 85, SZ M, #AT 2, D 1-8/1d6-1 (scimitar and sickle), SA: spells, SD: +2 to save vs. fire or electric effects, additional +1 bonus to all magic saves, 25% magic resistance, only surprised 2 in 10, Lang: common, Morosevian, orc, pixie-fairy, elvish, druidic, gnome, dragon, manticore, Hon: Ave, ML 16, TOP: 42, Crit BSL: Def AC+1, FF 5, Str 10/10, Dex 10/32, Con 11/40, Int 13/77, Wis 18/61, Cha 15/22, Com 7/80, Quirks and Flaws: Migraines (out of commission one week per month due to migraine pain), suffer -1 to all die rolls when exposed to bright sunlight or Continual Light, Skills and Talents: 90' Infravision, 90% resistant to Sleep and Charm, find secret doors 1 in 6, Move Silently 90% in natural terrain when alone, Identify plants, animals and pure water, pass without trace, Ambidextrous, Less Sleep, general upkeep, Muster Resolve 35%, Haggle 45%, Liar (skilled) 59%.) Madame Eva wears a **Cloak of Protection +3.**

First (8): Entangle x 4, Speak with Animals, Cure Minor Injury x3
Second (5): Charm Person, Heat Metal, Cure Light Wounds, Obscurement
Third (3): Neutralize Poison x2, Summon Insects
Fourth (2): Animal Summoning I, Dispel Magic

Magic-user
First Level (5): Enlarge, Gabal's Magic Aura, Color Spray, Cromatic Orb, Change Self
Second Level (2): ESP, Invisibility

Innate Drow Spells: Fairie Fire, Dancing Lights

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Hide Armor AC 6 7 8 9
❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Buckler +1
❑❑❑

Potential Yield:
- ❑ Kill Madame Eva (EPV=660)
- ❑ Hide Armor (GPV=75)
- ❑ Scimitar (GPV=15)
- ❑ Buckler (GPV=5)
- ❑ Sickle (GPV=.6)
- ❑ **Cloak of Protection +3** (EPV=3000) (GPV=15000)
- ❑ Madame Eva's Spellbook (EPV=4500) (GPV=9000)
- ❑ 300pp (GPV=1500)
- ❑ Zircon Gems (4) (GPV=400)

G2. Buried Treasure

Encounter: 4 Vampires, Horde (HF 16, EP 650, Int 2, AL CE, AC 4, MV 9", HD 5, HP 50 ea., SZ M, #AT 3, D 3-8/3-8/3-6 (claw/claw/bite), SA: Nil, SD: regenerate 2 hp per round, Lang: none, Hon: low (-1 to ALL die rolls), ML 15, TOP: N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p55, Weakness: Bright light or holy symbol forces morale check)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:

❑ Kill Horde Vampires (4) (EPV=2600)

❑ Potion of Sweet Water (7) (EPV=1400) (GPV=1750)

H. Tser Falls and The River Ivlis

Encounter: Drow fighters (9), Drow fighter/mage (1)

5 drow fighters (2nd level) (HF 4, EP 650, Int 17, AL CE, AC 2 (drow chainmail armor and buckler), MV 12", HD 2d10 (2nd level fighter), HP 40 ea., SZ M, #AT 5/2, D 1d6+3 (shortsword, +3 to hit)/1d6 (dagger, +1 to hit), SA: (+1 to hit and +2 to damage due to short sword specialization, +1 for drow weapons, +1 for sword bonus talent), SD: 52% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 20, Crit BSL: Def AC+1 (sword), Def AC-1 (dagger), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, Weakness: bright light (-2 to hit))

4 drow fighters (2nd level) (HF 4, EP 650, Int 17, AL CE, AC 2 (drow chainmail armor and buckler), MV 12", HD 2d10 (2nd level fighter), HP 34 ea., SZ M, #AT 2, D 1d6+3 (shortsword, +3 to hit)/ (bolt, 1-3+poison), SA: (+1 to hit and +2 to damage due to short sword specialization, +1 for drow weapons, +1 for sword bonus talent), poison bolts (-4 to save, unconsciousness for 2d4 hours), SD: 52% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 17, Crit BSL: Def AC+1 (sword), Def AC-2 (bolt), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, Weakness: bright light (-2 to hit))

1 drow fighter/mage (3rd/3rd level) (HF 7, EP 650, Int 18, AL CE, AC -2 (Dex, drow chainmail armor and buckler), MV 12", HD (3d10+3d4)/2 (3rd level fighter/3rd level magic-user), HP 44 ea., SZ M, #AT 2, D 1d6+2 (shortsword, +3 to hit)/ (bolt, 1-3+poison, +2 to hit from Dex), SA: (+2 for drow weapons, +1 for sword bonus talent), poison bolts (-4 to save, unconsciousness for 2d4 hours), SD: 58% magic resistance, +2 to saves vs. magic, +6 to save vs. fire (cloak), 120' infravision, 90% resistance to Sleep and Charm spells, surprised on 1 in 10, 75% hide in shadows (cloak), Lang: common, drow, elven, Hon: Ave, ML 14, TOP: 22, Crit BSL: Def AC+2 (sword), Def AC+1 (bolt), FF 5, Skills and Talents: move silently (-4 penalty to opponent's surprise rolls), sword bonus, ambidextrous, Spells: Dancing Lights, Faerie Fire, Darkness, First level (4): Chill Touch, Feather Fall, Jump, Taunt, Second Level (1): Tattoo of Shame, Weakness: bright light (-2 to hit))

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain Mail AC4 5 6 7 8 9
❑❑❑❑❑❑❑ ❑❑❑❑❑❑❑ ❑❑❑❑❑❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +2 +1
❑❑❑ ❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Drow Chain Mail AC 3 4 5
❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑ ❑❑❑❑❑ ❑❑❑
6 7 8 9

❑❑❑❑❑ ❑ ❑❑❑❑ ❑❑ ❑

Drow Buckler +3 ❑❑❑ +2 ❑❑❑ +1 ❑❑❑

Potential Yield:
- ❑ Kill Drow fighters (9) (EPV=5850)
- ❑ Kill Drow fighter/mage (EPV=650)
- ❑ 9 drow shortswords (+1) (EPV=3600) (GPV=36000)
- ❑ 5 Drow daggers (+1) (EPV=2500) (GPV=1000)
- ❑ 9 Drow chainmail (+1) (EPV=4500) (GPV=18900)
- ❑ 9 Drow bucklers (+1) (EPV=1800) (GPV=360)
- ❑ 1 Drow shortsword (+2) (EPV=800) (GPV=4000)
- ❑ 1 Drow chainmail (+2) (EPV=1000) (GPV=2450)
- ❑ 1 Drow buckler (+2) (EPV=300) (GPV=45)
- ❑ 5 hand crossbows (GPV=1500)
- ❑ 10 doses of drow poison (GPV=500)
- ❑ 10 Drow cloaks (EPV=0 or 8000) (GPV=0 or 100,000)
- ❑ 10 Drow pair of boots (EPV=0 or 10000) (GPV=0 or 150,000)
- ❑ 30 hand crossbow bolts (GPV=30)
- ❑ traveling spell book with Chill Touch, Feather Fall, Jump, Taunt and Tattoo of Shame (EPV=3000) (GPV=6000)
- ❑ 200 pp (GPV=1000)
- ❑ 100 gp gems (25) (GPV=2500)

I. Carriage

Encounter: 2 heavy horses (HF 1, EP 120, Int 1, AL N, AC 7, MV 15", HD 3+3, HP 42 each, SZ L, #AT 3, D 1-3/1-8/1-8 (bite/hoof/hoof), SA: Nil, SD: Nil, Lang: None, Hon: N/A, ML 7, TOP: 21, Crit BSL: Def AC+2, FF 8, Reference HoB 1, p57)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Potential Yield:
- ❑ Kill Heavy horses (2) (EPV=240)
- ❑ Carriage (GPV=7000)

J. The Gates of Robinloft

Encounter: Green Slime (HF 0, EP 35, Int 0, AL N, AC 9, MV 0", HD 2, HP 28, SZ S, #AT 0, D Transformation (in 1-4 rounds), SA: Transformation (eats through plate mail in 3 rounds), SD: Immune to most spells, Lang: None, Hon: N/A, ML 20, TOP: N/A, Crit BSL: N/A, FF N/A, Reference HoB 7, p78, Weaknesses: Cure Disease, Fire, Cold.)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Potential Yield:
- ❑ Kill Green slime (EPV=35)

K4. Carriage House

Potential Yield:
- ❑ Carriage (same as area I) (GPV=7000)

K7. Entry

Encounter: 8 Puppet Golems (HF 2, EP 130, Int 4, AL N, AC 7, MV 3", HD 2, HP 30 ea., SZ T, #AT 1, D 1-2 (melee) or 2-12 (greek fire), SA: Magic Missile twice per day as 10th level caster, SD: Spring Legs (can leap 60 feet), Lang: common, Hon: Ave, ML 20, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HOB 3, p90)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
- ❑ Kill Puppet Golems (8) (EPV=1040)
- ❑ Greek Fire (20) (GPV=200)
- ❑ Tiny sword (8) (GPV=.8) (Anyone other than a pixie fairy who uses this item suffers a -1 hit to Honor)
- ❑ Dragon statues (4) (GPV=800)

K8. Great Entry

Encounter: 8 Gargirls (HF 8, EP 936, Int 6, AL NE, AC 5, MV 9", 15" Fly (C), HD 3+3, HP 34, SZ M, #AT 4, D 1-3/1-3/1-6/1-4 (claw/claw/bite/gore), SA: nag, SD: +1 or better to hit, 25% hide in shadows in stone environment, Lang: nefarian, common, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC+2, FF 10, Reference: Robinloft Appendix)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Potential Yield:
- ❑ Kill Gargirls (8) (EPV=7488)
- ❑ Tahd Vlad'Neer's lucky tie tack (GPV=50)

K9. Guest's Hall

Potential Yield:
- ❑ Plate Mail Armor (GPV=2000)

