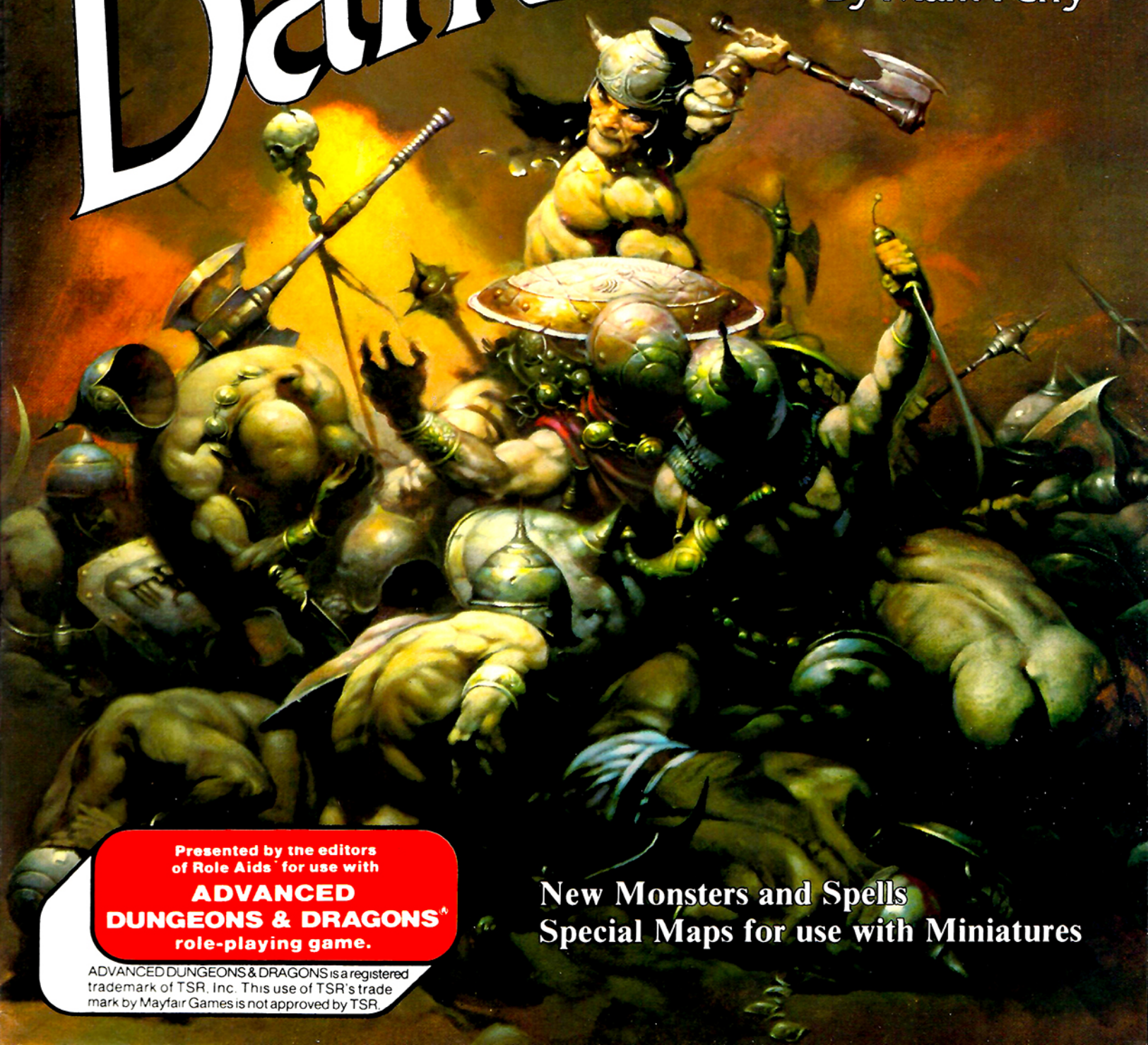


War of Darkness

By Mark Perry



Presented by the editors
of Role AidsSM for use with

**ADVANCED
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How To Use This Book

Conventions include the "D" abbreviation for "die" or "dice." 1D20 means roll one 20-sided die; 1D100 (or D%) means roll two 10-sided dice sequentially, generating a percentage or number between 01 and 00 (00 is read as 100); 3D6 means roll three 6-sided dice and add the results to get the sum.

Value assumes, with medieval level of civilization, that the value of one gold piece is about \$20 in 1985 U.S. dollars. An income of 20 gold pieces (or gp) would be a very profitable day for a merchant, but 5-10 gold pieces is a more likely sum for a day's effort. Hirelings' wages are usually 10 gp per day per Skill level which raises dramatically with jobs that are preceived to be dangerous.

Armor Class works on a scale where a lower number is better. A character with no armor has AC: 10. A shield adds one step to make it AC: 9; chain mail is AC: 5; plate and shield is AC: 2.

THACO is a convenient statistic meaning "To Hit Armor Class 0." When you know the number required to score a successful hit with a D20 (or multiply by 5 to get the percentage chance of success).

For example, if Erik's THACO is 16, and the target is wearing chain mail with no shield (AC: 5), Erik needs to roll 11 on a D20 ($16-5 = 11$), or a 55 or less on a D% ($11 \times 5\% = 55\%$).

Characteristics (or Attributes, Ability Scores, or Statistics) are derived from 3D6. The lowest score for a human is 3 and the highest score is a 18 (00).

Saving Throws decide how you are affected by spells, poisons, etc. You are often required to roll a certain number of a D20 and if you succeed, the effects of the attack on your character are reduced or negated. Remember, for normal saving throws you must roll **equal to or greater than** the saving throw number to succeed.

Ability Rolls on your character's abilities or Statistics work much like saving throws. On certain occasions, your character will be directed to "save against" a basic Ability statistic.

For example, if you want to detect a lie or get further information, you may have to save on a die roll against the statistic of Insight (IN).

Roll a D20 for all saves against Ability Scores. If the number is **equal to or lower than** the Ability Score, you make your save and can tell if a person is lying or notice an important clue.

Ability rolls are often modified. If you are instructed to make an IN roll at +3, you add 3 to the die roll. For example, if your IN is 12 and you roll a 10, you still fail to save ($10+3 = 13$).

Maps: All important adventure maps are usually gathered at the end of (or middle of) an adventure and not scattered throughout the book. See Table of Contents for page number.

Reading The Entries

Each of the entries in this book has two sections. What the GM reads to the players is printed in *italic type*. This portion of the text is followed by three asterisks, as follows:

* * *

The portion of the text that tells what the GM should know is printed in regular (Roman) type.

Any information that is of special interest to the GM in conducting the adventure will be indicated by the words **GM NOTE**.

Example:

11 CASCADE *Entrance to Cavern Level II*

A small waterfall flows from a hole in the center of the ceiling. It feeds a stream that cuts through the cave and flows down the passageway to the east.

* * *

The hole in the ceiling is about 8' in diameter and it leads up vertically. The rush of falling water is not sufficient to impede a climbing attempt.

NOTE: This hole in the ceiling is the only access to Cavern Level II.

In some cases, the party will confront more than one opponent in a cave or room. When this happens, the number of attacking opponents will be shown in parenthesis before the opponents' name or monster type, as in this example:

(6) **Dire Wolves**

AC: 6, HTK: 22 each (3D8+3)

M: 18",

AL: Neutral, IT: Semi

Att: 1, Dm: 2-8

THACO: 16

Size: M

Abbreviations

AC..... Armor Class
HTK..... Hits To Kill
M... Movement in feet per melee round
/#"..... Flying Speed
//#"..... Swimming Speed
AL..... Alignment
Att..... Attacks per melee round
Dm..... Damage per attack
THACO..... To Hit Armor Class 0

Special..... Special attacks or defenses
ST..... Strength
IT..... Intellect
IN..... Insight
DX..... Dexterity
SM..... Stamina
AP..... Appeal
gp..... gold pieces
sp..... silver pieces

4/2/1..... Spells per level of spell
ft..... feet
EP..... Experience Points
Mage..... Magic User
GM..... Game Master
TIME:
Segments..... 6 seconds
Melee Round... 10 segments; 1 minute
Turn... 10 melee rounds; 10 minutes

War of Darkness

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WAR OF DARKNESS

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GAMEMASTER INTRODUCTION

This module can be adapted to your existing campaign easily. The country under attack can simply be one that your players are familiar with, but it should be a nation that is basically of good alignment and moderately rich, especially in magic.

This module was designed for a group of 4-6 players of skill 12-14. The party should include one cleric, one magic-user, one special fighter class (a ranger or paladin), and one thief.

Note that because of the war situation in this adventure, magic is at a premium and any powerful magic items the party possesses may be considered confiscated for the

war effort. Use this premise to the game's enhancement.

This adventure differs from many in that the cleric plays a key role. While combat skills play an important role in this adventure, the cleric's intervention in specific situations will make a distinct impact on the outcome of this scenario.

Note that the undead encountered by the player characters in this adventure are the creations of the deity Apkieran, Lord of the Undead, and cannot be turned unless specified.



PLAYER CHARACTERS

Lir ap Conn, Human, Skill 14 Cleric

ST: 17, IT: 13, IN: 18
SM: 16, DX: 14, AP: 16
AC: 0, HTK: 83 (14D8)
MV: 12", Att: 1, Dm: (by weapon)
Align: Lawful/Good
THACO: 12
Weight: 260, Height: 6'5"
Special: spell use
Weapons & Armor: Plate mail +1, shield +1, mace +1 (+3 versus undead)
Equipment: Potion of Extra Healing, Potion of ESP

Lir, whose deity is Athena, is a tall, strongly built man with a thick shock of pure black hair and deep-set dark eyes. He is in excellent shape and built somewhat like a bear. He is well known for his fondness for practical jokes and strong drink.

Lir started his adventuring at the young age of 14, when he left home and never returned. With a combination of intelligence, imagination, and luck he has survived and flourished. Now in his late 40's, Lir has lost none of his rebellious nature that inspired him as a youth. His wisdom comes from hard experience, and he learned long ago that stubbornness doesn't get very far in this world.

Unlike other clerics of his church, Lir is neither preachy nor intolerant of those of other religions. However, he places a high premium on applying wisdom and discretion to one's daily life.

He is the leader of this group and treats all, even the ancient Fergus, as his sons.

Michael Star-Hand, Human, Skill 12 Paladin

ST: 18/04, IT: 15, IN: 16
SM: 15, DX: 12, AP: 17
AC: -1, HTK: 89 (12D10)
MV: 12", Att: 1, Dm: (by weapon)
Align: Lawful/Good
THACO: 10
Weight: 175, Height: 6'0"
Special: spell use
Weapons & Armor: Plate Mail +2, shield +1, sword +3 (no special abilities), short sword +1)
Equipment: Potion of Free Action

Michael is the epitome of what a paladin should be; he is noble, strong, courteous, and kind. He never passes responsibility for tasks which he can take on himself onto others.

He is slim and lean with wide shoulders and thin hips. His smooth shaven face is hard, with sharp lines of strength that are the only hint of the terrors he has faced.

At 31 years old he is considered young for one so powerful. He is called Star-Hand because he possesses a great power of healing. All his healing spells cure the maximum number of HTK, and once each month he may do a Heal spell, but only on another person of Good alignment, never on himself. He invariably chooses all the cure spells he can to use in a day.

Like Lir, Michael is not given to preaching. He is quiet, soft-spoken, and, though polite, very reserved. Ever since his brother was murdered by a Night Hag, he has harbored a fierce hatred for anything Chaotic/Evil. In fact, it is said that his one goal in life is to destroy one of the great demon princes.

He and Fenrond have been partners for several years.

Fenrond Demonbane, Human, Skill 12 Mage

ST: 10, IT: 18, IN: 16
SM: 10, DX: 16, AP: 6
AC: 2, HTK: 31 (12D4)
MV: 12", Att: 1, Dm: (by weapon)
Align: Chaotic/Neutral
THACO: 16
Height: 5'10", Weight: 200 lbs.
Special: spell use
Weapons & Armor: Bracers [AC: 3]; Ring of Protection +1; dagger +1, +3 versus cold using creatures
Equipment: A Brooch of Shielding which has absorbed 73 Magic Missiles, a Wand of Magic Detection, and a Robe of Useful Items

Fenrond Demonbane is as fierce a man as could exist. Where Michael is reserved, Fenrond is impassionate; where Michael is gentle, Fenrond is harsh.

Fenrond was a captive of an evil drow wizard for three years. He still bears lasting effects of his torment; his left arm is weak and useless for all but the most basic of movements, the muscle from the bicep having been removed. His face bears a terrible scar that gapes wide on the left side of his face showing the teeth. This gap forces him to breathe hoarsely, and his speech is always slurred.

Fenrond, although in his late 40s, looks to be in his 60s. But for all that he still moves fast when he has to, and has a relatively strong constitution. One thing he did gain from his captivity with the drows is the ability to withstand cold, so that he takes only half damage from cold-based attacks, or none if his saving throw is made.

Fenrond is fanatically loyal to Michael because he freed Fenrond from captivity. He has no use for the others in the party

besides Michael, but he will tolerate them for his sake. He despises Lir because he feels that Lir treats him like a wayward son.

Fenrond is bent on revenge against his captors and those of like alignment; he has turned his hate toward the followers of Chaotic/Evil.

Ban of Northgate, Human, Skill 13 Thief

ST: 14, IT: 17, IN: 13,

SM: 18, DX: 9, AP: 11

AC: 6, HTK: 58 (13D6)

M: 12", Att: 1, Dm: (by weapon)

Align: Lawful/Neutral

THACO: 14

Weight: 165 lbs., Height: 6'2"

Weapons & Armor: leather armor +2, short sword +1, Crossbow of Speed, 10 +1 arrows

Equipment: Cloak of Displacement, Potion of Human Control, Potion of Climbing

Ban lives for adventure, which, to him, no matter what the risk, is just good, clean fun. Saving money means nothing to him, though he immensely enjoys relieving others of its weighty burden. He is in the habit of blowing everything he has "earned" during a wild "weekend" that sometimes lasts up to three weeks.

As far as his outlook on the rest of the party goes, Ban finds Michael to be much too sincere and Fenrond much too serious. He baits the two of them incessantly.

For all his non-stop boasting on how wonderful a guy he is, and how lucky anybody is to know him, he is loyal to whomever his partners are for as long as an adventure lasts. He is, after all, Lawful, even if he has a rather broad interpretation of what that exactly means.

Fergus Strongarm,

Human, Skill 14 Fighter

ST: 18/00, IT: 12, IN: 15,

SM: 18, DX: 9, A: 11

AC: 2, HTK: 120 (14D8)

MV: 12", Att: 3/2, Dm: (by weapon +6)

Align: Chaotic/Good

THACO: 8

Weight: 160 lbs., Height: 5'4"

Weapons & Armor: banded mail +2, two-handed sword +2, sword +1

Equipment: 2 Javelins of Piercing, Potion of Invulnerability, Ring of Warmth

Fergus has incredibly wide shoulders and thick bones, which are characteristics of his half-dwarven ancestry.

Fergus is very quiet and reserved. He is also

very gentle, but he will gladly stand up to a bully, having been the victim of so many in his hard childhood.

Fergus retains all of the benefits of the dwarven race in abilities. He also shares their distrust of magic and magic-users.

Though Fergus is no intellectual giant, he is nobody's fool, and he has learned and absorbed a lot in his 131 years.

Fergus has much admiration for Michael. He considers Lir to be a kindred soul and a strong father figure. Ban annoys him to no end, and he feels that Fenrond has an intolerable cruel streak.

NEW MAGIC ITEMS & SPELLS

Rupture (Necromantic) Reversible

Skill 2 clerical spell

Range: 6" (+1" per skill)

TTC (Time to Cast): 3 segments

Duration: Instantaneous

Saving Throw: for 1/2 damage

Area of Effect: one creature

When the cleric casts this spell, a pale red light surrounds whatever area he is casting it on. If a saving throw is made, only 1/2 damage is taken. The rupture explodes the cells in a part of the body, usually the chest area. It does 1 HTK per skill designation of caster. The target also takes additional damage based on the skill designation of caster as per the chart below:

SKILL	HTK
1	1D4
2-4	1D6
5-6	1D8
7+	1D12

The reverse of this spell, *Cellular Repair*, causes cells that are damaged due to injury to repair themselves at the rate given above.

Demon Bite (conjunction)

Skill 3 clerical spell

Range: 6" (+1" per skill)

TTC (Time to Cast): 2 segments

Duration: Instantaneous

Saving Throw: At 4 skills lower

Area of Effect: one creature

When the cleric casts this spell he calls upon a demon by name. The cleric then

points at the intended target. The head of the demon will appear in front of the target and bite into its chest. The bite will not actually go through armor or cloth; apparel will remain untouched.

The bite does 1D20 HTKs of damage initially. Armor Class is then added to the damage done (if you roll ten HTKs of damage and have AC 4 then you take fourteen points). This is because the physical/magical material interferes with the demon's ability to reach his victim. Note that a Protection From Evil spell will not stop this attack, although a Sanctuary spell will. If a saving throw is made, the target takes only half damage. Clerics of Good alignment may never use this spell.

Holy Warrior

(conjunction/alteration)

Skill 4 clerical spell

Range: touch

TTC (Time to Cast): 2 rounds

Duration: 1 round per skill

Saving Throw: none

Area of Effect: character touched

When the cleric casts this spell he is taking the power of the divine and infusing it into a character of his own alignment (or himself). The recipient of the spell is covered with a 1" aura clearly visible (a character under this spell can't go invisible; the aura will give him away). This is the manifestation of the divine power. The aura will be the appropriate color for the alignment of the receiving character.

ALIGNMENT

Good

Neutral

Evil

COLOR

blue

purple

red

As the cleric gains power and skill, so does this spell in the following way:

At Skill 7 the cleric's Holy Warrior will allow the creature touched to melee at 2 Skills higher than his present designation (e.g., a Skill 8 thief will fight as a Skill 10 fighter) and gain (2D10) HTK; while the spell lasts, any damage will come from these points first. The target will make saving throws at whichever class is most beneficial (Skill 8 thief or Skill 10 fighter). Also, he will have a 90% resistance to Sleep, Hold, Charm, and Fear spells.

At Skill 10 the spell will do the additional: a Protection from Evil all around the creature, increase strength (as magic-user Strength spell), and bring down AC by 2.

At Skill 12: the ability to resist fire and cold (as clerical spells) and fight at 3 Skill designations higher with (3D10) HTK added.

Please note a magic-user, druid, illusionist, or ranger cannot use his magical abilities while under this spell (the magics interfere with each other).

Helm of Possession

AC: -2, HTK: 50

Magic Resistance: 50%

It is rumored that 100 years ago a Skill 18 Chaotic/Evil magic-user was commissioned by Demogorgon to have five of these made. The helms were employed in destroying a powerful Lawful/Good temple. Since then, the rumors have continued that at least one of these helms is still in circulation.

The helm is set up to give off an aura of Good in order to lure characters of Good alignment into using it. When a character puts it on he will gain the following abilities: AC +2, Fire Resistance, Infravision; the wearer of the helm will also seem to control the Stone Golem in the Temple in this adventure.

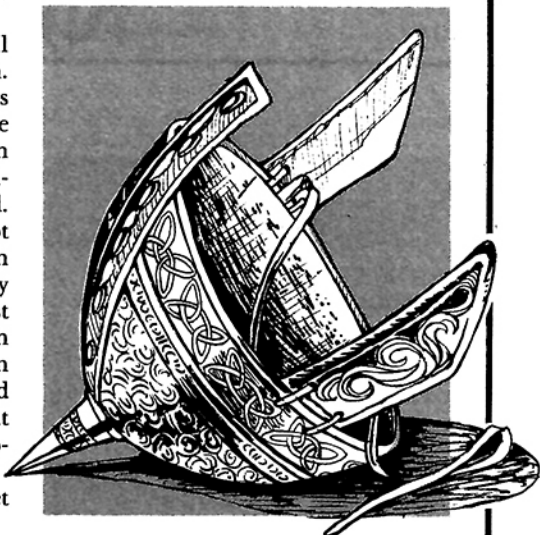
The abilities will continue until a strategic time (usually after combat) for the

demon to make its presence known in the following manner:

On the first melee round, the helmet will change to the squatting figure of a demon. The wearer will then lose all of the abilities given above on the second round. On the third melee round, the talons of the demon will dig into the wearer's throat, automatically doing 1D8 HTK of damage per round.

The character wearing the helm cannot remove it while the demon is in possession of the helm. The demon can be cast out by an Exorcism or Dispel Magic (as if against a Skill 18 magic-user). The helm may then be removed and a Remove Curse done on the helm. Once the demon is cast out and the helm is removed, the demon will fight to the death outside the helm (see description of Demon for further information).

Once the demon is defeated, the helmet will function as a normal helmet.

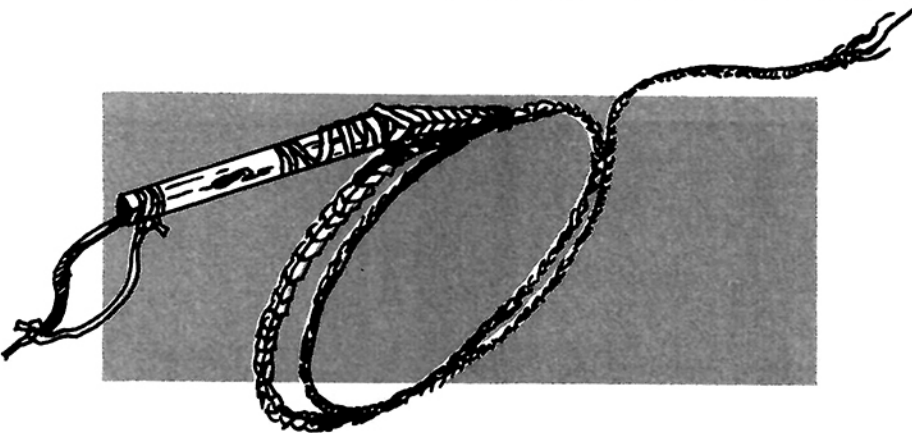


Whip of Pain, +1 magic item weapon

Dm: 1-6 unarmored; 1-3 armored.

Special: The target must save vs. Spells at -2. If the target fails the save, he will lose one Strength point. The lost Strength point will return after fifteen minutes of rest. This is cumulative (2 Strength points will return in half an hour, 3 in 45 minutes, etc.). Once the Strength points are drained by this weapon and it is used on the same opponent, the opponent will always lose initiative due to fear and flinching away. The weapon can never be taken from its wielder unless it is handed over or the wielder is killed.

Value: 3,500 gold pieces.



