

Suitable
for use with
ADVANCED
DUNGEONS & DRAGONS*

EVIL RUINS

An ancient terror
among timeless ruins



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EVIL RUINS



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EVIL RUINS

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I would like to thank the following people for their assistance in Playtesting this module:
Ted Doyle, Nancy McMeekan, Peter Marble, Malcolm Laws, and Robbe Davis.

* * *

And I would give special thanks to my parents for all their inspiration.

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REVISED EDITION



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INTRODUCTION

This module is designed to appeal to novice role players who want something more than simply killing monsters and looting treasure. *Evil Ruins* is for those who need an intellectual challenge—for those who want to do some "detective work."

BACKGROUND

The ruined castle at Tintagel (by-the-sea) actually exists in Cornwall, England. It is said to be the original site of King Arthur's castle. For the purposes of role-playing, the origins of this adventure predate the player characters' era by 400 years. By now Tintagel is in ruins, and yet it exerts a terrible and malevolent influence on the land. For miles and miles about the castle all settlements were destroyed and the land reverted back to a thick and dense forest. Now the castle stands practically buried in weeds and brambles 30 miles from the nearest inhabited place.

The local secular authority (the Duke) is troubled and frustrated that so much of his land is adversely affected by this menace. Lately, a helpful retainer of the Duke has put him in touch with a religious retreat. The Duke is only too pleased to give the property to the religious order if they can first deal with the malevolence that abides there. It falls upon a cleric (from that religious order) to organize an expedition to confront and disperse the Evil in the castle.

The cleric has sent an anonymous message to each member of the adventuring party, imploring them to assist in a great adventure. The cleric's message does not speak of the purpose of the mission with respect to the ambitions of the religious order—only of a great challenge to test the strongest mettle and the promise of wondrous treasure.

This anonymous note is so compelling and beguiling that each member of the party has agreed to meet in the tiny hamlet of Austell, 30 miles from the Castle of Tintagel. Independently, they all converge on the small town and meet at an inn called *The Black Hammer*. Here they will meet and organize their excursion to Tintagel.

One player should take on the roll of the cleric. It is for this player to decide whether or not to tell the others about the mission. The Game Master should talk with the player before hand and read to him the prepared statement at the beginning of the next section (The Heart of the Wud).

GM NOTES: If the party does not have a cleric among their members, one is provided below.

Manuel The White

Human, Skill 4 Cleric

Stats: Strength: 15, Intellect: 13, Insight: 17, Stamina: 12, Dexterity: 14, Appeal: 16

HTK: Align: Lawful Good, *Armor Class:* 4

Weapons & Armor: +1 war hammer, holy symbol made from silver, Chain mail and a knight's shield made of wood sheathed in iron.

Spells: 3/2

Description: Manuel served with his clerical order (priests of Zeus) for many years before he became an adventurer. It wasn't till after his brother was killed by a band of Orc raiders that he applied to become a *Hammer for the Lord*, the military arm of his order.

For three years he served in military units as an engineer and road builder, only seeing occasional fighting. This dissatisfied the cleric who was still filled with blood lust. Since then he has become a wandering *Hammer* who lives by wiping out pockets of evil. *Specials:* Can build roads and spot engineering faults as easily as a Dwarf. +1 to hit and damage when fighting Orcs.

Indeed, the cleric may choose not to tell the others that he/she is the author of the message. In this latter case, the Game Master might play the role of a "chatty Innkeeper," giving the party some idea of the terrible problems that the ruined castle is creating for the region.

Furthermore, the cleric does not know about the legend of Tintagel, nor does he know of the real story. It is a subplot of this adventure that the cleric has a mission to clean the place up and secure the property for his religious order.

It may be assumed that the cleric knows the powers and attributes of his fellow adventurers (he picked them), but if the GM desires, the party could be strangers to each other.

THE STORY OF TINTAGEL

Four hundred years before this adventure, the castle of Tintagel was the main northern outpost of the ancient Saxon Kings. It was built on the north shore of Cornwall, in the West Country of England. The castle belonged to Godwin, First Lord of the Realm and personal retainer of the King of the Gold Swords, Leefrick. Godwin played a crucial role in assisting Leefrick retain control of the realm after years of anarchy. But in truth, Godwin was not the friend he pretended to be. Secretly, he hated Leefrick and was jealous and envious of the King's popularity. As the years passed, Godwin's frustration grew and festered.

In his late youth, the King was blessed with a delightful son, Ethelwaine. At last Leefrick and his queen, Gwyn-dolyn, had a rightful heir to the Throne of the Gold Swords. Two years later they had another son, Cedrick. But Cedrick was not Leefrick's offspring; he was Godwin's child. The Lord had taken his revenge on Leefrick by engaging in a secret love affair with the Queen. Cedrick was the result of this adultery, but Leefrick never knew—Gwyn-dolyn died in childbirth and Godwin was silent. Despite his great sorrow at his Queen's death, Leefrick bore no malice to Cedrick and tried to raise him as best he could. Ethelwaine, however, was still his favorite.

Cedrick grew up in the shadow of his brother. Ethelwaine was strong, intelligent, gracious, and handsome. Cedrick grew mean and dark in his envy, not unlike his real father felt in regard to the King. Godwin had watched young Cedrick and had taken a special interest in his

welfare. But Godwin never dared to tell Cedrick of his true origins, despite the irony of his being more a father to the lad than the King.

Godwin played on Cedrick's discontent. Cedrick hated the prospect of Ethelwaine becoming King almost as much as Godwin did. He began to implant evil thoughts in the young prince's mind. By the time Cedrick grew to young manhood, the young prince was determined to surpass his brother and take the throne upon Leefrick's death. Godwin promised Cedrick military support in an uprising against Ethelwaine. But fate delivered a better opportunity to the conspirators.

Before Leefrick's death, Ethelwaine had gone far away on a quest over the sea. It was customary for heirs to come of age in this fashion. During his absence, Leefrick had taken ill and died. Godwin and Cedrick became regents of the realm and sent word for Ethelwaine to return. News was sent via Viking sea traders. Before a year's end, Ethelwaine heard of his father's death and set sail for home.

Officially, Ethelwaine never returned. It was said that his ship was lost in a storm. The real story was, of course, quite different. Ethelwaine did return from sea and he landed with a small party of men at Tintagel. There he was greeted by Cedrick and Godwin in the courtyard of the castle. While they exchanged greetings, Cedrick and Godwin discretely moved away from Ethelwaine. Suddenly, 100 archers fired at the King and his men from their hidden positions on the castle walls. Most of the King's men fell with the first fly of arrows. The rest were cut to pieces by Godwin's black-clad knights. Ethelwaine and two or three others were captured. Godwin ordered his men to blind them and cut off their hands. They were left

in the courtyard to die in agony. To cover their murderous tracks, Cedrick and Godwin had all the archers put to death by Viking mercenaries.

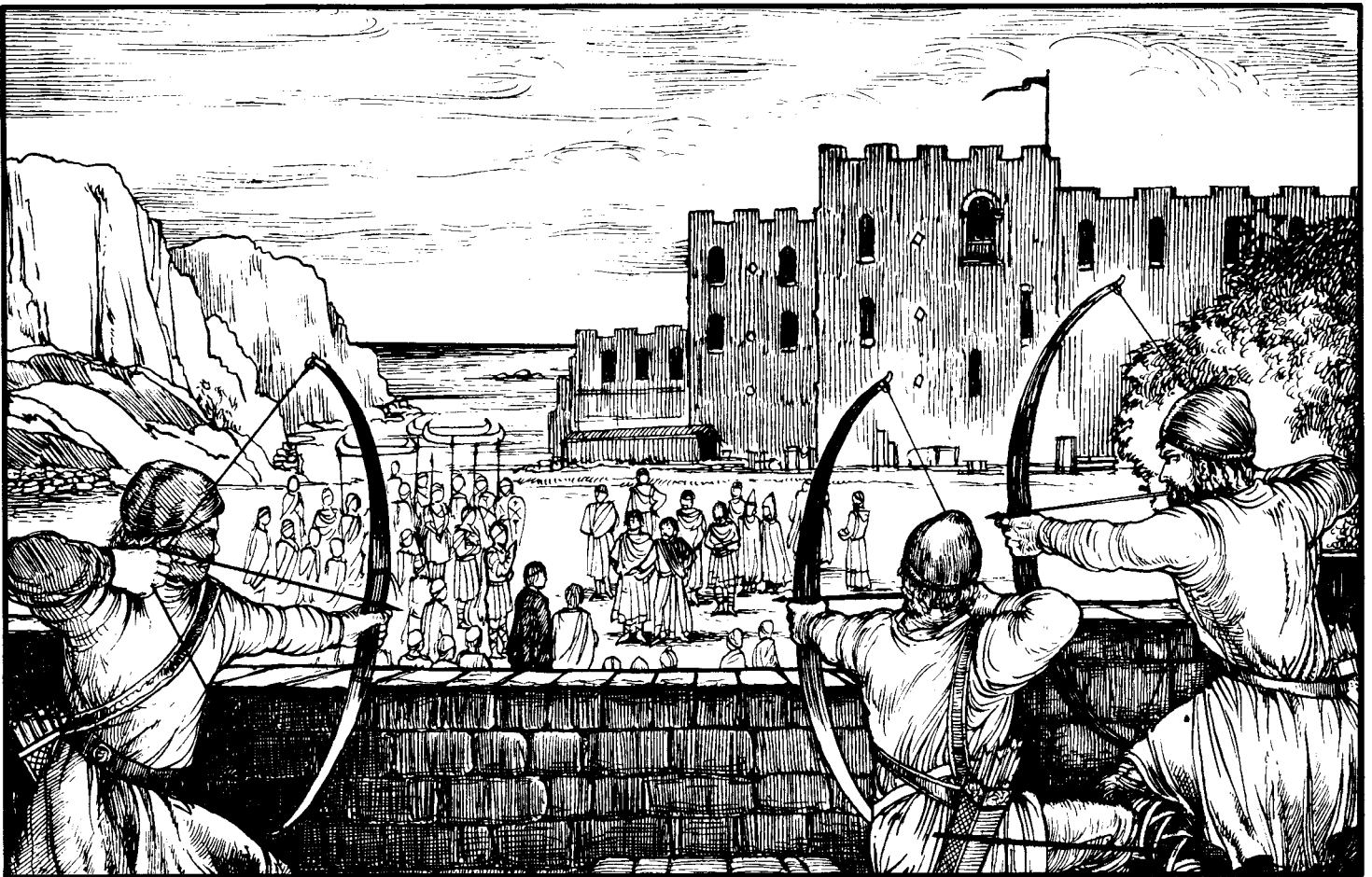
After two years of official mourning, Cedrick was crowned King. Any opposition in the realm was ruthlessly crushed by Godwin's troops. Cedrick was secure on the throne, but his evil soul festered. Cedrick became suspicious of Godwin and not long after the coronation, had him murdered by a single assassin. Only later, through a revelation in a dream, did Cedrick learn that he had murdered his real father.

Black clouds formed over Cedrick's land and around his heart. He had been the unwitting cause of his mother's death, he had savagely murdered his own brother, and now had assassinated his true father!

Without Godwin's military skill, things went badly in the realm. The West Country men revolted, Viking intrusions were more frequent, and many in the land doubted the King's ability to defend the provinces.

But worse were the King's own doubts. Cedrick began to fear for his soul. He had heard of terrible hauntings at Tintagel and suspected that his dead halfbrother was the ghost that "walked the halls screaming for vengeance." It was far too late to turn to the forces of Good for redemption, so Cedrick began to worship Arawn, the Celtic Lord of Death. Towards the end of his life he became obsessed with death and the retribution he would have to pay in the afterlife. Only through total servitude to Evil did Cedrick feel he could gain some measure of protection in the hereafter.

On his deathbed, with his realm crumbling about him, Cedrick confessed his heinous crimes to his only son,



Hengus. Hengus would not be king for there was virtually no country left to rule. Cedrick charged his son with the responsibility of protecting the souls of Cedrick and his descendants to the tenth generation. He ordered Hengus to practice the black arts and serve the demon Arawn. Henceforth all the male children of Cedrick, beginning with Hengus, would be Lawful Evil clerics residing within the bowels of Tintagel. There a Temple to Arawn would be built, and the ten generations of males following Cedrick would serve as priests and custodians.

TINTAGEL DUNGEON

First of all, the Castle of Tintagel is in ruins. Most of the curtain wall and all five towers are crumbling to dust. The castle courtyard is an overgrown jungle except for the encounter areas defined by the map for Level I.

There are two sources of Evil in this Dungeon. The first is that of Lawful Evil, focused on the temple to Arawn, Lord of Death. It is here that Wensan, the Lawful Evil cleric, resides in his role of priest and spiritual caretaker.

Wensan is the tenth and the last in Cedrick's evil clerics. He compels the Lawful Evil forces in the dungeon for two purposes: to protect Arawn's Shrine and ensure that Ethelwaine's tortured Spirit does not break free to inflict its revenge upon Cedrick's Spirit (and those of his descendants) in the realms of afterlife.

The other source of Evil at Tintagel originates with Ethelwaine's Chaotic Evil spirit. Ethelwaine is buried on Level IV of the dungeon in a secret chamber adjacent to a sea cave. Ethelwaine's Spirit has remained imprisoned at Tintagel by virtue of the horrible treachery of Cedrick and the bloody nature of Ethelwaine's death. After centuries of ghostly imprisonment, Ethelwaine's Spirit has gone mad, becoming Chaotic Evil in nature. Cedrick's evil clerics have thus far succeeded in keeping Ethelwaine's Spirit trapped and curious adventurers at bay.

But after five hundred years, Ethelwaine's Spirit cries out for release and vengeance. It is all Wensan can do to keep the Chaotic Evil forces in check. The GM will note that most wandering monsters in this dungeon are Chaotic Evil creatures compelled by Ethelwaine's Mad Spirit. In many cases these wandering monsters are possessed by the tortured spirits of Ethelwaine's original men-at-arms who suffered the same fate as their Lord.