K10. Dining Hall

Encounter: 1 Talking Zombie (HF 2, EP 175, Int 12, AL NE, AC 7, M 6", HD 2, HP 32, SZ M, #AT 1 D 1-8, SA: Nil, SD: Immune to Sleep, Charm, Hold, death magic, poison and cold based spells, Lang: common, Hon: low (-1 to ALL die rolls), ML 19, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HOB 8, p122, Weakness; always attacks last.)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Potential Yield:
- ❑ Kill Talking Zombie (EPV=175)

K12. Turret Post

Encounter: 8 Gargoyles (HF 4, EP 420, Int 5, AL CE, AC 5, MV 9"/15" Fly (C), HD 4+4, HP 42 ea., SZ M, #AT 4, D 1-3/1-3/1-6/1-4, SA: Nil, SD: +1 or better to hit, immune to breathing effects, Lang: Nefarian, common, Hon: Ave, ML 11, TOP: 21, Crit BSL: Def AC+3, FF 9, Reference HoB 3 p47)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Potential Yield:
- ❑ Kill Gargoyles (8) (EPV=2560)

K15. Chapel of Robinloft

Potential Yield:
- ❑ Icon of Robinloft (EPV=3000) (GPV=12,000)

K19. Grand Landing

Potential Yield:
- ❑ Plate Mail Armor (2) (GPV=4000)
- ❑ Mace (2) (GPV=16)

K23. Servant's Entrance

Potential Yield:
- ❑ Plate Mail Armor (2) (GPV=4000)

K24. Servant's Quarters

Potential Yield:
- ❑ Chest, Large (GPV=2)
- ❑ 100 cp (GPV=1)
- ❑ 300 sp (GPV=30)
- ❑ Paintings of Landscapes (6) (GPV=300)
- ❑ **Potion of Diminution** (EPV=300) (GPV=500)
- ❑ **Scroll** of Dispel Magic (EPV=300) (GPV=900)
- ❑ **Scroll** of Restoration (EPV=700) (GPV=2100)
- ❑ Plate Mail Armor (GPV=2000)
- ❑ Body Shield (GPV=100)
- ❑ Chain Mail Armor (GPV=350)
- ❑ Locksmithing tools (GPV=100)
- ❑ Two-handed sword (GPV=50)
- ❑ Hand crossbow (GPV=300)

K27. Hall of Grace

Encounter: 1 Vampire Hound (HF 4, EP 270, Int 10, AL LE, AC 5, MV 15", HD 3+3, HP 36, SZ S, #AT 1, D 5-10, SA: Fear (<2HD), SD: Regeneration, immune to darkness, immune to control spells, +2 on all saving throws, Lang: Morosevian, common, Hon: Ave, ML 18, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 8 p55)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Potential Yield:
- ❑ Kill Vampire Hound (EPV=270)

K28. King's Worship Place

Encounter: 2 Headlong Vampires (HF 13, EP 420, Int 10, AL LE, AC 10 or 8 (head form), MV 12"/12" fly (D), HD 4, HP 48 each, SZ M, #AT 1, D 1-6 and 1 point of Strength and Constitution, SA: Head detachment (save vs. spell or die, if save, still affected by Feeblemind - a second save negates), Blood drain (a bitten victim loses one hit point per night unless Dispel Evil is cast upon him), hypnosis (-3 to save), drips acid (1-4 points of damage), SD: Regeneration, immune to holy objects, cannot be turned, immune to control spells, Lang: Morosevian, common, Hon: Ave, ML 19, TOP: N/A, Crit BSL: Def AC+2, FF: N/A, Reference HOB 8 p55, Weaknesses: Turned as wraith (while in head form), recoils from boldly presented holy symbols, helpless if touched by sunlight, head must reunite with body in seven hours or it dies.)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Potential Yield:
- ❑ Kill Headlong Vampire (2) (EPV=840)
- ❑ Large ornate throne (2) (GPV=4000)

K30. Office of the King's Accountant

Encounter: Lief Lipsiege, Astral Searcher

Lief Lipsiege, Accountant, 0-lvl human male (HF 0, EP 7, AL LN, AC 10, MV 12", HD 1/2+1, HP 25, SZ M, #AT 1, D 1d6-2 (dagger, -1 to hit and -1 to damage due to Str), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 6, Str 8/22, Dex 10/14, Con 13/39, Int 14/98, Wis 12/01, Cha 8/45, Com 10/45)

Astral Searcher (HF 2, EP 85, AL CN, AC 10, MV 12", HD 2, HP 29, SZ M, #AT 1, D 1d6 (but damage fades in 3-12 rounds), SA: hit all victims as if AC5, If victim reduced to zero, mental possession occurs, SD: 50% magic resistance, Lang: common, Fangaerian, Hon: Ave, ML 7, TOP: N/A, Crit BSL: +5, FF N/A, Reference: HOB 1 p34)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Potential Yield:
- ❑ Kill Lief Lipsiege (EPV=7)
- ❑ Kill Astral searcher (EPV=85)
- ❑ 20,000 cp (GPV=200)
- ❑ 1000 gp (GPV=1000)
- ❑ 500 pp (GPV=2500)
- ❑ Reference books on accounting (100) (GPV=1000)

K32. Maid's Hall

Encounter: Helga, Mulo Vampire (HF 24, EP 8,000, Int 16, AL CE, AC 1, MV 9", HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: +2 to hit due to Strength, Energy Drain (2 levels), Regeneration (3 hp/round), Immune to Sleep, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. SD: +1 or better weapon to hit, can shapechange into a horse or sheep, immune to sunlight, Lang: common, Morosevian, elvish, Hon: Ave, ML 17, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p52, Skills: Maintenance/upkeep, shaving/grooming, cooking 82, orchestrate task 68. Weaknesses: Cannot cross running water under her own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Nail through the neck or cutting off toes instantly kills.)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Potential Yield:
❑ Kill Helga (EPV=8000)

K35. Facing Guardians

Encounter: 2 Tin Soldiers (HF 9, EP 420, Int 0, AL N, AC 5, MV 9", HD 5, HP 43 ea., SZ M, #AT 1, D 1-10, SA: none, SD: immune to most spells, emit toxic fumes when melted (as Stinking Cloud 10' radius), Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p86, Weaknesses: double damage from heat spells and save at -2 against them)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Potential Yield:
❑ Kill Tin soldiers (2) (EPV=840)

K37. The Study

Potential Yield:
❑ 50 Books (500 years old) (GPV=263)
❑ Painting (with frame) (GPV=100)

K38. False Treasury

Potential Yield:
❑ Chest (GPV=2)
❑ 50 gp (GPV=50)
❑ 100 sp (GPV=20)
❑ 2000 cp (GPV=20)

K40. The Belfry

Encounter: 1 Manticore (HF 10, EP 975, Int 6, AL LE, AC 4, MV 12"/18 Fly (E), HD 6+3, HP 53, SZ H, #AT 3, D 1-3/1-3/1-8, SA: 1-6 tail spikes (1d6 dmg each), SD: Nil, Lang: none, Hon: Ave, ML 14, TOP: 26, Crit BSL: Def AC+5, FF 8, Reference HoB 4, p 115)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Potential Yield:
❑ Kill Manticore (EPV=975)

K41. Treasury

Potential Yield:
❑ 50,000 cp (GPV=500)
❑ 10,000 sp (GPV=2000)
❑ 10,000 gp GPV=10000)
❑ 1,000 pp (GPV=5000)
❑ 15 100 gp gems (amber) (GPV=1500)
❑ 10 1,000 gp fire opals (GPV=10000)
❑ **Broad sword +2** (EPV=800) (GPV=4000)
❑ **Boomerang of Cleaving +5** (EPV=500) (GPV=1000)
❑ **Dagger of Flesh Devouring +2** (EPV=500) (GPV=3000)
❑ **Pain Giver Shortsword +2** (EPV=300) (GPV=5000)

K42. The Bedchamber

Encounter: Gertruda, Daughter of Mad Mary, 0-lvl human female (HF 0, EP 7, Int 10, AL NG, AC 8 (Dex and clothes), MV 12", HD 1/2, HP 24, SZ M, #AT 1, D 1d6-1 (dagger), SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: Ave, ML 8, TOP: 12, Crit BSL: Def AC-5, FF 4, Str 9/44, Dex 13/76, Con 9/48, Int 9/16, Wis 4/37, Cha 16/66, Com 15/72, Quirks and Flaws: naive, Skills: cooking 68, maintenance/upkeep)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Clothing AC 9
❑

Potential Yield:
❑ Kill Gertruda (EPV=7)
❑ Dagger (GPV=2)

K44. Closet

Potential Yield:
❑ Capes (28) (GPV=22)
❑ Black Formal wear (GPV=100)

K48. Hall of Heroes

Encounter: 10 Vexing Spirits (HF 8, EP 120, Int 12, AL CG, AC 2, MV 12", HD 3, HP 34, SZ M, #AT 1, D 1-6, SA: Fear touch vs. 2HD or less, Magic Jar (once per week), Telekinesis (10 lbs.), Dimension Door (small objects up to 50 feet), dream intrusion, SD: ethereal, immune to Charm, Sleep and Hold spells, 25% magic resistance, Lang: common, Hon: Ave, ML 11, TOP: N/A, Crit BSL: Def AC+1, FF N/A, Reference HoB 7 p102)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Potential Yield:
❑ Kill Vexing Spirits (10) (EPV=1200)

K46. Courtyard Overlook

Encounter: 40 ScareRavens (HF 1, EP 35, Int 1, AL N(E), AC 7, MV 3"/15" fly (B), HD 1+2, HP 26 ea., SZ S, #AT 1, D 1d4, SA: fear gaze for 1-4 rounds, SD: Nil, Lang: none, Hon: N/A, ML 9, TOP: 13, Crit BSL: Def AC-1, FF 7, Reference HoB 7 p31)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

21). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

22). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

23). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

24). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

25). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

26). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

27). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

28). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

29). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

30). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

31). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

32). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

33). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

34). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

35). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

36). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

37). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

38). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

39). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

40). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Potential Yield:
❑ Kill ScareRavens (40) (EPV=1400)

K47. The Landing

Encounter: 20 Crawling Claws (HF 1, EP 35, Int 0, AL N, AC 7, MV 9", HD <1-1, HP 4 ea., SZ T, #AT 1, D 1d4 (armored) or 1d6 (unarmored), SA: Nil, SD: half damage from edged weapons, immune to magic weapon enhancements, immune to immune to Sleep, Charm, Hold and death magic, cannot be turned, controlled or damaged by holy water, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC-4, FF N/A, Reference HoB 2 p37, Weaknesses: cold spells cause +1 damage per die.)