Mace of Wounding, +1 magic weapon

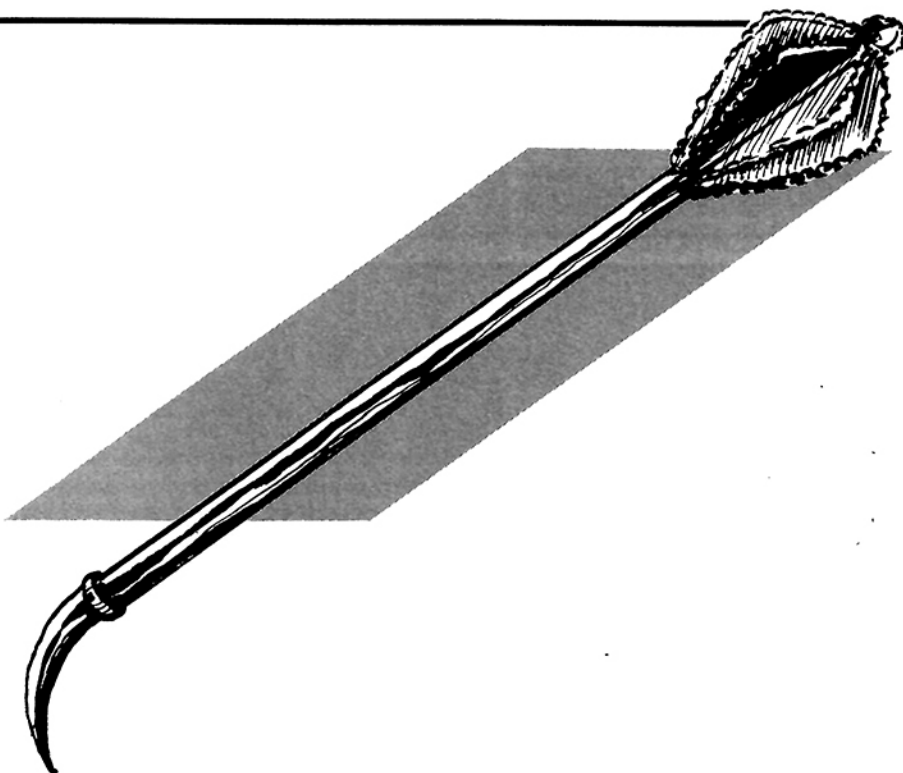
Dm: 2-8 plus spell ability (see below)

This mace looks like an ordinary clerical mace. It has the following special abilities:

- 1) it is +3 for determination of whom and what it can hit (but +1 on actual chance to hit and damage bonus)
- 2) The mace can be infused with Cause Wounds spells; it will hold up to 5 Skills worth of spell ability for 24 hours (five Cause Light Wounds, one Cause Serious Wounds, and a choice of either one extra Cause Light Wounds or one Cause Critical Wounds).

When the mace's wielder strikes the opponent, he must save vs. Spells or take damage from the Cause Wounds spell in addition to the normal damage from the mace. (Note if the save is made then the spell isn't expended; it will be available for the next chance to hit.) Note that the spells will discharge in the order they have been cast (if a Cause Light Wounds was cast before a Cause Serious Wounds, then the Cause Light Wounds takes effect first). After 4 hours, any spells placed in the mace and not used will drain away.

Value: 8,000 gold pieces.



NEW MONSTERS

Kay-Tarn, (Zombie Master)

AC: 1, **HTK:** 72 (12D8)

MV: 12"/18"

Align: Chaotic/Evil

Intelligence: Supra Genius

Att: 1, **Dm:** 1-10

THACO: 14

Special: see below

There are rumored to be between 3 and 12 zombie masters. Apkieran, Lord of the Undead, created Kay-Tarn so that his undead can't be turned by good clerics.

All of these zombie masters are human and have clerical spell use along with their vampiric abilities.

Kay-Tarn (like all the zombie masters) has full vampiric powers: the Power Drain

(hit drains opponent of 2 skills), Charm (at -2 saving throw), and the ability to summon creatures. They are unaffected by any non-magical weapons (need +1 or better to hit).

Kay-Tarn regenerates 3 HTK per round and changes to a gaseous form if he reaches 0 HTK. Sleep, Charm, and Hold spells do not affect the zombie masters, neither do poisons or paralysis. They take half damage from the cold. They can only be killed as vampires.

Along with the above abilities, Kay-Tarn has the abilities of Skill 12 cleric (he makes his saving throws as a cleric or Skill 12 fighter, whichever is better). But because Apkieran is only a demi-god, the zombie

masters have no spells above Skill 5. (It is rumored that some of the zombie masters are Skill 18 or higher.)

These creatures are extremely evil and are loyal to Apkieran. They are intelligent and difficult to kill. They will always choose the better spells to use, and any magic item they possess they will use against an enemy.

Description: Kay-Tarn, like all the zombie masters, is considerably taller than zombies. Some zombie masters even have the same charnel smell as a ghast (though Kay-Tarn does not). The zombie masters' eyes are like Apkieran's (glowing worms spinning in a purple haze).

Draco-Demon

AC: -2, **HTK:** 80 (10D8)

MV: 12"/18"

Align: Chaotic/Evil

Intelligence: Genius

Att: 3, **Dm:** 1-10/1-10/30

THACO: 13

Special Attacks: see below

Special Defenses: +1 weapon or better to hit

These demons are a bizarre mixture of a dragon and demon. It is not known how many there are. They are loyal to Apkieran, having helped him to capture Orcus.

All of the demons have special powers in each claw. Along with their powerful physical attacks, the demon in the module has the following powers: the right claw does an extra 2-12 in electric damage, the left

claw has an 80% chance of giving a rotting disease (some of the others might have other spells such as Energy Drain, Fire Damage, Paralysis, etc.).

All the draco-demons have a breath weapon attack like that of a dragon (in this case, a black dragon-acid) that does 30 HTKs of damage (half if making saving throw).

They also have the following spell-like abilities once per day: Charm Person, Read Magic, Comprehend Languages, Permanent Darkness (50' radius), Detect Good, Invisibility, Scare, Weakness, Clairvoyance, Dispel Magic, Haste, Fire Shield, Transmute Rock to Mud, Cause Fear, Levitate, Polymorph Self, Telekinesis, use Symbols of Discord and Stunning (all Skill 18 capability).

They also have the regular demonic powers (Infravision, Teleport) but their Gate doesn't work due to the fact Apkieran does not control enough demons to spare any.

Description: These creatures are a mixture of demon and dragon. Their hides are the color and texture of the dragon they resemble (the one in the module is black). They have powerful (though often short) wings and tails (10% can use them as a weapon, but not this one). Their faces look like dragons. They are humanoid and all walk on two feet. Often their arms will give away the power they represent (for instance, the demon in this module has a withered left arm). Their eyes are the same color as the dragon they resemble.

The Demon of the Helm

AC: -2, **HTK:** 50 (7D8)

Intelligence: High

MV: 6", **Att:** 3, **Dm:** see below

Alignment: Chaotic/Evil

THACO: 13

Special Attacks: see below

Special Defenses: +1 weapon or better to hit
Magic Resistance: 50%

These demons were specially created by Demogorgon to inhabit the helm. There are only five known to exist (each with its respective helm). While in the helm the demon will drain HTKs from the helm's wearer (see helm description). If cast out of the helm, the demon will attempt to kill whomever managed to separate it from the

helmet. This will usually mean an attempt to kill the cleric who exorcised it. If the demon succeeds in killing its exorcist and if a spell such as a Remove Curse has not been performed on the helm, the demon can then reenter it. If it is defeated and a Remove Curse has been done on the helm, the demon will teleport back to Demogorgon.

The demon fights (out of the helm) as a 7 HTK dice monster. It can Charm as a Vampire (victim makes saving throw at -2). Their claws do 1D4 HTK of damage each. An opponent hit by the claws will lose one additional HTK per round for each wound inflicted by the demon. This additional damage will continue for 5 rounds unless the wound is bandaged; it can only be

healed normally and non-magically.

The demon casts a Darkness 25'. He can do the following at will: Clairvoyance, ESP, Suggestion (as spell), and cast a Ray of Enfeeblement (as a Skill 18 magic-user) twice per day. He has a Skill 10 Jump spell he can do 4 times a day, and anyone seeing him out of the helm will be subject to Fear as if from the wand (see standard rules).

Description: These demons are squat, amphibious-like creatures with a long fin down the center of their back. Their scales are green and moist with a mucus-like substance. Their fangs are yellow and their talons are black. Their eyes are orbs of blood-red with no pupils.

Greater Goblins

AC: 4, HTK: 2D8

MV: 9", Align: Chaotic/Evil

Intelligence: Very

Att: 1, Dm: 1D8 by weapon, bite for 1-3 THACO: 16

Special: Berserker—fight as 2 Skills higher, damage +2. Resistance to disease.

The Greater Goblins comprise a very efficient military force. They have advanced beyond a simple tribal structure and base their government on a rigid theocracy.

They will fight other races zealously for gain or religious purposes. They believe that a warrior who dies for a holy cause will be rewarded in the next life.

For every 20 Greater Goblins encountered there will be a leader (lieutenant) and two sergeants. The sergeants will have 16 HTK and the lieutenant will be Skill 3 with a +1 on damage. For every 40 Greater Goblins encountered there will be an additional Skill 3 fighter with Skill 1 or 2 clerical abilities. If 100 or more are encountered there will be the following additional figures: a Skill 6 cleric, three Skill 1-4 clerics, and one Skill 7 fighter. If over 160 are encountered, their leaders will be a Skill 8 fighter/Skill 5 cleric and a Skill 4 fighter/Skill 9 cleric. They will each have two special retainers: a Skill 3 fighter/Skill 4 cleric and a Skill 5 cleric. If they are in their lair they will also have these extra figures with them: a Skill 6 fighter/Skill 3 cleric for every 40 Greater Goblins, and a Skill 3 cleric and a Skill 4 fighter.

Females (they fight as Skill 1 fighters) will equal 80% of the males and the young will equal 40%.

Greater Goblins are typically armored with chain mail and shield. They are armed with:

Sword and Composite Bow	10%
Sword and Spear	30%
Sword and Flail	10%
Sword	20%
Mace	10%
Battle Axe	15%
Two-handed Sword	5%

In their religious beliefs, Greater Goblins worship beings, such as Apkieran, that have power over the undead. They believe that other races are destined to serve them in the afterlife. In fact, their clerics are adept at creating zombies from defeated enemies (especially humans).

The Greater Goblins' have berserker ability because it is part of their religious training. They go berserk after three rounds (they may fight during this time). After this, for one turn they will fight at two Skills higher with a +2 bonus on damage. Their morale never has to be checked while berserk. They will hold ranks, but their armor class is increased to 2 (they become careless when dodging). While berserk,

Greater Goblins are 90% unaffected by Charm or Fear spells.

Greater Goblins have infravision (60"). They are 75% resistant to disease.

Greater Goblins speak their own language, Lesser Goblin, Hobgoblin, Orcish, Kobold, Chaotic/Evil, and Common.

Description: Greater Goblins are the same height as humans, but they are stronger

and bulkier. Their skin is hairless and extremely tough (AC: 6 unarmored).

The Greater Goblins' coloring is a bizarre mixture of pink and green. Their eyes are slitted like those of a cat and have red pupils (they will reflect at night). Their teeth are yellow and sharp, with two tusk-like canines protruding from their snouts.



PLAYER'S INTRODUCTION

Read the following to the players:

The land has been invaded! In the first two weeks of the invasion, several major cities and important strategic areas fell to the invaders. Day by day, the resistance is stiffening. The armies are on the march.

Little is known about the enemy. The invading army is made up of evil humanoids of all types, and generally led by minor demons and powerful evil clerics. The nucleus of the army is made up of human-sized goblins, incredibly ferocious and powerful.

No one is sure why the invasion has taken place, except that the enemy follows a new demi-god: Apkieran, Lord of the Undead. At major battles this new demi-god has appeared to fight for his followers.

An intimidating sight to the bravest of them, Apkieran is nearly seven feet tall; he is a terrifying apparition of a skeleton with bits of muscle and sinew holding the bones together. His main weapon is a giant war axe that continually bleeds. So far, nothing has been able to stop this powerful demi-god.

It is known that Apkieran has overthrown Orcus and claimed the title "Lord of the Undead." Also, it is rumored that Apkieran has imprisoned Orcus' soul in hopes that by drawing power from it he will become strong enough to overtake the land. What the other demons are up to is anyone's guess—whether they plan to help or hinder Apkieran, only time will tell.

You are part of the main army, but you've seen no action in this battle yet.

THE STORY

GM NOTE: While reading the following section to the players you can enhance it by role playing; some of the mannerisms of the high cleric, Tonnath, are given in bold italics to aid you in enacting this section:

You have been summoned to meet the high cleric Tonnath, high patriarch of the land and counselor to the king. A low skill cleric leads you through the sprawling encampment of the army.

He stops in front of a large white-and-blue striped tent; two warriors stand guard at the entrance. Without a word you are motioned inside.

The tent is one gigantic room. In the far corner is a cot with an oaken trunk at its foot. A large wooden altar has been constructed directly opposite of you. Otherwise, the tent is empty.

A figure keels at the altar. All you can see is the pure white of his robes and the back of his bald head, which shines in the torch light.

With a grunt the figure rises to his feet and turns to face you. This is Tonnath, the high patriarch. He is a small man, about 5'5". He is totally hairless. His two most

striking features are his pointed ears and bright green eyes, which hint of something other than human ancestry. Though his face shows no signs of age, close inspection shows that his hands are lined and spotted like those of a person of incredible years.

"Welcome, my sons." **[His voice is high-pitched, almost feminine. He waves a hand in benediction.]** "And may the Lords of Light watch over you." **[He beckons you towards him, acknowledging your responses with a smile and a slight nod of his head.]**

As you come within two feet of him, you feel a slight tingling, starting with your feet and working up. The sensation refreshes you and leaves your mind clear and peaceful.

"Sit down." From somewhere chairs appear behind you. They are comfortable and seem made for your proportions exactly.

"I will ask that you listen carefully to what I am about to tell you and not interrupt me. It is of the greatest concern to you, to all of us." He points behind at the altar where a map of the country appears.

GM NOTE: Show the players the Map of the Land in the center section.

"As you can see, the darkened regions are what our enemy already controls here in the south." **[He points to each area as he explains it.]** "Similarly, they have a good hold in the north. Our armies lie here." **[He points to the areas marked X.]** "The West is protected by the sea, and the East by the Mountains of Blue Wood. You will notice there are three passes through the mountains. This is the one we must focus on." **[He points to the pass furthest north.]** "The Tomaith Trail."

[He sighs and sits in a chair that appears behind him before continuing.]

"All three paths have been guarded. The enemy could do us great damage if they could force their way through, as you no doubt can see."

[He reaches up to place his hand under his chin, looking at each party member in turn with a sharp gaze.]

"Have any of you ever seen a dragon?" **[He dismisses any answers the characters try to give with a wave of his hand.]** "Beautiful creatures, such power and strength." **[He nods his head and sighs, then continues.]**

"An ancient gold dragon, wise and noble, guarded Tomaith Trail." **[He shakes his head in sadness.]** "We were friends, she and I, when the world was younger, so much younger. . ." **[For a moment he is silent as a distant expression crosses his face.]**

"She has failed and now her soul dances beyond the world's pain." **[Embarrassed by this display of emotion, he abruptly straightens up and faces you.]** "Two weeks

ago I learned some important information. How I learned it is not your concern. Just trust that it is so.

"There is a fort not five miles into the trail. A small force was guarding it; we can assume they are dead, too. The day after I learned of the fall of the great dragon, two hundred warriors were sent to hold the pass. We have heard nothing more from them since then. I have sent allies of mine to this place. Only one has returned. Such was his fear that he was all but incoherent." **[He again goes silent, tapping his knee with one hand.]**

"I have heard that you are adventurers of some reckoning and no little ability." **[He reaches into his robe and pulls out a scroll.]** "Here are your orders." **[He hands them to your cleric.]** "You will go to Tomaith Trail, to the fort that guards it and, **YOU WILL AVENGE MY FRIEND!!!!**"

The lights go out; all that you can see is the green of his eyes, burning, filling the room with his outrage and loss. Behind the eyes, the faint outline of a large reptilian body glimmers briefly, casting a dim gold light.

In a second it is over; the torches relight themselves.

"You may leave." **[He waves the party toward the door.]** "Except you," **[He points to the cleric. Any questions will be ignored until all but the cleric have left.]**

GM NOTE: The next part should be read to the cleric alone. It is up to him how much he chooses to tell the others.

"My son, I do not need to tell you the one destroyed by our enemy meant much to me. I long to find her killers myself but I cannot. It is you and your friends that must defend my honor and avenge my loss." **[He is silent, then he hands the scroll to the cleric.]**

"The orders I have given you simply charge that you investigate the old fortress, and, if possible, defeat any of our enemies that hold it. But there is more that you must do, and it must be done quickly.

"We are unsure who this demigod, this Apkieran, is or where he gets his power from, but I think your party will find the clues we need on your quest. There is a great feeling of foreboding in me whenever I turn my thoughts to that accursed pass. There is evil there, total evil." He walks to the altar, his back turned to you.

"A god's power depends on worship and on" **[He points to the altar]** "focal points for this worship, altars such as this, holy, or unholy places. Destroy one such a place and you wound a god; destroy all such places and you kill him."

[He points to the scroll he has just handed over.] "This contains a list of spells that you can use to destroy such a place; a dark altar, chapel, or a place of concentrat-

ed evil. I think—no, I know—that you will find such places of evil worship in the fortress. You will destroy them, do you understand?”

[He turns to face you.] “You will destroy them. You will not return until you have found them all and destroyed them.” [His hand smacks the back of the chair.] “in such a way that will strike at our true enemy, at Apkieran himself.

“It is said to beware a god’s wrath. Well, let this one beware mine.” His hands clench. Small sparks of gold light leap from his fist.

“Find these places, destroy them! It will be dangerous, but I know you can do it. Do this and I shall not forget, nor shall any being who follows the ways of light. Avenge my love!!!!” With that he turns away from you, saying no more.

GETTING THERE

Read the following to the players:

You have been given horses to ride and two pack horses with supplies for three weeks. Additional equipment can be requisitioned from the human army.

It will take two weeks of riding to get to the pass. It has been a totally uneventful journey. On the thirteenth day you camp a few miles from where the pass begins. The mountains rise in front of you.

After a half hour of riding things begin to change. The area is heavily wooded, but now the leaves are more grey than green. The path you are riding is well marked. Above the trees you can see a dark storm cloud ahead, but it is unmoving.

Roll on the Random Encounter List at this point.

The path slowly becomes wider; you see the stone foundations of an ancient road. The path gets steeper. After an hour you are met by a horrific sight around the bend.

Impaled on an 8-foot wooden pole is the rotted, headless corpse of a human warrior. You can see by the design of his colors that he is one of the troop sent here by Tonnath. The only sound here is the flapping of his tattered clothes in the wind and the far off caw of a scavenger bird.

You may roll again on the Random Encounter List.

As you ride along the horrific sight is repeated, until you find a headless corpse impaled every half mile. All are from the same unit as the first man.

The trees here are stunted and twisted into cruel caricatures of human and animal alike. It is becoming more stifling and hot. Suddenly, your horses begin to shy; they become more agitated as you travel further. You find that the further you go the fresher the impaled bodies are. The air begins to take on the odor of rotting meat. Great oversized scavenger birds peck at the rotting flesh.

It is also getting darker. It seems that the air itself has taken on a dismal grey bleakness all its own.



THE SCROLL

GM NOTE: The spells on this scroll are given to the cleric by Tonnath and are in addition to those spells that the cleric already has. Do not reveal the room numbers to the players; read only the descriptions of each room.

The scroll reads as follows:

(For Room #35)

Use ye these spells I give ye here to make clean that place where the Undead Lord himself can be conferred with through a work of art most unholy:

Prayer
Dispel Evil
Dispel Magic
Flame Strike

(For Room #67)

Use ye these spells to cleanse that place where evil torment is carried out upon beings, be they human or otherwise:

Protection from Evil
Dispel Evil
Dispel Magic
Remove Curse
Flame Strike

(For Room #95)

Use ye these spells in the room where there is a glow that casts no light:

Prayer
Protection From Evil
Light
Dispel Evil
Holy Word

(For Room #96)

Use ye these spells to cleanse that place in which the Undead Lord’s servant carries out the handiwork of evil:

Prayer
Protection from Evil
Holy Word

(For Room #114)

Use ye these spells to destroy that place where evil lies imprisoned to feed the power lust of the Undead Lord:

True Seeing
Protection from Evil
Prayer
Exorcise
Holy Word

The cleric will gain 2,000 experience points for each of these rooms that are cleansed by this scroll.

After a three-hour ride the trees break before you. The trail leads straight through a clearing.

Roll again on the Random Encounter list.

Here you see fifteen rounded pyramid structures three or four feet high.

[Pause here for player’s reaction.]

As you ride closer you can see that these ‘structures’ are actually human skulls that are smashed and broken.

Where the forest begins again you can see more impaled bodies.

Hundreds of black scavenger birds are all around. Every once in a while one will turn its red eyes to you and clack its beak.

Roll again on the Random Encounter list.

After another half mile you can see the dark outline of the fortress, three miles ahead. The black storm cloud rests on the towers; purple streaks of lightning flash through the cloud.

The fortress itself is the deepest black. It reminds you of a great evil spider waiting to pounce. Fierce points of red light shine along its walls.

You now hear a rushing noise around you. You see the dark cloud of scavengers fly off toward the fortress.

The undergrowth on the pathway has all died away. The whole path is now bleached white like a corpses’ skin; it shines dully, like a heatwave on a road.

The fortress awaits you.

RANDOM ENCOUNTERS

Use this list to determine whether or not an encounter occurs within 2 miles of the Fortress. Roll a 1D12 to determine what the party will encounter. On a roll of 1-6 the party will have the encounter corresponding to the die roll from the list below; on a roll of 7-12 there is no encounter.

1) One Greater Goblin

AC: 4, HTK: 12 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Average
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapons & Armor: longswords, chain mail, and shield.

2) Three Greater Goblins

AC: 4, HTK: 14, 11, 8, (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Average
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapons & Armor: longswords

3) Human Peasant

ST: 12, IT: 8, IN: 8
SM: 10 D: 11, A: 9
AC: 8, HTK: 1 (1D8)
MV: 9", Align: Chaotic/Good
Att: 0
THACO: 20

He will be stumbling around, mumbling incoherently about the horrors of the caverns beneath the Fortress.

4) One Giant Wolf

AC: 6, HTK: 18 (4D8+4)
MV: 12", Alignment: Chaotic/Evil
Intelligence: Semi
Att: 1, Dm: 2-8
THACO: 15

5) Two Greater Goblins riding two Giant Wolves

Goblins
AC: 4, HTK: 2, 10 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Average
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapons & Armor: longswords
Giant Wolves
AC: 6, HTK: 24, 22 (4D8+4)
MV: 12", Align: Chaotic/Evil
Intelligence: Semi
Att: 1, Dm: 2-8
THACO: 15

6) One Ghoul

AC: 6, HTK: 9 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Low
Att: 3, Dm: 1-2/1-3/1-6
THACO: 16
Special: paralyzation

The only thing these creatures can tell the party is that there is a main cavern underneath the Fortress and great 'masters' reside there.

THE AMBUSH

The road leads straight to the fortress and continues along the front walls, then out into the mountains. If the party continues to ride towards it on the road, then the greater goblins will ambush them a half mile from the fortress.

If the party dismounts here and approaches on foot, you might choose not to enact the ambush unless they are unusually loud. Remember, if the ambush occurs, mark off any goblins killed on the fortress map.

If you choose to enact the ambush, you may use the GM's Ambush Map on the next page along with the Players' Map of that area in the Center Section to play out the ambush with miniatures.

On the GM's Ambush Map are shown five ambushing groups. **Group 1** is hidden among the rocks next to the road; this group will attack when the party reaches the road next to this area.

Group 2 will attack 1 melee round after **Group 1** attacks.

Group 3 will move forward 1 melee round after **Group 2**, followed by **Group 5** to prevent the party from retreating at this point and to serve as reinforcements.

Group 4 will advance 3 melee rounds later.

To make it easier for you to keep track of the greater goblins from the fortress, the bunks in the fortress are marked with which Goblin sleeps there by its HTK. An A after the HTK number means that that goblin is in the ambush. As the battle of the fortress goes on, mark off any goblins killed by X-ing their bunk in the barracks. That way you can easily keep track of who is available for guard duty or for defending a particular area (see the Fortress Guard Rotation list).

All non-player characters listed for a room will be encountered in that room. If the fortress is attacked, they will go to their stations. If the party attacks the officers' quarters, the greater goblins will fight to the death.