Apart from surviving, the party must do the following in order to defeat the malevolence at Tintagel:

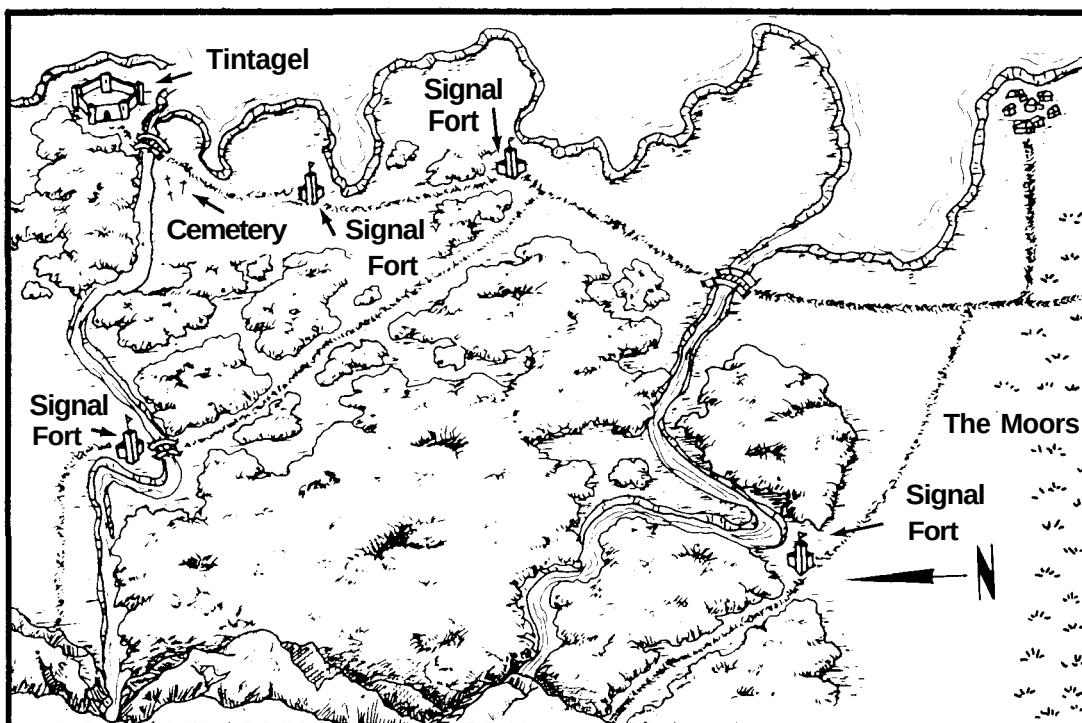
- Unveil the mystery of the castle—specifically, discover the terrible secret of Ethelwaine's death.
- Defeat the evil cleric, Wensan and his various servants. The party must also dispatch the Chaotic Evil forces of Ethelwaine's Mad Spirit.
- Discover the secret tomb of Ethelwaine and finally free his tortured soul.

PLAYER CHARACTERS

The GM should give his player characters the opportunity of upgrading their skill levels after finishing Level II of the dungeon. A trip to one of the Wud Spider encampments or to Austell should do it, provided they have accumulated the necessary experience points.

In fact, fleeing the dungeon might be necessary once in a while for the characters. A low level party would be hard pressed to clear this entire complex in one go. After the first night, let the character rest peacefully in the courtyard (assuming they have cleared the courtyard of its residents). There they can rest from wounds and regain spells without interruption. Roll only once per night for wandering monsters and permit the characters a chance to avoid any deadly encounters (*if they have set a watch*).

The GM should also be lenient with the player characters while they are in the dungeon. The party should always remember they have the option to run away and fight some other time.



PLAYERS' MAP

Bridge:



Scale: Mile

THE HEART OF THE WUD

All the members of the adventuring party meet in the little town of Austell, three day's march from the Castle of Tintagel. They converge on a small inn called *The Black Hammer*. Austell boasts a full blacksmith's shop and all manner of normal adventuring equipment can be purchased in the general store next door.

Below are the introductions to be read to the party and the cleric. After that they are on their own.

PLAYER CHARACTER INTRODUCTIONS

For the cleric only:

Your Religious Order wants to reclaim the Castle of Tintagel as a site for a retreat. The local Duke is only too happy to give your cult the site if you can clean up the trouble that emanates from the place.

You have been charged with this mission by your religious order and you have seen fit to recruit these adventurers to assist you. You are the author of the anonymous message requesting their aid in a dangerous, yet rewarding, undertaking. You may choose to reveal your mission, or not, just as you see fit. You may even decide not to tell the group that you are the author of the message. However, if you do reveal all, you may have trouble with adventurers who are not of your alignment.

Also, your order has given you a potion of Extra Healing for yourself and each member in your party. This is an act of good faith on your part, to show that your intentions are sincere.

To be read to the whole party by the GM:

The ancient Castle of Tintagel by-the-sea is in ruins. All towers and much of the wall about the castle are crumbling. It is well known that the castle is under the influence of a fiercely malevolent force. For over four hundred years ugly tales have been told of the place. One legend states that the castle is inhabited by two undead brothers who are locked in immortal combat. Another story tells of strange and piercing wailing heard deep inside the cursed site. A third legend insists that the castle is the hiding place of a huge treasure of Viking gold.

Each of you has received a message imploring your assistance in joining an expedition to deal with the undead that have ventured from the castle and raided the flocks and towns in the surrounding area.

Although anonymous, the message is beguiling and irresistible. It tells of terrible danger, but also of fabulous treasure and wondrous secrets that await you. You all converge on the tiny hamlet of Austell where you meet at *The Black Hammer* inn. En route to the inn, you can see for yourself that the countryside is in decline, as if the whole region was cursed.

THE ADVENTURE BEGINS

The first problem for the adventurers will immediately become apparent. Where exactly *is* Tintagel? No map exists that clearly points the way. The townspeople will refuse to mention the name, referring to it as "that place" and will seek to avoid all questions.

Furthermore, the wood that surrounds the castle is filled with evil spirits and monsters. Having grown up in the last 300 years, the forest is thick with brambles and thickets making it practically impossible to travel freely.

Traveling to Tintagel by sea is even worse. During the fall and winter months, seasonal squalls pound the rocky coastline, and heavy mists just offshore mask the dangerous reefs around the castle.

In short, the player characters will be hard pressed just getting to the castle. No one in town, or in the towns along the coast, will dare to venture into the woods or along the coast for all the gold in the kingdom.

Fortunately, the Duke has provided an ancient map to the area. It gives a general direction to follow and shows a few landmarks along the way. (see player's map). It indicates a road three miles north and five miles west of Austell. In fact, the road has long disappeared, its paving stones used as foundations for houses and ballast in viking raider's ships.

If the character's ask, the townspeople do know of a trapper and trader who often goes into the woods for furs and rare herbs. His name is John Daleson and he lives in a cottage just outside of town. This is the characters best way to reach Tintagel.

TRAVELING BY THEMSELVES

The party can try to find the castle by themselves, but the process is fraught with danger. Each day, the GM should roll twice on the wandering monster chart, once during the day and once at night. The chance of encounter in these two situations is 100%.

Getting lost is another danger. The woods are extremely congested and movement is reduced to only 5 miles a day. There is a 75% chance per day that the party will get lost. The percentage is reduced 5% for every skill level of druid and ranger the party has (i.e. a Skill 2 druid and a Skill 4 ranger have between them 6 skill levels and reduce the chance of being lost per day by 30%).

If lost, the characters will find themselves going in circles, crossing and recrossing their own tracks. Each day lost, the party will *lose* 5 miles covered the previous day.

If the characters try to reach Tintagel by sea, the prospect of success is even worse. First of all, *no one* will take them there. Secondly, if they try to buy a boat and go themselves, no one knows how to get there. Any mention of the place has a 50% chance of provoking a violent reaction among sailors (who have lost a lot of friends to the dangerous reefs). The name alone instills fear in peoples' hearts.

JOHN DALESON

The adventurers' only chance of finding Tintagel is to meet with John Daleson. When the characters approach his cottage outside of Austell, they see that the yard is filled with drying herbs and animal skins and that the place is

unusually filthy, with piles of garbage laying on the ground. Three pigs root around outside a large pile of decaying plants.

As the characters approach the doorway, they hear sounds of an argument inside. An iron pan sails through an open window to the left. Then the door bursts open and a huge red-faced man charges down the steps, screaming at someone inside the cottage.

Inside is a tall and wiry man with a thick rug of hair and sharp, almost pointed, features. At first, Daleson thinks that the characters are hired by the man who just left (a merchant called Garrick) to rough him up. Daleson, who is not armored, reaches for his sword and will attack the party if they do not identify themselves and their mission within 3 melee rounds.

Daleson explains that Garrick is sore because he claims Daleson sold the merchant some fake magical herbs. Daleson insists that it isn't bad herbs that spoiled the magic, but bad magic that spoiled the herbs.

After the party asks Daleson for help, he laughs and says only the greedy and the foolish have tried to reach Tintagel and only the dead have come back. The one time he attempted to explore the castle, he heard an eerie wailing coming from deep below the ruins. A wail so unnerving that he knew better than try to go someplace evil.

Although he refuses to go, Daleson is not immune to a good offer. Garrick will make things uncomfortable for Daleson and the trader will agree that leaving the scene for a while might cool things off. After a few minutes debate, he will grudgingly accept to work for the characters, *if they pay him 50 gp now and 10% of the take from the place.* He will *not* go into the castle, just escort the player characters there and back.

GM NOTES: Daleson is a sharp operator. Actually, he is delighted to find such a willing group of dupes. He does not intend to bring the party to Tintagel, but to *another* ruin about 10 miles south of the castle. This was an old fort used in Godwin's time as a signal tower and a check point along the road.

For a long time, a Wereleopard named Coker has used this ruin as his lair. Daleson believes that a fabulous treasure is buried in the tower. The problem is the Wereleopard and his companion, a *real* leopard. The solution, as Daleson sees it, is to introduce the adventurers to the Wereleopard and while they distract each other, he can slip off and explore the tower.

Daleson

Human, Skill 9 Ranger

AC: 6, HTK: 51, Align: Neutral/Neutral

Stats: ST: 16, IT: 16, IN: 15, SM: 15, D: 12, A: 07

Weapons & Armor: +1 leather armor, +2 sword that casts three Invisible (personal) spells per day, Elven cloak and boots, Rope of Climbing, +2 dagger with an intelligence of 8 and an ego of 7, but Daleson hasn't enchanted the weapon with any more magic than its basic plus.

Special Powers: Surprise on a 1-3, Track with 90% accuracy, Detect traps with 85% accuracy (this is a learned ability not normally known by rangers).

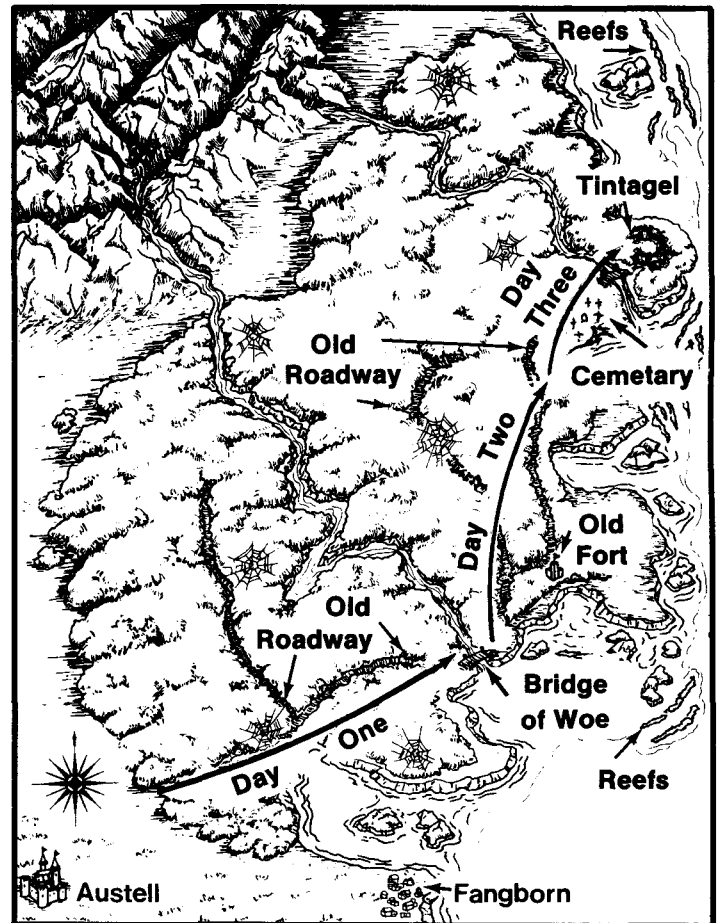
Spells: 1 magic user spell and 1 druidic spell.

Druid: Speak with Animals, Magic User: Magic Missile

Description: Daleson is a good trapper and trader. He has survived longer in these woods than anyone else, a

fact he won't let the party forget. He is a tall and wiry man with a thick rug of black curls on his head and sharp, almost pointed features. Daleson is used to having his own way and will boss the party about while in the woods.

GAME MASTERS MAP



Spider Encampments:



Bridge:



Scale: Mile

JOURNEY TO THE TOWER

Daleson will not waste time in preparing to leave for the forest. The passage over the moors that surround Austell is the easy part, Daleson will explain. The tough part will be in the forest. On the first day the characters will travel about fifteen miles, ten miles to the forest and then five miles inside. Traveling with Daleson will increase movement in the forest to ten miles a day.

Just before entering the dark wood, Daleson will stop the party and explain that there are three major dangers in this forest. The first are the undead which roam the forest. Mostly, these are Zombies and Skeletons mixed with a few bands of Ghouls. They are a hazard to any one who builds a fire in the forest.

Secondly, are the Giant Spiders. They are intelligent and like to use elaborate traps to catch unsuspecting victims. Daleson and the Spiders reached an agreement to leave each other alone, and that is the secret of the ranger's success in the forest.

Finally, the ranger says, are the werecreatures, especially a particular Wereleopard who lives in the ruins of Tintagel itself. This monster must be dealt with directly in order to enter the castle.

GM NOTES: Daleson is lying, the Wereleopard is not at Tintagel, but at an ruined outpost 10 miles south of the castle.

Along the way to the tower, Daleson will become a party member for all intents and purposes. He will fight with the party and will not hesitate to join the fray. The GM is encouraged to give the non-player character to one of the characters to run (do not tell him that they are going to the wrong place). This will further keep the suspicions away from Daleson's intent and simulate Daleson ability to charm and influence people. Not until the characters reach the signal fort will Daleson's actions deviate from the adventurers wishes (except for the encounter with the Wud Spiders on Day One).

WANDERING MONSTER TABLE

Next to each monster or event are the percentile dice numbers needed for an encounter to happen. The encounters can happen more than once. Each day and each night the characters are in the forest roll on the encounter table.

The chart also includes the chance of unusual events happening, that affect play as much as creatures.

If Daleson is with the party, roll a 1D6 to see if he can avoid the encounter. A roll of 3-6 means he avoids the encounter. This does not affect events like Rain or Mist. Even so, Daleson has not survived these woods without a lot of experience in avoiding trouble!

01-06 (1D6) Zombies

AC: 8, HTK: 2D8, M: 6"

Alignment: Chaotic Evil, Intell: Non-

Att: 1, Dm: 1-8, Special: Immune to Sleep, Charm, Hold and Cold-based spells.

These undead are under the evil influence of Ethelwaine's Mad Spirit. They will attack anyone and anything. There is a 25% chance that the party will meet one special Zombie. This Zombie, due to a flux in the rules of magic, can wail like Ethelwaine's Spirit. Though it does no damage, the wail is unnerving.

07-12 (1D6) Skeletons

AC: 7, HTK: 1D8, M: 12"

Att: 1, Dm: 1-6, Special: half damage from sharp or edged weapons, unaffected by Sleep, Charm, Hold, and cold-based spells.