1). HPs: ❑❑❑❑ 2). HPs: ❑❑❑❑ 3). HPs: ❑❑❑❑ 4). HPs: ❑❑❑❑

5). HPs: ❑❑❑❑ 6). HPs: ❑❑❑❑ 7). HPs: ❑❑❑❑ 8). HPs: ❑❑❑❑

9). HPs: ❑❑❑❑ 10). HPs: ❑❑❑❑ 11). HPs: ❑❑❑❑ 12). HPs: ❑❑❑❑

13). HPs: ❑❑❑❑ 14). HPs: ❑❑❑❑ 15). HPs: ❑❑❑❑ 16). HPs: ❑❑❑❑

17). HPs: ❑❑❑❑ 18). HPs: ❑❑❑❑ 19). HPs: ❑❑❑❑ 20). HPs: ❑❑❑❑

Potential Yield:
❑ Kill Crawling Claws (20) (EPV=700)
❑ Painting (GPV=300)

K49. Lounge

Potential Yield:
❑ Books (20) (GPV=2)

K54. Familiar Room

Encounter: Black cat familiar, Quasit familiar, Pit Bull familiar, Fire Demi-elemental familiar

Black cat familiar (nocturnal) (HF 0, EP 7, Int 2, AL NE, AC 6, MV 9", HD 13 hit points, SZ T, #AT 3, D 1-2/1-2/1, SA: Rear claw rake 1-2 (if both front claws hit), surprise 8 in 10, SD: only surprised 2 in 10, speed boost (MV 18" for 1-10 rds), Lang: none, Hon: Ave, ML 8, TOP: 4, Crit BSL: Def AC-4, FF 2, Reference HoB 2, p8)

Quasit familiar (grumpy) (HF 11, EP 2000, Int 5, AL CE, AC 2, MV 15", HD 3, HP 35, SZ T, #AT 3, D 1d2+4/1d2+4/1d4+4 (+2 to hit, +4 to damage due to 16/66 Strength), SA: poison (lose 1 point of Dex for 2-12 rounds), SD: Blast of Fear (1/day), Commune (1/week), Darkness, Teleport Without Error, Gate, Detect Good, Detect Magic, Invisibility, +1 or better or cold iron weapon to hit, polymorph self, 25% magic resistance, save as 7 HD, immune to fire, cold and electricity, Lang: common, Nefarian, Hon: Ave, ML 9, TOP: 17, Crit BSL: Def AC+3, FF N/A, Reference HoB 5, p 92)

Pit Bull familiar (foul smelling) (HF 2, EP 125, Int 2, AL N(C)E, AC 6, MV 12", HD 2+5, HP 35, SZ M, #AT 1, D 1-8, SA: blood lust (+1 to hit, +3 to damage, +3 penalty to AC), rend flesh (double damage + effect of critical on a natural 20), SD: fear (<4HD save vs. spell or flee for 1d6 rounds) Lang: none, Hon: Ave, ML 17, TOP: 17, Crit BSL: Def AC+1 (normal), Def AC+2 (blood lust), FF 10, Reference HoB 6, p 78)

Fire Demi-elemental familiar (magic resistance 20%, imparts to master, grants Fire Resistance to master) (HF 0, EP 120, Int 8, AL NE, AC 8, MV 12", HD <1-1 HP 10, SZ T, #AT 1, D 1-4, SA: will set flammable objects on fire, SD: +2 or better weapon to hit, 20% magic resistance, Lang: none, Hon: Ave, ML 8, TOP: N/A, Crit BSL: Def AC-4, FF N/A, Reference Spellslinger's Guide to Wurld Domination p 80)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
❑ Kill Black cat familiar (EPV=7)
❑ Kill Quasit familiar (EPV=2000)
❑ Kill Pit Bull familiar (EPV=125)
❑ Kill Fire Demi-elemental familiar (EPV=120)

K55. Element Room

Potential Yield:
❑ Bottles of components (9) (GPV=18)
❑ Sweet Water formula book (GPV=500)

K56. Caldron

Encounter: Witches (4), Salt Water elemental

Witch #1, 5th level magic-user, human (HF 4, EP 479, AL CE, AC 5 (Dex, ring and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 13/76, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (black cat) Powers: night vision, +1 bonus to surprise rolls.)

Spells: 1st level (6): Burning Hands, Charm Person, Color Spray, Spook, Magic Missile (x2), 2nd level (2): Bind, Irritation, Third level (1) Bash Face.

Possessions: Ring of Protection +3

Witch #2, 5th level magic-user, human: (HF 4, EP 679, AL CE, AC 6 (Dex, tough hide and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 15/13, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (quasit) Powers: telepathy, infravision, 20% magic resistance, regenerate 1 hp per round, memorize and cast spells as if one level higher, +1 bonus to surprise rolls, Skills and Talents: Tough Hide)

Spells: 1st level (6): Dancing Lights, Detect Magic, Magic Missile (x3), Sleep, 2nd level (2): Fire Telekinesis, Magic Missile of Skewering, Third level (1) Bash Face, Murgain's Migraine.

Possessions: Ring of Hefty Spell Casting (can cast five spells simultaneously)

Witch #3, 5th level magic-user, human (HF 4, EP 479, AL CE, AC 5 (Dex, cloak and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 15/49, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (pit bull) Powers: telepathy, +1 bonus to surprise rolls.)

Spells: 1st level (6): Feather Fall, Friends, Grease, Protection from Good, Sleep, Smell Immunity, 2nd level (2): Glitterdust, Improved Phantasmal Force, Third level (1) Haste.

Possessions: Cloak of Displacement (first attack misses).

Witch #4, 5th level magic-user, human: (HF 4, EP 679, AL CE, AC 7 (Dex, acrobatic and clothes), MV 12", HD 5, HP 34, SZ M, #AT 1, D 1-4 (dagger, -5 to hit due to non proficiency penalty), SA: Sleep Elixir (if hit with dagger (<9 HD), save vs. spell or fall asleep), SD: Nil, Lang: common, Morosevian, Nefarian, Hon: Ave, ML 11, TOP: 17, Crit BSL: Def AC-8, FF 6, Reference Spellslinger's Guide to World Domination, p47, Str 10/01, Dex 13/76, Con 13/48, Int 14/16, Wis 13/37, Cha 15/56, Com 14/22, Skills: Alchemy 70, arcane lore 50, botany 50, brewing 39, herbalism 43, spellcraft 49, Familiar (demi-elemental) Powers: telepathy, 20% magic resistance, Fire Resistance, +1 bonus to surprise rolls, Skills and Talents: Acrobatic Skill Suite.)

Spells: 1st level (6): Hold Portal, Color Spray, Shocking Grasp, Run, Charm Person, Cromatic Orb, 2nd level (2): Ray of Enfeeblement, Munz's Bolt of Acid, Third level (1) Paralyzation

Possessions: Potion of Fire Breath, Potion of Polymorph to Insect

Salt Water Elemental (HF 27, EP 6000, AL NE, AC 8, MV 6"/18" swim, HD 12, HP 104, SZ L, #AT 1, D 5-30 (-5 due to fighting outside of water), SA: Nil, SD: +2 or better weapon to hit, Lang: none, Hon: Ave, ML 17, TOP: N/A, Crit BSL: Def AC+10, FF N/A, Reference HOB 3 p8).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Clothing AC 9
❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Clothing AC 9
❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Clothing AC 9
❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Clothing AC 9
❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑

Potential Yield:

- ❑ Kill Witch #1 (EPV=479)
- ❑ Kill Witch #2 (EPV=679)
- ❑ Kill Witch #3 (EPV=479)
- ❑ Kill Witch #4 (EPV=679)
- ❑ Dagger (4) (GPV=8)
- ❑ Sleep Elixir (4) (EPV=800) (GPV=1600)
- ❑ **Ring of Protection +3** (EPV=3000) (GPV=15000)
- ❑ **Ring of Hefty Spell Casting** (EPV=1500) (GPV=50000)
- ❑ **Cloak of Displacement** (EPV=1500) (GPV=30000)
- ❑ **Potion of Fire Breath** (EPV=400) (GPV=4000)
- ❑ **Potion of Polymorph to Insect** (EPV=350) (GPV=500)
- ❑ Spell Book #1 (EPV=14000) (GPV=28000)
- ❑ Spell Book #2 (EPV=13000) (GPV=26000)
- ❑ **Bowl of Commanding Water Elementals** (EPV=2000) (GPV=25000)

K60. Northtower Peak

Encounter: DoppelMeister (HF 13, EP 3000, Int 11, AL N, AC 6, MV 3", HD 10, HP 65, SZ H, #AT 1, D 2-24, SA: digestion 1d12, SD: Invisibility, Lang: none, Hon: Ave, ML 16, TOP: 33, Crit BSL: Def AC+8, FF 7, Reference HOB 2 p 66.)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:

- ❑ Kill DoppelMeister (EPV=3000)

K62. Servants' Hall

Encounter: Cyrus Belview, Vampire Thrall (HF5, EP 420, AL CN, AC 9 (clothes), MV 12", HD 4+4, HP 44, SZ M, #AT 1, D 1d6+3 (club, +1 to hit and +3 to damage due to Strength), SA: Nil SD: regenerate 1 hp per turn, +2 on all saving throws, immunity to control spells Lang: common Morosevian, Hon: Ave, ML 17, TOP: 22, Crit BSL: Def AC+4, FF 9, Reference HOB 8 p 55, Str 15/12, Dex 8/04, Con 11/49, Int 11/52, Wis 3/10, Cha 7/31, Com 8/15,)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Potential Yield:
❑ Kill Cyrus Belview (EPV=420)