The ambush group will consist of:

(1) Captain

AC: 1, HTK: 65 (11D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: 1-10
THACO: 9
Special: Spell use, berserker
Weapons & Armor: +1 two-handed sword.
Spells: Cure Light Wounds and Command.

(1) Lieutenant

AC: 3, HTK: 14 (3D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 3/2, Dm: 1-8
THACO: 16
Special: berserker
Weapons & Armor: longsword, banded mail, and shield.

(2) Sergeants

AC: 4, HTK: 16, 16 (2D8)

MV: 9", Align: Chaotic/Evil

Intelligence: Average

Att: 1, Dm: 1-8

THACO: 16

Special: berserker

Weapons & Armor: longswords, chain mail, and shields.

(14) Regulars

AC: 4, HTK: 2x15, 2x12, 3x10, 2x9, 3x8, 7, 3 (2D*)

MV: 9", Align: Chaotic/Evil

Intelligence: Average

Att: 2, Dm: 1-8

THACO: 16

Special: berserker

Weapons & Armor: broadswords, chain mail and shields.

All of the above will be riding Giant Wolves.

(18) Giant Wolves

AC: 6, HTK: 26, 24, 3x22, 3x19, 2x17, 3x16, 15, 2x13, 12, 11 (4D8)

MV: 12", Align: Neutral

Intelligence: Low

Att: 1, Dm: 2-8

THACO: 15

They will fight until two thirds are dead, then will retreat to the fortress.

Each Goblin will have 1-4 gp or 1-6 cp; 50% chance of either. The sergeants will each have 5 gp; the lieutenant will have one jewel hidden in his left boot worth 40 gp. The captain will have no treasure; it's in the fortress.

These goblins come from Barracks 5, 6, 7, 8, 9, and 20, except for the captain, who comes from the main halls.

UNITS IN AMBUSH

Certain letters indicate the type of unit; the number is the HTK of that unit.

W is for Giant Wolf; GG is for Greater Goblin.

A slash between the two means the Greater Goblin is riding the wolf. For example:

GG 14/W 12 = Greater Goblin with 14 HTK is riding a wolf with 12 HTK

These indicate officer with unit:

L = Lieutenant

S = Sergeant

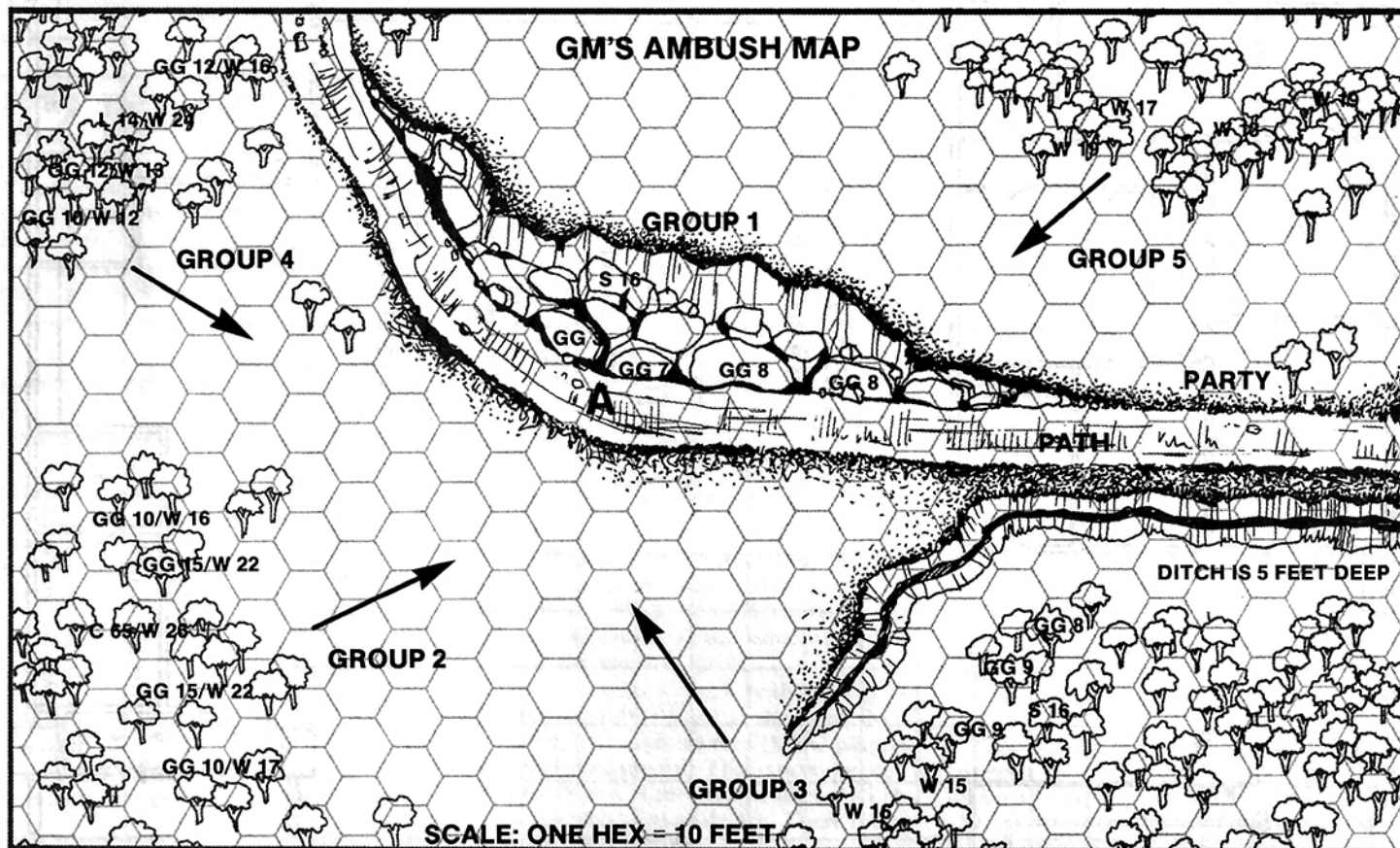
C = Captain

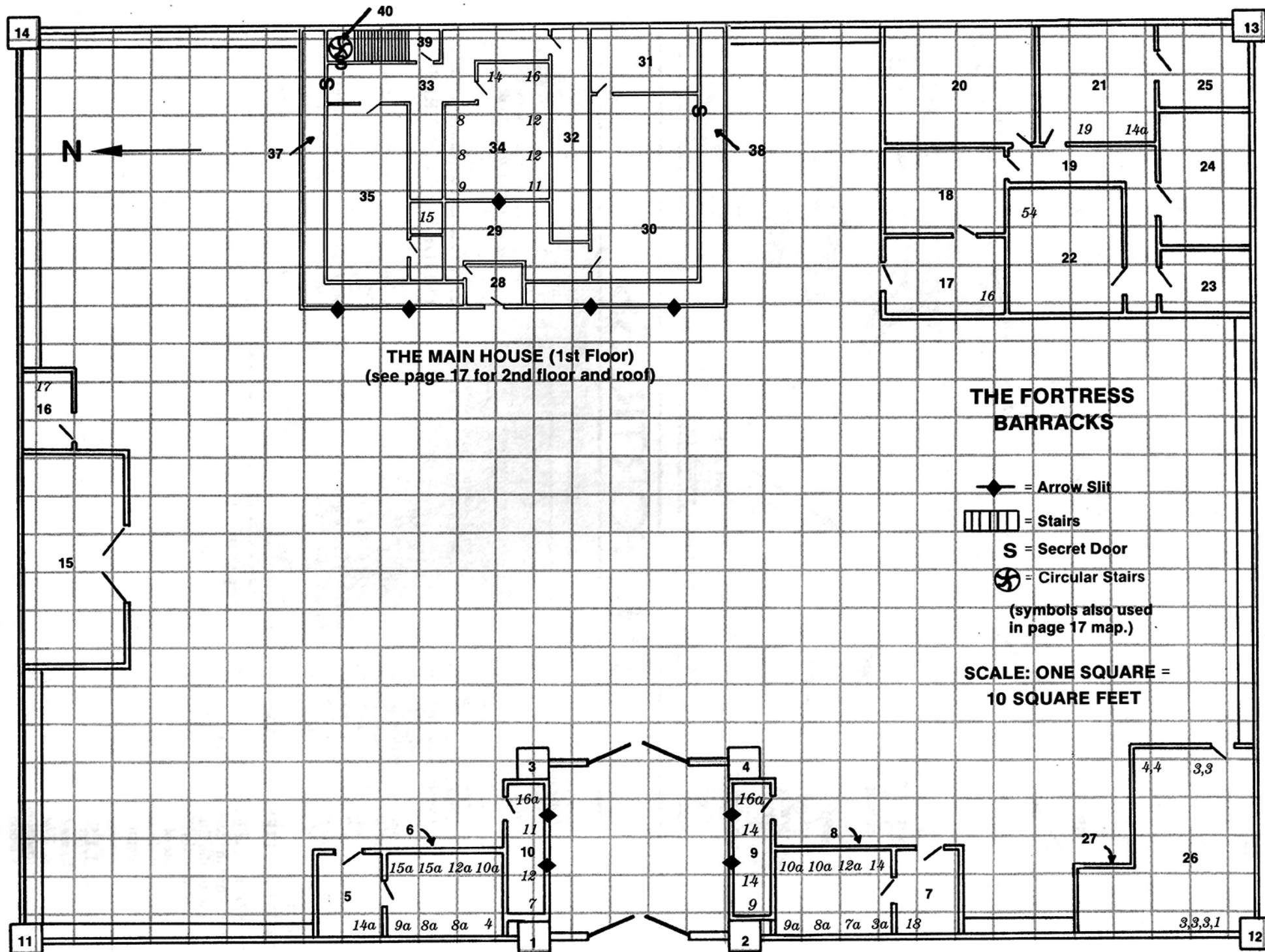
A is the point that the party must reach before the goblins attack. All goblins carry crossbows. Those not riding wolves will stay in position and shoot at the party for as long as possible.

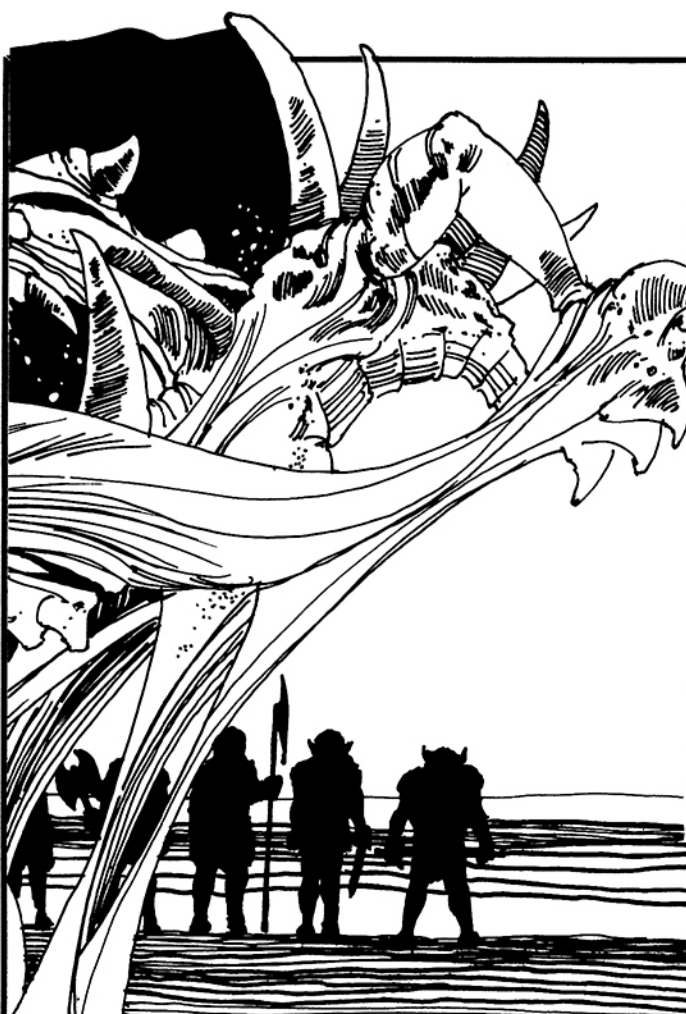
Arrows on the map show the attack patterns of the different groups.

All the trees are stunted; they are 6' high. The trunks are 3' in diameter. The branches reach the ground and radiate 3' from the trunk.

If the party becomes alert to the ambush, improvise, but it is unlikely they will be aware of the trap until it has been sprung.







FORTRESS GUARD ROTATION

This chart will allow you to quickly establish where and who the guards at different points are:

TOWERS

Tower	Type	Day	Night
11	Greater Goblin crossbow	From Barracks 6	From Barracks 8
12	Greater Goblin crossbow	From Barracks 6	From Barracks 8
13	Greater Goblin crossbow	From Barracks 6	From Barracks 8
14	Greater Goblin crossbow	From Barracks 6	From Barracks 8
1	Sergeant	From Barracks 9	From Barracks 10
2	Greater Goblin Comp. Bowman	From Barracks 9	From Barracks 10
3	---	---	---
4	---	---	---

MAIN GATE

Type	Day	Night
Lieutenant	From Barracks 5	From Barracks 7

WALLS

Location	Type	Day	Night
north	1 Greater Goblin	From Barracks 6	From Barracks 8
south	1 Greater Goblin	From Barracks 6	From Barracks 8
west	2 Greater Goblins	From Barracks 34	From Barracks 34
east	2 Greater Goblins	From Barracks 56	From Barracks 8

THE BARRACKS

GM NOTE: This building was constructed from a combination of stone and wood. All of the floors here are wood. All doors inside the fortress are the same as the one in Room 5 unless otherwise noted.

1, 2, 3, 4

GATE TOWERS

These are essentially the same as the Main Towers except that the door hinges are made of iron. They also have a sort of wooden battlement at the top that affords protection from arrows.

* * *

There is nothing here.

5 LIEUTENANT'S ROOM

There is a wooden door to this room with leather hinges and a simple latch. The contents of this room are an old rolltop desk, a chair, and a cot. There is a locker for bows on the north wall.

* * *

Beneath the floorboard under the left leg of the desk is the lieutenant's treasure. Anyone looking under the desk has a 50% chance of detecting the loose floorboard. This treasure is a small bag containing 22

gold pieces, a silver and turquoise ring (8 gp), and a silver amulet (11 gp).

(1) Lieutenant

AC: 3, HTK: 14 (3D8)

MV: 9", Align: Chaotic/Evil

Intelligence: Average

Att: 1, Dm: 1D8

THACO: 16

Weapons & Armor: longsword, banded chain mail, and shield.

MV: 9", Align: Chaotic/Evil

Intelligence: Average

Att: 1, Dm: 1D8 or by weapon

THACO: 16

Special: berserker

6 REGULAR BARRACKS

This 20'-x-40' room is rather smelly. The corners of this room are heaped with refuse. The floor is a dirt floor. There are 8 unkempt bunks and a wooden footlocker.

* * *

The footlocker is trapped. There are four poisoned needles in the lid that will stab anyone opening it; the character who opens it must save vs. Poison or lose 2 HTK for one turn.

There is a vial of a mild poison in the footlocker which, if drunk, will require a player character to save vs. Poison or become incapacitated for 1D4 hours. There is also a small cloth bag containing 12 gold pieces, 4 silver pieces, and 28 copper pieces. There are 8 guards stationed here.

(8) Guards

AC: 4

HTK: 2x15, 12, 9, 2x8, 10, 4 (2D8),

7 LIEUTENANT'S ROOM

This has the same dimensions and furnishings as Room 5 except there is a dark red and white tapestry on the east wall; the pattern on this is similar to that of an oriental rug. This tapestry is worth 60 gold pieces.

* * *

There is no treasure here.

(1) Lieutenant

AC: 2, HTK: 18 (3D8)

MV: 9", Align: Chaotic/Evil

Intelligence: Average

Att: 1, Dm: 1D8

THACO: 16

Special: berserker

Weapons & Armor: broadsword, banded mail, and +1 shield

8 REGULAR BARRACKS

This room contains the same kind of dismal mess found in Room 6 except that this room has eight cots and a footlocker.

* * *

There is a total of 3 gold pieces, 4 silver

pieces, and 56 copper pieces hidden about the room. The footlocker contains only eight worn and tattered rugs that have no monetary value.

(8) Greater Goblins

AC: 4
HTK: 14, 12, 2x10, 9, 8, 7, 3 (2D8)
MV: 9", Align: Chaotic/Evil
Att: 1, Dm: 1D8 or by weapon
THACO: 16
Special: berserker

9 GATE BARRACKS

This 15' x 30' room contains four cots, a chair and four footlockers.

* * *

Strapped to the bottom of the chair is a small wooden container. Inside are 3 jewels worth 15, 25, and 30 silver pieces; there are also 10 gold pieces in coins. The chair is not trapped.

(2) Sergeants

AC: 4, HTK: 16, 14 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Average
Att: 1, Dm: 1D8
THACO: 16
Special: berserker
Weapons and Armor: longswords, chainmail, and shield

(2) Great Goblins

AC: 4, HTK: 16, 14, (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: 1D8
THACO: 16
Special: berserker
Weapons & Armor: longswords

10 GATE BARRACKS

This room is the same as Room 9.

* * *

There is no treasure here.

(2) Sergeants

AC: 4, HTK: 16, 11, (3D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Average
Att: 1, Dm: 1D8
THACO: 16
Special: berserker
Weapons & Armor: battle ax and longsword

(2) Greater Goblins

AC: 4, HTK: 12, 7 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: 1-8 by weapon, bite 1-3
THACO: 16
Special: berserker

11-14 MAIN GUARD TOWERS

These are twenty feet high, ten feet on each side; they are made of rough cut stone. The platform at the top is wood and has a

trap door through which a rope ladder is let down to change the guard. The doors are wood with leather hinges and barred by a shaft of oak. There are no battlements, only a three-foot high wall.

15 GIANT WOLF STABLE

This is a 30'-x-50' wooden building that has no furniture. It is strewn with refuse; there are also decaying bits of flesh hanging up on nails in the walls.

* * *

The giant wolves that live here are the same as those that rode with the ambush party. They will never retreat, even if the rest of the defenders do. There is no treasure in here. 1D10 wolves will be found wandering the compound. (See Giant Wolves' statistics.)

16 GIANT WOLF TRAINERS' ROOM

There is only a cot and the charts on feeding the wolves in this 20'-x-15' room.

* * *

This room is the quarters for the sergeant who takes care of the giant wolves.

(1) Sergeant

AC: 6, HTK: 17 (3D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: 1D8 by weapon
THACO: 9
Weapons & Armor: broadsword
Special: berserker, strength +1 to hit, +2 to damage.

OFFICERS' QUARTERS

This is a single-floor house that is in good condition. At one time it was occupied by the head servant; now it is used as quarters for favored officers and the cleric who serves as the 'chaplain' for the regular soldiers.

All doors here are wood with iron hinges; all ceilings are 12 feet high.

17 ENTRANCE WAY

This room is 23' x 16'. There is one small bed in the corner.

* * *

The guard is always found in this room. There is no treasure here.

(1) Guard

AC: 4, HTK: 16 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapons & Armor: +1 battle ax

18 THE LIVING ROOM

This room is 23'-x-17' and contains two benches and ten old chairs.

* * *

There is nothing else here.

19 CORRIDOR

This narrow corridor is L-shaped.

20 THE COUNCIL ROOM

This is a 30'-x-17' room in which the officers discuss business. There is nothing in here but a large wooden table and some chairs.

21 LIEUTENANTS' ROOM

This room is 20' x 17'. There are two beds (partitioned from the rest of the room by an old blanket), an old battered couch, and a 4'-x-2' metal locker.

* * *

If the player characters search the couch, they will find a folded paper with the greater goblin word for 'Close' on it.

The contains the two lieutenants' treasure. It is locked by a padlock for which there is no key; the word on the piece of paper found in the couch is the key word to open it. Any attempt to break the lock without disarming it in some way will activate a trap that shoots out a dart, causing 1D6 HTKs of damage. A thief character has the standard chance to disarm this trap, or it may be disarmed magically.

The locker contains a woman's riding costume (12 gp), a silver bracelet (2 gp), a small statue (8 gp), and 41 gold pieces and 27 silver pieces in coins.

(2) Lieutenants

AC: 3, HTK: 19, 24 (3D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapons & Armor: The stronger lieutenant has a +1 spear, the other has a broadsword.

22 TARKMETH'S ROOM

This 23'-x-20' room is lavish. There is a mosaic depicting a forest scene on the north wall. The bed is surrounded by green and gold silks. There is also a divan, a rocking chair, and a beautiful 8'-x-6' green-and-gold rug.

* * *

The rug is worth 87 gold pieces. The silks are worth 30 sp.

Tarkmeth will be found here unless the fortress has been alerted. If so, he will join the defense wherever the attack is strongest.

Tarkmeth, Skill 8 Cleric

AC: 2, HTK: 54 (8D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: by weapon
THACO: 12

Special: spell use, berserker
Weapons & Armor: battle ax, plate mail and shield.
Spells: Skill One—2xCure Light Wounds, Command; Skill Two—Hold Person, 2xRupture; Skill Three—Demon Bite, Dispel Magic; Skill Four—Cure Serious Wounds, Holy Warrior.

23 TARKMETH'S STUDY
This 15'-x-9' room is Tarkmeth's study. There is a two-shelf bookcase along the south wall on which there are 2 geography books and 8 history books. On a small altar along this same wall is a small silver-and-gold statue of Apkieran. There is also an elevated writing desk and a stool next to the opposite wall.

* * *

The books are worth 50 gp each; the statue is worth 150 sp.

The statue will radiate a faint magic; it acts as a Protection from Zombies scroll. This statue was made by Apkieran to enable clerics in his service to control his undead; it allows a cleric to turn all undead—even Apkieran's—but at four skills lower than his own. If a character of other than Chaotic/Evil alignment uses or even holds the statue, he has a 10% chance of contracting a rotting disease each day that it is in his possession. If a cleric of other than Evil alignment uses it to affect undead it will work normally once. Every time it is used thereafter it will enrage any undead, giving it three attacks per two rounds.

There is also a small chest under the desk with a minor Glyph of Warding; the Glyph will do 1D12 HTKs of fire damage. Inside the chest are two jewels worth 35 gp each and a sacrificial knife worth 8 gp.

24 DINING HALL
This room is 15' x 26'. There is one long table and six chairs.

25 KITCHEN
This 15' x 15' room has a small fireplace and one table. You also find a cask of ale, a keg of cheap wine, and a side of beef hanging next to a sack of potatoes.

26 THE MESS HALL
This wooden building, located directly west of the Officers' Quarters, is 20' x 30'. There are three open fire pits where the cooking is done.

* * *

The lesser goblins live here. They are well treated by the greater goblins and will fight fiercely for them. The total treasure here is 1 gp and 17 gp in coins.

(8) *Lesser Goblins*
AC: 8, HTK: 2X4, 5X3, 1, (1D8-1)
MV: 9", Align: Chaotic/Evil

Intelligence: Low
Att: 1, *Dm:* 1D6
THACO: 19
Weapons & Armor: short swords

27 STORAGE ROOM
This is a 10'-x-10' room with just a leather curtain in the doorway. There are four casks of ale, three humanoid carcasses on meat hooks, a haunch of cow, one small flask of cheap wine, and a large sack of moldy flour.

THE MAIN HOUSE

Read the following to the players:

This two-story building is made of a black rock with reddish green veins running through it. It gives off a palatable sense of evil and the walls seem to expand and contract slightly, as though the house breathes.