These undead are also under Ethelwaine's influence. Most have come from a graveyard which lays along the party's planned route of march.

13-17 Wail

Characters hear a chilling wail far off in the forest. Searching for the source of the cry will produce nothing.

18-21 (1D4) Ghouls

AC: 6, HTK: 2D8, M: 9"

Att: 3, Dm: 1-3/1-3/1-6, Special: paralyzation, immune to Sleep and Charm spells.

22-25 Mist

The morning mists last the whole day. Reduce vision by half, increase chance of surprising characters to 1 in 4, and lower Daleson's chance of avoiding the next encounter to only 5 & 6 on a 1D6.

26-30 (2) Ologs

AC: 5, HTK: 4D10, M: 12"

Align: Lawful Evil, Intell: Low

Att: 1, Dm: 1-10

These Ologs are from the castle and are hunting Spiders for Wensan's evil experiments. If captured, they will lead the party to Tintagel. Daleson, knowing this, will try to kill the creatures at the first opportunity.

31-37 (1D8) Hobgoblins

AC: 5, HTK: (1D8+1), M: 9"

Att: 1, Dm: by weapon.

Weapons if Armor: All Hobgoblins are wearing splint mail and carry maces and short swords. The splint mail has the black star emblem emblazoned on the chest.

The Hobgoblins are servants of Wensan and are on the same mission as the Ologs. They have already killed two Spiders and removed the eyes and brains of the creatures. If captured, they will guide the party to Tintagel, but Daleson will try to kill them.

38-42 Dead Spiders

The characters come across the remains of three Giant Spiders. The creature's eyes and brains have been removed. If Daleson is with the group, he will tell the party not to touch anything, for the Spiders will blame them if they do.

43-49 Spider Trap A

This trap is set along a path. When the road forks in two directions, the Spiders leave an obvious trail of silken threads across one of the paths. The spider threads are clumsily hidden and each character has a 50% chance of seeing them. The second way looks clear of threads.

Of course, the footpath that is free of thread is trapped. A microthin thread is stretched tight across the trail. When broken, it releases pressure on other threads which hold two ropes, which in turn lets go of a tree trunk studded with wooden spikes suspended high above.

The trunk swings down with terrific force, attacking as a Skill 6 fighter against the person who first moved down the path. If it hits, it does 2D12 HTK of damage. On a natural roll of 19 or 20, the trunk will impale its victim (doing double damage) and sweep him up into the trees. The trunk will swing back, attacking the same spot as a Skill 2 fighter and causing 1D8 damage (double on a natural 20).

50-60 (1D4) Wud Spiders

AC: 1, HTK: (2D8), M: 3"/12"

Align: Chaotic Good, Intell: Average to High

Att: 1, Dm: 2-8 or by weapon type. Special: Due to some forgotten magic user's experiments, this group of intelligent Giant Spiders were born. They look like

their less intelligent cousins, but have evolved to use weapons, construct traps, and even begin a written history. They are ruled by a king and live in small bands of 5-20.

Only 5% of Wud Spiders have poison glands. The rest are web builders and construct elaborate traps. 60% of all spiders speak enough Common to converse with humans, but their bloodthirsty nature makes them attack first and ask questions later (80% of the time).

Spiders usually wait in the trees and drop sticky nets on their prey. There is a 3 in 6 chance of being attacked by the Spiders in this manner. Treat their webs like a magic user's Web spell. If not surprised, characters must save versus dragon breath to see if they escape the sticky webs.

Wud Spiders usually use weapons, thinking that biting opponents is primitive and unsanitary. Most Spiders use a kind of sword that is strapped to one of its front legs. The sword does 1D6 HTK. Some Spiders use a bone or wood spear strapped to their large heads like a Unicorn's horn. The Spiders rush their prey and slam into them, usually knocking themselves silly (-4 to hit, damage, and armor class for 1D6 rounds). The damage caused this way, however, is fearsome; a spike does 1D10 and on a natural 20 impales its victim doing double damage.

Wud Spiders are frightened of fire and will never bother an encampment that has a roaring blaze. All Fire-based spells and weapons do +1 per die to Wud Spiders.

61-69 Spider Trap B

A net of sticky webbing is laid across a path and covered with leaves and dead branches. In the middle of the net is a thread. When a victim breaks the thread (75% per player character who passes), the net shoots up, trapping 1D4 victims inside and suspending them 40 feet from the ground. Player characters must save versus their dexterity or be caught in the net. Falling from this height will cause 2D6 HTK of damage (3D6 if in plate or chainmail armor). The trap also sets up a vibration along a series of tightly stretched communication lines. The signal will bring 1D4 Wud Spiders in 2D12 melee rounds.

70-75 Spider Trap C

Young saplings bent back and tied in place make up this spider trap most often found in open clearings. Rocks and sharpened sticks are placed on the backs of these trees and aimed at the clearing. When a party member breaks a thread (50% chance per player character), the trees release their projectiles like a deadly rain. Characters along the path will receive 1D6 HTK of damage. Making a save versus dexterity will reduce damage by half.

30% of the time, the Spiders have placed a voracious larva on the catapults as well. If the characters do not make their save vs dexterity, the larva, a cousin to Rot Grubs, will strike the characters and crawl into the warm spots on a body. The larva's saliva is poisonous and makes a character itch uncontrollably (-2 to hit and armor class). They also do 1 HTK of damage per turn until removed.

To remove the creatures, the player characters must strip off all armor and wash in water or alcohol. A Cure Disease will also destroy the evil little buggers.

76-82 Rain Storm

The forest is deluged in a rain storm. Vision is cut to one half. Due to the intensity of the rain, each adventurer has a 10% chance catching cold which temporarily reduces statistics accordingly: -1 to hit and damage, -1 to intellect, -1 to insight. A cold lasts 1D4 days.

No more movement can take place if the storm occurs during the day (reduce movement to zero miles). Also, reduce Daleson's ability to avoid the next encounter to 4, 5, and 6 on a 1D6.

83-87 (1D6) Striges

AC: 8, HTK: (1D8+1), M: 3"/18"

Att: 1, Dm: 1-3, Special: Attack as 4 die creatures, Drains 1D4 HTK of blood after initial hit.

Recently, these nasties have been infesting the forest.

88-93 (1) Squirrel

AC: 5, HTK: 1, M: 15"

Att: 0, Dm: 0, Special: A special breed of Squirrels inhabit this forest. They are now foraging for the coming winter and are very bold. These Squirrels are obsessed with bright shiny object and will attempt to steal any jewels, small weapons, rings, medallions, gold, silver, or anything bright and shiny. The Squirrels can Move Silently (70%) and Hide in Shadows (56%) as well as a Skill 9 thief. If able to reach a bauble, the Squirrel has a 70% chance of stealing any one thing—up to 20 gold pieces in weight. Once stolen, the item can never be recovered unless magic is used.

94-97 (1) Doppelganger

AC: 5, HTK: (4D8), M: 9"

Att: 1, Dm: 1-12, Special, ESP, unaffected by Charm and Sleep spells. Save as Skill 10 fighters, mutable form that can take on likeness of any humanoid creature.

98-00 (1) Rain Storm/Lightning Strike

A massive rainstorm explodes on the forest. All movement is stopped. 1D12 rounds later, a lightning storm will crackle down on the characters. 1D4 lightning bolts will strike at the characters as Skill 2 fighters. If struck, the character takes 1D10 HTK and is knocked out for 1D12 turns. Characters who save vs. their Stamina take half damage and are not knocked unconscious.

FIRST DAY'S JOURNEY

The first day the characters travel with Daleson to Tintagel they will have two fixed encounters as well as those rolled on the Wandering Monster Table. During the journey, Daleson will stick to the paved roadway that still exists deeper in the forest. Since he knows where the traps are, he can avoid them with ease (add 1 to Daleson's already impressive ability to avoid encounters when a Spider Trap is rolled while on the road). He will not teach the characters how to pass the traps.

GM NOTES: The following descriptions are broken into two parts. The first part, written in italics, is what the players see as they enter a room or encounter. The GM can read the section in italics directly to the players. The second part, in roman, is what the GM knows about the room.

A HEART OF THE WUD

As you walk down a path, with Daleson in the lead, about thirty Giant Spiders appear in the trees. Dale son immediately warns you not to make any threatening movements. He begins talking to the creatures. They speak a strange dialectical form of Common. A magic user or cleric can make out that the Spiders are upset because the "Heart of the Wud" has been stolen. They ask Daleson to watch for signs of the "Wud" and say they will give him the "Shiny" if he agrees. Daleson will not tell you what is a "Wud" or "Shiny."

A Wud is a Wud Spider, and the Heart of the Wud is the King of all Wud Spiders. The Spiders have told Daleson that their King was captured by unknown creatures and they want him to help in the search. Since he is friends with the Spiders, he agrees. The "Shiny" is an elaborate statue of Ethelwaine that Leebrick had commissioned before he died. The statue stood for a long time at Tintagel before it found its way into the Spiders' possession. The gold and silver statue is worth 10,000 gp. Daleson doesn't want the characters to know this, or anything else about the Spiders.

As long the character make no dangerous movements, the Spiders will not attack.

B BRIDGE OF WOE

It is dusk and Daleson says that after they cross the bridge up ahead they will set up camp. As you approach the bridge you notice that there is a rough sign next to the bridge.

It says, Dis is da briij of Woe.

Daleson turns to the party and shrugs his shoulders in puzzlement. "This wasn't here the last time I went this way," he says. Before anyone can move, they will hear the sweetest flute playing.

Beneath the bridge a Troll, named Woe, has taken up residence. Trolls, being giant class, are particularly vulnerable against rangers. Nonetheless, Woe will not allow the party to cross without paying a toll of 100 gp per person. If the party allows themselves to be led by Daleson, he will immediately attack the Giant class creatures.

Woe has a flute which he guards like it was a major magical artifact. The flute, however, does not detect magic although its gold and jewelled construction make it worth 100 gp. Along the side of the flute, a E has been carved into the wood.

The flute was once Ethelwaine's and it is an important clue and help in the coming adventure. The flute, when played, will negate the effects of the Ethelwaine Spirit's wail.

Troll

AC: 4, HTK: 38 (6D8+4), M: 12"

Att: 3, Dm: 5-8, 5-8, 2-12, Special: regenerate 3 HTK per round, strick in three different directions at once.

SECOND DAY'S JOURNEY

At the start of the second day, Daleson will say that they are within a few miles of Tintagel. A quick player will realize that, from his map, they still have far to go. If an objection is raised, Daleson will dismiss the other map and ask the group whether they trust him, or some 500 year old piece of paper. Besides the normal wandering monsters, there is only one encounter this day.

C WERELEOPARD LAIR

By noon, you reach a clearing and see a one story building with a three story tower next to it. The stone building's back has collapsed and the place looks deserted. As you approach, Daleson warns everyone to be especially quiet. He points to two large double doors and says to enter through there. As you look at the doors, you notice that one is slightly ajar and laying in front of it seems to be a dead animal. When you look back, Daleson is gone.

Daleson has used his powers of Invisibility to leave the party and sneak up on the tower. Right now he is waiting in the woods, watching to see what the party does. If they enter the double doors, he will move up and try to enter the tower, where he thinks the treasure is hidden.

Meanwhile, the Wereleopard Coker has not yet seen the party. He is in human form, studying in his room on the third floor of the tower. Coker has a real leopard as a companion. This great cat is on the first floor of the fort (Room 1) watching the woods for Spiders. As soon as the player characters move out into the open, he will see them and move to alert Coker (which will take three rounds).

The animal in front of the door is a dead *Spidercat*. These man-sized black and white cats hunt the Giant Spiders as prey; their coat excretes a oil that makes them able to slide through spider webs. The Wereleopard killed the Spidercat and spread its scent around the building to warn the Spiders away.

Coker is worried about Spider attack because he is the creature which kidnapped the Heart of the Wud. Coker is an ally of Wensan and together they want to clear the forest of Spiders.

1 FIRST FLOOR

All the rooms on the first floor are filled with broken furniture. The ceiling is 15 feet high and is supported by great beams. The interior walls are made of thin wood supported by a few wooden columns. When you enter, all the rooms are empty of life. The back room's walls have collapsed and the huge ceiling beams lie on the floor. In one front room chairs and tables have been set upright and tin tableware set, as if someone was expecting company. In one corner of the room are three sacks filled with grain.

4 rounds after the characters enter, the Wereleopard will order his pet to strike. The great Cat will attack from out of the back room and savage as many people as it can for three rounds. Then it will flee back towards the tower. The Cat is trying to draw the party away from the trap door in the front room.

There is a trap door hidden under the sacks of grain. It leads to the basement.

Leopard

AC: 4, HTK: 18, (3D8), M: 15"

Att: 3, 1-3, 1-3, 1-6, Special: The Black Leopard can

move silently and hide in shadows as well as a Skill 10 Thief (78%). It surprises its prey on a 1-5. Even if it does not achieve surprise, the incredibly quick Cat always has a +1 to initiative die rolls.

2 FIRST TOWER LEVEL

In one corner of this room are boxes filled with rotting clothes. A stairway leads up to the next level.

* * *

If the characters are following the Leopard, they will hear growling from above. The floor has a secret door which leads to an underground passage 5' wide by 3' tall. Taking the passage will guarantee an attack by the Wereleopard from behind.

3 SECOND TOWER LEVEL

This level is completely dark, the windows are shuttered and locked.

In this room is the Leopard. If the characters try to move through in the dark or with torches, the Leopard will attack from behind (remember it hides in shadows as a Skill 10 Thief (78%). If they light the room well, the Leopard will back into the northwest corner, drawing the characters away from the stairs. Then after two melee rounds, the Wereleopard will attack from behind.

DM NOTES: The Wereleopard and the Leopard look exactly the same. There is no way that the party could instantly tell them apart. The only way is to recognize that their non-magical weapons are just bouncing off the Wereleopard.

Wereleopard Coker

AC: 5, HTK: 17, (4D8), M: 15"

Align: Lawful Evil, Intell: High

Att: 3, Dm: 1-4, 1-4, 1-8, *Special:* +1 or silver weapons needed to hit, Rake of 2-5, 2-5, All powers of regular Leopard (see above).

4 THIRD TOWER LEVEL

This room is a bedroom, with a bed and table against the north wall and shelves of books along the south wall.

* * *

If the characters chase a wounded or dying Wereleopard into this room, they will hear sounds of fighting as they enter. Daleson has climbed the tower and was waiting outside the room until the Wereleopard left.

On the table is a letter made out to Coker from a cleric by the name of Wensan. In the letter it is clear that Tintagel castle is still farther to the north. Wensan also refers to "his majesty the Heart of the Wud" and commands Coker to "extract his brains as soon as possible."

Underneath Coker's bed is a locked chest filled with clothes. Wrapped in the clothes are three silver short swords and 10 silver tipped arrows.

GM NOTES: The king is now in the basement of the fort.