K65. Kitchen

Encounter: 3 Monster Zombies (HF 8, EP 650, Int 0, AL N, AC 6, MV 9", HD 6, HP 50, SZ L, #AT 1, D 4-16, SA: Nil, SD: Immune to Sleep, Hold, Charm, death spells, cold and poison, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 8, p124)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
❑ Kill Monster Zombies (3) (EPV=1950)

K69. Guard's Quarters

Encounter: 10 Screaming Skeletons (HF 2, EP 175, Int 0, AL N, AC 7, MV 12", HD 1+2, HP 27 ea., SZ M, #AT 1, D 1-6, SA: Fear scream (40-foot radius, 1d6 rounds, save or flee), SD: hacking and puncturing weapons do only half damage, immune to Sleep, Charm, Hold, death magic, paralyzation, poison, fear, darkness, cold-based attacks and verbal abuse, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC-1, FF N/A, Reference HoB 7, p66)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Potential Yield:
❑ Kill Screaming Skeletons (10) (EPV=1750)

K70. Kingsman Hall

Encounter: 3 Hordlings (HF 45, EP 650, Int 8, AL CE, AC 3, MV 9", HD 6+3, HP 54, SZ Large, #AT 3, D 1-3+4/1-3+4/1-6+4 (claw/claw/bite), SA: Stinking Cloud (7th level) once per day, Strangulation (if both claws hit in a single round, holding may automatically do 2-8 on subsequent rounds), +2 to hit and +4 to damage due to 16/66 Strength, SD: infravision, ultravision, Darkness, Teleport Without Error and Gate, half damage from electricity and fire, immune to cold, gas and poison, become 75% invisible if they concentrate for 1 turn, Lang: common (telepathy), nefarian, Hon: Ave, ML 18, TOP: 27, Crit BSL: Def AC+7, FF N/A, Reference HOB 5 p87)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Potential Yield:
❑ Kill Hordlings (3)

K72. Office of Vengeance

Encounter: Shadow Demon (HF 24, EP 1,075, Int 12, AL CE, AC 9/5/1 (depending on lighting conditions), MV 12" (possibly more), HD 7+3, HP 65, SZ M, #AT 3, D 1-8/1-6/1-6, SA: Darkness 10' radius (1/day), Fear 30' radius (1/day), Magic Jar (1/week), SD: immune to fire, cold and electricity, Lang: common, Nefarian, Hon: Ave, ML 20/15/11/6 (depending on lighting conditions), TOP: N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 5, p126)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
❑ Kill Shadow Demon (EPV=1075)
❑ 3 Longswords (GPV=45)
❑ 3 Jousting Lances (GPV=60)

K74. North Dungeon

Potential Yield:
❑ Cell a 6100 ep (GPV=3050)
❑ Cell b 5600 ep (GPV=2800)
❑ Cell c 600 pp (GPV=3000)
❑ Cell g 6900 ep (GPV=3450)
❑ Cell h **Bastard Sword +2 , Cursed Berserking** (EPV=0) (GPV=2800)

K75. South Dungeon

Encounter: Werewolf (Cell a) (HF 5, EP 420, Int 10, AL CE, AC 5, MV 15", HD 4+3, HP 47, SZ M, #AT 3 or 1, D 1-4/1-4/2-8 or by weapon, SA: Nil, SD: Silver or +1 to hit, heal 10-60% of damage upon transforming, Lang: common, Hon: Ave, ML 12, TOP: 24, Crit BSL: Def AC+3, FF 8, Reference HoB 4, p108)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑

Potential Yield:
❑ Cell a Kill Werewolf (EPV=420)
❑ Cell b 650 pp (GPV=3250)

K76. Torture Room

Encounter: Coffer Corpse (6), Troll, Bürgermeister Meister Berger

6 Coffer Corpses (HF 3, EP 65, Int 5, AL CE, AC 8, MV 6", HD 2, HP 30, SZ M, #AT 1, D 1-6, SA: If struck for >5 points with any weapons, it falls to the ground then rises the next round creating a Fear effect (save versus paralyzation) for 1-6 rounds, stranglehold (16 or better to hit) causing automatic 1d6 points of damage per round, SD: +1 or better weapons to hit, immune to Sleep, Charm, Hold, paralyzation, poison and death magic, turned as wraiths, Lang: none, Hon: Ave., ML 20, TOP: N/A, Crit BSL: Def AC+0, FF N/A, Reference HoB 2, p 32)

1 Troll (HF 13, EP 1,400, Int 7, AL CE, AC 4, MV 12", HD 6+6, HP 56, SZ L, #AT 3, D 5-8/5-8/5-12, SA: +2 to hit due to Strength, SD: regenerate 3 hp/round, climb walls 80, superior smell, 90-foot infravision, Lang: common, trollkin, Hon: Ave, ML 14, TOP: 28, Crit BSL: Def AC+7, FF 11, Reference HoB 8, p24)

Bürgermeister Meister Berger (HF 0, EP 7, Int 10, AL LG, AC 10, MV 3" (due to injuries), HD 1/2, HP 1 (24), SZ M, #AT none, D none, SA: Nil, SD: Nil, Lang: common, Morosevian, Hon: N/A, ML 1, TOP: 12, Crit BSL: Def AC-5, FF 5)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Potential Yield:
- ❑ Kill Coffer Corpse (6) (EPV=390)
- ❑ Kill Troll (EPV=1400)
- ❑ Kill Bürgermeister Meister Berger (EPV=7)
- ❑ **Holy Avenger BroadSword +2** (EPV=2400) (GPV=22000)
- ❑ 600 hsp (GPV=1200)
- ❑ 200 pp (GPV=1000)

K77. Observation Balcony
Potential Yield:
- ❑ Throne (2) (GPV=2000)
- ❑ 600 pp (GPV=3000)

K78. Brazier Room
Encounter: 1 Vampiricat (HF 24, EP 14,00, Int 11, AL C(N)E, AC 3, MV 24", HD 5+5, HP 50, SZ S, #AT 3, D 4/4/4-5, SA: +1 to hit due to Strength, energy draining bite 1/day (save vs. spell), charm (if bitten, save vs. spell), SD: regeneration (1 hp/turn), immune to poison, paralysis, Charm, Sleep and Hold spells, Lang: none, Hon: Ave., ML 17, TOP: N/A, Crit BSL: Def AC+5, FF N/A, Reference HoB 3, p88)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
- ❑ Kill Vampiricat (EPV=1400)
- ❑ 300 pp (GPV=1500)
- ❑ 100 gp Gems (8) (GPV=800)
- ❑ 3 Small obsidian cat statues (GPV=300)
- ❑ Brazier (GPV=3)
- ❑ Bronze statue (GPV=400)

K84. The Catacombs
Encounter: 3,000 Dire Robins (HF 0, EP 8, Int 1, AL NE, AC 3, MV 4"/14" Fly (A), HD 4 hit points, SZ T, #AT 1, D 1d4-2, SA Nil, SD flurry, Lang: none, Hon: N/A, ML 13, TOP: 2, Crit BSL: Def AC-4, FF 10, Reference: Robinloft)

Potential Yield:
- ❑ Kill Dire Robins (EPV=24000)

Crypt 4.
Encounter: Ghost (HF 14, EP 7,000, Int 14, AL LE, AC 0 or 8, MV 9", HD 10, HP 80, SZ M, #AT 1, Age 10-40 years, SA: Magic Jar spell,, SD: fear aura and age 10 years on sight, Lang: none, Hon: Ave., ML See description, TOP: N/A, Crit BSL: Def AC+8, FF N/A, Reference HOB 3, p50)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
- ❑ Kill Ghost (EPV=7000)
- ❑ **Morning Star of Glory +2** (EPV=750) (GPV=7500)

Crypt 7.
Encounter: Spectre (HF 30, EP 3,000, Int 13, AL LE, AC 2, MV 15"/30" Fly (B), HD 7+3, HP 70, SZ M, #AT 1, D 1-8, SA: Energy Drain (two levels), SD: +1 or better to hit, undead, immune to Sleep, Charm, Hold, or cold based spells, paralyzation and poison, Lang: common, Hon: N/A, ML 15, TOP: N/A, Crit BSL: Def AC+6, FF N/A, Reference HoB 7, p94)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
- ❑ Kill Spectre (EPV=3000)
- ❑ 3400 gp (GPV=3400)
- ❑ **Potion of Healing** (2) (EPV=400) (GPV=800)
- ❑ 500 gp gems (3) (GPV=1500)

Crypt 9.
Potential Yield:
- ❑ 1550 cp (GPV=15)

Crypt 10.
Potential Yield:
- ❑ Jewelry (3) (GPV=15000)

Crypt 13.
Potential Yield:
- ❑ 500 pp (GPV=2500)

Crypt 20.
Encounter: Common Vampire (HF 36, EP 8,000, Int 16, AL CE, AC 1, MV 12"/18" Fly (C), HD 8+3, HP 72, SZ M, #AT 1, D 5-10, SA: +2 to hit due to Strength, Energy Drain (2 levels), Charm Person Gaze (save at -2), SD: +1 or better weapon to hit, Regeneration (3 hp/round), Gaseous Form at will (immune to all attacks), Immune to Sleep, Charm and Hold spells, paralysis and poison. Half damage from cold and electricity attacks. Spider Climb at will. Can move with complete silence, Lang: common, Morosevian, elvish, Hon: Ave, ML 16, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 8, p53, Weaknesses: Cannot cross running water under her own power. Loses 25 hp per round if fully immersed in running water. Cannot regenerate damage from powerful holy weapons. Wooden stake through the heart instantly kills. Recoil from mirrors. Repelled by the strong odor of garlic. Lawful good holy symbol presented boldly by a faithful believer causes reeling for 1-4 rounds. Cannot enter a home unless invited. Becomes powerless in sunlight and suffers 5-20 points of damage per round of full exposure (may regenerate but is killed after a turn of exposure in any case).