The front door is bright red and shaped like a giant tongue. The two arrow slits on the second story burn bright orange; they look like two alert eyes watching you. No sound comes from the building.

* * *

The main house has been completely refurbished. It is constructed of solid stone. There is a double wall so that archers may fight concealed. The ceilings are 10 feet high and the doors (except the main entrance) are made of reinforced wood.

If the first floor is captured, any greater goblin trapped in Room 38 will stay there and fight to the death. Those in Hallway 33 will retreat. The cleric Carthman will never leave the chapel and will fiercely defend it. Under no circumstances will the greater goblins retreat into the Caverns.

28 THE ENTRANCE
The door is made of a hard metal and opens out. The outside of the door has a slimy surface. Crudely drawn runes are etched into the metal.

The room is 20' x 16' and pitch black. No outside light will get into the room. The north wall has a wooden door.

* * *

The runes are a Glyph of Warding. A Dispel Magic will destroy the Glyph; a cleric can also reverse it as per standard rules. If it is not negated, it will do 14 HTKs electrical damage and 14 HTKs fire damage. The door is barred with iron; nothing short of a Knock spell will open it.

Each character has a 50% chance of seeing the murder hole above their heads (or 10% if there is no light) within two segments after someone has stepped into the entrance way. The goblins will pour flammable oil down through this hole, then light it. This will cause 16 HTKs of damage; half if a save vs. Dragon Breath is made. If a character is carrying or any flammable material or wearing a highly flammable garment, such as a cloak, the

damage will be 1D4 HTKs greater.

29 THE HALLWAY
This hallway is as dark as the entranceway. You hear a metallic rattle to your right. The hallway is ten feet at its widest and five at its narrowest. Like the rest of the house, it is built of a strange black rock.

* * *

A Goblin from Barracks 34 will use the arrow slits from there to shoot at the party with a crossbow as they pass him. He will try to shoot at least twice.

30 THE GREAT HALL
The door is barred.

(Continue reading to the players if they enter the room.)

There are two torches on the wall at either side of the door; these give the room a little light.

The hall is large (26' x 43'). It is empty except for a throne-like wooden chair at the far end and a red war banner, depicting what looks to be a severed dragon's hand, hanging behind it.

* * *

All of the troops from Barracks 34 and half from Barracks 43 (see the respective rooms for statistics) who are still alive will be here, led by the captain, his aide, and Morgreth.

Any troops from outside that retreated to the Main House will be here. They will all be around the throne and will fight until two thirds of the regular troops are dead or until either the captain or Morgreth is killed. All of the greater goblin regulars will have crossbows and will use them until they are forced to fight hand-to-hand. When they retreat, the regular troops will hold the door to Room 32 so the leaders can escape to Room 40.

The throne is worth 81 gp. The banner, which is a greater goblin war banner, is worth 100 gp.

Morgreth, Skill 11 Cleric
ST: 18, DX: 14, IT: 15
3IN: 17, AP: 13, SM: 15
AC: 0, HTK: 67 (9+4D8)
MV: 9", Align: Chaotic/Evil
Att: 1, Dm: by weapon
THACO: 12

Special: spell use, berserker
Weapons & Armor: Morgreth uses plate mail and a shield and has a +2 ring of protection. He wields a +1 mace that sprinkles acid, doing 1D8 HTKs of damage plus 1D4 acid damage; it holds enough acid for 6 hits. If Morgreth scores a hit on a character, there is a 1% chance that the acid will blind. The mace can be refilled; it holds 8 oz. of acid.
Spells: Skill 1-Bless, Command, 3xCure Light Wounds; Skill 2-Hold Person, Resist Fire, Rupture, Silence; Skill 3-Continual Darkness, Demon

Bite, Dispel Magic, Glyph of Warding; Skill 4-Cure Serious Wounds, 2x Holy Warrior, Skill 5-Cure Critical Wounds, Flame Strike

Morgreth is an intimidating sight; his large hulking frame towers over most characters at seven feet tall. He speaks in a very deep, booming voice. To complete his fearsome appearance, he always wears black robes and a hood that partially covers his face.

Morgreth will use his Cure Light Wounds only on himself, the captain, or his aide. He also carries a jewel that is used open the secret door in Room 40. If the party manages to obtain the jewel, there is a 40% chance that any greater goblin that the party captures will reveal what the jewel is for. He also has a Potion of Control.

Morgreth will do everything to help in the defense here, but if one third of the greater goblins are killed, he will retreat upstairs and make a last stand.

(1) Captain

AC: 1, HTK: 65
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 3/2, Dm: 2-11
THACO: 10
Special: Spell use, berserker

Weapons & Armor: +1 two-handed sword, +1 shield, plate mail.

Spells: The captain has two Skill 2 clerical spells; Command and Cure Light Wounds. This is the same captain as the one who leads the ambush.

(1) Captain's Aide

AC: 1, HTK: 52 (6D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 3/2, Dm: 2-8
THACO: 13
Special: berserker
Weapons & Armor: +1 shield, battle ax, and plate mail. He has a potion of Speed that he will only use if trapped.

31 GRAND COUNCIL ROOM

This 26'-x-13' room is filled with a large table and 12 chairs which are all scarred up. The tapestry on the south wall is faded.

* * *

The tapestry is worth 11 gp. The only item of any value here is the captain's chair, which is second from the left. A +1 poison dagger, worth 300 gp, is secured underneath the seat; the dagger does 2D20 HTKs of damage, half if a save vs. Poison is made. The captain keeps it here in case of trouble, since no weapons are permitted in council. No one else knows about the dagger, so the captain will not try to retrieve it.

32 HALLWAY

This hallway is 10 feet wide and 50 feet long; there is no light.

* * *

Any regular greater goblin will defend this hallway to the death. All others, except the cleric Carthman, will abandon this level, locking the doors behind them.

33 HALLWAY

This corridor is 10 feet wide.

* * *

If the party has made it this far there will be a guard wandering around from Barracks 34.

34 BARRACKS

This room is 30' x 30'. The only furniture here is eight cots. The cabinet on the west wall is empty; it appears to be used for storing crossbows.

* * *

Those stationed here share the duties with the other goblins outside in protecting the fortress. The Barracks are not perfectly clean, but they are orderly. A total of 7 gp and 8 sp in coins can be found throughout the room. Stationed here are:

(7) Greater Goblins

AC: 4, HTK: 14, 2x12, 11, 9, 2x8 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapons: They all use longswords and crossbows.

(1) Sergeant

AC: 4, HTK: 16 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: 1-8 (longsword)
THACO: 16
Special: berserker

35 THE CHAPEL

The chapel is 26' x 36'. There are four rows of stone benches. There is also a converted sacrificial altar with seven black candles atop it and a new blood groove carved into it. Behind the altar is a tapestry depicting the sacrifice of a kirin.

* * *

This tapestry is a one-way Commune scroll with Apkieran. A Good cleric will get 2,000 experience points for using the scroll from Tonnath to cleanse this area.

The black candles atop the altar all radiate magic and evil. The candle in the middle, if inspected closely, will prove to be thicker than the rest. This candle is actually a Candle of Invocation for Good clerics that has been covered with black wax to subvert it. The black wax can be scraped off in two rounds so that a Good cleric may use the candle. The cleric Carthman will be found here. He will never leave the chapel, no matter what happens, and he will fight to the death.

Carthman, Human, Skill 3 Cleric

ST: 12, IT: 14, IN: 18
DX: 13, SM: 11, AP: 11
AC: 2, HTK: 15 (3D8)
MV: 6", Align: Chaotic/Evil
Att: 1, Dm: 2-8



THACO: 16

Special: berserker

Weapons & Armor: Carthman uses a battle ax and has plate mail and a shield. His spells are: Skill 1-Bless, Command, Cure Light Wounds; Skill 2-Hold Person, Rupture, Silence; Skill 3-Cause Blindness, Demon Bite; Skill 4-Holy Warrior.

Carthman is a human cleric who is fiercely loyal to Morgreth. Although he is not of exceptional height or strength, he will fight the party relentlessly in order to defend the chapel and its contents; he has been instructed by Morgreth to especially guard the tapestry with his life.

36 CARTHMAN'S ROOM

There is a desk, a chair, and a cot in this 10'-x-16' room.

* * *

In the right front drawer of the desk there is a false back that conceals a small bag. This bag holds Carthman's treasure of one gem worth 21 gp and 26 sp in coins.

There is a scroll in the left leg of the cot; this is a Skill 6 clerical Heal. Carthman will not be able to use this scroll himself since he cannot decipher the scroll, which is in goblin.

37 HALLWAY

This area is 4 feet wide.

* * *

The goblins will station bowmen here if they have the time. Those in Room 13 can be trapped, but those in Room 12 will retreat.

38 HALLWAY

This area is exactly like Room 37.

39 STAIRWAY

This 25'-x-10' area is empty; the stairway is very steep.

* * *

The goblins will retreat to the second level through here. They will try to hold the stairs from Room 41.

40 CAVERN SECRET ENTRANCE

This 15'-x-10' room is a circular pit with a stone lid. There is a small, faceted gap on the wall to the left.

* * *

The door opens onto a winding stair-case; the stairs end in the Caverns below the Main House. The player characters will be able to tell by a brief inspection that this is a secret door.

The gap in the wall to the left of the door is where the jewel is to be placed to open it. If the crystal is not inserted, but the party attempts to open the door by other means,

the door will explode, doing 3-18 HTKs of damage, half if a saving throw is made. This way, the door will be gone and the party will be able to enter without having obtained the jewel from Morgreth, but this is the more risky means of entry.

THE SECOND FLOOR

41 EMPTY ROOM

The stairway at #39 leads to this empty, 15'-x-20' room.

* * *

The greater goblins will defend this room fiercely. Regular troops from the first floor, then all from Room 43 led by one captain (if he's still alive) will defend. If forced out, they will fight foot by foot, finally making a last stand in Room 55. All doors at this level, except for Room 55, are of simple wood construction.

42 HALLWAY

This 10-foot hallway will be defended by the goblins.

43 SECOND LEVEL BARRACKS

This 20'-x-30' room looks like any of the other barracks on the first level.

* * *

The goblins that guard levels one and two are stationed here. If they are given warning then four of these, the captain, and his aide will rush to hold the first level

(see Great Hall). The other three and their sergeant will stay at this level, with two going to Room 48 to use the murder hole.

(7) Greater Goblins

AC: 4

HTK: 15, 13, 2x12, 11, 10, 8 (2D8)

MV: 9", Align: Chaotic/Evil

Intelligence: Very

Att: 1, Dm: by weapon

THACO: 16

Special: berserker

Weapons: They all use longwords, two will use crossbows from the sergeant's room.

44 SERGEANT'S ROOM

This 20'-x-10' room is empty except for a chair, cot, and a cabinet with two crossbows.

* * *

(1) Sergeant

AC: 3, HTK: 18 (2D8+2 due to Stamina)

MV: 9", Align: Chaotic/Evil

Intelligence: Very

Att: 1, Dm: 1-8+4

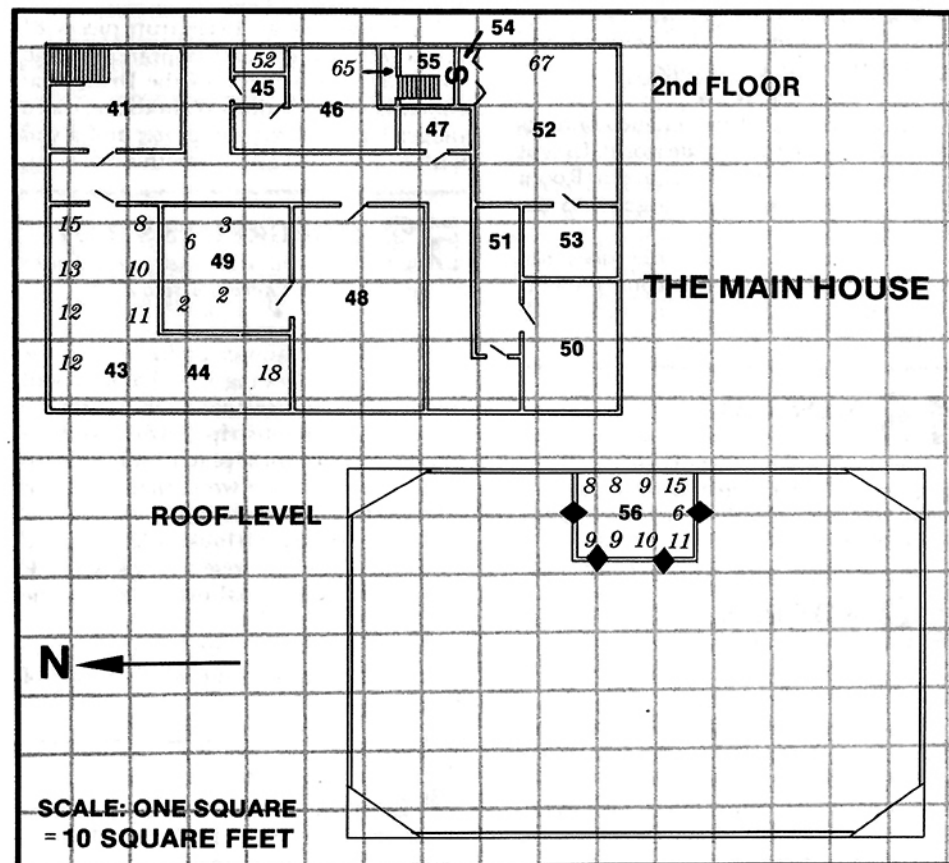
THACO: 16 (adjusted to 13)

Special: berserker

Weapons & Armor: The sergeant is exceptionally large and has a 18/65 strength (+2 to hit, +3 to damage) and wields a +1 battle ax. He wears banded mail and carries a shield.

45 AIDE'S ROOM

The room is 10' x 12' and has only a small sleeping mat.



This is where the Captain's Aide sleeps. There is no treasure here.

46 CAPTAIN'S CHAMBERS *This room is 25' long (the width varies at certain points in the room) and is furnished with a bed, 2 chairs, a writing desk, and a stool.*

* * *

In the back of the bed is a small strongbox that contains the treasures of the sergeant, aide, and the captain. This strongbox has no key; it opens at the command phrase, *Power of Apkieran*. (Upon searching the desk, a small scroll can be found in one of the drawers on which this phrase is written in greater goblin.) If a party member attempts to open the box without using the command phrase, a spring-dart trap will activate. The dart will do 1-6 HTKs of damage; a character must save vs. Poison at -2 or lose 4 strength points for 3 melee rounds.

The strongbox contains four jewels worth 35 gp, 25 gp, 20 gp, and 10 gp, one silver chain worth 15 gp, and 142 gp and 82 sp in coins. Also, there is a Potion of Undead Control that works at half efficiency.

47 TELEPORTATION ROOM

There is nothing in this 20'-x-11' room but a giant iron cage that is eight feet high and six feet square. It is covered by a thick wire mesh. On top of the cage is a large stone carving of a grinning skull. Once every two minutes the eyes in the skull glow green for three seconds. Thin red lines radiate from the skull around and through the mesh of the cage.

* * *

This device is a teleporter and connects the Caverns with the outside world. Except for the entrance to the lich's Cavern (Room 40), this is the only way to get into the deeper lair.

At this time, the teleporter does not work; the lich has broken its connection. If they step into the cage nothing will happen.

48 MESS HALL

In this 30'-x-30' room there are benches and tables. There is also a 5'-x-5' fireplace that is covered with a piece of metal and barred with iron. The murder hole is above this room.

49 KITCHEN

This is a 20'-x-20' room with two firepits, shelves and one table.

* * *

There are enough supplies for the whole Main House for a week. The four lesser goblins sleep here. They will not leave this room unless they think they can escape. Otherwise, they will fight to the death. They have 4 cp among them.

(4) Lesser Goblins

AC: 7, HTK: 6, 2x3, 2 (1D8-1)

MV: 6", Align: Chaotic/Evil

Att: 1, Dm: by weapon

THACO: 19

Weapons & Armor: Each have a short sword (Dm: 1-6)

50 LIVING ROOM

The furnishings in this 20'-x-20' room are very luxurious. You see a couch, a small ebony table, and two matching chairs. There is also a 10'-x-10' red-and-gold rug and a statue of a human warrior.

* * *

The rug is worth 45 gp; the statue is worth 150 gp.

51 HALLWAY

This is simply a 10'-x-10' passageway to Room 52.

52 MORGRETH'S ROOM

This room is 30' x 30' and is well furnished with silks, embroideries, a velvet couch, and a feather bed.

* * *

The total worth of the furnishings is 450 gp. It is here that the goblins from levels one and two will make their last stand, except for Morgreth.

Under a floorboard beneath the bed is Morgreth's treasure, which he will try to take with him. It is in a small wooden chest with a lesser Glyph of Warding on it. The Glyph does 14 HTKs of fire damage, half if a saving throw is made.

Inside the chest are 15 electrum pieces (84 gp), a fabulous necklace of pearl and gold worth 342 gp, a Scroll of the Druid that contains a Cure Serious Wounds and that a ranger has a 5% chance to use, and a vial with 8 oz. of acid for Morgreth's mace.

53 MORGRETH'S STUDY

This room is lined with books along one wall. There is also a desk.

* * *

There is a manuscript in one of the drawers; upon finding it a character will immediately notice that it is written in Neutral. This manuscript is a discussion of clerical and druidical practices. If it is studied by a cleric for a week, that cleric can replace any skill 1 spell ability with a druidic Locate Animals. It must be hand copied by the cleric as if it were a magic spell. It will take an additional two weeks for the cleric to write it down.

There are 26 books on human history and philosophy; they are worth a total of 430 gp.

54 CLOSET

This is a small 5'-x-9' closet in which there are four sets of clerical robes. They are worth 20 gp each.

55 SECRET PASSAGE

This room is 15' x 9' and has a ladder leading to the roof.

* * *

The ladder leads directly into the Guard House (Room #56) on the roof. There is an iron door in the back of the closet and it can only be found as per chance to detect secret doors. This door is Wizard Locked and can only be opened with a Knock spell.

56 GUARD HOUSE

This 40'-x-30' room has eight bunks and one locker. The door is stone with a wooden crossbar.

* * *

This room is the same as Rooms 6 and 8.

(1) Sergeant

AC: 4, HTK: 15 (2D8)

MV: 9", Align: Chaotic/Evil

Intell: Very

Att: 2, Dm: by weapon

THACO: 16

Special: berserker

Weapons & Armor: The sergeant fights with two longswords with equal dexterity (Dm: 1-8, 1-8).

(8) Greater Goblins

AC: 4, HTK: 11, 10, 3x9, 2x8, 6

MV: 9", Align: Chaotic/Evil

Intelligence: Very

Att: 1, Dm: 1-8

THACO: 16

Special: berserker

Weapons & Armor: They have four crossbows among them.

There is a total of 2 ep (18 gp) and 32 cp here. Morgreth and the goblins will fight to the death.

If the party does not attack the Main House from the ground level up, those guards not on duty will be in their respective rooms. If alerted, they will rush to defend wherever the main attack is going on. If Morgreth escapes, he will be found in the chapel on the last level of the caverns.

If any prisoners are taken, they will give little or no information. They will, however, reveal their knowledge about the main Caverns. If the party insists on conducting a frontal attack on the Fortress as opposed to taking it stealthily, then the goblins in the main Cavern will be alerted (see that section).

If the party is not discovered until they are in the Main House, then no word will get to the caverns to warn the goblins. If the party attacks the Fortress in such a way as to alert the goblins, they will retreat to the Main House and add their numbers to the force. The captain should also survive the ambush if there is one.

The most difficult aspect of the Fortress for the GM is keeping straight who is on guard duty and where. Remember that the greater goblins are highly trained and well disciplined. If you keep this in mind when playing the greater goblins then the party, high level or not, will be in for a challenge.

THE CAVERNS of the FORTRESS

The Fortress was built on these Caverns to be used for storing supplies and troops. The followers of Apkieran have enlarged and redesigned them. Presently, there is a lich inhabiting the Caverns over which Apkieran has control. It is here as a means of defense for this area (see *Lich's Movement in the Caverns*).

57 ENTRANCE CAVE

The circular staircase is worn but in good shape. It descends for 100 feet of pitch darkness; there is a terrible stench here.

(Pause until party creates a light source.)

The stairs lead to a large, 70'-x-90', cave which is completely empty. The cave is very old and full of stalactites. You can see the opening leading into a tunnel. Faint footprints can be seen in the dirt.

* * *

The ghosts and ghouls in this area have a 4-6 chance of surprising the party.

(2) Ghosts

AC: 4, HTK: 25, 22 (4D8),
MV: 15", Align: Chaotic/Evil
Intelligence: Very
Att: 3, Dm: 1-4, 1-4, 1-8
THACO: 15

Special: Stench and Paralyzation

The ghost exudes a stench with a 10' radius area of effect. A saving throw against Poison at -2 must be made or nausea will result. Their paralyzation is the same as the ghoul's except that it will also affect elves. Ghosts are immune to Sleep and Charm.

(10) Ghouls

AC: 6
HTK: 2x13, 10, 3x9, 2x6, 5, 3 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Low
Att: 3, Dm: 1-3, 1-3, 1-6
THACO: 16
Special: Paralyzation, Immune to Sleep and Charm.

The party has a 60% chance of identifying the smell as belonging to the ghost; therefore, the undead could lose surprise. The ghouls and ghosts will be in shallow graves clustered around the tunnel entrance (see map) and will attack when the party gets within five feet of them. They will fight to the death. All the undead in the caverns have been created by Kay-Tarn and cannot be turned.

58 TUNNEL

This tunnel is 60' x 10'. There is an open wooden door at the end.

* * *

Thirty feet into the hallway is a trap; it is a 20' pit with spikes at the bottom. The pit is covered by 2 metal sheets, which are each 10' square, the same width as the tunnel.

The sheets are hinged on a one foot stone ledge. When the characters walk over the first sheet, nothing happens, but when one character steps on the second, both will open. Any party members on the sheets will fall into the pit, doing the damage from the fall and 1D4 HTKs for every spike hit (roll 1D10 for number of spikes hit).

Any character looking carefully at the floor has 20% chance of noticing the hidden metal sheets. The party has a 50% chance of discovering the sheets by banging a long pole in front of them.

GM NOTE: Whether the trap has been sprung or not, the lich will be aware of intruders. Use the Lich Movement section with the cavern map to keep track of his actions.

59 ROPER CAVE

This cave is 120' x 30' with a 20' ceiling. There is a large pile of old blankets about ten feet away from the door at the far end.

* * *

Underneath the blankets is a roper. He will wait until the characters are within 30' of him to attack. There is no treasure here.

(1) Roper

AC: 0, HTK: 44 (10D8)
MV: 3", Align: Chaotic/Evil
Intelligence: Exceptional
Att: 1, Dm: 5-20
Special: weakness

The roper has six strands of a strong, rope-like excretion which it can shoot from 2'-5'. A hit causes weakness; 50% from strength in 1-3 rounds.

60 EMPTY ROOM

There is nothing in this room. The walls are dressed stone. The ceiling is 15' high. There is an open door at the far end.

* * *

The door has a Magic Mouth on it, and when opened or broken through will shout, "They come! They come to their deaths!" over and over, giggling the whole time. This serves to warn the lich who will be waiting out in Hallway 62. (See Lich Movement).

61 EMPTY ROOM

This 20'-x-60' room is completely empty. The door at the far end is closed.



62 HALLWAY

There is nothing in this 10'-x-70' hallway. The doors to this room are closed.

63 PIERCER ROOM

This room is 50' x 60' with a 40' ceiling. There is a small glowing gem on a square, 4'-x-4' stone in the middle of the room. There are several skeletons that surround the stone.