5 BASEMENT

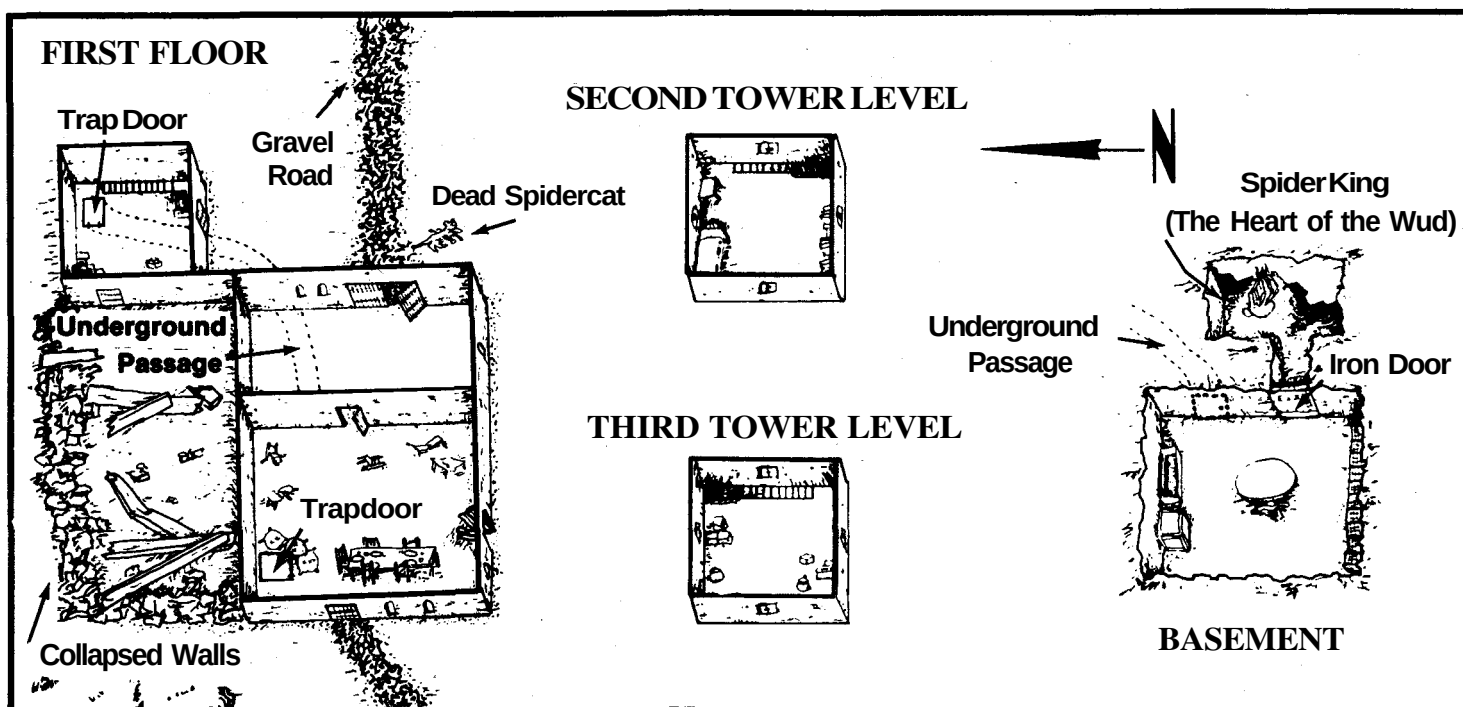
Against the north wall is a crate of dried meat and a large trough filled with stale water. On the south wall are lined with ten cages containing live rabbits, the fifth cage has a key hanging inside it. In the center of the east wall is a locked iron door.

* * *

The key to the locked door is hanging inside the cage. Since the key is obviously too big to fit through the wire cage's holes, the only way to get the large key is to open the cage and grab it. In this cage, however, is a Wolverine with an illusion spell on it that makes it look and sound like a

SIGNAL FORT

Scale: 10 Feet



rabbit. If a character sticks his hand in the cage, or tries to shake the key out, the Wolverine will attack with its characteristic fury.

There is a secret door in the east wall that hides a secret passage to the tower. The passage is 5' wide by 3' tall.

Behind the iron door (which is 50% harder to pick than a normal door) is a 10' x 10' passageway that opens into a small room. In it, hung from a hook, is the "Heart of the Wud" still alive.

Wolverine

AC: 4, HTK: 8 (1D8), M: 15"

Att: 1, Dm: 1-4, *Special*: Wolverine's fight with a blinding fury, +2 to all initiative rolls.

AFTERMATH

After the characters release the "Heart of the Wud" Daleson will try to explain that he made a mistake and it won't happen again. ("Tintagel? Ohhh you mean *that* Tintagel! Well, why didn't you say so!.)

Daleson will attempt to keep the characters away from the Spiders. He wants the "Shiny" all for himself. Daleson will still lead the party to the right Tintagel, if the party wants to have anything to do with him.

The Spiders will be extremely grateful to the group for having freed their king. After a troop of Spiders has been summoned to the fort, the king will spin and intricate spider web around the left shoulder of each character. The web is a signal to other Spiders that the players should be given free movement through the entire realm. From then on, the characters are always welcome in the Forest of Wud, even after the special Web is gone.

The Spiders are afraid of Tintagel and while they will escort you there, they will not go in under any circumstances. They know that Tintagel is now the site for a group of evil priests who are sending groups of undead into the forest to kill spiders. The Spiders also say that Tintagel was once the home for Kings of the Golden Swords.

The statue of Ethelwaine (the "Shiny") was sculpted when the prince was a boy. In the statue's right hand is a flute. If it is compared to the one the characters should have gotten from the Troll, the party will realize it is the same flute (even down to the E scratched into the wood). Beneath the statue is the inscription:

For my boy Ethelwaine, the sweetest lad in the kingdom and heir to the great realm—King Leefrick.

THE THIRD DAY

At the end of this day (around 8 p.m.) the characters will reach the ramparts of Tintagel. Before then the characters will have one set encounter.

D THE GRAVEYARD

As you walk along the road, you enter a clearing that looks like an ancient graveyard. The road runs straight through the cemetery. Many of the plots have been dug up.

* * *

This graveyard has been the source for some of Wensan's undead. It is here he buries his victims in order to raise them as undead. His procedure is a little more complicated than normal—a body has to be buried before it can be raised as a Zombie or Skeleton.

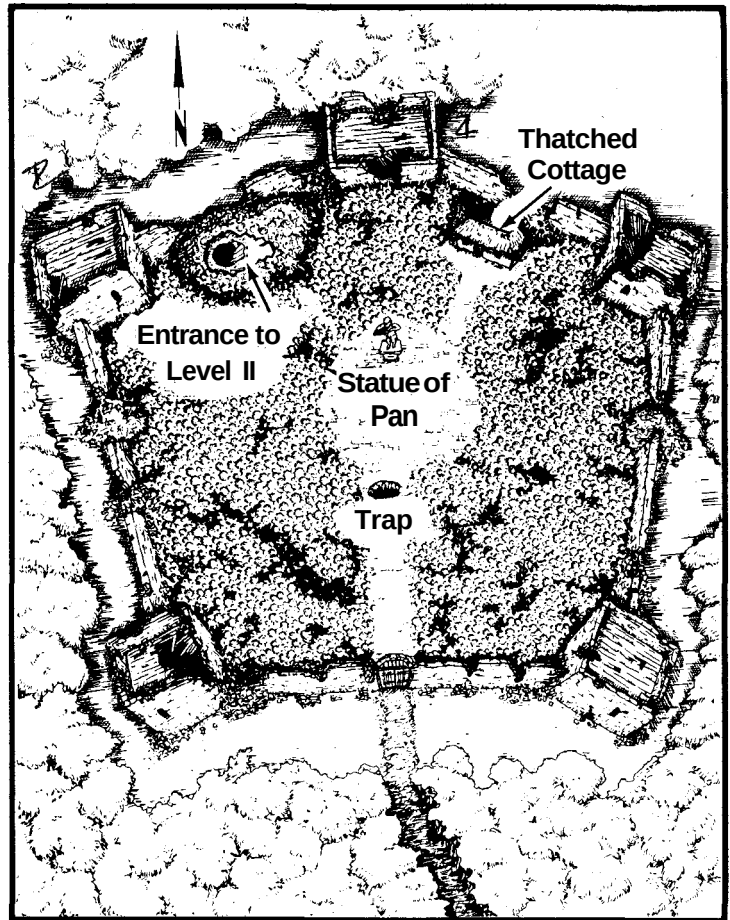
As the characters walk past, there is a 100% chance of attack by 6 Zombies who guard the place. As long as the Zombies are on the grounds of the cemetery, they cannot be turned.

(6) Zombies

AC: 8, HTK: 8, 6, 4, 6, 7, 3 (1D8), M: 6"

Att: 1, 1-6, *Special*: Unaffected by Sleep, Charm, Hold or Cold-based spells.

TINTAGEL LEVEL I



Scale: 10 Feet

LEVEL ONE

* * *

Approaching Tintagel, the characters will see that it is overgrown with weeds and covered in a mist. It is built in a romanque design, consisting of huge stone blocks formed into huge square towers and a heavy curtain wall. Both are ringed with a crenelated top.

GM NOTES: The following descriptions are broken into two parts. The first part, written in italics, is what the players see as they enter a room or encounter. The GM can read the section in italics directly to the players. The second part, in roman, is what the GM knows about the room.

CASTLE GATE

As you approach the castle gate from the narrow path, you see a ruined portcullis beneath a crumbling archway. Standing just inside the gate is an old man. His hair is white and a long, graying beard falls to his waist. His robe is grayish and old, almost in-tatters. He supports himself with a long wooden staff.

* * *

This old fellow is Cuthbert, keeper of the castle grounds (Level I). He is also a Werewolf and if this is a night with a full moon, he's just about ready to transform. Remember, a moon full enough to activate a transformation will last four days (First full moon is three days after the party meets at The Black Hammer).

If left alive Cuthbert, in wolf form, will attack the party from the rear or while they sleep if they camp in the courtyard.

Cuthbert the Werewolf

AC: 5, HTK: 18 (4D8+3), M: 15"

Align: Lawful Evil, Intelligence: High

Att: 1, Dm: 2-8, Special: Affected only by silver-tipped, or magical weapons, surprise on 1-3. A party member who loses more than half their HTK to a Werewolf's attack must make a saving throw vs. poison or become a lycanthrope (Werewolf) of the same type in two to 24 days.

Description: Unlike other lycanthropes, Cuthbert has contracted a rare form of the disease. In fact, Cuthbert was once a healer who gave himself this weakened strain of lycanthropy in order to find a cure for it. Needless to say, he failed.

TRAP ON THE PATH

BIn the 80th foot of the path leading north to the courtyard there is a hazard: the path caves into a pit. The first two adventurers must save versus their dexterity on a D20 or take 1-4 hit points of damage each. The hole is about 8 feet deep and the victims will have no trouble climbing out.

CASTLE COURTYARD

Before you is a very large courtyard free of the overgrowth that fills the rest of the castle grounds. To the north of the courtyard is a statue atop a pedestal that looks something like a fountain.

From the edge of the courtyard the player characters are too far away to see that the 4 foot statue resembles the Greek character Pan. It appears to be made of stone with a human's torso and a goat's hindquarters. Small horns protrude from its head and it carries a mace, a shield, and in its belt a small set of pipes.

The adventurers weapons and spells are useless against this enchanted entity while it rests in statue form. After it animates, the statue can be hurt only by magical weapons and spells.

If the Party elects to spend the night in the cottage or in the Boar's cave, they will be subject to a wandering monster attack from the statue in the Courtyard. The Satyr will double in size and come to life.

In melee, if the Satyr loses 8 or more hit points it will drop its mace and shield and reach for its pipes. It will play its pipes on the next round. Any one random player character hearing the music from the pipes will have to make his saving throw vs. magic or fall asleep immediately.

Satyr

AC: 5, HTK: 16 (4D8), M: 6"

Align: Neutral, Intelligence: average

Att: 1, Dm: 1-6, Special: Fights until death; not affected by Flesh to Stone spells.

D CUTHBERT'S COTTAGE

The cottage is a small wooden cottage with slats in the floor and a decaying thatched roof. In one corner of the room is a small wooden bed with a straw mattress. In the center of the wall opposite the door is a fireplace with a mantle over it. On either end of the mantle you see two rather large gold candlesticks, each with a black star emblem at the base. There is some kind of drawing on the wall above the fire.

* * *

If the party searches the cottage, they will find a small metal box under the bed. It contains five large gold coins bearing the bust of Leefrick, with his name etched below the head. Each gold coin is worth 2 gold pieces and each candlestick is worth 50 gold pieces. The drawing shows the outline of the castle wall.

E BOAR'S CAVE

As you proceed along the path you see a of cave formed by a mass of thickets combined with toppled stone blocks and unearthed ground. The small (4 foot high) entrance is very dark.

* * *

Before the party reaches the cave mouth they will be confronted by a very mean Wild Boar. This cave is home to this beast and he's determined to defend it. Within the cave the party will discover a jewelled short sword worth 200 gold pieces, and if they search through the debris of rocks and old bones, they will discover a trap door in the ground lying in the far west end of the cave (entrance to Level II).

Wild Boar

AC: 7, HTK: 18 (3D8+3), M: 15"

Att: 1, Dm: 3-12, Intell: Animal, Align: Neutral.

LEVEL TWO

On every other turn the GM should check for wandering monsters. A roll of 1 on a 1D6 indicates an encounter has occurred. The GM should also use wandering monsters to speed up loitering adventurers and to penalize adventurers who make too much noise. In either case, increase the chance of encounter to 1 or 2 on a 1D6. All wandering monsters on this chart appear only once. Once killed they cannot appear again. The percentage in the front of the listing is the chance of encountering that particular monster. If the creatures are killed, substitute the remaining encounters until they are used up.

WANDERING MONSTER TABLE LEVEL II

01-55 (2) *Gargoyles*

AC: 5, HTK: 10, 15 (4D8+4), M: 9"

Align: Chaotic Evil, Intell: Low

Att: 4, Dm: 1-3, 1-3, 1-6, 1-4, Special: need +1 or better magic weapons to hit. Due to the cramped conditions in which they live, these Gargoyles cannot fly.

Description: These two very young Gargoyles serve Wensan as guard for the second level. Each has a medallion which allows telepathic communication between the two within a half-mile area. Gargoyles are nasty little fellows with pointed tails and ears and a single horn protruding from their foreheads.

Although there are two Gargoyles, the adventurers will only meet one at a time. Because of their medallions, the other Gargoyle will arrive 1D4 rounds after battle is joined.

56-75 (4) *Bugbears*

AC: 5, HTK: 12, 15, 10, 04, (3D8+1) M: 9"

Align: Lawful Evil, Intell: Low

Att: 1, Dm: 1-10 (longswords), Special: Surprise on 1-3

76-00 (4) *Mutant Orcs*

AC: 5, HTK: 12, 10, 09, 05, M: 9"

Align: Lawful Evil, Weapons & Armor: Clubs, and wooden shields

Att: 1, Dm: 1-8 Special: These Orcs are the results of Wensan's first experiments. They are a little stronger than other Orcs and have a thick layer of skin as tough as chainmail, but all have genetic malformalities. Treat all attacks and saves of these characters as Skill 1 Fighters. All have a Strength of 17. All are of below average Intellect.