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
- ❑ Kill Common Vampire (EPV=8000)
- ❑ 8000 sp (GPV=800)
- ❑ 1500 hsp (GPV=3000)
- ❑ **Shortsword, Luck Blade +1** (EPV=1000) (GPV=20000)
- ❑ **Scroll** of Fireball, Hold Person, Haste, Lightning Bolt and Slow) (EPV=1500) (GPV=4500)

Crypt 21.
Encounter: Sivian Banshee (HF 51, EP 3,000, Int 14, AL LE, AC 2, MV 9", 12" Fly (C) , HD 12, HP 68, SZ M, #AT 1, D Nil, SA: Wail of Despair, SD: +2 or better (or blessed or holy) to hit, Lang: common, elven, Hon: Ave, ML 19, TOP: N/A, Crit BSL: Def AC+10, FF N/A, Reference HoB 7, p64)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Potential Yield:
- ❑ Kill Sivian Banshee (EPV=3000)
- ❑ 500 pp (GPV=2500)

❑ 31300 gp (GPV=31300)
❑ 5300 cp (GPV=53)

Crypt 27.
Encounter: 3 Giant Spiders (HF 6, EP 420, Int 5, AL CE, AC 4, MV 3"/12" web, HD 3+3, HP 45 ea., SZ L, #AT 1, D 1-8, SA: Poison (class F, save or die), SD: Nil, Lang: none, Hon: Ave., ML 14, TOP: 23, Crit BSL: Def AC+2, FF N/A, Reference HoB 7, p97)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
❑ Kill Giant Spiders (3) (EPV=1260)
❑ 6000 sp (GPV=1200)
❑ 2000 ep (GPV=1000)

Crypt 28.
Potential Yield:
❑ Jewelry (3) (GPV=3600)

Crypt 30.
Potential Yield:
❑ **Arrows +1** (10) (EPV=5000) (GPV=20000)
❑ **Scroll** of Raise Dead (EPV=500) (GPV=1500)
❑ **Potion of Poison** (EPV=0) (GPV=0)
❑ **Potion of Clairvoyance** (EPV=300) (GPV=500)
❑ **Potion of Invulnerability** (EPV=350) (GPV=500)

Crypt 31.
Potential Yield:
❑ Chest (GPV=2)

Crypt 32.
Encounter: Crypt Thing (HF 13, EP 420, Int 11, AL CN, AC 3, MV 12", HD 6, HP 50, SZ M, #AT 1, D 1-8, SA: Teleporting touch, SD: +1 or better weapons to hit, cannot be turned in crypts (Area K84), immune to Sleep, Charm and Hold spells, paralysis and poison, Lang: none, Hon: Ave., ML 12, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 2, p 45)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
❑ Kill Crypt Thing (EPV=420)
❑ 200 cp (GPV=2)
❑ 100 sp (GPV=10)
❑ 500 ep (GPV=250)
❑ 400 gp (GPV=400)
❑ 500 hsp (GPV=1000)
❑ 200 pp (GPV=1000)
❑ Potion of Rainbow Hues (EPV=200) (GPV=800)
❑ Potion of Ventriloquism (EPV=200) (GPV=1200)
❑ Robe of Scintillating Colors (EPV=1250) (GPV=15000)

Crypt 35.
Encounter: 12 Wights (HF 13, EP 975, Int 8, AL LE, AC 5, MV 12", HD 4+3, HP 43 ea., SZ M, #AT 1, D 1-4, SA: energy drain, SD: silver or +1 or better weapons to hit, Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+3, FF N/A, Reference HoB 8, p86)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
❑ Kill Wights (12) (EPV=11700)
❑ 1500 hsp (GPV=3000)
❑ 550 pp (GPV=2750)

Crypt 36.
Encounter: 3 Hell Scorpions (HF 11, EP 975, Int 0, AL N, AC 3, MV 12", HD 5+5, HP 51 each, SZ M, #AT 5, D 1-10/1-10/1-4/2-7/1-4, (claw / claw / bite / rear claw / stinger) SA: Poison sting (class F, save or die), rear claw can grab victim on a successful hit (victim may attempt open doors roll to break free), SD: Nil, Lang: none, Hon: N/A, ML 14, TOP: N/A, Crit BSL: Def AC+4, FF N/A, Reference HoB 7, p31)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑

Potential Yield:
❑ Kill Hell Scorpions (3) (EPV=2925)
❑ 4000 cp (GPV=40)
❑ 3000 ep (GPV=1500)
❑ Obsidian Statues (3) (GPV=300)

Crypt 37.
Potential Yield:
❑ **Scroll** of Charm Monster, Polymorph to Amphibian and Polymorph Self) (EPV=1100) (GPV=3300)

Crypt 39.
Encounter: Nightmare (HF 32, EP 2,000, Int 11, AL NE, AC -4, MV 15"/36" Fly (C), HD 6+6, HP 68, SZ L, #AT 3, D 4-10/4-10/3-8, SA: Burning hooves, SD: Noxious cloud, become Astral or Ethereal at will, Lang: none, Hon: Ave., ML 14, TOP: 34, Crit BSL: Def AC+5, FF 11, Reference HoB 6, p12)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑

Potential Yield:
❑ Kill Nightmare (EPV=2000)

K85. Tomb of Sergio Vlad'Neer
Potential Yield:
❑ **Plate Mail Armor +2** (EPV=1,000) (GPV=140,000)
❑ Statues (3) (GPV=3,000)

K86. Tomb of Tahd Vlad'Neer
Potential Yield:
❑ **Pommel Stone of Vlad'Neer** (EPV=3,000) (GPV=35,000)
❑ Tahd's Spellbook (EPV=22,000) (GPV=45,000)

K87. Guardians
Encounter: 2 Clay Golems (HF 17, EP 5,000, Int 0, AL N, AC 7, MV 7", HD 11, HP 70, SZ L, #AT 1, D 3-30, SA: Haste for 3 rounds (1/day), Damage inflicted is permanent unless cured by a Heal spell (17th level or higher), SD: +1 or better blunt weapon to hit, immune to spells except for Move Earth, Disintegrate and Earthquake, Lang: none, Hon: N/A, ML 20, TOP: N/A, Crit BSL: Def AC+9, FF N/A, Reference HoB 3, p 84)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
❑ Kill Clay Golems (2) (EPV=10000)
❑ Spear (2) (GPV=2)

K88. Tomb of Barov and Ravenovia
Encounter: 20 Tarantubats (HF 1, EP 35, Int 1, AL N, AC 7, MV 3"/12" Fly (B), HD 1/2, HP 24, SZ T, #AT 1, D 1, SA: poison (save or lose one point of Strength for 1 turn - if Strength goes to zero, victim is paralyzed for 2-12 hours), SD: web, Lang: none, Hon: N/A, ML 11, TOP: 12, Crit BSL: Def AC+4, FF N/A, Reference HoB 7, p 98)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
2). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
3). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
4). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
5). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
6). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
7). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
8). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
9). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
10). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
11). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
12). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
13). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
14). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
15). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
16). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
17). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
18). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
19). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑
20). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑

Potential Yield:
❑ Kill Tarantubats (20) (EPV=700)

K89. Room of Statues
Potential Yield:
❑ Deck of Wondrous Things (EPV=0) (GPV=80,000)

K90. Lair of Choonie
Encounter: Choonie, Lewd Beholder (HF 156, EP 4,173, Int 15, AL CE, AC -4/1/6 (shell / eye stalk / eye), MV 4" Fly (B), HD 11, HP 75, SZ M, #AT 1 (arms or lick) or 2-5 (eye stalks), D 1d4-1 (arms) or 1d6 (lick), SA: Can grab upon a hit with both arms (2d8 crushing damage per round and further tongue attacks automatically hit), poison lick (class E poison - save at -4 (2d20 damage) or die, eye stalk powers listed below, SD: central eye emits anti-magic ray in 90 degree arc, +2 to all saving throws, Lang: common, Hon: Ave, ML 18, TOP: 38, Crit BSL: Def AC+9, FF 11, Reference: Knights of the Dinner Table #63, Quirks and Flaws: Clingy, Reclusive, Short Term Memory Loss, Hemophiliac, Talents: Defensive bonus (+1 to AC))

Eye Stalk powers (15th level magic-user)
1) Charm Person
2) Charm Monster
3) Sleep
4) Flesh to Stone Ray (30 yards)
5) Disintegrate Ray (20 yards)
6) Slow
7) Cause Serious Wounds (50 yards)
8) Death Ray (40 yards)

1). HPs: ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

Potential Yield:
❑ Kill Choonie (EPV=4173)
❑ **Scroll** of Phantasmagoria (EPV=600) (GPV=1800)
❑ **Scroll** of Dispel Evil and Restoration (EPV=1200) (GPV=3600)
❑ **Potion of Healing** (3) (EPV=600) (GPV=1200)
❑ **Potion of Levitation** (EPV=250) (GPV=400)
❑ **Potion of ESP** (EPV=500) (GPV=850)
❑ **Philter of Love** (EPV=200) (GPV=300)
❑ **Boots of Earnestness** (EPV=1500) (GPV=10,000)
❑ 4,000 gp (GPV=4000)
❑ 1,300 pp (GPV=6500)
❑ Ivory Figures (8) (GPV=500)
❑ **Ring of Good Omens** (EPV=2000) (GPV=5500)
❑ **Ring of Fast Scabbing** (EPV=1000) (GPV=3000)

Hail thee of might and valor:

I, the Bürgermeister Meister Berger of Morosevia send you honor with despair.

My own daughter, the fair Oksana, has been bitten these past nights by a creature calling its race "Vampyr." For over 4,000 years he has drained this land of the life-blood of its people. Now, my dear Oksana languishes and dies from an unholy wound caused by this vile beast. Yet I fear, too, that the creature has some more cunning plan in mind. He has become too powerful to be fought any longer.