(8) Piercers

AC: 3

HTK: 5, 3, 2x2 (1D8); 9, 8, 7 (2D8); 18 (3D8)

MV: 1", Align: Neutral

Intelligence: non-

THACO: 16

Att: 1

Dm: (1D8) does 1-6; (2D8) does 2-12; (3D8) does 3-18

The piercers will all be crowded about the jewel waiting for someone to touch it. There is a 3% chance per character that a party member will see a slight movement on the roof.

* * *

The jewel is simply a piece of glass (worth 30 gp) with a Continual Light spell cast on it. The spell has weakened so that it casts only the same light as a torch.

If the characters check the skeleton carefully, they will find that one is human. This is the body of a Skill 6 thief who fell for the piercer trap. The lich ransacked the body. However, the thief had a Ring of Fire Resistance that the lich didn't find because the thief stole it from his commander and then swallowed it. Now that the body has decayed enough the characters can see it clearly. The Ring gives total immunity to normal fire; Fireballs, Flame Strikes, etc. save as +4 damage dice at -2 each.

64 EMPTY ROOM

The north wall of this 45' x 85' room is natural caverns. It is completely empty. There is a door at the far end that is slightly ajar.

* * *

The door will have a Magic Mouth that cries "The fools! The fools!" when the door is opened. The lich will be hiding behind the door leading into Room 65.

65 ROOM OF SHADOWS

This 140'-x-80' room smells of decomposing bodies. There are 11 greater goblin and 6 human corpses. There is a closed door at the other end.

* * *

The shadows are all hiding in the north corners directly opposite of the door. They will wait for the characters to approach the door and then attack all at once. They will fight to the death. There is no treasure here.

(4) Shadows

AC: 7, HTK: 2x18, 15, 7 (3D8+3)

MV: 12", Align: Chaotic/Evil

Intelligence: Low

Att: 1, Dm: 2-5

THACO: 16

Special: Strength drain, defense (+1 or better to hit)

Each hit of the shadow drains 1 strength point from its victim. If a human reaches zero strength or HTKs he will become a shadow. Lost strength points return in 1D8 hours.

Shadows are immune to Sleep, Charm, hold spells, and cold-based attacks. They are 90% undetectable, but in bright light, such as a Continual Light spell, they are clearly seen.

66 EMPTY ROOM

This long room, 100'-x-30' at its widest, is empty with a smooth floor. It is pitch dark.

* * *

The lich has cast a Permanent Darkkness spell here.

67 TORTURE ROOM

This 70'-x-45' room is filled with alchemy apparatus on the 3 tables. There is a rack, an iron maiden, and a fire pit. There are many decomposed human and greater goblin bodies here. In the west corner is a pile of limbs, arms and legs, placed in a horrible geometric pattern. A sickly green nimbus surrounds everything in the room.

* * *

This bit of hell is the place of the lich's madness and evil. No light can illuminate this room but the pale green light that pulsates in the room. Any other light sources, including Light spells, will be extinguished.

This is another area designated to be cleansed by the cleric in possession of the scroll. If the cleric doesn't cleanse this area by using either the scroll spells or his own, each member of the party has a 50% chance of contracting a disease; roll a 1D6 on the following chart to determine the disease.

Roll	Disease	Effect
1-3	Rotting	lose 1 HTK per day plus 1 Appeal point every other day.
4	Blood	lose 1 HTK per day plus 1 Strength point every other day.
5	Respiratory	lose 1 HTK per day plus 1 Stamina point every other day.
6	Muscular	lose 1 HTK per day plus 1 Dexterity point every other day.

The green light will surround and adhere to each party member. There is no way to get rid of it. It will wear off in an hour, but during that time spells such as Invisibility will be useless.

All the doors will be locked. The lich will wait for the party in Room 70 (see Lich Movement).

68 LIVING CHAMBERS

This 40'-x-60' room consists of natural cavern walls. There is nothing here but a dusty bed.

* * *

Behind the wardrobe is a secret door that leads to Room 73. It cannot be found unless the wardrobe is moved, and then the roll for finding concealed doors must still be made. This door has not been used in a long time, so the party will have no clues that it is there. The lich likes to rest here and listen to the cries of his victims from the torture chamber.

69 EMPTY ROOM

The door here is closed. You hear a soft growling behind it.

The room is 25' x 25' with a 15' ceiling.

* * *

There is nothing here but the ogres. (For statistics see Lich Movement section.)

70 GREAT CAVERN

The ceiling to this massive cave is 30' high. The room is empty except for the thin iron bridge over the small lake; this bridge is 30' long and 4' wide. There is no hand railing.

The east wall is all natural cavern. The rapidly moving water in the lake is cloudy.

* * *

For actions see Lich Movement:

(1) Chimera

AC: 6/5/2, HTK: 43 (9D8)

MV: 9"/18", Align: Chaotic/Evil

Intelligence: Semi-

Att: 6, Dm: 1-3/1-3/1-4/1-4/2-8/3-12

THACO: 12

Special: dragon breath for 3-24 (half if saving throw made)

(6) Giant Pike

AC: 5, HTK: 2x21, 18, 13, 2x12 (4D8)

MV: 36", Align: Neutral

Intelligence: Non-

Att: 1, Dm: 4-16

THACO: 15

Special: surprise on a 1-4

71 ENTRANCE HALL

For a brief moment you see a shadowy figure fly through a wall that is directly in front of you.

* * *

The figure that the party saw is the lich. The wall is an illusionary wall.

GM NOTE: If the party detects that the wall is an illusion and walks through it, read the following to the players:

This room is empty. There is a door on the west side.

The door on the west side of this room is locked.

72 TRANSPORTER ROOM

This 30'-x-30' room is all natural cavern. It has a large metallic cube, 3' x 6' x 3' in the middle of the floor, with a seat on top of it. You see a skeletal figure standing behind it, shouting contemptuously, "I will rip out your hearts and eat your entrails, you filthy human spawn!"

* * *

This should be the first time that the party really sees the lich. He has called all his power to him. Each party member must make a roll vs. Fear, as vs. Fear Wand, or fall to the ground in terror and remain there for one turn.

The metal cube is a transporter and is a three-way connection to the lower caverns and Main House. Anyone using it will show up in the Throne Room.

The lich, as noted earlier, destroyed the transporter before the party showed up. When he runs into the room it will be with the intention of using the device to escape. In his rage he has forgotten that he destroyed it!

Underneath the portal is a trap door (wizard locked) that will lead to Room 73.

73 LICH'S STUDY

This room is a small library (15' x 20'). It has a desk, chair, small bookshelf, and a wooden chest. There is a larva in the north corner.

* * *

The banshee is here to protect the lich's treasure. She will wait until the party starts to explore before she attacks. She and the larva, which the lich feeds off of to maintain his undead status, will fight to the death.

The shelf on the wall has many books, worth 1,000 gp altogether. They are mostly on history, religion, etc. There is a book titled *Tome of Great Majicks* that the lich put here for the unwary. Any character who opens this and so much as glances at the contents must make a saving throw vs. Magic or lose 2 points of Insight. Once the book has been opened, a Remove Curse spell must be cast on the Tome. All books in this room radiate magic because of a Magic Aura (see standard rule book).

The chest has writing on the outside of it that says, "Beware those who dare to touch this, my treasure." When the chest is opened it will explode, caused by Explosive Runes, doing 6D4+6 HTKs electrical damage and draining one skill of the character touching it with no saving throw. A Detect Magic will work on the chest and a Dispel Magic has the normal chance of defeating the trap set by a Skill 18 Magic User.

Inside the chest are 8,000 pieces of fool's gold, which will turn into lead in three days; 8 jewels that will seem perfect and worth at least 100 gp each, although a jeweler and a dwarf can tell (65% chance) that

they are made of glass; Gauntlets of Fumbling and a Ring of Free Action, which the lich found on the thief in Room 63 and did not think worth using.

If the large desk is pulled from the wall, the party may find the secret compartment in the wall containing the lich's own spell book. It is protected by a trap that will release a 3'-x-3' acid cloud. The cloud does 1D20 HTK of damage, half if save is made.

The spells in the book are: Skill One—Magic Missiles, Hold Portal, Protection from Good/Evil, Detect Magic, Read Magic, Magic Aura, Sleep, Spiderclimb, Comprehend Languages; Skill Two—Darkness, Invisibility, Mirror Image, Knock, Magic Mouth; Skill Three—Slow, Explosive Runes, Fireball, Dispel Magic, Fly; Skill Four—Dimension Door, Fireshield, Ice Storm, Minor Globe of Invulnerability, Polymorph Self, Remove Curse; Skill Five—Contact Other Plane, Cone of Cold, Wall of Iron, Monster Summoning III, Cloudkill; Skill Six—Reincarnation, Glassee, Warrior's Transformation (a variant on the standard spell).

There is also a scroll with a map of Rooms 68 and 73 that has the secret door between the rooms marked (Show players area on Caverns map). This is now the only way to the rest of the caverns since the lich destroyed the teleport device. There is nothing else in the room.

(1) Banshee (Groaning Spirit)

AC: 0, HTK: 34 (7D8)

MV: 15", Align: Chaotic/Evil

Intelligence: Exceptional

Att: 1, Dm: 1-8

THACO: 13

Special: see below, cannot be turned.

The banshee can only be hit by +1 weapons or better. It has 50% magic resistance and is immune to Charm, Sleep, or hold-, cold-, or electric-based attacks. It will wail (save vs. Magic or die) and the sight of it causes fear (as a spell).

(1) Larva

AC: 7, HTK: 2 (1D8)

MV: 6", Align: Evil

Intelligence: Low

Att: 1, Dm: 2-5

THACO: 19

GM NOTE: If the characters stop the running duel in the lich's cavern, the lich will wisely use whatever time he gains. If the party is unwise enough to wait a night within the caves and the lich is still alive, he will collect whatever monsters are alive and, using his Dimension Door, go to the

cavern to get reinforcements. This will include the zombie master Kay-Tarn, a Wand of Firebolts for himself, three of the lower skill clerics, ten goblin guards, a sergeant, and a lieutenant; all of them will come from the main caverns. They will seek to trap the party in the caverns.

If the characters just slow down a bit, the lich will play his spells to the best of his ability. He will not challenge the characters to a stand-up fight until he has weakened them considerably.

THE ZOMBIE MASTER

74 PASSAGEWAY

GM NOTE: It takes a Knock spell to open the secret door; the party should find the door easily by using the map found in the lich's study. Otherwise, it must be broken through. It is made of stone 2 inches thick. It will take 200 HTK of damage before giving way.

* * *

The passage is 5' wide and 12' high; it is uneven. Thirty feet into the passageway it takes a 56 degree turn. Here, stretching for 50 feet, is a pool of acid that covers the whole length and sides. There are iron rungs all the way across it to the other side, where a small landing and a wooden door can be seen. A long, thin pole with a nob on top stands midway, coming up through the acid to a height of 4 feet. (See Acid Pool diagram below).

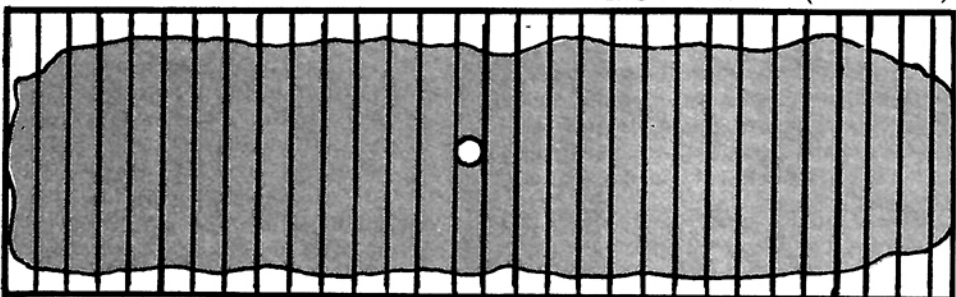
* * *

The acid is 4 feet deep and does damage as a Black Pudding. The whole area, if checked, will reek of magic. Every third rung has a Shocking Grasp spell on it (Dm: 1D10) which will be set off as soon as touched; have each player tell you which rungs his character will use to get across. Each of these rungs can be set off twice. Anyone grasping one of these must save vs. Dexterity -4 or be forced to let go, falling into the acid.

If any spell is cast, the nob on the pole will glow red; it is a magical creation that will automatically negate any spell cast (up to six). A Dispel Magic will have the effect of two spells. It cannot be destroyed or moved.

The door at the end is reinforced wood and barred by an oak shaft on both sides.

ACID POOL (Room 74)



75 THUTHMARG'S ROOM

The door is covered by a tapestry depicting a coastal scene inside the room. It is well furnished with a bed, sofa, comfortable chair, and a writing desk.

* * *

There is no treasure here. The tapestry is worth 40 gp.

GM NOTE: The walls are wood in this area, and all the ceilings are 15 feet high, except for Room 80.

76 LIBRARY

The door to Thuthmarg's room cannot be barred from here. This 30'-x-35' room contains 25 books. There are also five writing desks with stools and eight benches.

* * *

The total value of the books is 430 gp. None of them are of any use to the party.

If the party is noisy in entering, the clerics will sound the alarm. If the party surprises them, they will try to flee and warn the others. Any fighting will be heard by the Lesser Goblins in Room 77.

(2) Skill 2 Clerics/Skill 4 Fighters

AC: 4, HTK: 22, 20 (3D8)

MV: 9", Align: Chaotic/Evil

Att: 1, Dm: by weapon

THACO: 15

Special: spell use, berserker

They both have chain mail and shield and wield maces. Their spells will be from these (GM choice): 1st—Command, Cure Light Wounds, Sanctuary.

77 KITCHEN

This 15'-x-25' room has two fire pits and 4 shelves along the north wall. The door is wood with a latch, as are all in this area, unless otherwise noted.

* * *

The three Lesser Goblins can always be found here. They will run to spread the alarm but will fight with the Greater Goblins.

(3) Lesser Goblins

AC: 8, HTK: 4, 3, 2 (1D8-1)

MV: 9", Align: Chaotic/Evil

Intelligence: Average

Att: 1, Dm: 1-6

THACO: 1

78 STORAGE AREA

This room is 8' x 4'. There are two flasks of wine one barrel of ale, one barrel of water, two full cow carcasses, a few bags of vegetables, and a bag of potatoes.

79 CLERICS' DINING ROOM

This 20'-x-20' room is the dining hall for the clerics. It has a single table and 6 wooden chairs.

80 CAVERN

This is a large and empty natural cave. The floor here is even. The ceiling's height ranges from 20 to 30 feet in places. Most of the stalactites have been broken off.

There are torches lit here. There are seven doors here; three at the south end and one at each corner area of the cave.

* * *

The goblins are waiting outside to attack the party.

The doors are closed; a shrieker is posted by the door to Room 92. When this door is opened it will shriek, alerting the whole complex here and the barracks. This is a very efficient alarm system for the clerics.

The goblins will make their stand here, forming a well-spaced semicircle, spread out in such a way that any area attack will hit only 2D8 of them, and fighting until half their number is dead. They will retreat to Room 84 to try and hold the chapel against the party.

This is representative of the type of cave found in this cavern. The torches will be lit at all times.

(1) Shrieker

AC: 7, HTK: 10 (3D8)

MV: 1", Align: Neutral

Intelligence: Non-

Att: 0

Special: See below

The shrieker will shriek for 1D4 rounds, alerting the whole area.

If somehow the party goes to Room 77 without raising an alarm, one guard will be posted at the door to Room 87 and the door to Room 92. The rest of the troops will be in their barracks and any clerics not met will be in the chapel.

After the shrieker sounds, the following will go to Room 80 and either go into 77 or wait in 80, depending on where the party is. If they are in 77, the goblins will wait.

First Round

From their quarters:

(2) Skill 1 Clerics/Skill 3 Fighters

AC: 6, HTK: 18, 15 (3D8)

MV: 9", Align: Chaotic/Evil

Intelligence: highly

Att: 1, Dm: by weapon

THACO: 16

Special: spells and berserker



Weapons: They both use maces.
Spells: Cure Light Wounds, Sanctuary.

From the door leading to 87 and 92:

(2) **Greater Goblins**

AC: 4, HTK: 2x11 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: by weapon
THACO: 16
Special: berserker

Second Round

From barracks:

(1) **Greater Goblin Sergeant**

AC: 3, HTK: 16 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapon: longsword.

(8) **Greater Goblin Guards**

AC: 4
HTK: 16, 2x14, 11, 9, 2x7, 6 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapons: They have 2 crossbows and all carry longwords.

From their quarters:

(2) **Skill 3 Clerics/Skill 5 Fighters**

AC: 4, HTK: 30, 24 (5D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Highly
Att: 1, Dm: by weapon
THACO: 15
Special: berserker
Spells: 1st—Bless, Command, Cure Light Wounds, Sanctuary; 2nd—Hold Person, Resist Fire, Silence (GM choice).

From the chapel:

Thuthamarg

Greater Goblin, Skill 10 Cleric

AC: 2, HTK: 50 (10D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Exceptional
Att: 1, Dm: by weapon
THACO: 10
Special: spell use

Weapons & Armor: Plate mail and shield. He also wields a Mace of Wounding (see Magic Items section).
Spells: Skill 1—Command, Resist Cold, 2xCure Light Wounds; Skill 2—2xHold Person, Resist Fire, Silence; Skill 3—Demon Bite, Dispel Magic, Glyph of Warding; Skill 4—2xCure Serious Wounds; Skill 5—Cure Critical Wounds, Flame Strike.

(1) **Greater Goblin Skill 3 Cleric**

AC: 2, HTK: 17 (3D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Highly
Att: 1, Dm: by weapon
THACO: 16
Special: spell use
Weapons & Armor: Plate mail and

shield and battle ax (2-8 damage).
Spells: Skill 1—Cure Light Wounds, Sanctuary; Skill 2—Silence.

Third Round

From barracks:

(5) **Greater Goblins**

AC: 4, HTK: 15, 12, 10, 9, 7 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: by weapon
THACO: 16
Special: berserker
Weapons & Armor: they all carry longwords and have 6 composite bows, 2 crossbows.

(1) **Greater Goblin Sergeant**

AC: 3, HTK: 16 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: 3-10
THACO: 16
Special: berserker
Weapons & Armor: both these goblins wear banded mail and shields. They use +1 swords and get an added +1 due to strength.

(1) **Greater Goblin Captain**

AC: 1, HTK: 62 (9D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Exceptionally
Att: 3/2 rounds, Dm: 9-15
THACO: 16
Special: see below
Weapons & Armor: The captain wears plate mail and a +1 shield. He uses a battle ax +1 and wears Gauntlets of Ogre Strength. He also has Skill 2 clerical abilities and always uses two Cure Light Wounds spells. To gain his support, Kay-Tarn has fabricated an amulet that allows the captain to cast a Holy Warrior spell at Skill 12 once per week. The amulet won't work for anyone else.

GM NOTE: A brawl like this is very dangerous and will definitely alert Kay-Tarn. It is possible to sneak through and take the goblins one by one. Remember, if the goblins are ever alerted, they will first try to overwhelm the party; then, if things get tough, they will retreat to the chapel (Room 85).

81 LIVING QUARTERS

This 20'-x-20' room is empty except for the beds and a writing table.

* * *

This is the room in which the two Skill 1 clerics live.

82 LIVING QUARTERS

The furnishings here are the same in this 20'-x-20' room as in Room 81.

* * *

The two Skill 2 clerics live here.

83 LIVING QUARTERS

This room is 20'-x-20'. This room has two chairs and a divan.

This room is where the Skill 3 cleric lives. There is nothing of value here.

84 PASSAGEWAY

This darkened room is 5'-x-15' with a 10' roof. There is a stone door at the end.

* * *

The doors here are reinforced wood. The goblins will bar the doors behind them. One guard will fight to the death in the corridor leading to Room 85.

85 THE CHAPEL

This room is dark. It is 45' x 30'; there are 15 wooden benches on each side of the room, with an aisle down the middle. The altar at the front is made of stone. There is a human sacrifice here, but the head is missing, so he can neither be raised nor identified. There are wisps of green and red smoke floating all around the room.

* * *

It is here the goblins will make their last stand. The smoke will obscure the party's vision, giving them a -2 on chance to hit. Also, there is a 30% chance at any time that the red fumes will be breathed by a character. If this happens, the effect is the same as if they were hit with a Fear Wand (saving throw at +1). If the party actively seeks to avoid the fumes there is only a 10% chance of inhaling the gas. In this case, saving throws will be at 4 skills higher, but a party member's Dexterity is reduced by 2 due to dodging about.

These fumes are a protection device of the chapel. A gust of wind will blow them away for 4 rounds. A Dispel Magic against the altar as if against Skill 15 magic-user will stop the fumes if successful, and the goblins' morale will decrease. The fumes will not interfere with the goblins.

Underneath the third seat from the right is a secret trap door. This contains the treasure of the clerics and the lieutenant. In the space here is a small iron chest. It is electrified and anyone not chanting in greater goblin the words *Apkieran is Lord of All, Master of the World, which are written in greater goblin on the chest, will take 10 HTK of damage each time he touches it.*

The only way to open the chest is to either chant the words or open it magically. There is no lock to pick, and it can't be forced open.

GM NOTE: It is suggested that a cleric of Good alignment or paladin not do the chant; to do so would incur the extreme disfavor of the character's deity.

Inside the chest are 22 ep, 74 gp, 123 sp, three jewels worth 100 gp each, and a scroll with the magic-user spell Lightning Bolt at Skill 1 capability.

86 VESTMENT CHAMBER

This room is 10' x 12'. There are seven cloaks here that are worn during sac-

rifices. They are black and have a bloody ax depicted on the front of the garment.

* * *

These are Kay-Tarn's vestments; they are worth 50 gp each.

87 HALLWAY

This hallway is 10' x 35'.

88 BARRACKS COMPLEX

This natural cavern is 80' x 50' at its largest with a smooth floor and a 30' ceiling. The buildings have been built of dressed stone.

* * *

If the party gets this far without alerting the goblins, there will be 1D6 greater goblin regulars wandering the area (random roll). There will be one guard on the roof of Room 89; he will have a crossbow.

89 BARRACKS

This 30'-x-35' room is the barracks for the soldiers. It looks like all other barracks except a bit more cluttered.

* * *

The characters, if looking around, can find 5 gp, 39 sp, and 67 cp.

90 SERGEANT'S ROOM

This 12'-x-20' room is the sergeants' room. There are two cots, a desk with a chair, and a wooden chest.

* * *

The chest contains a few silks worth 50 gp, and two Potions of Healing that the sergeants are saving for themselves. The lock on the chest is a simple padlock. The key is on the underside of the chair. The lock is trapped with 3 small glass globes which will pop if the chest is forced open. The gas from the globes creates a small acid fog that does 2D4 points of damage within a 3'-x-3' area. If a character's face is within this area, he has a 30% chance of being blinded.

If the chest is opened with the key a character must reach to the top of the lid and grab the globes or they will fall, but due to the silks, they only have a 10% chance of exploding. If kept intact, the globes can be kept by the characters.

91 CAPTAIN'S ROOM

This 15'-x-20' room is very clean. The bed has a red and black silk spread on it. There are also eight books on military history on a single shelf. There is a well made wooden table beside the bed.

* * *

The bedspread is worth 60 gp and the books are worth 85 gp. The back of the chair has a secret door inside it which contains the captain's treasure of various je-

welry worth 174 gp, 8 ep, 43 gp, and a Potion of Polymorph Self. It is not trapped in any way. Anyone looking at the chair has the same chance for noticing the door as in finding concealed traps.

THE ABODE OF KAY-TARN, THE ZOMBIE MASTER

Kay-Tarn is a creature of surpassing evil. He is one of the few beings that Apkieran has taught the method of creating undead that cannot be turned (there are thought to be seven such beings existing).