GM NOTES: Two other encounters (Hobgoblins in room 28 and Therandinians in room 10) serve as substitute wandering monsters after any of the alarms have sounded. Their stats are given in their respective rooms.

LEVEL Two:

1 CLERIC'S SHRINE

In this unusual semi-circular room you see various bottles scattered or smashed on the floor. Built into the center of the northwest wall is a fireplace with a mantle. To the right of the fireplace, a lantern is attached to the wall. To the left there is a small door. In the far north corner of the room you detect movement.

* * *

The movement is a Giant Centipede which rushes forward to bite its victim. If it scores a hit, the victim must save vs. poison, but the DM should add +4 to the victim's throw. If the person fails to make the saving throw, the poison will cause them to feel weak for 3D12 turns (-2 to hit and damage).

If the party searches the room, they will find a potion bottle containing a yellow liquid. This is a Cure Poison potion containing two doses.

GM NOTES: Even a small taste of this potion will negate the effect of the centipede's poison and swigging a dose will cure a character of lycanthropy.

Giant Centipede

AC: 9, HTK: 2, M: 15"

Att: 1, Dm: 0, Special: poison.

2 CLERIC'S BEDROOM

In this room you see a small bed and various pieces of furniture. Neutral Good Holy symbols on the walls have been scratched up or painted over.

* * *

If the party checks the bed, they will find a piece of cloth with the name *Danswaine* embroidered on it. This room and adjoining shrine were once the quarters of the Castle Cleric, Danswaine.

3 CASTLE LIBRARY

This room appears to have been a library or study. It has been ransacked—books and shelves lie scattered and overturned. In the far northwest corner of the room you see a large clothes closet. A top the chest is a ferocious looking creature in scale mail, carrying a spear and shield. In the other corner of the room are three more of these creatures.

* * *

These creatures are Gnolls. They are ransacking the room in search of treasure. Formally, they were under the influence of Wensan, the evil master of Tintagel but now they have turned chaotic due to the disturbing influence of Ethelwaine's spirit. The Gnolls will fight to the death, but a charmed Gnoll can tell the characters the entire layout of the Level II except for those areas hidden by secret doors.

If the party kills the Gnolls, they will find 3 non-magical scrolls in the large chest. The scrolls are a history of the Kings of the Gold Swords. Completed under the supervision of Cedrick, the scrolls distort the truth quite a bit. They are written in the Old Common Tongue, but a cleric or magic user can make them out. Also, the scrolls are faded and damaged making some passages impossible to read.

SCROLLS:

(To be read aloud by GM)

Scroll #1

"... so it was a time of great conflict and unrest. The land had fallen to wanton barbarism. Anarchy reigned. The old kings had been thrown down, but one young Prince returned ... is forced exile to reclaim the realm. This young man of stout heart and true spirit, Leefrick the Brave, gathered loyal followers of his long-dead grandfather and sought to drive out the invading hordes and traitors. One who greatly aided him was Godwin, Lord of the West Country. From Godwin's castle at Tintagel, Leefrick struck. . . inst our foes. After five years of war, Leefrick subjugated the realm a . . blished the Throne of the Gold Swords. Our lord Godwin stoo. . .side in victory!"

Scroll #2

"... 28th year, Leefrick had a son through his noble wife, Gwyndolyn. All the realm rejoiced that the King had an Heir. Ethelwaine was the son and a fine lad he grew to be! In the King's 31st year, Gwyndolyn bore him another son, Cedrick. Alas, the birth-giving proved too much for the noble woman and she died soon after the second prince was born."

Scroll #3

"... Leefrick's 48th year his eldest son,. . .set out on a quest across the sea. Saddened at his departure, Leefrick bade the lad . . . d for mission was . . . Within a year, news reached the King that Ethelwaine had perished in a far-off land. The King was heartsick and fell into deep mourning. Before another year had passed the King died. But true to his noble spirit, Godwin took up the regency of the land and held it in safe-keeping for the young Prince Cedrick. When the lad came of age Godwin ensured his safe succession to the throne and so Cedrick became. . .the Gold Swords. For many years thereafter, . . . fought at the young King's side and counseled him wisely until. . . death years later."

GM NOTES:The GM might wish to compare this distortion of the truth to the real story in the introduction. It is assumed that the party may keep these scrolls so the GM will read these accounts again if the party wishes.

(4) Gnolls

AC: 5, HTK: 12, 8, 7, 10 (2D8), M: 9"

Align: Chaotic Evil, Intelligence: Low-average

Att: 1, Dm: 1-8 (sword), 1-6 (spear)

Weapons & Armor: Longsword, Spear, Chainmail and wooden shield.

4 GODWIN'S MEETING ROOM

As you enter, you see a large throne-like chair in the middle of the west wall. In each corner of the room are stone pedestals supporting rather weathered-looking busts. The bust in the northwest corner is in better condition than the others. On the east wall is a tapestry showing a funeral procession with many Lords and retainers bearing a coffin with a Gold Crown on it. On the west wall another tapestry shows the coronation of a young King. At the base of the hanging are the words: Cedrickusl, Dominus Rex.

The bust in good shape is of Leefrick. (Similar to the head on the gold coins from Level I). If the party should examine this bust, they will find a large ruby embedded beneath it. The ruby is worth 200 gold pieces.

5 LEEFRICK'S BEDROOM

A large bed with a drawn canopy stands against the north wall. Above the bed is a blue velvet tapestry bearing two crossed gold swords with a large gold crown above. On either side of the bed are night tables. The south wall is lined with richly embroidered chairs. On the east wall is another, smaller tapestry showing a man and a woman sitting on two very large chairs. Each of them wears a golden crown. At the foot of the woman a small child with brilliant golden hair plays with a flute.

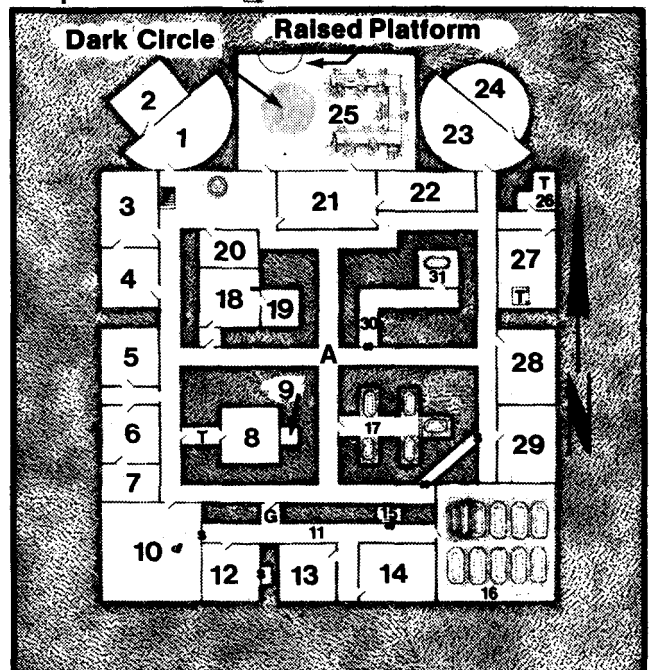
If the party should pull back the canopy from the bed, the will find a hideous-looking skull resting on a pillow. The skull shows signs of a deep wound inflicted at the right temple. This skull once belonged to Godwin but there is no way the party can know it at this time.

The flute in the tapestry is the same as the one found by the party. If they play the flute in this room, the skull of Godwin will rise up in the air and float to #30, the secret passage to Godwin's Burial Chamber. The sweet music of the flute was so irritating to Godwin that even in death he tries to escape it. Once the skull reaches the secret door, it will drop to the ground.

If at any time the characters stop playing the flute, the skull will drop to the ground—until the music begins again. Everytime it falls there is a 25% chance it will crumble to dust and the characters will lose a valuable clue.

TINTAGEL LEVEL II

Alarm:	A	Stairs:	■
Trap:	T	Sarcophagus:	□
Green Slime:	G	Well:	○
Secret Door:	—	Door:	—
Trap Door:	⌈	Portcullis:	—



Scale: 10 Feet

6 GWYNDOLYN'S BEDROOM

In the center of the west wall is a large bed with a rich purple canopy. The bed is covered in a purple and gold-trimmed curtain. Here and there about the room are chairs and tables. As you look about the room you suddenly hear a deep sobbing as if someone is in terrible distress.

* # *

The crying is coming from the spirit of the King's wife, Gwyndolyn. If the party opens the curtain around the bed, they will see the apparition of a woman, sobbing in deepest grief. She wears a crown and bloody white robes. The apparition will disappear in moments. Below the bed stand is a small secret compartment containing a ring. The ring is gold with a crystal clear gem set in the top. If held up to the light, the letter "G" can be seen floating in the crystal. Engraved on the inside of the ring is the inscription: *To the fairest beauty of all, from your beloved Godwin.* Godwin gave this ring to Gwyndolyn as proof of his love for her. The ring detects as magical, but has no magic powers. It can be easily enchanted though, and is worth 2,000 gp to the right magic user.

7 LADIES IN WAITING ROOM

In each corner of the south wall are narrow beds with a night stand beside them. A single tapestry on the west wall shows two small boys playing in a lush garden. A falcon is flying above their heads.

* * *

This is the room of Gwyndolyn's hand maidens. The tapestry shows Ethelwaine and Gedrick as boys. If the party asks, the GM should tell them that the two boys are playing with a falcon. One boy is blonde and larger, and the other is dark and smaller. Although the two children do not look anything alike, a magic user or cleric will know that the bird is a traditional sign of brotherhood.

8 LEEFRICK'S SHRINE

This room is entered through a 20' dark passageway filled with cobwebs. The room itself is very dusty and the air is stale. The walls are dark red in color and here and there small tapestries hang from them.

In the northeast corner of the room is an impressive suit of plate armor, with helm and broadsword, all propped upright on a pedestal. Beside the armor is a knight's small shield. The shield is white and bears the emblem of two crossed gold swords beneath a shining gold crown.

The southeast corner of the room contains a large chest resting on another pedestal. In the center of the east wall is an emblem identical to the shield. The various tapestries about the room show battle scenes involving a great King and a handful of knights doing battle against fierce opponents wearing horns on their helms.

* * *

The 20' passageway has two hidden crossbow traps that are activated by trip wires stretched across the corridor. The first wire is in the fifth foot of the corridor and shoots from north to south. The first person in the corridor (on the north side) will take 1-6 hitpoints of damage unless he makes a saving throw vs. his dexterity. The second trap is in the 15th foot and shoots from south to north.

Once inside the room, the large chest contains a sheath about the size of the broadsword blade. If the party removes the broadsword from the armor, an alarm will

sound in room 10 and will alert the guards. A thief has his normal chance of removing this alarm as if it were a trap.

The guards are in Wensan's service and will arrive within 1D10 rounds, ready to do battle with the party, (see room 10 for stats) If the alarm is not sounded, the party will confront these fighters only in Room 10 in a normal set encounter.

If and *only if* the party places the Broadsword in the chest with the sheath will they gain access to the secret treasure room 9. The exact weight of the Broadsword and sheath (in the chest) will cause the pedestal under the chest to lower into the floor and a small trap door in the wall behind the coat of arms will slowly rise, revealing a 4' x 4' opening. This secret door, however, is also a trap. If anyone touches any portion of the frame around the secret door, a blade will fall from above causing 1-4 hit points of damage to the victim. (Save vs. dexterity for half damage)

9 TREASURE ROOM

Inside Room 9, the party will discover a treasure of 3,000 gold pieces, a ceremonial crown worth 800 gold pieces, a large ruby-studded necklace worth 600 gold pieces, and a leather satchel.

*

If someone wants to wear Leefrick's armor, they must be a human fighter not less than 5'10" and 180 lbs. The armor suit is +1 plate mail.



In the leather satchel are the diaries of Leebrick. If the party takes the time to read this work (12 Turns), they clearly indicate that the king died *before* knowing of Ethelwaine's death—contrary to the history written in the scroll in room 3. Furthermore, the diaries indicate that Leebrick had grown to distrust Godwin and suspected him of "corrupting my second son, the dark-haired Cedrick,"

10 BARRACKS

This large room is quite sparse except for ten small beds that lie against the west and south walls. A large stove and two tables fill the center of the room. A tapestry covers most of the east wall. It shows black-clad knights riding before a long column of men-at-arms.

* # #

This room is a barracks for the fighters who serve Wensan. If the guards have not attacked the party in Room 8, the GM should inform the adventurers they see 6 fighters clad in ring mail armor and wearing blue robes playing cards in this room.

These Skill 2 fighters are the guards for this area. The GM should designate one of them as the captain. Only he can speak and all the others have had their tongues cut out. They will fight fiercely to kill the party.

If surprised by the party, the Captain will think fast and attempt to recruit the group into their service. He will tell

the party that he serves the Great Lord Wensan and that it would be an honor for these adventurers to serve the great lord too.

He is merely trying to stall the group. If the player characters would be foolish enough to accept his offer, he will attack them with surprise at the first opportunity. If the party refuses to join the guards, the captain and his men will attack.

Behind the tapestry is a secret door leading to corridor 11.

GM NOTES: If captured, the Captain will only tell the party that these human fighters were pressed into service by Wensan. He will tell them nothing more about the dungeon or his Lord. All the other fighters are mute. This captain knows of all the secret doors and entrances on both levels One and Two except for Wensan's treasure (#38).

11 CORRIDOR

At point G is a pool of oozing green muck just inside the entrance way to this corridor.

*

This is a pool of 2 Green Slimes. They cannot be seen from the secret door leading to room 10.

(2) *Green Slimes*

AC: 9, HTK: 8, 9 (2D8), M: 0"

Align: Neutral, Intelligence: Non-

Att: 0, Dm: 0, Special: Eats metal and skin quickly.

Turns person to Green Slime in 1-4 rounds. Not affected by magic and spells except fire or cold based.

12 CEDRICK'S SHRINE

Everything in this room is bathed in a smoky blue light. Against the south wall is a suit of black armor standing atop a short pedestal. Next to the armor is a small grey shield bearing the emblem of two crossed gold swords below a black star. A black and green plumed helm sits atop the armor. On the walls are tapestries showing a knight in the heat of battle against fierce fighters with large horns on their helms.

* * *

If the party examines the pedestal beneath the armor, they will discover a lever hidden underneath a piece of loose mortar. If the party pulls the lever, a secret door will open in the middle of the east wall. Behind the door they will see a tiny room, 4' by 4', with the skeletal remains of a man huddled on the floor. A dagger still rests squarely in his back of this unfortunate fellow. Beside the body is a sack of coins: 400 gold pieces, each bearing the head of a man. Below the head on each coin is the name, *Cedrick*.