So I say to you, give us up for dead and encircle this land with the symbols of good. Let holy men call upon their power that the evil one may be contained within the walls of weeping Morosevia. Leave our sorrows to our graves, and save the world from this evil fate of ours.

There is much wealth entrapped in this community. Return for your reward after we are all departed for a better life.

Bürgermeister Meister Berger

Hail to thee of might and valor:

I, a lowly servant of the township of Morosevia, send honor to thee. We plead for thy so desperately needed assistance within our community.

The love of my life, Oksana Berger, has been afflicted by an evil so deadly that even the good people of our town cannot protect her. She languishes from her wound and turns to a beast in the night, killing innocent townsfolk. She is afflicted with lycanthropy and must be cured. You must take her to the cemetery at night, by force if necessary, and have the Adept Remove this Curse while she is in were-form. She is sure to deny her nature and resist your efforts, but the one sure way to get her to change is to attack her. The stress of combat is sure to bring out the beast within her. She lives in the southernmost manor.

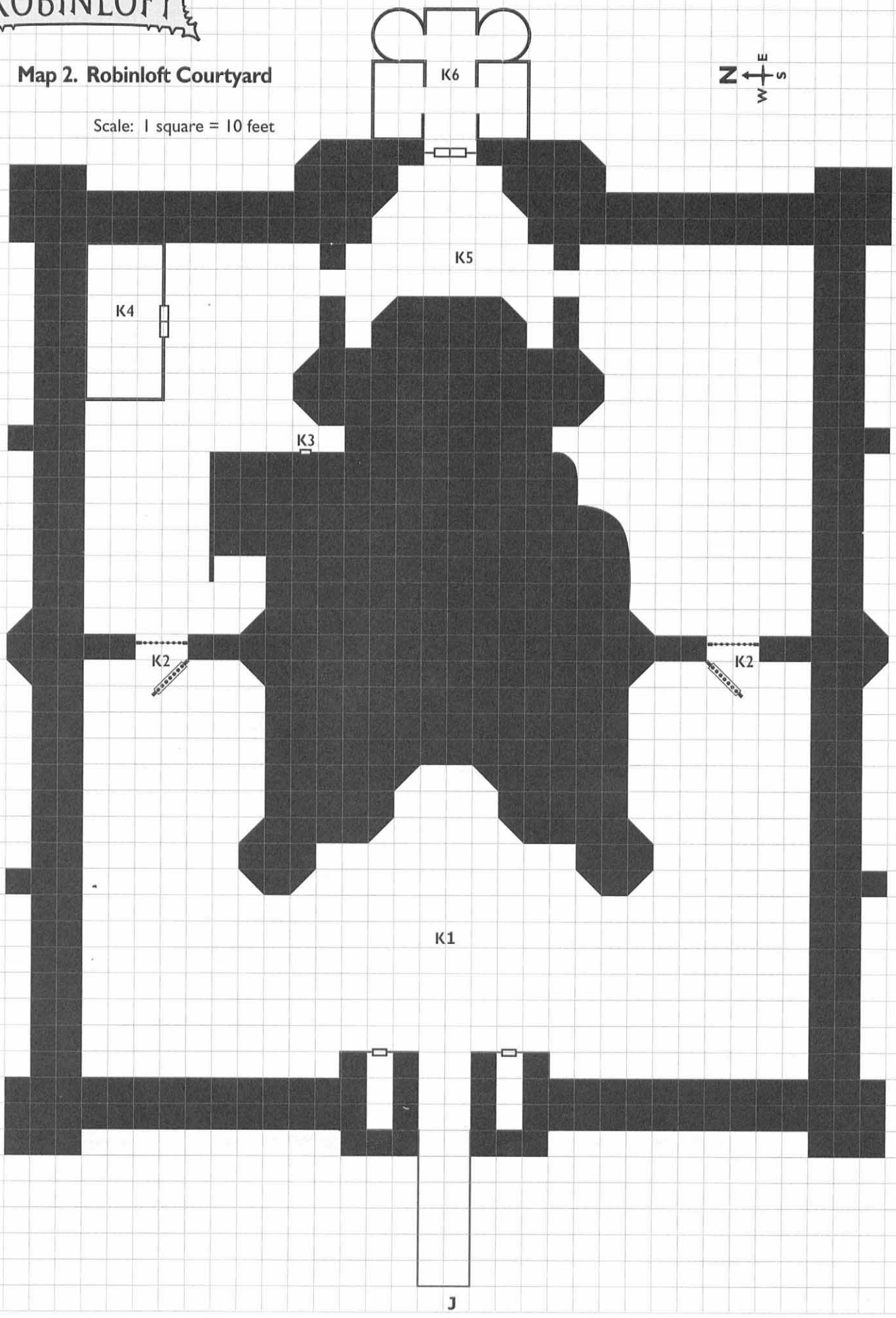
There is much wealth in this community. I offer all that might be had to thee and thy fellows if thou shalt but answer my desperate plea. Come quickly for her time is at hand! All that I have shall be thine!