Kay-Tarn and all the clerics and vampires will be aware of the characters' entrance to the caverns, having two shadows that spy on the inhabitants of the first level at all times. He will not help any of the other inhabitants of this level.

Kay-Tarn, having once been human, is not in favor with the greater goblins; they prefer to be led by clerics of their own race. Kay-Tarn plans to be the sole ruler here eventually. He knows that when Apkieran leaves he will be named as his successor.

He will see two advantages in the party. One, they will hopefully kill a large number of the goblins, giving him some choice zombies and undead; up until now, the clerics have not allowed him to do this with any of their people. Two, he will kill them himself and use them to create new and very powerful undead under his command. Kay-Tarn will wait with his two guards in Room 95 for the party.

If Kay-Tarn is losing, he will retreat to Room 96 where the two shadows will cover his escape, using the secret door to go to level 2. Kay-Tarn is not a fool and will fight to the best of his ability.

92 HALLWAY

The hallway, 15' wide and 10' high, is newly built and made of solid stone. The door at the other end is reinforced wood between solid stone walls that reach the ceiling. The door to the east is wood. There are runes inscribed on it that glow green. The floor is dirt.

* * *

The ghouls and undead are all hidden underneath the dirt floor in shallow graves. Unless the party digs into the dirt, they will not be aware of this. The ghouls are all buried in the first 20' of the tunnel. The zombies are all buried in the last 30'.

When the party is within 20' of the door at the far end, the zombies will burst from the ground and attack, fighting until they die. The ghouls will try to sneak up behind the party while they are fighting the zombies. They will fight to the death.

This tunnel is unhallowed ground and imbued with Kay-Tarn's evil. Therefore, a Protection from Evil spell has a 50% chance of failing every three rounds.

These undead are newly created by Kay-Tarn. They get a +1 bonus to hit since they will attack with incredible ferocity. Remember, these creatures cannot be turned, although the statue of Apkieran found in Room 23 should work to stop them.

A powerful Skill 12 Glyph of Warding guards the door. It will do 22 HTKs of electric damage and drain one skill of experience. The door has a simple lock and can be easily picked, which is just what Kay-Tarn hopes the party will do, so the Glyph will be set off. Remember, the cleric will recognize the Glyph and will have a chance to defeat it.



(5) Ghouls

AC: 6, HTK: 16, 13, 2x12, 10 (2D8)
MV: 9", Align: Chaotic/Evil
Intelligence: Low
Att: 3, Dm: 1-31-3/1-6
THACO: 16
Special: Paralyzation, immune to Sleep and Charm.

(14) Zombies

AC: 1
HTK: 2x16, 14, 2x13, 11, 4x10, 9, 2x8, 6 (2D8)
MV: 6", Align: Neutral
Intelligence: Non-
Att: 1, Dm: 1-8
THACO: 16
Special: Sleep, Charm, and cold-based spells do not affect zombies. They always strike last.

93 PASSAGEWAY

This is just like Room 92. The door is stone.

94 TORTURE CHAMBER

This room is 80' x 30' and completely furnished with a cage, chair with straps, meat hook, iron maiden, fire pit, and rack. It is full of blood, organs, bones, etc., and smells foul. Shackled onto the west wall are two zombies. They are headless, but seem to have life, their limbs twitching feebly periodically. The light of the fire pit shows everything in a lurid red detail.

* * *

These zombies cannot be killed except by holy water (1 HTK each). The room will radiate Evil; this is one of the areas which must be cleansed by the cleric who was given the scroll by Tonnath by either using the scroll or his own spells. The cleric will gain 2,000 experience points for this. It is here that Kay-Tarn creates his undead.

95 ALTAR ROOM

The stone door is open; it is pitch black inside of this 30'-x-75' natural cave.

* * *

The only thing here is a black obsidian altar that pulsates with a purple light that sheds no illumination.

Kay-Tarn

Vampire, Skill 12 Cleric

AC: 1, HTK: 72 (12D8)
MV: 12"/18", Align: Chaotic/Evil
Att: 1, Dm: 1-10
THACO: 9
Intelligence: Genius
Special: magic use (see below)

If Kay-Tarn is reduced to 0 HTK he will turn gaseous and retreat to his hidden coffin in the hills (therefore escaping the party). If this happens, rest assured he will seek revenge. His spells are: Skill 1—Curse (opposite of Bless), Command, Protection from Good, Fear, 2xSanctuary; Skill 2—Augury, 2xHold Person, Resist Fire, Silence; Skill 3—Animate Dead, Dispel Mag-

ic, Speak With Dead, 2xDemon Bite; Skill 4—3xCure Serious Wounds; Skill 5—Flame Strike (see Spell section for variation of spells).

(2) Vampiric Greater Goblins

AC: 1, HTK: 40, 32 (8D8)
MV: 12"/18", Align: Chaotic/Evil
Intelligence: Very
Att: 1, Dm: 2-11 (+2 to hit, +4 on damage)
THACO: 12
Special: see below

These two are creations of Kay-Tarn. They have all the vampiric abilities except Energy Drain. They have never been buried and therefore cannot turn gaseous. If brought to 0 HTK by magic or magical weapon they become zombies, as in the standard reference, and fight to the death with maximum HTK of 16.

They are intelligent and help Kay-Tarn with his duties. They will not leave this room and will fight to the death. If the characters escape the room the two will stay there to regain their strength until they are killed or until Kay-Tarn retrieves them. They use +1 cursed swords (see standard reference).

GM NOTE: You may use Kay-Tarn's spells as you wish, but Kay-Tarn will definitely throw a Protection from Good and a Resist Fire on himself before the characters reach Room 95, and, if he has time, he will cast a Sanctuary spell also. Kay-Tarn's Raise Dead will be used as a Slay Living. It is extremely powerful and if the target character makes his saving throw he will still lose half of his original HTK. He will use this spell on whichever character is giving him the most trouble.

All light sources will be extinguished in this room except for a Continual Light, which will act as a torch. However, it will also be extinguished in 1D10 rounds. Any character other than a Chaotic/Evil who touches the altar will change alignment to Chaotic/Evil immediately with no save.

This is another area to be cleansed by Tonnath's scroll. If this area is cleansed by either the scroll spells or the cleric's own, any character who suffered an alignment change will be back to his original alignment. Only by doing this can the alignment change be reversed.

Anyone examining the altar will see a deep hole in the middle; this is where the Staff of Resurrection is placed. Infravision will not show any of the inhabitants as they have no warmth to their bodies.

* * *

As you move into the room you hear faint scraping sounds to your right and left. Suddenly you see three pairs of glowing red eyes burning in the dark. There is a pair behind the altar and two more pairs about ten feet on either side.

The purple light of the altar coalesces about the figure behind it. You can see that the creature standing there is at least seven feet tall. It wears a black cowl that covers it from head to toe. Its flesh is dead white and

highlighted by the purple light. The skin beneath the eyes hangs in rotted shreds, showing the skull beneath.

Two abnormally long and thin hands reach out, yellow talons four inches long extend toward you. As you watch, the creature's eyes change from red to a horrid blank, where two glowing purple worms spin in mad circles.

* * *

Kay-Tarn is behind the altar; he will throw a spell from here. The two vampires will attack in hand-to-hand combat, fighting the party to the death.

96 KAY TARN'S WORKROOM

This 15'-x-15' room has three tables and two stools. The tables are crowded with flasks. The door to the room is stone.

* * *

The lich will go through the door, which is Wizard Locked, by turning gaseous. The two shadows will fight to the death to allow Kay-Tarn to escape. The room radiates evil; this is another room that the cleric must cleanse with the scrolls or his own spells. Due to the volatile nature of the potions in the flasks, a fire will cause an explosion doing 30 HTKs of fire damage to anyone in the room.

The secret door (to Room 98) on the north wall can be found as per normal chance. Kay-Tarn uses this area to control who goes to and from level 2 to level 1 and the outside, although the transportation device is usually used, since the goblins are afraid of the lich.

(2) Shadows

AC: 7, HTK: 24, 21 (3D8+3)
MV: 12", Align: Neutral/Evil
Intelligence: Low
Att: 1, Dm: 2-5
THACO: 16
Special: Strength Drain, +1 weapon or better to hit

97 KAY TARN'S ROOM

This disorderly area is divided from Room 96 by a silk curtain that is shredded and stained. The room is 20' x 15'; inside is a desk, chair, couch, and small stone statue of Apkieran. There is a row of books here and a stone shelf.

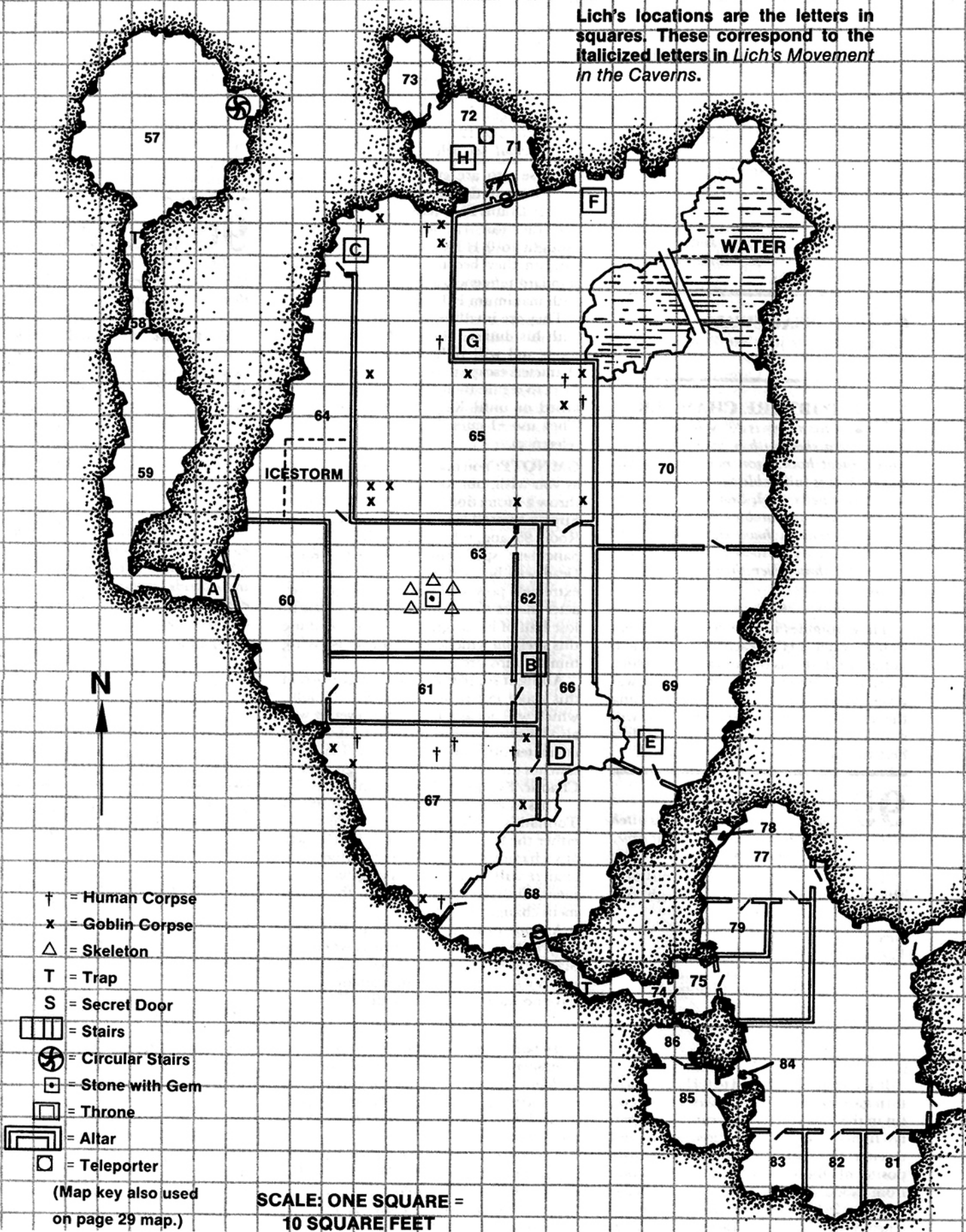
* * *

The books are useless, but among them is a manual of Stone Golem creation that he used along with the draco-demon to create the Golem in level 2, and a manual of stealthy pilfering.

Underneath the statue of Apkieran, which is worthless, is a long rod. This is a Staff of Resurrection, but it is black and radiates Evil; there are 11 charges left and it can't be recharged. A Good cleric touching it will receive 1D20 HTK electric damage. The staff is possessed by an evil spirit that, if exorcised, will make the staff usable. Otherwise, it will simply turn any creature it is used on into a zombie, but a zombie that can be turned.

THE MAIN CAVERNS

Lich's locations are the letters in squares. These correspond to the italicized letters in *Lich's Movement in the Caverns*.



LICH'S MOVEMENT IN THE CAVERNS

The lich has been placed here by Apkieran to help him with his eventual conquest of this area. He will not leave the caverns for any reason.

The lich was once a powerful warlord in his own land. When Apkieran overthrew Orcus and extended his power by feeding off of Orcus' power, the lich fell under his control.

The lich's spell books were stolen by Apkieran; those few spells he has are given to him grudgingly by the demon prince. Therefore, though the lich throws spells at Skill 18, he does not possess the knowledge of spells higher than Skill 6.

This section gives the room by room defenses the lich will use. It is also marked on the map where he will be at any time he throws a spell.

Keep in mind that other creatures inhabit the caverns as well.

Lich

AC: 0, HTK: 61 (11D8)
MV: 6", Align: Neutral/Evil
Intelligence: Supra-genius
Att: 1, Dm: 1D10
THACO: 10

Special: see below

Magic Items: Ring of Vampiric Regeneration (wearer gains 1/2 HTKs lost by opponent in hand-to-hand, melee, non-missile, non-spell combat); Ring of Closure (gives him control of the doors in all rooms of the cavern but is of no use to player characters), and a +1 knife (+3 against humans).

Spells: Skill 1—3x Magic Missiles, Hold Portal, Protection from Good; Skill 2—Darkness, 2x Invisibility, 2x Mirror Image; Skill 3—3x Fireball, Dispel Magic, Fly; Skill 4—Dimension Door, Fire Shield, Ice Storm, 2x Minor Globe of Invulnerability; Skill 5—2x Cone of Cold, Wall of Iron, Monster Summoning III, Cloudkill; Skill 6—Glasse, Repulsion, Warrior Transformation.

The lich's touch does 1D10 points damage in cold, and, if the saving throw is not made, the opponent will be paralyzed. He is immune to Charm, Sleep, Enfeeblement, Polymorph, cold, electricity, insanity, and death spell/symbols.

Description: Like other lichs, he is a skeletal form with rotting garments. His eyesockets look like glowing worms spinning in a purple haze.

The lich will fight a running duel with the party. Given here is each spell he will cast and how long it will take to cast the spell. Each of the letters (a, b, c, etc.) mark where the lich is at any given moment. You must keep very careful track of time in the caverns. Remember that the lich casts all spells at Skill 18 ability.

Until the final confrontation, all that the party will see of the lich is a dark shadow.

When the players finally meet the lich, read the following:

The figure is large, well over six feet, with unnaturally broad shoulders. A rotting grey shroud is draped about the skeleton's frame.

From the eye sockets of the creature's skull protrude two red fleshy stalks; on the ends gleam yellow reptilian eyes. You can see under the cloak that its feet are cloven.

The eyes are in constant motion. It skitters on its hooves like a wild horse. You can see a trickle of black bile trailing from its jaws.

"Die" it hisses at you.

* * *

As soon as the party enters Room 58, the lich will be aware of them. He will be in Room 59 (a) by the door leading out. He will cast a Fly spell on himself, which will last 3 segments, and a spell of Invisibility, which will last 2 segments.

When the party enters Room 59, he will cast a Fireball spell, which will take three segments. Once the spell is cast the lich will fly out of the room and use his ring to close the door behind him. The lich will fly to Hallway 62 (b).

The ring closes and bars all doors in this part of the dungeon magically. The doors are all reinforced wood with oak bars.

* * *

When the lich hears the Magic Mouth in Room 60 go off, he will cast a Glasse on the door between Rooms 61 and 62, which will be closed. The spell takes one round and will be set so that he can see into the room but the party can't see him. He will then wait for the party to enter Room 61.

When the party enters Room 61, the lich will close the door behind them with his ring. He will then cast a Cloudkill, which takes five segments. After the spell has been cast, he will fly to area c, taking two rounds. Outside, the Glasse can still be seen.

* * *

The lich will leave the door between Rooms 64 and 65 open. He will actually be standing in Room 65. When he hears the Magic Mouth go off he will cast an Ice Storm, which will last 4 segments, at the area marked on the map. He will immediately fly to d (Room 66) and the door will close behind him. It will take him two rounds to reach the area.

* * *

Once he reaches d the lich will cast a Mirror Image spell for 2 segments and wait for the party. When they enter Room 66 he will throw one Magic Missile spell for 1 segment at the leading character, then fly away. The

door to Room 67 will shut behind him. He will go to e in Room 69. It will take him two rounds to fly there.

* * *

As soon as the lich arrives at e he will cast a Monster Summoning III. This will take 4 segments and will call up 4 ogres.

They will appear 4 rounds after the lich casts the spell and will last 22 more rounds. They will fight to the death or for the duration of the spell. They will also guard the entrance door.

(4) Ogres

AC: 5, HTK: 25, 22, 20, 19 (4D8+1)

MV: 9", Align: Chaotic/Evil

Att: 1, Dm: 1-10

THACO: 15

Intelligence: Low

After casting the spell, he will fly to f (Room 70), the door closing behind him. It will take him two rounds to get there.

* * *

When he gets to the ledge the lich will cast an Invisibility spell on himself, lasting 2 segments, and warn the Chimera (see Room 70). The ledge is 10' x 40' and 20' high.

* * *

The Chimera hides behind the wall at g. The lake is 60' deep and 6 Giant Pike live there. Any party member in the water will be immediately attacked. When the party is halfway over the bridge the lich will cast a Fireball. The Chimera will then swoop down and try to knock some of the party into the water (50% chance if he hits). The explosion of the Fireball could knock a member into the water; save vs. Dexterity or fall. If the party crosses over some other way, the two will attack when they are halfway across.

If the characters discover the lich first and attack, the Chimera will immediately attack and the lich will throw a Mirror Image, 2 segments. The spells the lich will throw are (he will already be invisible and have a Globe of Invulnerability): if the characters see him—Mirror Image (2 segments), then Fireball (3 segments); if the characters don't—Fireball (3 segments), then Mirror Image (2 segments). This will be followed by a Cone of Cold for 5 segments, a Fireball for 3 segments, Magic Missiles for 1 segment, another Cone of Cold for 5 segments, and Magic Missiles for 1 segment. Then he will fly to h (Room 72) in one round. The Chimera will stay and fight to the death. There is no treasure in this room.

* * *

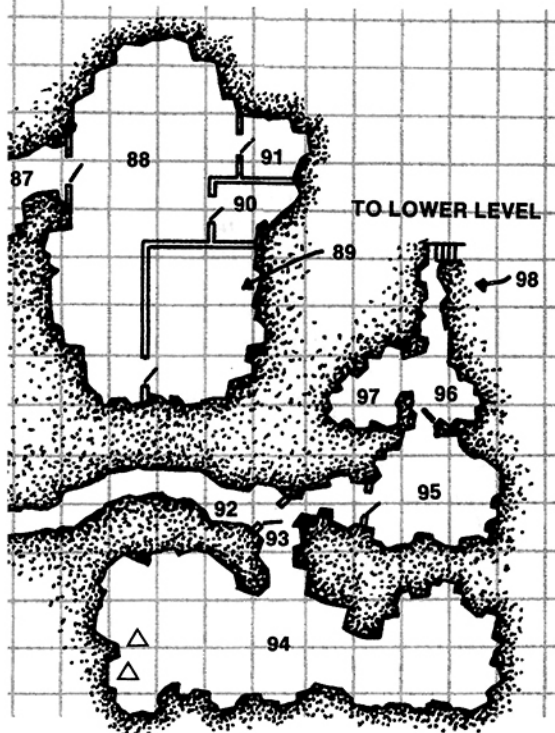
Once at h the lich will cast a Wall of Iron over the door to stop anyone from entering Room 72. It will take him five segments to throw the spell.

He will then spend four rounds trying to make the teleporter work, cursing the whole time. He will have forgotten in his fury that he destroyed the teleporter the day before.

He will then cast the following spells: Protection From Good (1 segment), a Cold Fire-shield (4 segments), and a Warrior's Transformation (6 segments).

If the characters have not attacked him by now, he will cast down the Wall of Iron and using any spells he has left to attack; that is, if he is still alive after the Warrior's Transformation wears off.

If the party attempts to retreat or go into the Cleric's area, the lich will follow them. He's convinced that the party has been sent here to punish him. He will fight to the death.



THE MAIN CAVERNS LEVEL TWO

98 SECRET PASSAGE

This passage is 5' wide, 10' high, and smoothly constructed. It extends north for 20 feet, then it turns to the right and becomes a stairway that goes straight down for 40 feet. The fourth from the last step is solid black as opposed to the grey of the other steps. Five little holes can be seen about 6 feet off the ground parallel to each other on either side of the stairs at this point. The hall continues for another 10 feet after the stairs end, then takes a sharp turn to the right.

* * *

The holes are as blind as the step is; it is the 2 feet at the end of the stairs that will set off the trap if anyone stands on it. If so, the step will sink down. Twenty feet of stairs in back of the black step will collapse. Anyone on them will drop 40 feet straight down into a giant pit.

* * *

The passage continues for ten more feet. A small 4'-x-4' opening can be seen on the east wall. It continues for another 20 feet. There is an opening at the end.

99 DEMON CAVE

This 30'-x-38' cave is natural, with a 35' ceiling. It is full of rotted corpses and gnawed bones. There are three creatures flying about here that resemble a grotesque mixture of human and vulture.

* * *

GM NOTE: The openings to Rooms 100, 101, and 102 can be found if searched for, but they are not apparent.

If Kay-Tarn is still around, he will throw his remaining powerful spells at whatever characters come through the passage first. But, should he go down to 10 HTK or less, he will go gaseous and escape to his hidden coffin in the hills outside. The vlocks will not try to hold the characters here, but fight a running battle to entice them into the Great Hall. (106 or 114) There is no treasure here. The vlocks will wait until everyone comes through before attacking. The party has no chance to gain surprise.

(3) Type I Demons (Vlocks)

AC: 0, HTK: 46, 41, 37 (8D8)
MV: 12"/18", Align: Chaotic/Evil
Intelligence: Low
Att: 5, Dm: 1-4/1-4/1-8/1-8/1-6
THACO: 12
Special: see below

These demons look like a cross between a human and a vulture. They are very fond of precious metal and stones.

The vlocks have 50% magic resistance. They have a Darkness with a 5' radius, Detect Invisible Objects, Telekinese 2,000 gp weight (these demons can't bring in any

others of their kind due to the lack of demons Apkieran controls), and Teleportation, which they will use to entice the party to follow them.

100-102

These rooms are the antichambers to Room 99. They are each 10' x 10', have 10' ceilings, and are 20' off of the ground. There is nothing but gnawed bones and rotting flesh in these rooms.

* * *

The openings for these areas are not apparent from Room 99.

103 PASSAGEWAY

This is a natural passage, 10' wide and 15' high.

* * *

The secret door leading to the cleric's cave will be unnoticed by the party while the fight is going on unless a party member states that he is looking for a secret door.

GM NOTE: At least one of the demons will survive long enough to get the party into the great hall (Room 106).