Before he died, the man was able to scratch on the stones the words: *Cedrick the false killed God* . . .

GM NOTES: This poor creature is the remains of the single assassin who murdered Godwin. He received 400 gold pieces and a knife in his back for his trouble. He was trying to write: *Cedrick the false killed Godwin*.

If the party examines the armor on the statue, they will find it is made of rotten leather. However, the metal helm is in good repair. If the helmet is worn, that night the player character will dream of the two boys (the ones in the tapestry in room 7).

The boys are playing with a falcon. While the fair haired boy's back is turned, the dark haired boy fires an arrow and strikes his unsuspecting playmate in the back.



The dream suddenly changes and the dreamer will be in a cave. A horribly mutilated corpse is being placed in a huge iron coffin. The player character notices that the floor and walls of the cave are wet.

Obviously, the helm was once worn by Cedrick and the dream is a residual effect of his great guilt over killing his brother.

13 ZOMBIE ROOM

This room contains five wooden coffins lying against the west wall. The coffins have no lids and as you gaze upon them, five hideous-looking individuals rise up before you. These figures appear to be men-at-arms, with weapons, helms, and armor but they all have gaping wounds in their torsos and limbs.

* * *

These fellows are Zombies. If turned by a cleric, these long dead soldiers of Ethelwaine will lay back in their coffins. A search of the room will find many normal weapons (swords, knives, etc.) and a sack containing 200 silver pieces.

(5) Zombies

AC: 6, HTK: 8, 9, 4, 5, 10 (2D8), M: 6"

Align: Neutral, Intelligence: Non-

Att: 1, Dm: 1-8, Special: Unaffected by Charm, Hold, or Cold-based spells, will fight to death. These Zombies are protected by chainmail armor, hence the lower armor class.

14 WENSAN'S LABORATORY

This room is dominated by a large central fire pit. Over it hangs an elaborate spit with many prongs for suspending things above the fire. A long work table fills the southeast corner of the room. Above it are shelves with many bottles and flasks on them. On the floor and benches are many skulls. Spiked against the west wall is the carcass of a goat with its head pointing downwards. In the northeast corner of the room is a small table with a larger than human skull lying upside down on it.

* * *

This macabre room is Wensan's Laboratory. Within the skull on the small table, the party will find a small potion bottle containing a two doses of a gold liquid. This potion increases one's strength, but will only work on Dwarves, Elves, Half Orcs or Half Elves. This potion will have no effect on humans.

The player character who consumes a doses will feel stronger (+3 on all damage rolls) for 3 hours. This potion is part of a range of chemicals that Wensan uses to breed the Orc-like Ologs.

15 SECRET ROOM

GM ONLY: Twenty feet from the east end of this corridor is a secret door leading to the small room. At this point you can barely make out the fading symbol of the familiar Black Star on the wall. The Black Star symbol is only about 8 inches across.

If the Star is pushed, a lever will appear to the right of the symbol about 4 feet from the ground. If the lever is pulled downwards, a small 2' by 4' door opens inwards revealing the secret room.

The room is empty except for a small cut-out ledge in the middle of the north wall where the party can see a small iron box resting on this ledge.

If there is an Elf in the group, he/she will at once discover the concealed door. Humans and Dwarves have their normal percentages.

The unlocked box contains a skeleton hand. On the 3rd finger of the hand is a large gold ring with a single marking: a tiny, yet perfectly inlaid chalice or cup, etched against the gold in ivory. This hand is Ethelwaine's left hand and the ring is a Protection from Fire ring. Anyone who wears the ring will attain virtual immunity from non-magical flames.

16 CLERIC'S BURIAL CHAMBER

In this room you see 10 Sarcophagi lying north/south in two rows, five in each row. All the sarcophagi are closed except for the one nearest the door. It is open and the lid lies on the floor beside it.

* » *

Each of these sarcophagi bear the symbol of the Black Star except for the open one (the Star is face down on the lid lying on the floor). The sarcophagus in the far southeast corner bears the Black Star with a Golden Crown over it. This is the resting place of the first of the evil clerics of Tintagel, Hengus (Cedrick's own son). The open sarcophagus is the future resting place on Wensan himself.

Naturally, the other eight coffins bear the earthly remains of the eight clerics between these two. The last coffin (Hengus' resting place) contains a gold crown worth 500 gold pieces. The words, "Hengus, Priest of Arawn" are engraved on the inside of the sarcophagus. The tomb is also home for a large Puff Adder snake.

Puff Adder

AC: 6, HTK: 6 (1D8+1), M: 6"

Align: Neutral, Intelligence: Animal

Att: 1, Dm: 1-3, Special: Poison (level 5).

The poison from this snake is deadly, but it can be stopped by:

1. Making a saving throw vs. poison.
2. Sucking out the venom and then administering a Slow Poison cure.
3. Drinking half the liquid from the Cure Poison potion from the Cleric's Chamber on this level.

17 GODWIN'S BURIAL CHAMBER

Before you is a room that has five enclaves or antechambers, each containing a sarcophagus. The room directly ahead is sealed by a heavy portcullis.

* # *

If the party inspects the first four (accessible) sarcophagi, they will find only crumbling stone and human remains. Above the portcullis leading to the fifth sarcophagus, the adventurers will read in very old common tongue: "Here lies Godwin, Great Warrior, Servant of the King and Lord of the West Country."

The portcullis is firmly secured, but the party may gain access to this anteroom by:

1. Bending Bars
2. Digging underneath the portcullis by chipping away at the weak foundation (A vigorous Dwarf might accomplish this within 1D12 rounds.

If the party makes too much noise on this job the GM should check for wandering monsters.

Once inside the antechamber, the player characters will discover an great sarcophagus sealed with a stone lid bearing the visage of a great lord in slumber. On the death mask there are two glowing blue stones embedded in the eye sockets. These extremely cold stones are the Eyes of Ice. They can be removed with a knife.

If the party opens the coffin they will discover it is empty. (Godwin is in his secret burial chamber #31.)

GM NOTES: The magical Eyes of Ice have two powers.

1. They are Ice Crystals taken from the Elemental Plane of Cold. Two Crystals will create a 30' diameter circle that is immune to the heat of flames. The crystal cannot be moved once it has been activated. One Crystal will create a 15' haven from flames. This haven will last a half hour before the Crystals are dissipated. If hurled into a body of water, the Ice Crystals will also create a 30' diameter cube of ice, imprisoning anyone within it until the ice melts (again, one stone creates 15' diameter of ice).

Once hurled into flame or water, the crystals may not be used again. Furthermore, they characters cannot control the activation. Once the Crystal is warmed above the temperature of burning paper (Fahrenheit 451), or placed in any body of water no matter how small (even a glass of water), they will activate.

2. These ice crystals are also *Seeing Stones*. If held in the bare hand and looked at directly, the bearer will be seen by Wensan (on Level III). If held even for a moment in your bare hand, Wensan will "see" the player character and know his alignment and purpose.

A magic user will not be affected in this way. The magic user will instantly detect the presence of magic with regard to the Ice Crystals even though they might not know the exact nature of the stones. The stones can be carried safely away from Wensan's prying eyes in a pouch or box.



18 CASTLE ARMORY

Lances, swords, and other weaponry are stacked throughout this chamber. In the northwest and southeast corners of the room you see two rather large statues of fighting men made of leather and cloth. Against the northeast corner of the room you see a large chest.

* * *

If the party opens the chest, the two statues will come to life. *Opening the chest* triggers the animation of the statues. *Closing the chest* freezes them in place again. Within the chest the party will discover 500 silver pieces, a short bow, a crossbow and a quiver containing 12 silver-tipped +2 magic arrows.

(2) Statues

AC: 3, HTK: 14, 12 (3D8), M: 6"

Intelligence: Low

Att: 1, Dm: 1-8, Special: Immune to Sleep, Charm, or Hold spells. Need +1 or better weapons to hit.

19 ARMORY STORAGE ROOM

This room contains 12 large casks.

* * *

The casks contain good quality flammable oil.

20 STEWARD'S ROOM

A large desk along the south wall dominates this room. In the far northeast corner of the room is a small bed with a straw mattress.

* * »

If the party checks the desk, they will find a single locked drawer. The key to the drawer is hidden under the mattress on the bed. If the party unlocks the drawer they will find a box containing a matched set of silver throwing daggers, (worth 75 sp.)

21 KITCHEN

Obviously, this area is a kitchen. Various pieces of furniture and utensils lay overturned and scattered about and the walls are lined with shelves. Before you, rummaging about in a fury, you see 4 ugly looking creatures with red eyes. They seem annoyed by your interloping.

* *

These are Goblins.

(4) Goblins

AC: 6, HTK: 3, 4, 2, 1 (1D8-1), M: 6"

Align: Lawful Evil, Intelligence: Low

Att: 1, Dm: 1-6.

Weapons & Armor: Each of them is armed with a short, curved sword, leather armor, and a wooden shield.

22 STORAGE ROOM

This room is quite sparse except for a couple of broken casks in one corner. Against the south wall is a pile of empty sacks. Just to the north of the door lies the rotting remains of a body. The stench of death permeates the air.

* * *

The dead body is of an unfortunate thief who fell victim to a wandering monster attack. If the group is curious enough to inspect his bodily remains, they will find a small sack containing two emeralds (50 gold pieces each) and a pearl worth 100 gp.

23 TARDELPH'S SHRINE

In this semi-circular room you see four strange symbols on the curved wall. Against the northeast wall is a fireplace with a mantle. Above the mantle is a painting of a man with a white beard and white hair covered by a black skull cap. His eyes are like two chips of blue porcelain. To the right of the fireplace is a door. To the left of the fireplace, attached to the wall, is a lantern.

* * *

If the party turns the lantern upside down (on its wall hinge) a secret drawer will pop out from the mantle above the fireplace. The drawer contains a magic user's spell: Pass Wall (as cast by a Skill 12 magic user).

Using a Read Magic is the only way to decipher the symbols on the wall. Each Read Magic spell will only decipher one symbol. Reading from north to south they are:

- Symbol 1.** *Tardelph, Magic User* (Heals 1D6 HTK on each party member then disappears)
- Symbol 2.** *Curse the Lord of Death* (Fires a 6D6 lightning bolt at random player character then disappears). •
- Symbol 3.** *Cedrick the False* (conjures the image of Cedrick, holding a boy's flute and then breaking it. He laughs hysterically and then throws the broken instrument to the floor).
- Symbol 4.** *Beware the Priest/King* (Uses a Phantasmal Force spell to envision a picture of Wensan's great grandfather, Hengus, holding a club and dressed in green robes).

24 TARDELPH'S BEDROOM

Here you see a small bed in the middle of the semi-circular wall. The walls are bare except for a small tapestry above the bed. The tapestry shows the picture of a boat setting sail from a protected harbor. The sail on the boat bears an emblem of two crossed Golden Swords on the white sail background.

* * *

This tapestry shows Ethelwaine setting off on his quest across the sea.

25 THE GREAT HALL

Before you is a great hall, elaborately decorated in woodpanel and still in good repair. The ceiling is high and vaulted with stone archways. In the east half of the hall are three huge oak tables. A minstrel's gallery is on a raised wooden platform in the northwest corner.

Slightly off-center to the west is a large circle on the floor about 35' in diameter. It is defined by a darker

colored stone than the rest of the floor.

The west, north, and east walls all have marvelous tapestries. The west wall displays the picture of a fabulous castle with five tall towers and a very high wall. Above one of the towers flies a flag bearing two crossed gold swords. The tapestry on the north wall shows a great battle with a King routing an enemy army. The kingly figure wears a crown above his helm and he bears a white shield embossed with two crossed gold swords beneath a shining gold crown. On the east wall, the tapestry displays two knights on horseback leading a very large column of men-at-arms. The larger figure of the two bears a gray shield with two crossed gold swords below a black star. Both knights are dressed in black plate mail armor.

* * *

If any of the player characters should step within the large circle on the floor, a ghostly figure will rise up from behind the head table. The figure is bathed in blood red light. Its face is horribly disfigured from terrible wounds in the eyes. Around the other tables terrible skeletons appear as if they are all sitting down to some ghastly feast. The vision will only last a moment and disappear. Each party member must save vs. spell or flee in terror from the hall. These visions are Ethelwaine and his men.

26 WATER TRAP ROOM

This is an L-shaped room. It is empty except for a chest on a pedestal near the north wall.

* » *

If a party member comes within 7 feet of the pedestal, an iron portcullis will drop from the ceiling trapping them within the 10'x10' alcove. 1 round later, the floor falls away and the victims will drop 14 feet into a pool of water below.

All trapped adventurers must make a saving throw vs. their dexterity to see if they grab on to the portcullis and keep from falling into the pool below.

Those who fall into the water will take 1-4 hit points of damage due to fall and shock (1-6 if in plate armor). The water is nine feet deep. If the player characters can't swim, their comrades must save them within as many rounds as their stamina or they will drown.

Apart from bending bars, the group may be able to lift the portcullis enough for someone to get out. It will take a combined total of 42 strength points to lift the gate. No more than three characters can attempt to lift the gate at any one time.

The chest and pedestal will not fall into the water. They are resting on a rock ledge, now separated from the characters by the open pit. The chest contains a glowing sword whose hilt is gripped by a skeleton's right hand. The sword bears the emblem (at the hilt) of two crossed gold swords below an ivory chalice.

GM NOTES: This magic sword was Ethelwaine's. It is still gripped by the skeletal remains of the young prince's severed right hand. The hand will not easily come off the sword; it will have to be knocked off by a blunt weapon. The Sword is +2 to Hit and +1 to Damage. It can cast one Light spell per day.

27 GUARD ROOM

In this room you see 4 rather ugly brutes sitting around a table in the middle of the room. These creatures appear to be playing some kind of card game. Behind the table, against the south wall, you can make out 4 filthy

mats on the floor. As you enter one these fellows starts screaming.

* * *

These guards are Orcs and they are in the midst of gambling away their wages. Their job is to guard the entrance to Level III which the party will find in the southwest corner of the room (trap door in the floor).

50 silver pieces are scattered on the table and 20 gold pieces is on one of the Orcs in a pouch at his belt. Each of these creatures is wearing a gold medallion of Arawn (worth 10 gp each). The Medallions bear the face of a terrible demon—Arawn himself.

(4) **Orcs**

AC: 6, HTK: 1, 3, 5, 4 (1D8), M: 9"

Align: Lawful Evil, Intelligence: Average

Att: 1, Dm: 1-6,

Weapons & Armor: All have short swords and daggers. All are wearing tattered chainmail.

28 HOBGOBLIN'S ROOM

In this room are three large beds with filthy straw mattresses against the east wall. The air is thick with the stench of sweat and filth. On top of these three beds you see 3 rather large and ugly creatures snoring away in grizzly sleep.

* * *

These three are Hobgoblins. The party can easily surprise the sleeping brutes. However, after one round they will wake up and start fighting.