Bürgermeister Meister Berger

ROBINLOFT

Map 2. Robinloft Courtyard

Scale: 1 square = 10 feet

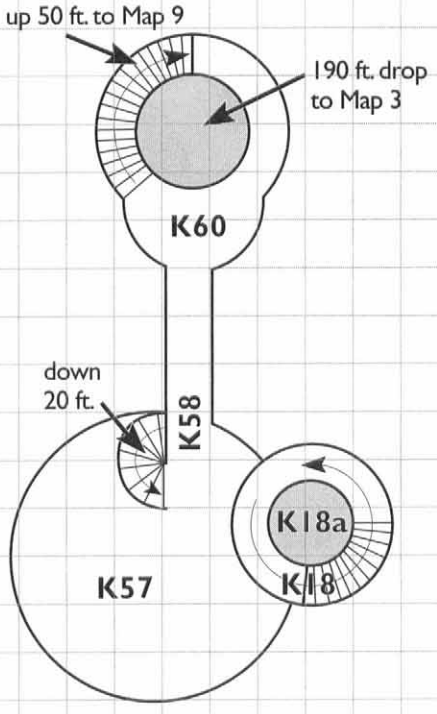


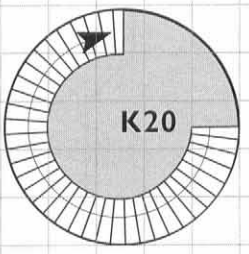
ROBINLOFT

Map 8. The Spires

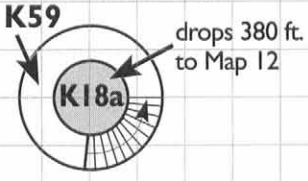
Map 7. The Spires

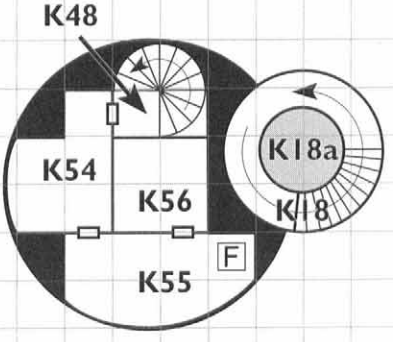
Map 9





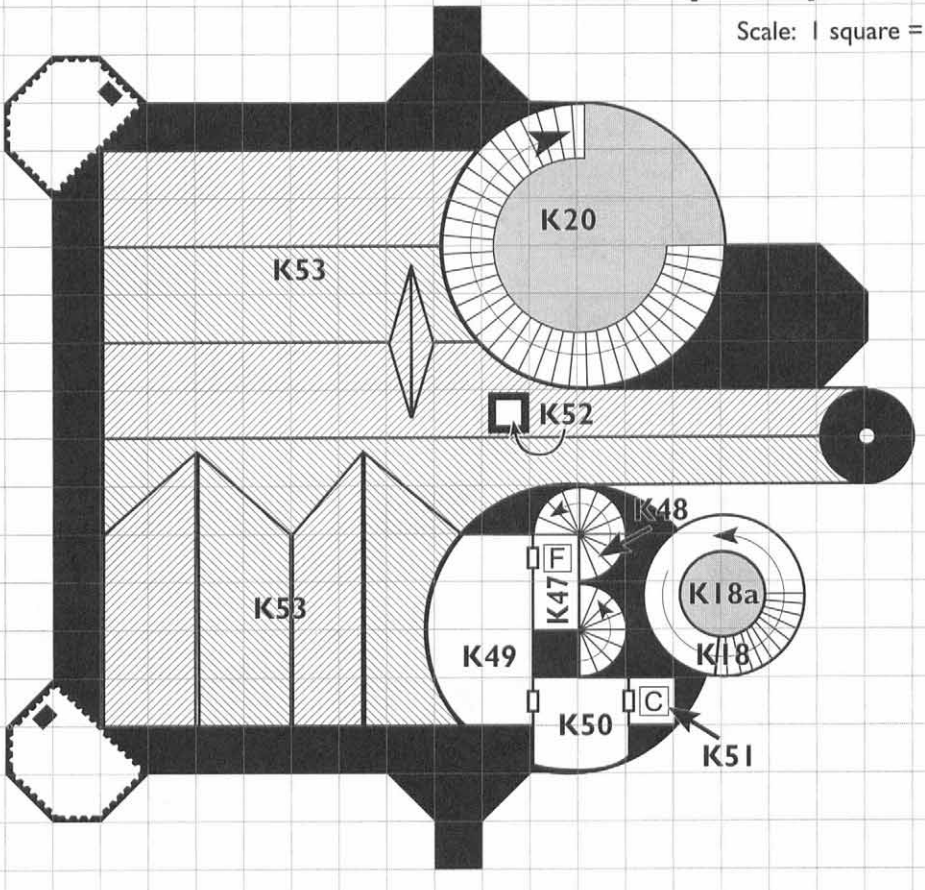
Map 10





Map 6. Spires of Robinloft

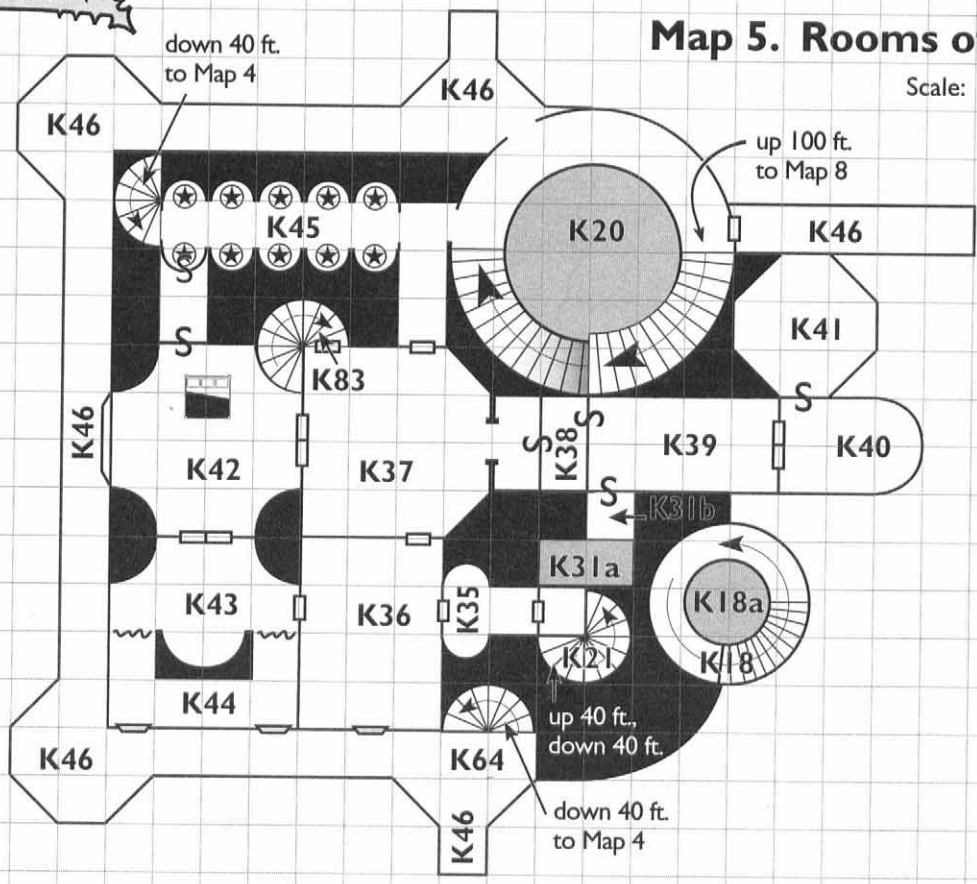
Scale: 1 square = 10 feet

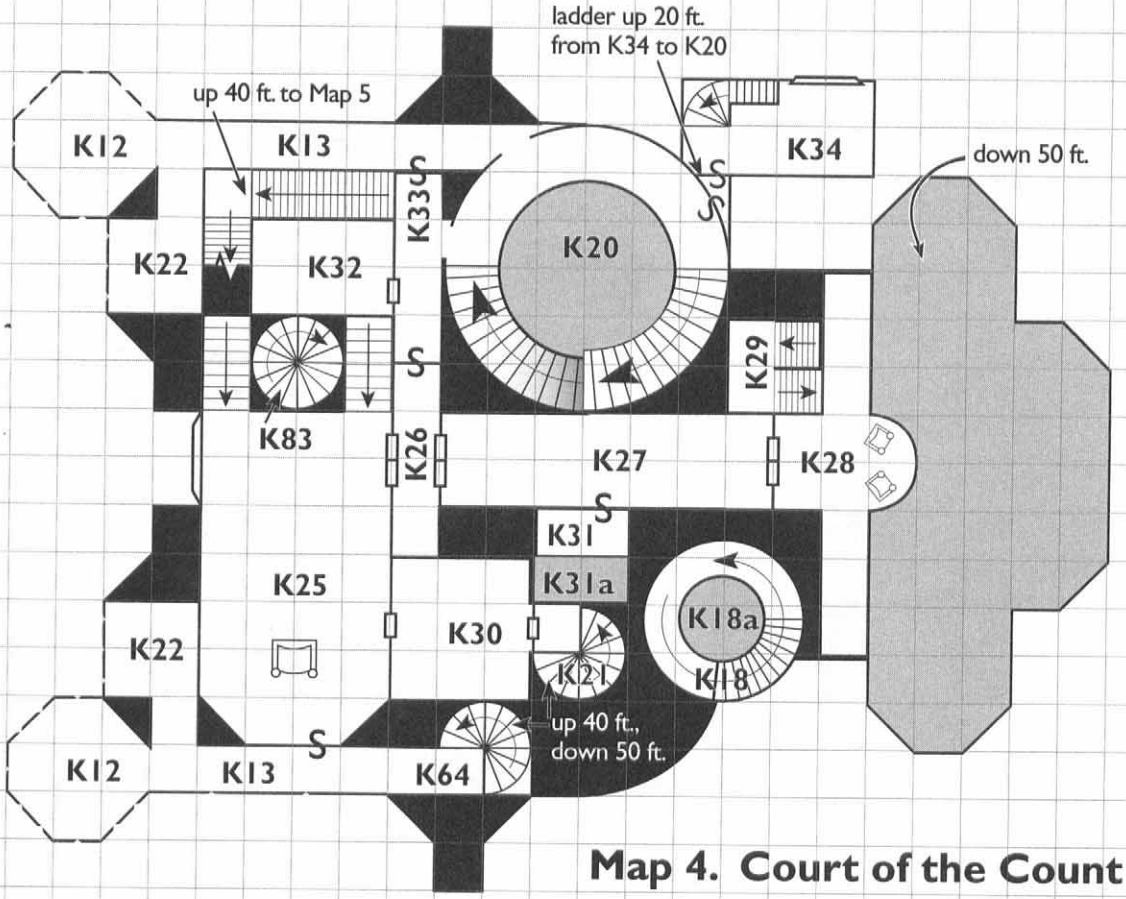


ROBINLOFT

Map 5. Rooms of Weeping

Scale: 1 square = 10 feet





Map 4. Court of the Count

ROBINLOFT

Map 3. Main Floor

Scale: 1 square = 10 feet

K19
K83
up 20 ft. to Map 4
up 30 ft.
up 50 ft.
up 30 ft. to Map 4
K12
K13
K24
K23
K22
K20a
K20
K29
K16
K83
K7
K8
K14
K15
K31a
K17
K18a
K11
K10
K9
K18
K21
down 10 ft. to new wall.
down past wall 80 ft. to Map 12
K12
K13
K64
up 50 ft. to Map 4, down 40 ft. to Map 11