104 ENTRANCE ROOM

The door is open to this 15'-x-20' room. It is half natural/half artificial. Its ceiling is 15' high.

* * *

There is nothing of interest in this area.

105 ANTECHAMBER

The antechamber is 10' x 10' and empty. The door leading in is open; the door leading to the great hall is closed. They are gold with a legend in Common over them: Abandon hope if you enter here.

* * *

The legend on the door is the demon's idea of a joke. Any vlocks still alive will teleport to Room 106 at this point to help the greater demon. The room here is empty, except for stone benches that line either side. The two torches will go out and the great doors will open with accompanying squeals and such.

106 HALL OF JUDGEMENT

The walls are panelled in this 60'-x-40' room with scenes showing Apkieran's triumph over various creatures of Hell. There is a throne on the dais that glows green. The two walls on either side of the entrance fan into the room, ending with statues of two demons. The floor here is marble.

* * *

This room is the Hall of Judgement, the

only place that any of the creatures in the valley see the demon. It has a Permanent Darkness spell in it of such power that only Continual Light spells will give illumination, but the spell will simply act as a Light spell.

The only things of any worth in the chamber are the plated gold doors worth 800 gp each. The statues are of Vlocks. When the characters pass these two the eyes of the statues will glow red, one eye will cast a Slow spell on the party, the other will cast a Weakness; saving throws will negate all effects. On either side are the demon's guards (see below). They will not show themselves until the greater demon attacks.

Any vlocks left will go to the ceiling, which is 50' high. When the fight begins they will swoop down and try to carry party members upward and then drop them.

The Draco-Demon will wait for the characters at the foot of the dais. He won't be surprised, having used Clairvoyance to follow the characters since the fight with Kay-Tarn. He will have cast a Haste and Fire Shield (cold) on himself and will quickly engage the characters in hand-to-hand. If he ever gets down to 20 HTK he will Teleport to Room 111 and wait for the enemy there.

GM NOTE: The Draco-Demon will go to Room 111 thinking he can use the teleportation device there, but it won't work because of the lich's destruction of his teleport. At that point he will become enraged and arm himself, ready to fight. Through ESP he will order any the goblins remains on level 1 to go to the great Temple (Room 114) with all the clerics and wait in ambush for the party.

(2) Zombie Fire Giants

(the greater demon's guards)

AC: 3, HTK: 88 (11D8)
MV: 12", Align: Chaotic/Evil
Intelligence: Low
Att: 1, Dm: 5-30
THACO: 10
Special: always lose initiative and hit last

(1) Draco-Demon

AC: -2, HTK: 80 (10D8)
MV: 12", Align: Chaotic/Evil
Intelligence: supra-genius
Att: 3, Dm: 1-10/1-10/1-10
THACO: 10
Special: see description at beginning.

The demon is very intelligent and will always use his spell power to its best ability. But at the same time, he loves to fight hand-to-hand.

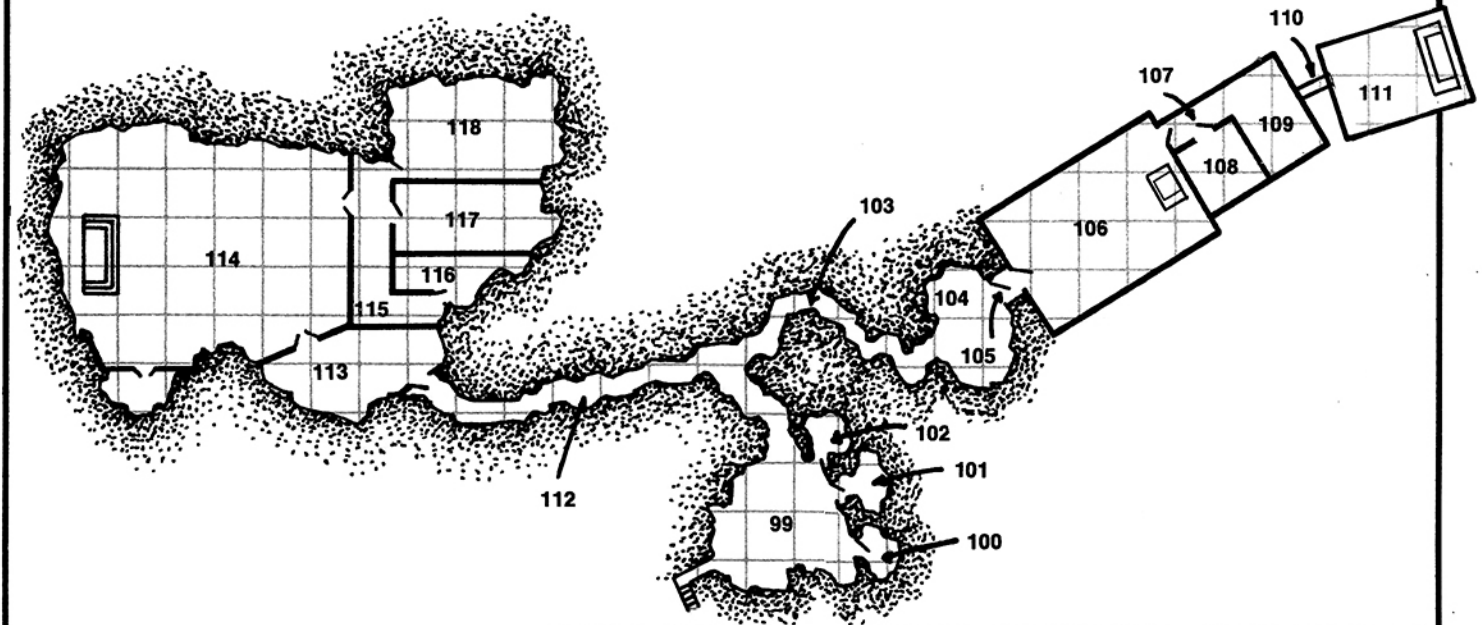
107 ANTECHAMBER

This empty room is 10' x 10'. The door is reinforced wood.

* * *

The door has a permanent Wizard Lock on it, as cast by a Skill 18 magic-user; only the Draco-Demon knows the command word to open it.

THE CAVERNS (lower level)



FROM UPPER LEVEL

SCALE: ONE SQUARE = 10 SQUARE FEET

108 ALCHEMIST CHAMBER

It is 20' x 20' and has 2 tables, one stool, and alchemy gear. The door is reinforced wood.

* * *

The door has no lock on it. This is the Draco-Demon's workroom. The alchemy gear here is worth 300 gp.

109 BEDROOM

This room is 30' x 30'. The door is reinforced wood. The room is beautifully furnished with rugs, silks, etc., but everything is soiled and dirty. As you enter the room you hear sobbing. In the corner is a woman chained to the wall.

* * *

Total worth of the furnishings if cleaned up is 3000 gp. The door has a simple lock on it.

Rhea is a double agent. She's working for Apkieran—she is the lover of the Draco-Demon—but is sworn to Demogorgon. She has been sent here to find out as much about what Apkieran is doing as she can. She will not tell the party this, of course, though she will offer to help, saying she is a Skill 5 magic-user. She will concoct a story of terror and horror and act relieved to be rescued.

GM NOTE: Rhea is Chaotic/Evil and is a Succubus. She exists by stealing live souls from humans. She will pick one of the party members to be her next target.

Rhea, Succubus

AC: 0, HTK: 48 (6D8)

MV: 12"/18", Align: Chaotic/Evil

Intelligence: Exceptional

Att: 2, Dm: 1-3/1-3

THACO: 13

Special: energy drain, +1 magic weapon to hit, spell use

She has 70% magic resistance and the following spell-like abilities: Darkness in a 5' radius, Become Ethereal, Charm Person, ESP, Clairaudience, Suggestion (as spell), Shape Change, and Gate in Type IV demon (70% chance), Type VI (25%), or one of the lords of princes (5%). Her kiss drains one energy level.

GM NOTE: She will attempt her gate spell with an 80% chance it will open but only for a Type IV demon since she is very influential in Demogorgon's court.

110 PASSAGE

This is a simple passage, 5' wide and 10' high.

* * *

Rhea will be able to overcome the Wizard Lock at both ends of the iron doors here. She will also spring the trap in the passage (a floorplate in the middle of the passage), then go ethereal. The trap causes jets of flame to shoot out over the whole area, doing 100 HTKs of damage.

111 CHAPEL

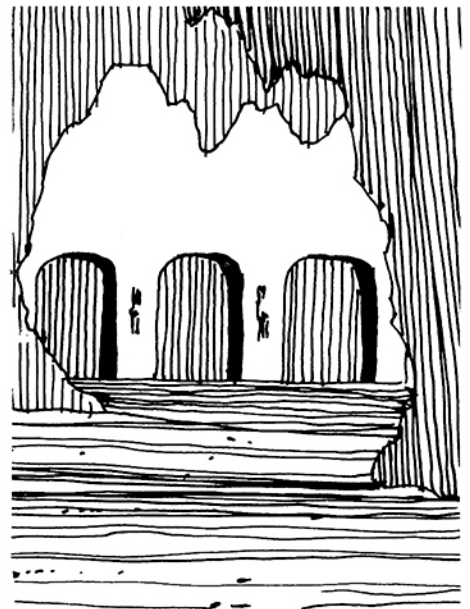
This dark room is 30' x 20'.

* * *

This room possesses the same Darkness spell as Room 106. If the party manages to produce a light source, continue reading.

* * *

The ceiling is 40' high. The pillars are black marble, as is the floor. The steps and



dais are all silver. Standing at the foot of the dais is a large stone statue of a man. At the top of the dais is a black iron altar; next to the altar is a small black velvet sack and a helmet with a reptilian figure atop it.

* * *

The 'statue' is actually a Stone Golem. The altar is the broken teleportation device. The sack contains 10,000 gp; there is also another smaller black sack in which there are 6 vials of Cure Serious Wounds potion and 6 vials of Cure Light Wounds potion. The helmet is the Helmet of Possession (see Magic Items).

The Draco-Demon will be flying up near the roof and will be invisible. As the party members come in, he will begin his attack. Rhea, the Succubus, will go ethereal and will not help. The demon will order the

Golem to attack, but it will not do so. However, if the party attacks the Golem, there is a 5% chance it will attack them. The Golem will wait until it can get near the Demon of the Helmet, cast its Slow spell on him, then attack him.

After the battle, if any character expresses an interest in the helmet, the succubus will explain that the Demon found it in the caverns but could not discover its use. The helmet will give off an aura of great Good. Rhea will then explain to the party that they have a day to recuperate before they must fight their way out. The GM should make sure they follow her advice.

Anyone putting on the helmet will realize that he has Infravision. The helmet will improve his Armor Class by 2. It also acts as a Ring of Fire Resistance. The Demon of the Helmet will then inform the wearer, through Suggestion, that he will be able to control the Stone Golem. At no time will any of the characters be able to figure out its true nature; even True Seeing will fail. It is only after the capture of the temple that the helmet will reveal itself for what it is. There is no other treasure here.

During the night the succubus will make her play on one of the characters, using her Charm spell. She will then drain energy from her victim as per statistics, but she will not give her identity away. If somehow it is discovered who she is, she will go ethereal and escape, her part done.

(1) Stone Golem

AC: 8, HTK: 60
MV: 6", Align: Neutral
Att: 1, Dm: 3-24
THACO: 8
Intelligence: Low
Special: Slow spell 1' in front of it

This Golem was created by the Draco-Demon and Kay-Tarn, but is now infused with an evil spirit controlled by the Demon of the Helm. It will follow the Demon's wishes and no one else's. It won't attack the party unless it is attacked first, but there is a 5% chance that, if it attacks, the Demon will not be able to control it. The Golem will charge the party if they inflict any damage on it. After a fight starts there is only a 5% chance each round that the Demon can bring it back under its control.

GM NOTE: During the battle, the Draco-Demon will be a little less eager for hand-to-hand after the fight in the Great Hall. He will be up full HTK, having drunk several cure potions along with the use of his Regenerative ability. He will have used Oil of Slipperiness, a Wand of Fire (7 charges), Ring of Fire Resistance, and Potion of Speed. He will have destroyed all the healing potions left so the party can't use them. He will fight to the death.

THE TEMPLE COMPLEX

The first thing the party will notice when they enter Room 103 is that the passage is damaged. The cave that the demons (Room 99) lived in is completely destroyed. There is no exit that way. There is a door at

the other end. Green runes glow around it.

* * *

The clerics will know of the demon's defeat. They used an Earthquake scroll after the demon's death to cut off the party's retreat. There is a Glyph of Warding on the door. It does 28 HTKs of fire and 28 HTKs of electric damage.

GM NOTE: If the characters stay in the Draco-Demon's lair longer than 24 hours the clerics will come after them.

112 PASSAGEWAY

This empty passage is 10' wide and 15' high and is made of dressed stone.

* * *

This passage is just wide enough for the Stone Golem to walk through.

113 DURSANG'S ROOM

The stone door here is open. The room is 20' x 30' and spartan in appearance. All that is here is a desk, chair, and a bed.

* * *

Anything of value in this room has been removed and taken to the temple. The door is reinforced wood and has been barred with an iron shaft.

114 THE TEMPLE

As you enter the temple you are greeted with a shout of "Apkieran!" The temple is not so much dark as murky. Where you stand there is a grey light. The greyness gradually extends further into the temple. The thick air shapes itself into horrid figures of dead faces, rotting corpses, and grotesque figures of demons devouring one another.

You see the shadow forms of large goblins standing well apart from one another. Strung out in a line behind them is a pulsing red light.

The goblins are shaking their weapons. Their eyes glow bright yellow, and foam spills from their mouths.

* * *

There is 25,000 gp, 800 platinum, 40 jewels worth 20 gp each, and silks and furs worth 1,000 gp laying in the far corner of the temple.

Dursang

Goblin, Skill 14 Cleric
AC: 4, HTK: 72 (14D8)
MV: 9", Align: Chaotic/Evil
Att: 1, Dm: 1-8 (mace)
THACO: 8
Special: spell use, berserker

Dursang is a fanatic of the highest calling. He will fight fiercely. He wears the armor made from a gold dragon hide (Lawful/Good characters will not wear this armor, but will bury it) that gives him Fire Resistance like the ring. His spells are: 1st—Cure Light Wounds, Resist Cold,

2xRemove Fear, 2xSanctuary; 2nd—2xRupture, 2xSilence, Hold Person, Resist fire; 3rd—2xDispel Magic, Continual Darkness, Glyph of Warding, Demon Bite; 4th—3xCure Serious Wounds, 2xHoly Warrior; 5th—Insect Plague, 2xFlame Strike. He also has a Potion of Invisibility. He will be found in Room 114.

(2) Skill 6 Clerics

AC: 2, HTK: 34, 32 (6D8)
MV: 9", Align: Chaotic/Evil
Att: 1, Dm: 2-8
THACO: 13
Special: spell use berserker
Weapons & Armor: battle axes, plate mail, shields
Both get +1 on damage due to strength.
Spells: Both have: 1st—Cure Light Wounds, Command, Sanctuary; 2nd—2xRupture, Hold Person; 3rd—Dispel Magic, Demon Bite.

They will be found in Room 19 or 25, 50% chance for either room.

(2) Skill 5 Clerics

AC: 3, HTK: 30, 26 (5D8)
MV: 9", Align: Chaotic/Evil
Att: 1, Dm: 1-8
THACO: 15
Special: spell use, berserker
Weapons & Armor: maces, banded mail, and shields
Spells: Both have: 1st—Create Water, Cure Light Wounds, Sanctuary; 2nd—Hold Person, Rupture, Silence; 3rd—Demon Bite, one has Dispel Magic.

They will be found in Room 24 or 27, 50% chance for either room.

(6) Temple Guards

AC: 2, HTK: 61, 57, 55, 53, 52, 50 (8D8)
MV: 9", Align: Chaotic/Evil
Att: 3/2 rounds, Dm: by weapon
THACO: 12
Weapons & Armor: plate mail and shield

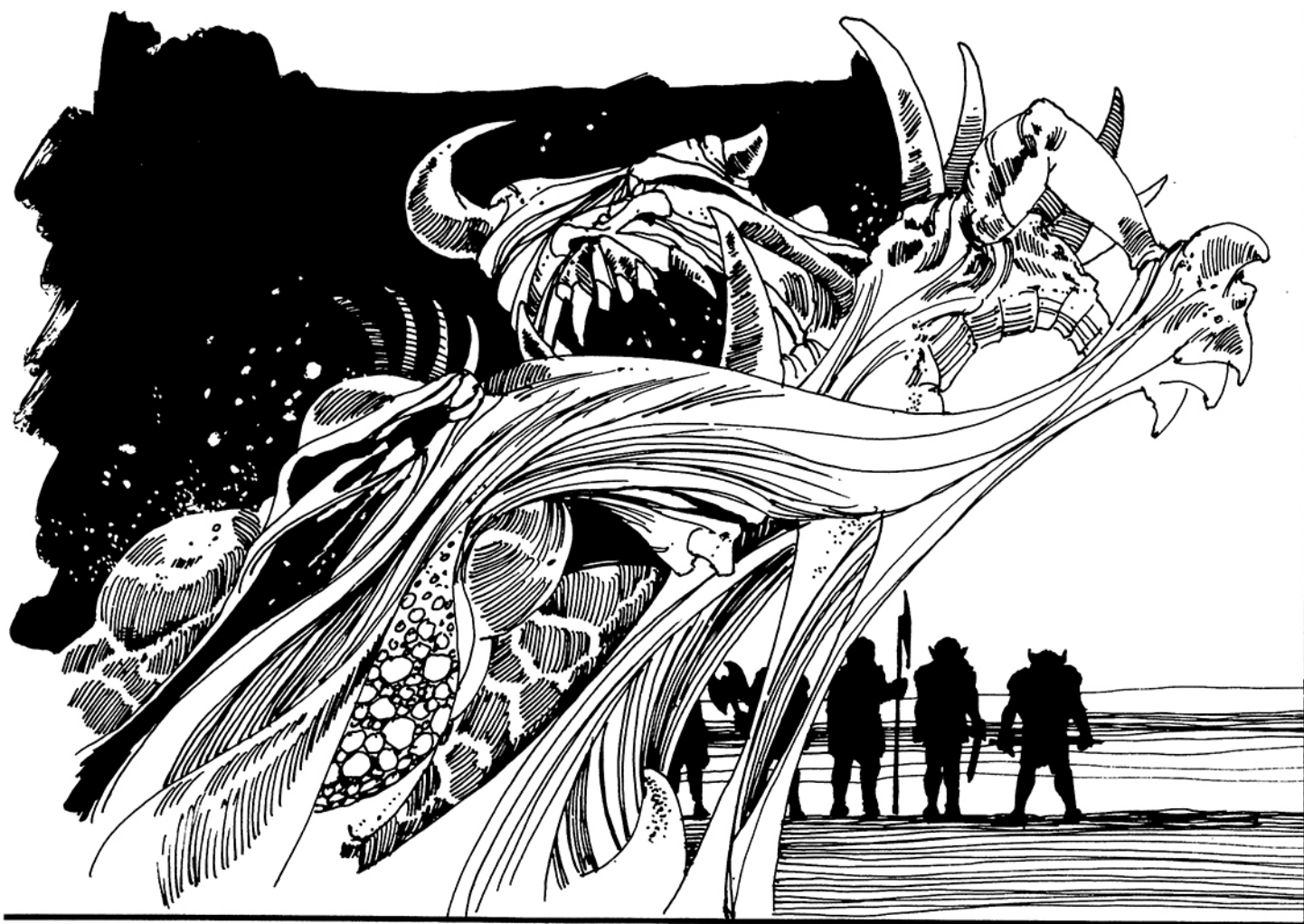
These guards will keep fighting until down to -4 HTK. One carries a Net of Entanglement and a +1 spear. The other three carry two-handed swords; they lose shield advantage when wielding them. These goblins can achieve berserker at will and will always fight in it but at double their ability; i.e., they fight as Skill 12. They will be found in Room 114.

(1) Gold Dragon Zombie

AC: 0, HTK: 65 (12D8)
MV: 12", Align: Neutral
Att: 3, Dm: 1-8/1-8/6-36
THACO: 9
Special: breath weapon

This is the guardian of the pass that Tonnath spoke of. The zombie is her corpse reanimated; her soul is long gone. Therefore, the zombie dragon has no magic ability, nor does it have the dragon Fear ability. It has also lost the ability to breathe fire but can breathe chlorine twice; however, due to the sorry shape of its lungs this does only 30 HTKs of damage, half if saving throw is made.

The zombie cannot fly but, unlike most



zombies, it is fast, so it does not suffer in initiative. Like all zombies it is immune to Sleep, Charm, Hold, and cold-based spells. It is also immune to Fear and Paralyzation.

GM NOTE: There is a Players' Temple Map in the Center Section if you wish to use miniatures. (See inside back cover for GM's Map). The Temple is divided into five areas. Each area will have a different effect as the player characters draw closer to the altar; these are cumulative.

Area 1 will have a negligible effect. All lights except for Continual Light will be extinguished. A Continual Light will act as a torch.

Area 2 has a Chant spell on it that is barely audible to the party. This spell modifies the chances to hit by -1 with no save.

Area 3 will extinguish any Continual Light spell the party has. If at least one party member does not have Infravision or Ultra-vision, they will fight with a -4 chance to hit and will always lose initiative. Also, each party member's Dexterity is lowered by two.

Area 4: The evil will manifest itself by attacking the players with nausea. They will all feel as if something is draining their strength away, as if weeks of an illness

happens in minutes. Every three rounds the player characters spend in this area, they must make a save vs. Poison. Each time they fail they will lose one Strength point. Once they leave the area, they do not have to roll again but the Strength will remain lost until the altar is destroyed.

Area 5 will act as a spell of Paralyzation, but the save is vs. the character's Insight, i.e., they must roll their Insight or under, or be paralyzed. In the third round they must make the same roll, but if they fail the save, it will be as if a Fear spell has been cast. In the fifth round the same roll must be made again. If they fail the save, it will be as if a Slow spell has been cast.

These effects will last until the altar is destroyed or some magic counters the effect. For instance, a Haste will cancel the effects of failing the third save.

As the player characters enter each area, read the following:

Area 2: *The darkness is taking form. Black flames rage across the ground and about you and the other characters. You can still see the red glow in front of you but it seems far away.*

Area 3: *The flames reform into twisted shapes of trees. You are in a forest of black*

trees; their roots and branches reach out to entwine you. As you approach the trunk of the dark trees, they recede from you. A dim, reddish haze can be seen ahead of you. You cannot see the end of this evil forest.

Area 4: *The trees have disappeared. All is empty. You are on a vast plain of hard ground and rock. The sky is as empty and ugly as the ground. A red blur like a distant sun burns on the horizon.*

Area 5: *You are still on the plain, but the red sun has turned into a five-foot tall grinning skull with burning red eyes and a black serpent tongue. Around you dim shadows, vague and half formed twirl and dance about, around and through you.*

A hissing is heard as the giant reptile takes a deep breath. You recognize the form of a gold dragon, but its eyes are blank, dead, its scales and flesh rent with wounds.

THE BATTLE

Dursang and the other clerics will be in **Area 5** casting spells. The six guards will be in **Area 2** when the party enters the Temple. If the characters do not reach them, the guards will attack the party. When three of the guards have fallen, the others will

retreat to Area 4. All the clerics except Dursang will join them there, fighting to the death. Dursang will continue to cast spells to help.

Dursang will cast his Protection spells first. He will cast one Holy Warrior on the leader of the temple guard (61 HTK) and save the other for himself.

Once the party enters Area 5, the Zombie Dragon will reveal itself. Until then it will be behind the altar and will be unaffected by any spells thrown. The Dragon and Dursang will fight to the death.