If the party has stepped over the alarm in the central hallway (See Map), the Hobgoblins will **not** be in the room, but will attack as wandering monsters, tracking the party within four rounds. The GM will delete the monsters in the following description if they've already been confronted. The Hobgoblins carry about 150 silver pieces between them. There is also 100 gp underneath a stone next to the 3rd (southern) bed.

(3) **Hobgoblins**

AC: 5, HTK: 9, 5, 6 (1D8+1), M: 9"

Align: Lawful Evil, Intelligence: Average

Att: 1, Dm: 1-10, Special: These Hobgoblins have been bred by Wensan to have incredible strength. Each wears scale mail and carries a two handed mace.

29 GODWIN'S BEDROOM

This room was once a finely appointed bedroom. Against the south wall are the remains of a large bed and canopy. Smashed tables and chairs litter the room. Once glorious tapestries have been ripped down and lie in rotting shreds.

* * *

If the party checks behind the bed, they will find a secret compartment behind a loose stone in the wall. Inside is a small painting of a knight dressed in black armor, a tattered lace handkerchief with the letter G embroidered on a

corner, and a brittle piece of yellowed parchment with a short poem written On it.

*"Ere a Mother begot such a, son,
So the Battle is lost and won,
Ere the Father hides his shame,
And bows before the son's name."*

30 SECRET PASSAGE

This long passageway leading to Godwin's real burial chamber is in a state of disrepair. The floor and ceiling have huge cracks in them which run the length of the corridor.

* * *

The adventurers will encounter an unintentional trap at the corner marked T (on the map). The roof, weakened by water seepage and shifting earth, caves-in as soon as someone tries to go round the corner. A Dwarf has a 75% chance of spotting the trap before the party reaches it.

The GM should inform the party that the first two players (in the marching order) must make saving throws vs. Dragon's breath to avoid injury. If they fail, each victim must sustain 1-4 hit points of damage. The party will have to spend 1D12 rounds digging to clear away the rubble.

31 GODWIN'S BURIAL CHAMBER

In this small room you see a sarcophagus against the north wall. In front of the sarcophagus, is a large suit of armor standing upright on a pedestal. The room is very dusty and the air is stale.

» * *

As the party enters the room the suit of armor will quickly animate and attack the group. Within the armor is a Skeleton, the enchanted earthly remains of Godwin's original bodyguard who was killed and entombed with his master. The Skeleton is completely protected and disguised by the suit of armor and there is no chance a cleric will recognize the undead and try to turn it.

Once the Skeleton is disposed of, the party will discover the words, "Here lies the Traitor and Murderer, Godwin," scratched on top of the Sarcophagus.

Inside the coffin are the earthly remains of Godwin, but without his head. The body lies within a suit of +1 black plate mail armor. Any character who is at least 5' 8" and weighs around 160 lbs. can wear the armor. The suit cannot be altered without destroying its magical properties.

Under the Sarcophagus is a secret compartment containing a solid gold box studded with rubies. Within the gold box is a gold chain necklace with a gold medallion bearing the symbol of a falcon (Godwin's family crest). The total gold value of this treasure is 1,800 gold pieces.

Skeleton

AC: 3, HTK: 5 (1D8), M: 6"

Align: Chaotic Evil, Intelligence: Low

Att: 1, Dm: 1-6, Special: Immune to Sleep, Charm, and Hold spells, sharp-edged weapons do only half damage, armor class is increased due to armor.

LEVEL THREE

Ethelwaine's Spirit is breaking the bounds put on it by Wensan. The battle between the two forces of evil has reached a fever pitch when the characters enter the third level. Bands of Chaotic Evil undead are roaming the corridors, while the remaining servants of Wensan have been confined to their rooms, venturing out only for food. Wensan is in the temple, trying to summon aid from Arwan to clear out his temple. Once a turn, the characters will hear a dreadful wail coming from below.

WANDERING MONSTER TABLE: LEVEL III

01 - 50 (3) *Ghasts*

AC: 4, HTK: 12, 15, 11, 16 (4D8), M: 15"

Align: Chaotic Evil, Intelligence: High

Att: 3, Dm: 1-4, 1-4, 1-8, Special: Unaffected by Sleep and Charm spells, double damage from cold-iron weapons, these Ghasts will fight to the death. Ghasts give off a terrible stench of death up to 10 feet away. They paralyze if they hit.

51 - 75 (4) *Ogres*

AC: 5 (7), HTK: 17, 8, 16, 19 (4D8+1), M: 9"

Align: Chaotic Evil, Intelligence: Low

Att: 1, Dm: 1-10 (+2), Special: These Ogres have gone mad under the corrupting influence of Ethelwaine's mad spirit. They attack anything or anyone with a frenzied fury. Add +2 to hit and damage, but add two to their armor class as well. One Ogre (the one with 8 HTK) has a dagger jammed to the hilt sticking out of his shoulder. This is a +1 dagger.

76 - 00 (30) *Skeletons*

AC: 7, HTK: 1, 5, 3, 2, 5, 7 (1D8), M: 12"

Align: Chaotic Evil, Intelligence: Non-

Att: 1, Dm: 1-6, Unaffected by Charm,

Hold, or Cold-based magics. Skeletons suffer only half damage from sharp-edged weapons. These monsters are the main concentration of undead in the castle. They will try to sweep before them any resistance by sheer force of numbers. Note: Only three Skeletons can fight in the corridor in any one direction.

LEVEL THREE

32 CAPTAIN'S ROOM

This room is quite dusty. In the northwest corner of the room is a large clothes closet. In the southwest corner is an old bed. Beside it a table stands with two old benches on either side. In the northeast corner is a chest on top of a pedestal. Beside the chest, facedown, is the body of a dead Orc. The Orc has been horribly mutilated—there are deep gashes in its chest and limbs, his eyes have been torn out, and both hands are missing. There are still wet blood stains on the floor and in front of the chest.

* * *

This Orc has been killed by the Ghouls in room 33. The Ghouls are on the rampage. Motivated by the Chaotic Evil Spirit of Ethelwaine, they will tear off the hands and gouge out the eyes of any victim they kill (the same fate as Ethelwaine).

In the chest the party will find one of the Orc's hands and assorted rags, clothes, and useless items. However, the chest has a false bottom containing a stash of gold and silver bracelets taken from prisoners by the Captain of the Guard. This treasure's total worth is 650 gold pieces. The Orc has 30 silver pieces in a small pouch.

The clothes closet contains many old pieces of armor: helms with large horns, arm bracelets, old shields, etc. (This is a repository for prisoners' armor, mostly Viking's things.)

33 BARRACK'S ROOM

Half in the doorway to this room, you see a horribly disfigured humanoid creature with a spear through his skull. Inside, you see fifteen double bunk beds against the east and west walls. In the center of the room you see five terrible looking figures ripping at the body of a man lying face up on the floor.

* * *

These figures are Ghouls. The party will discover the bodies of 5 Humans in this room. They have all been mauled by the Ghouls; their eyes and hands are gone. Each of the humans wear a Gold Medallion of Arawn worth 10 gold pieces each.

(5) *Ghoul*s

AC: 6, HTK: 16, 8, 4, 13, 12 (2D8), M: 9"

Align: Chaotic Evil, Intelligence: Low

Att: 3, Dm: 1-3, 1-3, 1-6, Special: Paralyzation touch (except Elves), unaffected by Sleep or Charm spells, will fight to the death.

34 TORTURE CHAMBER

At a glance, this room looks like a monstrous chamber of horrors. The walls are lined by sets of arm and leg manacles. A long the south wall are two very large racks with wheels and pulleys. In the center of the room is a large fire pit with a big grid over it. Against the east wall is an upright coffin with nails projecting in. Against the west wall, is an iron chair with braces for arms and legs, next to it is a bench filled with various weapons of torture. Manacled to the south wall, behind the racks, are the skeletal remains of three victims.

* * *

If the party examines the skeletons, they will find one carries in a single gem worth 100 gold pieces in a small pouch around its neck. This poor creature has managed to scratch the words, "Beware Fire Demon," on the wall behind him. This is a red herring, there are no fire demons in this adventure.

35 EXECUTION CHAMBER

This macabre room contains a large wooden block in the center. The block is caked in reddish stains and beside it is a large axe. A gutter runs around the block to a small well in the floor. Against the north wall are eight sets of manacles. Each set has brackets for arms, legs, and neck. In the far northeast corner is a large lever attached to the wall.

* * *

If the lever is pulled down, eight large spears will shoot from the south wall, and fly across the room striking the spots where the manacles are attached. This is a mass execution device designed to kill eight people at a time. The non-magical spears can be reset in their spring operated throwing device.

36 BONES OF THE DEAD

The only thing in this room is a huge pile of human bones. As you glance about the dark chamber, 6 figures rise up from the pile. They seem to be warriors with full helms and armor, brandishing swords. But you notice the faces beneath the helms appear to be skulls.

* * *

These figures are warrior Skeletons. Like the others in this dungeon, these are enchanted beings motivated by Ethelwaine's Chaotic Evil Spirit. If the party runs from the Skeletons, they will become wandering monsters.

(6) Skeletons

AC: 7, HTK: 3, 2, 4, 6, 5, 7, (1D8), M: 12"

Align: Chaotic Evil, Intell: Non-

Att: 1, Dm: 1-6, Special: Immune to Sleep, Charm, and cold-based magics, sharp-edged weapons do only half damage

37 CELL BLOCK

On either side of this corridor you see many doors made of crossed iron bars, similar to a portcullis.

* * *

All the cells are empty except for small beds and rotting mattresses. However, in Cell E (see map) the party will see a large black star welded onto a solid door made of wood and iron. The door is locked. Once inside, the adventurers will see a figure, draped in a black robe, suspended to the north wall by manacles.

Beneath the robes the party will find a skeleton. It still wears an old skull cap. This poor creature was Tardelph, the magic user and friend of Ethelwaine. Originally, he was poisoned and his body was entombed in this sealed jail cell. If the party checks the earthen ground below his suspended body, they will find a Knock spell written on a magic scroll and placed within a small leather case. Before his death Tardelph carried the spell in case he was imprisoned. He didn't know he'd be murdered first and then jailed!

If a Speak With Dead spell is thrown on Tardelph's remains, the spirit of the magic user can tell the party where Ethelwaine's tomb is, but will be unable to direct the adventurers to the stairway leading down to the sea caves.

38 CAVE OF FIRE

You smell fumes in the passageway before you enter this room. Once inside, you see a large cave ablaze with fire. The fire issues from molten liquid rock bub-

TINTAGEL LEVEL III

Alarm: A

Secret Door: 

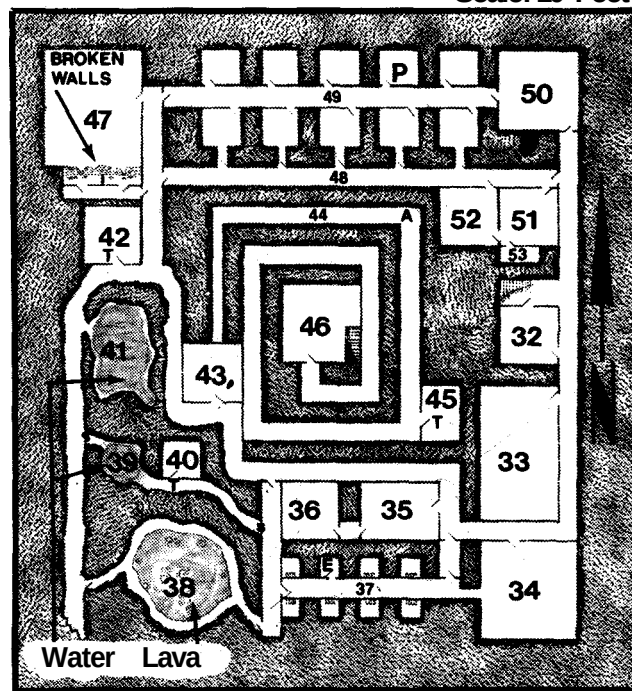
Trap: T

Door: 

Portcullis: 

Stairways: 

Scale: 10 Feet



bling up from the ground. The flames appear to engulf the whole cave. The air is thick and oppressive with sulphur gas.

* * *

Hidden and surrounded by flames (along the north wall of the cave) lies a treasure on a 3' wide rock ledge which extends around the cave. The only way the party can get to this treasure is to activate the Ice Crystals (from Level II). The gems will create an 30' Freedom From Flames area which will put them 10' away from the chest. For every round outside the protection of the Freedom of Flames, an adventurer will receive 1D4 HTK of heat damage. Ethelwaine's ring will cut the damage in half (round down). Even with the Ice Crystals, the party must walk along the ledge on the cave wall.

If the party does secure the treasure, as soon as they touch the locked chest (which is cool) they will see the apparition of a Blue Dragon. All those who see the apparition must save vs. magic or flee in fear (and out of the protection of the Ice Crystals).

The treasure contains 3,000 gold pieces, 2,500 silver pieces and many gems whose total worth is 1,000 gold pieces. But the greatest treasure is the chest, it acts as a Box of Holding and can hold 10,000 gp of weight. The chest is 2' x 2' x 2' and weighs 1,000 gp no matter what is placed inside it. This is Wensan's treasure trove.

39 POISON POOL

Before you is a pool covering the whole cave floor to a depth of 2 feet. The water is brown in color and steam rises from it at certain points. The atmosphere is oppressive and the steam burns the nostrils.

*

The pool is poisonous, acidic water. Contact with the liquid will burn clothing and do 1D4 HTK to unprotected skin if not washed off in 1 round by pure water. The air in the cave is toxic and anyone who remains more than three rounds must save versus poison or become unconscious and fall into the acid pool.

40 ETHELWAINE'S SECRET SHRINE

This room is filled with the dust of centuries. The air is stale and dry. On the east and west walls you see the tattered remains of tapestries. In the center of the north wall is a chest on a large stone block. Above the chest, hanging on the wall, is an elaborate short bow without a string.

* * *

Before the party even enters the room, whoever steps within 4 feet of the door must save vs. poison or sustain 2-7 HTK of damage from two slicing blades. This is spring-loaded blade trap that whips out from either side of the door in two sweeping movements (4' out on either side).

The trap is about 3 feet high and the blades will criss-cross like scissors. Specifically designed to work against thieves, the blades will release before anyone can get close enough to check for traps. The blades do 3-8 HTK of damage against halflings because the blades strike closer to their heads.

Once in the room, the player characters will be surprised by a Shadow. Inside the chest is an ivory chalice (9 inches high). Anyone in the party of Good alignment who touches the Chalice will have a *private vision*. They alone will see the ghostly image of a magic user who looks like the man in the painting in room 23 (Level II). The ghostly figure will tell the character the following:

*"Deep within the Castle Keep,
Lies a King in restless Sleep.
Whomsoever holds the Key
Will know the secrets of the Sea."*

This is Tardelph's spirit telling the party that Ethelwaine is buried in a Sea Cave on Level IV. Anyone of Neutral or Evil alignment touching the chalice will produce no effect. The bow on the wall is Ethelwaine's +1 magic bow (+1 to hit and damage). *Only the player character who is wearing Ethelwaine's ring will be able to string the bow.* Once strung, however, anyone can use the bow with full magical effect.