Map 11. Larders of Ill Omen

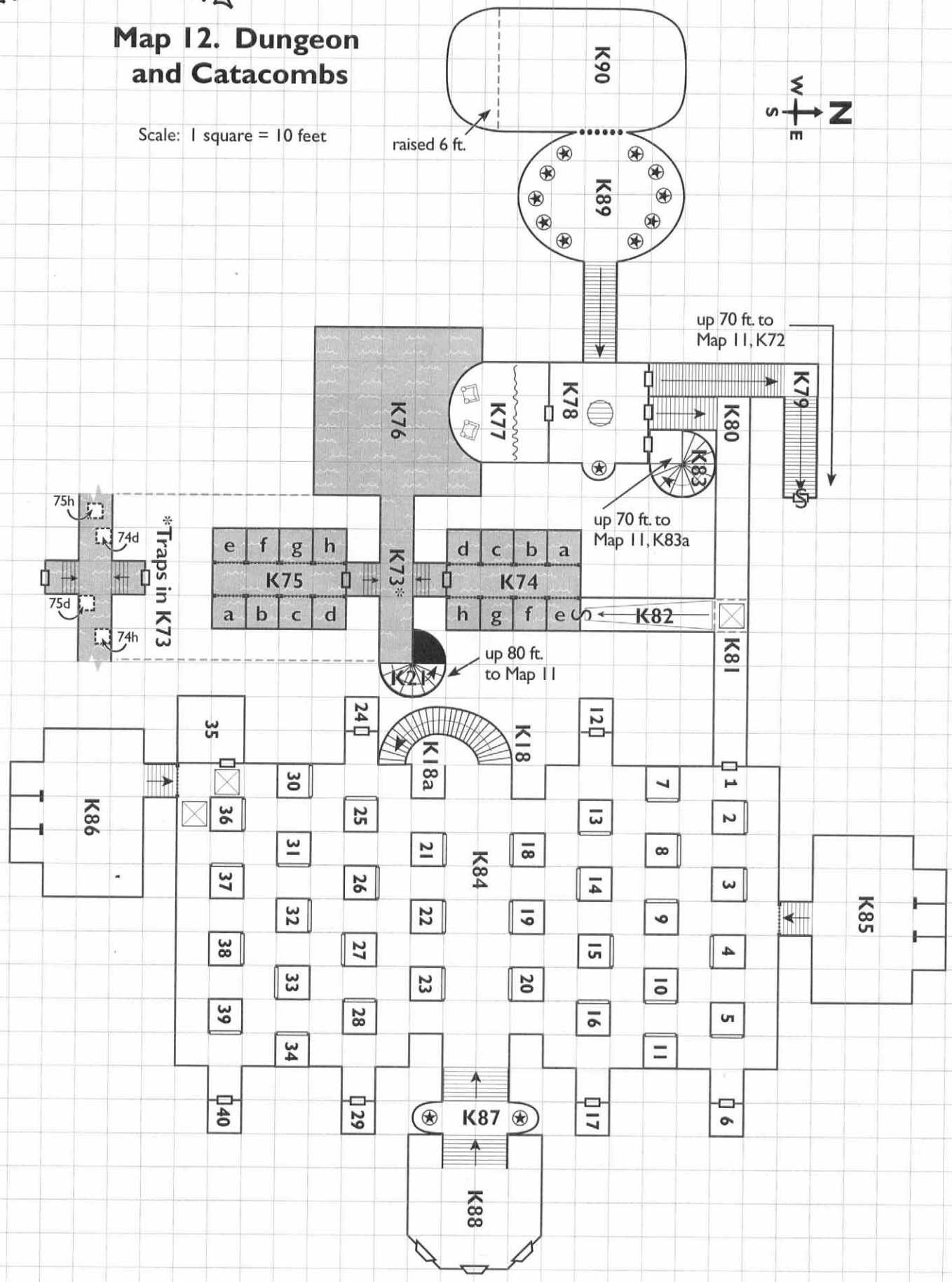
T = Trap

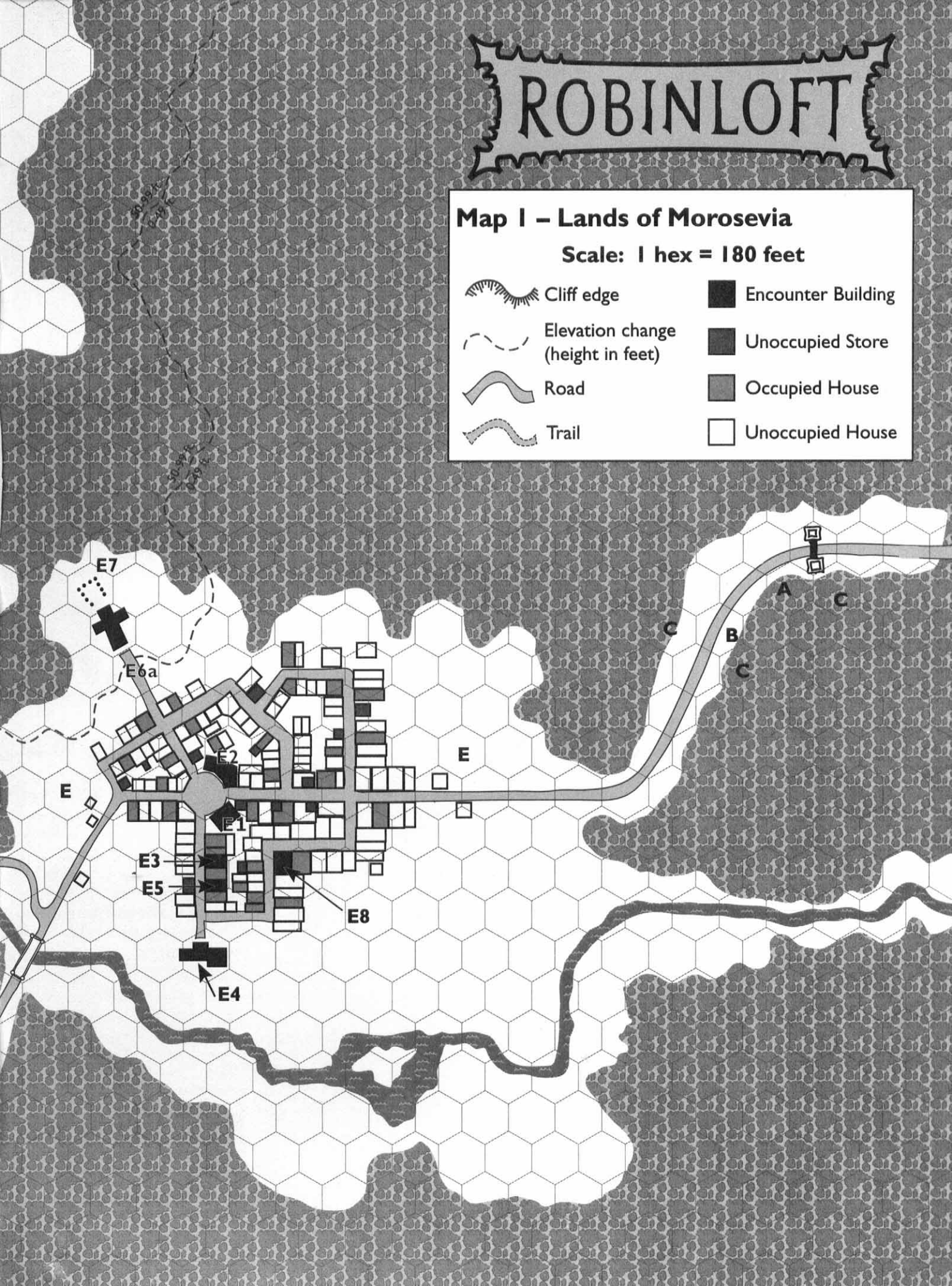
K79
S
K72
K20a
K70
K71
up 40 ft. to Map 3
K83a
K66
K65
K67
K62
K63
K61
T
K18a
K69
K21
K18
K68
up 30 ft. to rubble blockage, then 10 ft. past rubble to Map 3, K18
K64
up 40 ft. to Map 3

ROBINLOFT

Map 12. Dungeon and Catacombs

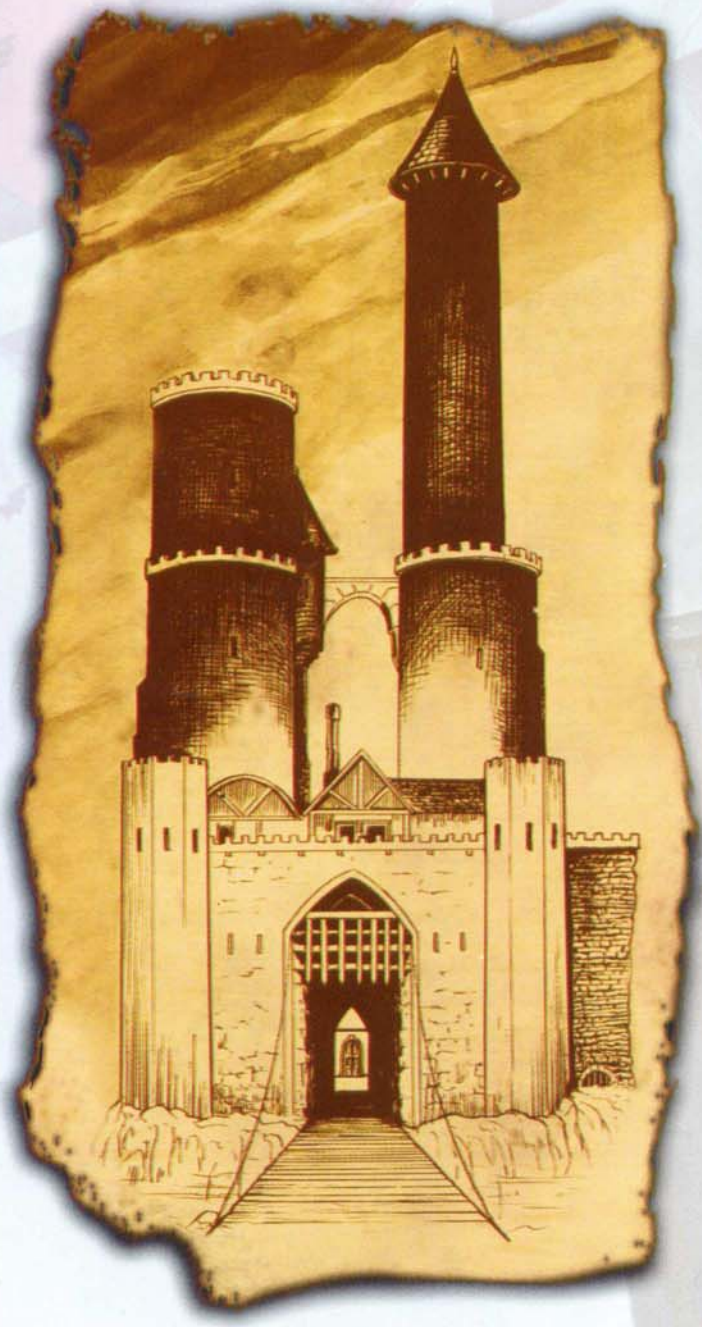
Scale: 1 square = 10 feet




ROBINLOFT
Map 1 – Lands of Morosevia
Scale: 1 hex = 180 feet
Cliff edge
Elevation change (height in feet)
Road
Trail
Encounter Building
Unoccupied Store
Occupied House
Unoccupied House
E7
E6a
E2
E1
E3
E5
E8
E4
E
E
A
B
C
C
C

HackMaster

ROBINLOFT



Welcome to Robinloft, a gloomy realm of despair and gothic horror. This HackMaster version of the classic Ravenloft adventure is sure to keep your players on edge with plenty of twists and turns as they try to escape the clutches Count Tahd Vlad'Neer.

Once an optimistic and happy place, the village of Morosevia is a sad place now. Most of the shops have been forced to close. The night and its creatures belong to Vlad'Neer. When the sun sets, the people of Morosevia barricade their homes, trembling in fear. Each night the attacks seem to get worse.

Far above the village sits Castle Robinloft, Vlad'Neer's home and fortress. Every night thousands of Dire Robins fly out of the castle's towers to feed. It is said that sometimes Vlad'Neer flies with them. Certainly, Morosevia will never be safe until all the evil in his castle is destroyed.

Robinloft is a classic gothic horror story with some humorous twists. Many mysteries surround Count Vlad'Neer, his Castle Robinloft and the Lands of Morosevia within the Country of Roathaven. If they are not already there, the PCs are brought to Roathaven near the County of Morosevia by a deadly, Teleporting fog. As they interact with the inhabitants of Morosevia, their adventure can run in many directions, but most likely culminates in a fantastic Vampire hunt. The dark forests of Morosevia are filled with Sturm Wolves and other wicked creatures, making travel quite unsafe.

This horrific module includes new monsters and other features that have helped make HackMaster the 2001 Game of the Year. Don't miss this sure to be classic HackMaster adventure!

The Game Must Go On! • In Memory of T. 'Gary' Jackson • R.I.P. 1953-2001

ISBN 1-889182-33-8

51299

9 781889 182339

EAN

U.S. $12.99 K&C2204