The party will see, if they can see in the dark, the goblins when they enter the area that the goblins are in. They will not see any goblins that are three areas away from them. In other words, while in Area 1, they cannot see anyone in Area 4 and 5; in Area 2, anyone in Area 5; in Area 3 they can see everyone but the Dragon.

The goblins will seem to be in whatever Area the character stands. Until the characters cross over into another Area, they will be unaware of what that Area will look like. So one member of the party could be fighting in the dark forest, another in the flames, another in the plain, etc.

The goblins will always seem to be in the terrain of the particular Area the character is fighting in, as will the other party members. So if a character is in Area Four, he will see everyone else as being in the vast plain, even if they are in another Area.

The goblins will not be affected by the Illusions. They will always see the Temple in its true form. There is no way the party can break this power until the altar is destroyed; even a Wish spell will not defeat the Illusions.

At this point the helmet will change into the demon. Its claws will dig into the neck of the character wearing it.

AFTER THE FIGHT

The Illusion of the barren plain will remain until the party destroys the altar. They will, however, see the altar in its true form once all the defenders are dead.

The altar is made of solid silver that has a reddish cast to it. Black veins of some other substance stain the metal. The altar is 15' long, 9' high, and 5' wide. The evil it radiates is manifested in the different areas. Until the altar is destroyed the effects of the areas will remain.

Any character touching the altar will lose one energy level with no saving throw, and take 2D20 HTKs electrical damage, saving throw giving half damage.

Rhea, if still there, will try to convince the party not to destroy the altar. If the characters still insist on doing so she will immediately attack one party member. The Golem will attack the cleric in the party and the helmet will attack its wear (see helmet description).

The Demon, Succubus, and Stone Golem will fight to the death. If the helmet kills its wearer, the demon will go to its natural form and fight.

If he starts to lose, the Demon will try to make a bargain: if the party agrees not to destroy the altar, then he will not molest them further. He will also offer the cleric two magic items, the Whip of Pain and the Mace of Wounding (see Magic Items section), in return for leaving the altar intact. If by some chance this offer is accepted, it will mean that not only will this facilitate an alignment change to Evil, but that the mission of the adventure has not been accomplished. Apkieran will win; the evil armies will defeat the land within three weeks' time.

GM NOTE: This altar is the most important area to be destroyed by the scroll. This is where Orcus was imprisoned when he was defeated by Apkieran; when the altar is destroyed, Orcus' soul will be released from the altar and Apkieran's power will be vastly reduced. Destroying this altar will also place the cleric of the party in high favor with his deity.

* * *

If the cleric succeeds in destroying the altar, read the following:

Gradually, the greyness and the images around you disappear. For a moment it is totally silent then, suddenly, a rumbling sound seems to fill the room. The rumbling becomes louder as the altar begins rending apart at the center. The two halves fall away from each other, then crumble.

A winged, shadow-like form looms up from the altar's ruins and you hear a low, ominous laugh emanate from the figure. As the figure draws itself up to its full height of 15 feet you notice that it is translucent; it does not appear to have solid form.

GM NOTE: This form is the soul of Orcus, which is now free from the confines of the altar. He is present as an energy form; he cannot be attacked.

Orcus will derisively express his 'gratitude' to the party members, especially to the cleric, for allowing him to escape the clutches of Apkieran. He will then offer each party member a special magic item, two of which are the Mace of Wounding and the Whip of Pain, in return for their deed. Any player character accepting the item offered him will change his alignment to Chaotic/Evil. Also, the item will work for a week, then vanish without a trace.

115 ANTECHAMBER

This 20'-x-10' room is the antechamber. It is full of the wooden benches used in the temple.

* * *

There is nothing of value here.

115 HALLWAY

The hallway is 40' x 10'. The doors in the complex are all simple wood. The walls are all stone, newly constructed, and the floors are flagstone. The roofs are 12' high. There is nothing in the passageway.

117 BEDROOM

This 12'-x-20' room is one of the bedrooms for the Skill 6 clerics. It is well furnished, with bed, sofa, table, and chair.

* * *

The furnishings here are nice but not worth much. There is no treasure here.

118 BEDROOM

This room is essentially the same as Room 117. It is 15' x 22' but it has a small 10'-x-5' altar area. There is a small silver and gold replica of Apkieran's ax on the altar.

* * *

The ax is useless, and, although the silver and jewels are worth 800 gp, the item is cursed and acts as a bad luck stone. Once a character puts it in his pack, it will always appear there until a Remove Curse is done by a Skill 18 cleric. There is nothing else of value here.

119 BEDROOM

This 30'-x-20' room is for the two Skill 6 clerics. It is more spartan than the other two. The altar area is 10'-x-6'. Underneath the altar there is an open space with a single silver coin laying there; this is where they kept their treasure until they removed it to the upper levels.

THE END

There is only one way out of the caverns besides using spells or digging out. The player must destroy the altar in the Temple. Immediately after Orcus vanishes, a large hole will appear over the altar, then a rope ladder will fall through the hole.

A figure will climb down the rope. It is Tonnath, the high patriarch. He will congratulate the party on their victory and heal any wounds. Then he will hand the party a scroll. It is an order giving them the right to keep any and all things they have found in the fortress and in the caverns. There is also an order for an audience with the king.

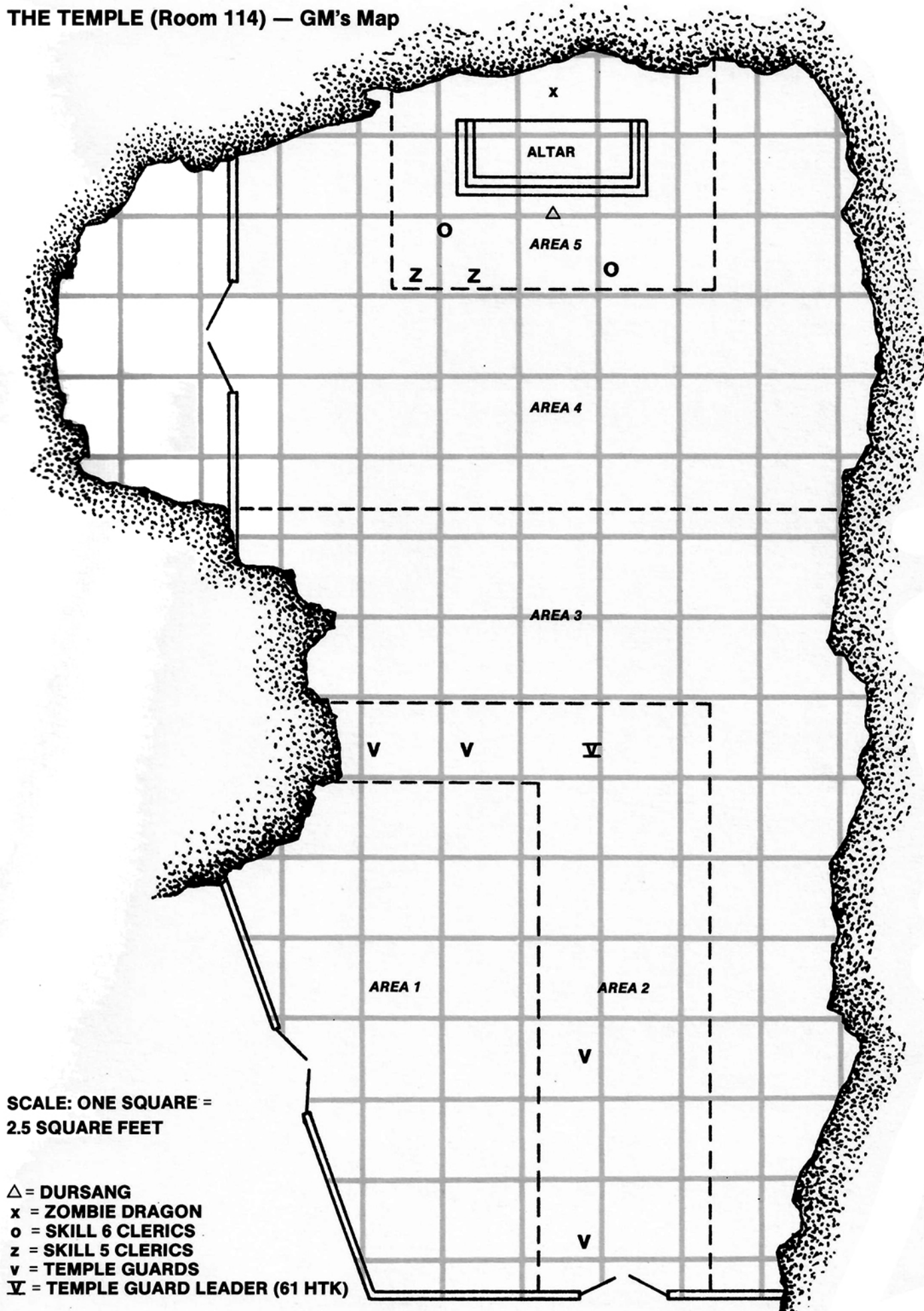
Tonnath will then go over to the body of the dead dragon. He will gently kiss the battered head. His body will and disappear along with the dragon's body.

Outside will be the horses. The wall of the fortress will be 40 feet away. The fortress will be burning. There will be no one around.

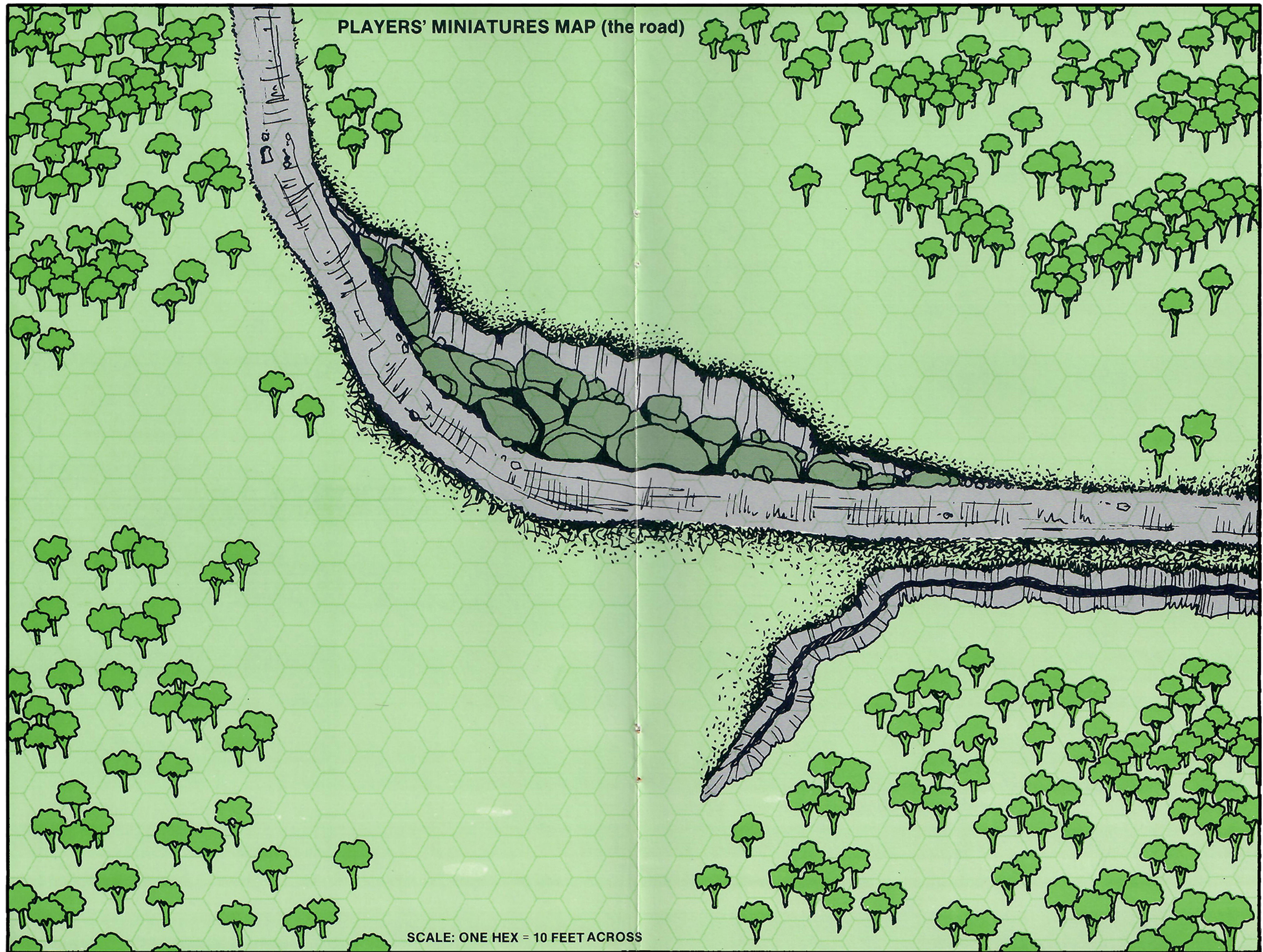
A voice will sound inside the head of the cleric. "You have done well, my son. I would have come if I could, but the altar would have trapped me, as it trapped she who was once my love. I thank you." The cleric will feel a great sense of fulfillment, and for the next year all his healing spells will get a +2 bonus for each dice rolled.

However, if they have not destroyed the altar, Tonnath will not appear. Each character will lose one Skill except for the cleric, who will immediately lose two Skills.

THE TEMPLE (Room 114) — GM's Map

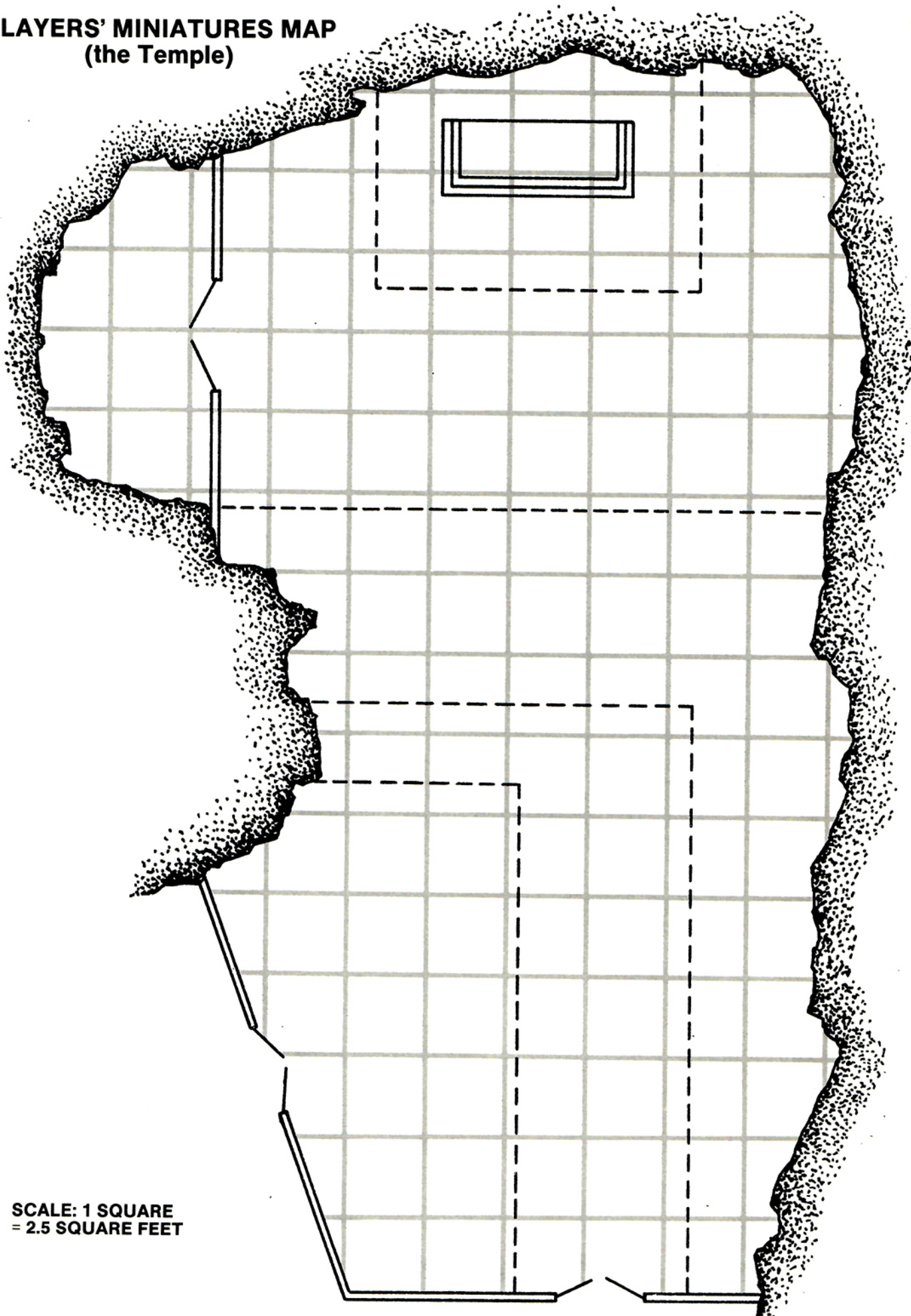


PLAYERS' MINIATURES MAP (the road)



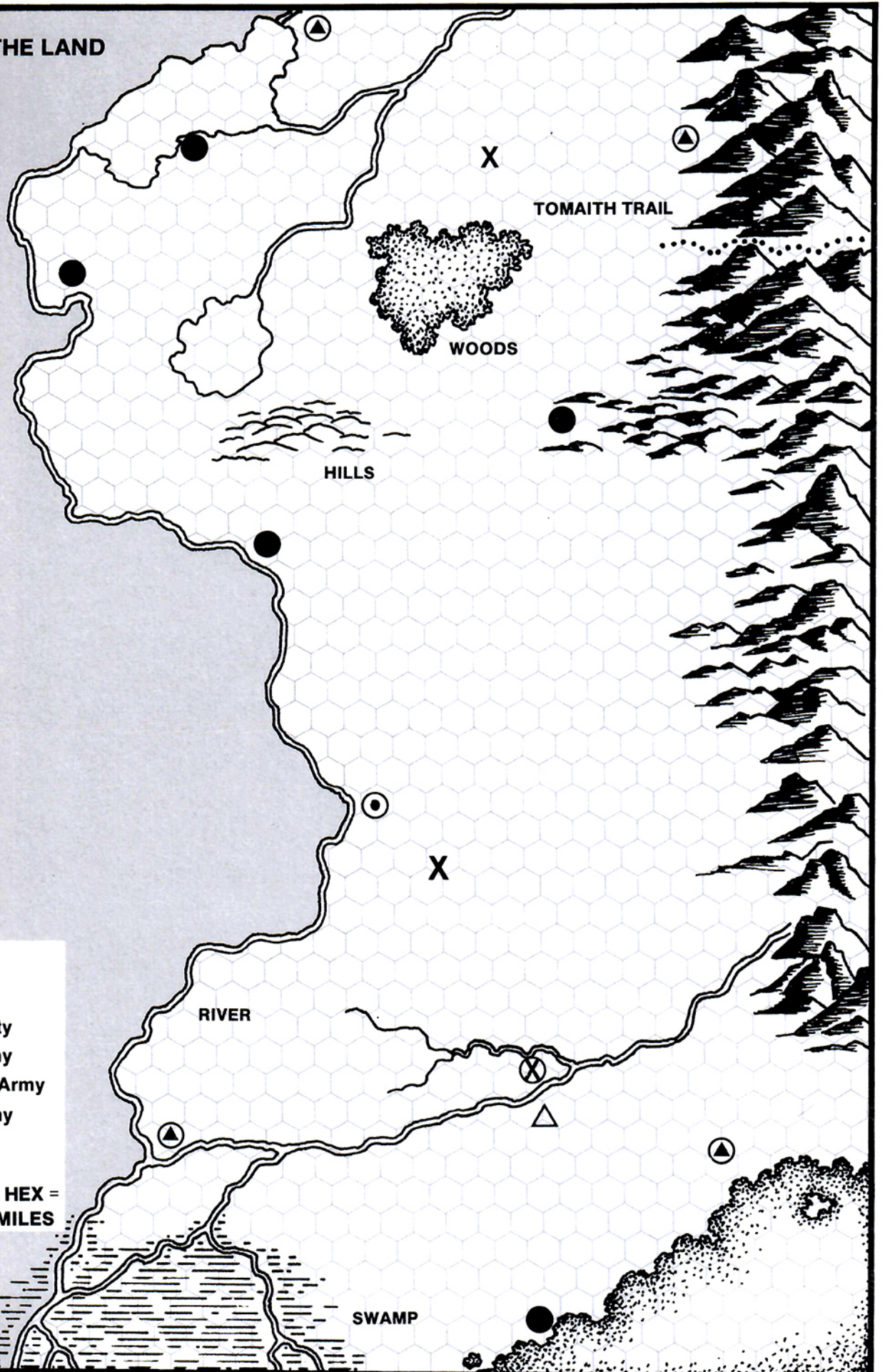
SCALE: ONE HEX = 10 FEET ACROSS

PLAYERS' MINIATURES MAP
(the Temple)



SCALE: 1 SQUARE
= 2.5 SQUARE FEET

MAP OF THE LAND



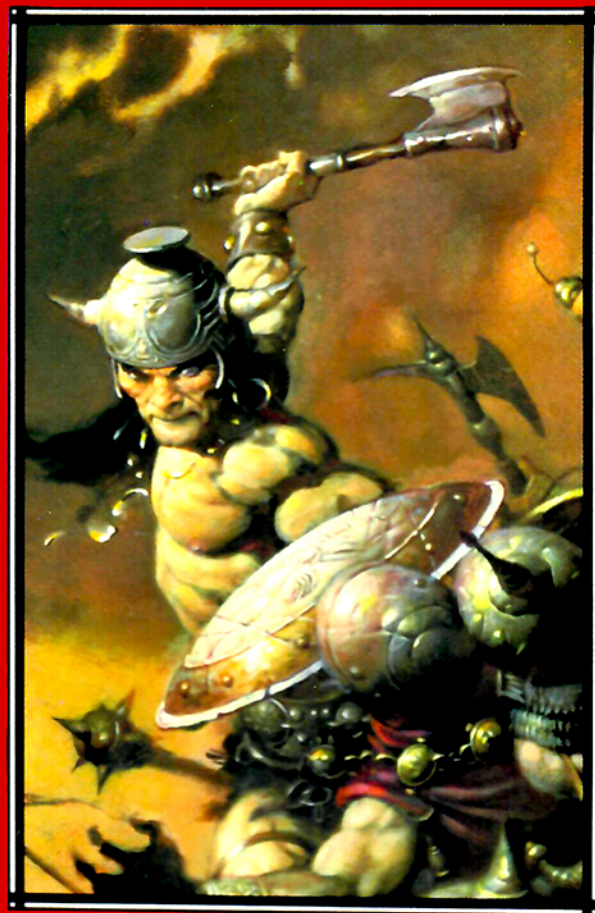
Map Key:

- = City
- ⊙ = Main City
- △ = Evil Army
- X = Human Army
- ⊠ = Evil Army in City

SCALE: ONE HEX =
24 SQUARE MILES

*“There is evil there,
total evil.”*

“There is a war in the land. The forces of evil control most of the south and have a strong hold on the north regions.” The cleric Tonnath points toward the altar. “A god’s strength lies in such holy, or unholy, places. You must find the sanctums of evil deeds and cleanse them. The powers of our true enemy lie in such a refuge.



*“Let the Lord of the Undead
beware my wrath!”*

The armies of evil lurk throughout the land. It is up to you to put an end to this war of darkness. There is no turning back.



For 4-6 characters of Skill Levels 12-14.



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