Shadow

AC: 7, HTK: 14 (3D8+3), M: 12"

Align: Chaotic Evil, Intelligence: Low

Att: 1, Dm: 2-5, Special: Strength Drain, unaffected by Sleep, Charm, Hold, or Cold-based attacks, +1 or better weapons to hit.

41 CAVERN POOL

You see a large cavern filled with water. The walls of the cavern are luminous due to a slimy moss that covers the rock sides.

* * »

In the center, covered by 10' of water, is a locked chest with 1,000 silver pieces and 400 gold pieces. The treasure was dumped there 500 years before by Godwin who took it from the Vikings.

In the far southeast corner of the cave there is a giant water snake.

Water Snake

AC: 5, HTK: 8 (2D8), M: 12"

Align: Neutral, Intelligence: Animal

Att: 1, Dm: 1-6, Special: The snake is not poisonous.

While fighting the snake, the party has a -6 to hit due to the depth of the pool.

42 CHAMBER OF STATUES

In this room you see 9 statues on pedestals; 5 against the west wall and 4 against the east wall. In the northeast corner of the room is a tenth pedestal with nothing on it. The statues are made of stone and all resemble clerics.

The first statue in the southwest corner wears a small crown on its head. The west, north, and east walls all have tapestries. The west tapestry shows a coffin bearing a Black Star and a Gold Crown. The coffin is carried by four creatures who are part man, part goat.

The north wall shows a terrible Demon sitting on a throne. The Demon has the same visage as the Demon on the medallions of Arwan. Before the Demon a green-clad figure is paying homage. All other figures in this picture are corpses or skeletons. The east wall tapestry shows another green-clad figure holding a skull in one hand and a bloody club in the other. Strewn about the feet of this man are numerous severed hands.

* * *

Once the party is inside, the door will pop any spikes and slam shut, trapping them in. At the same time, a green vapor will rise through a grate in the floor. Within 2 rounds the vapor will fill the room and each character must save versus poison or become lightheaded (-1 to hit). If an adventurer fails to make his first save and he is still breathing the vapors, he must save again or become woozy and dizzy (-3 to hit and damage, -5 to Intellect). On the third round if the character fails to make his second throw and he is still within the room, he must save a third time or become unconscious. The effects of the gas last 1D12 turns.

The party can open the locked door by:

1. Breaking it down using all their combined Strength (bashing). Use normal bash rules, but subtract one from the roll due to the reinforced nature of the door. The noise of the splintering door has a 70% chance of attracting a wandering monster in the next 1D4 rounds.
2. Pushing over each statue on either side of the door (east and west). This action will trigger the door lock release.
3. A magic user can use a Knock spell to open the door.

GM NOTES: If the entire party is put to sleep by the gas, roll once for wandering monsters (chance is 1 on a D6). Each member of the party has a 50% chance of being awakened by the appearance of the wandering monsters. However, the adventurers will be automatically surprised.

43 ORC BODYGUARDS

In this room are two upright sarcophagi against the north wall. Each of them bears the emblem of the Black Star. Between them is a stone altar with a blue flame burning above it. Etched on the east and west walls are strange runic symbols. In the two far corners of the room is a hooded figure standing with head bowed. Each of the

figures holds a longsword, blade down. The figures are draped in black robes and they stand about 7 feet tall. As soon as the party enters, they will begin to move.

* * *

The hooded figures are part of Wensan's personal Half-Orc bodyguard. These fellows are tough and they will put up a good fight against the party. Each of them wears a gold medallion of Arawn and an 20 gp emerald bracelet.

Any Good Alignment party member who comes within 5 feet of the Blue Flame, will suffer 1-4 hit points of damage (save versus death magic and take half damage). The flame drains the life force of any normal creature except for Elves who are totally immune. Any normal weapon that passes through the flame will melt (no save). Magical weapons are not affected by the flame.

The secret door leading to the maze lies behind the sarcophagus on the right (east side of the altar). The sarcophagus is empty, but the back of the coffin is, in fact, a door leading to the maze.

(4) *Half Orcs*

AC: 4, HTK: 8, 19, 12, 10 (3D8), M: 9"

Align: Lawful Evil, Intelligence: Average

Att: 1, Dm: 1-8,

Weapons & Armor: Chain and shield, longsword.

44 THE MAZE

You travel down a twisting path, the hall is filled with a horrible stench, like a combination of rotting fish and putrifying flesh. As you approach the second turn you see a small chest inside a nook in the wall.

* * *

This is an alarm. If the characters leave the chest alone, they will be able to pass undetected. If they touch the chest, it will begin to warm slightly. Inside is an egg, the warmth is needed to hatch it. After one round, the egg will hatch and the characters will hear a pecking sound inside the chest. If the characters open the chest (it is not locked), a small fast *whistlebird* will escape down the hallway singing its piercing melody. The noise will alert a Harpy to intruders so that a confrontation will occur just outside the Harpy's room (45). If the Harpy takes more than half damage, she will flee back into her room, flying over the trap just inside the door.

Harpy

AC: 7, HTK: 10 (3D8), M: 6"/15"

Align: Chaotic Evil, Intelligence: Low

Att: 3, Dm: 1-3, 1-3, 1-6, Special: Singing and Charm.

The Harpy will attempt to charm its victim by singing. Its touch will also charm persons. Charmed creatures stand around and stare at the walls.



45 HARPY'S ROOM

Inside this room you see a large bed of straw on the floor. Scattered here and there are pieces of fish and fish-bones. A barrel in the corner is filled to the brim with fresh fish. Against the south wall is a very large mirror.

* * *

If the characters have not set off the alarm, the Harpy will be in here admiring herself in the mirror. Just inside the door is a pit trap. At this point (10' long x 8' wide) the floor collapses into a pit 10 feet deep. Iron spikes are sticking up at the bottom causing a victim to sustain 2-5 hit points of damage. The first two in the marching order must save vs. their dexterity or fall in. The pit will remain open after the victim has climbed out.

46 WENSAN'S SHRINE

The door to this room has a large Black Star on the outside. Inside, the room is bathed in a blue light. In the center of the north wall is a large altar. Above the altar and against the wall is the statue of a terrible-looking Demon sitting on a throne.

In front of the altar, with its back to you, a figure stands draped in green robes. A large wooden club hangs from its waist. On either side of the figure you see two large fighters in plate mail armor with large helms. They carry long-swords.

* > *

These fighters are two more of Wensan's Half Orc Bodyguard. The figure in green is Wensan himself. Wensan and his Half Orcs will fight to the death. Wensan may even try trickery if he is losing the battle. Remember, Wensan probably knows at least one of the party members through seeing him in "The Eyes of Ice." Wensan will attempt to stall the party promising to lead them to his treasure. He will, instead, try to trap them in room 42. If hard pressed, Wensan will flee down the trap door into the lower caverns and meet up with the rest of his men (Level IV: 9).

If the party examines the stone altar, below the statue of Arawn, they will see the Black Star emblem engraved in the surface of the stone. In the center of the star there is a huge diamond (1,200 gold pieces in value). If the player characters try to remove the diamond, two Fire Bolts will fly out from the eyes of the statue of Arawn. The two party members closest to the altar must save vs. magic or receive 2-9 HTK from the bolts of flame (save versus magic and take half damage). As the party recovers from this attack, they will hear the ghostly voice of Wensan saying, "The Curse of Arawn is Upon You!"

The wearer of Ethelwaine's ring is immune from the Fire Bolts. The party will also find a trap door to Level IV here.

(2) Half Orcs

AC: 3, HTK: 16, 12 (2D8), M: 6"

Align: Lawful Evil, Intelligence: High

Att: 1, Dm: 1-8 +2 (due to increased strength),

Armor & Weapons: plate and shield, longswords

Wensan

Human, Skill 4 Cleric

AC: 4, HTK: 18 (4D8), Align: Lawful Evil

Stats: ST: 15, IT: 12 IN: 16, SM: 12, D: 09, A: 07

Weapons & Armor: +1 Chain, Club

Spells: 3/2

Preferred Spells: Hold Person (full spread), Cause Light Wounds, Spiritual Hammer.

47 LARGE PRISON CELL

From the roughly hewn walls and floor, this large room looks like the typical large dungeon cell. About the floor are many bones and rotting sacks. The south wall has two small alcoves that were once separate, but the walls between the rooms have collapsed.

As you search through the nearer sacks, you notice a stirring in the northwest corner.

* * *

The movement is a Black Bear. This Bear is the Captain of the Guard's Familiar and he's not pleased by the player character's intrusion. This black bear is very intelligent although it is not able to talk. If the bear is losing the battle, it will attempt to flee and warn the Captain of the party's presence.

Black Bear

AC: 1, HTK: 11 (3D8+3), M: 12"

Align: Lawful Evil, Intelligence: High

Att: 3, Dm: 1-3, 1-3, 1-6, Special: Hugs for 2-8

48 SPY CORRIDOR

Every 30 feet or so along this corridor you notice tiny doors in the north wall of the passage.

* * #

This was once a corridor used to spy on prisoners.

49 SMALL PRISON CELLS

On either side of this passageway are heavy oak doors, bolstered by iron grids. In each door at about eye level are small sliding plates that look into the room.

* # *

In the cell marked "P" on the map, the party will see an old man lying on a small bed. The figure is quite dead but the body appears to be perfectly preserved. This was Danswaine, the castle's cleric. He was imprisoned by Cedrick for his reluctance to pay homage to the evil King.

Through special powers, Danswaine kept himself alive for years in this cell. Eventually, he died but his body retained its form.

If the party should enter the cell and touch the body, it will crumble to dust before their eyes. At the same time, the player characters will see an apparition of the cleric's astral body floating up from the dust and through the ceiling. Each character will then receive one Cure Light Wounds.

50 TORTURE CHAMBER

This room is lined with various manacles, braces, and restraint devices. Against the north wall are two wooden stockades that are occupied by two pathetic looking figures with their heads hanging down. In the center of the room is a large torture rack with a semi-nude human lying on his back, his limbs restrained by rope. Turning the rack at one end you see a very large Orc-like creature. On the other end you see another of these beings. In the middle of the rack, leaning over it, you see a third Orc-type dressed in plate armor and carrying a large sword.

* * *

The large Orc-like creatures are Ologs. These creatures are giant Orcs bred by Wensan. The other creature is the Half Orc Captain of the Guard, Drakus. These three are torturing a band of thieves they believe are the adventurers who penetrated into the castle. The two male thieves are dead, the female thief (in one of the stockades is still alive. Her name is Glynnis. If the party binds her wounds and gives her food and drink she will recover to her normal status.

On a roll of 2-6 on a 2D6, Glynnis will join the party only to rob the adventurers the first chance she gets. On a roll of 7-12, she will join the party and serve faithfully. In either case, she knows practically nothing about the castle or the plot.

(2) Ologs

AC: 5, HTK: 21, 20 (4D8), M: 12"

Align: Lawful Evil, Intelligence: Low

Att: 1, Dm: 1-10, Special: Wensan bred these Orcs for their incredible strength, unfortunately he had to sacrifice their intelligence to do so. These creatures are loyal, but *dumb*.

Drakus

Half Orc, Skill 4 Fighter

AC: 2, HTK: 18 (4D8), Align: Lawful Evil

Stats: ST: 16, IT: 12, IN: 14, SM: 12, D: 13, A: 15

Weapons & Armor: plate mail, longsword

Glynnis

Human, Skill 2 Thief

AC: 9, HTK: 9 (2D4), Align: Neutral Evil

Stats: ST: 07, IT: 15, IN: 11, SM: 17, D: 17, A: 16

Weapons & Armor: None

51 KITCHEN

This room is a kitchen. Along the walls there are many pots hanging over lit and unlit fire pits. Benches line parts of the walls with various cooking utensils lying on them. In the room you also can see two humans wearing large aprons preparing food.

* * *

When the party enters the room, these slaves will flee or cower in fear. If the player characters try to question them, they will discover that these poor fellows have no tongues.

52 GUARD'S MESS

The door to this room has a rune symbol on it. Your magic user or cleric will recognize it as a magical defense against undead.

Inside, this room is dominated by a long table. Seated at the table are 6 Humans in animated conversation. In the north portion of the room you see quite a bit of armor and many weapons hanging from the wall.

* * #

These fellows are fighters for Wensan. They are just sitting down to a meal when the party breaks in. They feel secure because of the rune on their door which keeps away the undead. They will not be expecting *living* opponents. The fighters will try to get to their weapons, but the party will have complete surprise and initiative over them. It will take one melee round for the fighters to get to their weapons. They have a total group treasure of 100 silver pieces.

(4) Fighters

AC: 9, HTK: 10, 11, 12, 18, 08, 13 (2D10), Align: Lawful Evil

Stats: Average except: ST: 14+, IT: 12+

Weapons if Armor: Longswords and daggers. One has a spear. None have armor.

53 STORAGE ROOM

This room contains a dozen casks and at least 2 dozen sacks on shelves above the casks.

* * *

The casks contain poor quality wine and the sacks hold poor quality grain or hardly edible dried meat.



LEVEL FOUR

The sea caves extend further north (towards the sea) than the northern most reaches of the Dungeon Level III. Those caves to the north of Level IV are below the High Tide Water Mark (see map) and are flooded with water during the late afternoon (3-6 PM).

From Room 45 on Level III a trap door in the floor leads to a steep stairway, rough hewn from the rock (like a tunnel downwards). The stairway tunnel opens to give access to southern portion of Cave 1.

WANDERING MONSTER TABLE LEVEL IV

01-50 (5) Giant Beetles

AC: 4, HTK: 10, 12, 8, 11 (2D8), M: 9"

Align: Neutral, Intelligence: Non-

Att: 1, Dm: 2-8.

Description: These nasty things attack with their pincer-like jaws.

51-75 (3) Lacedons

AC: 4, HTK: 8, 9, 12 (2D8), M: 12"

Align: Chaotic Evil, Intelligence: Low

Att: 3, Dm: 1-4, 1-4, 1-8, Special: Unaffected by Sleep and Charm, paralyzation touch,

Descriptions: These undead creatures are a Marine form of Ghouls with similar properties. These fellows are the unholy remnants of Vikings warriors who were either murdered or drowned in the sea caverns through Cedrick's ongoing treachery. Currently, they are motivated by the power of Ethelwaine's Mad Spirit.

76-00 (4) Troglodytes

AC: 5, HTK: 8, 9, 12, 4 (2D8), M: 12"

Align: Chaotic Evil, Intelligence: Low

Att: 1/3, Dm: 1-3, 1-3, 2-5 or 1-8,

Weapons & Armor: Two of the Troglodytes are carrying short swords. Special: Infravision, Chameleon power—surprise on 1-4 or revulsion odor: save vs poison or lose 1 point of strength per melee round.

LEVEL FOUR

1 ENTRANCE CAVE

You can smell the distinct quality of sea air and hear running water as you descend. The cave itself has rough walls made of coarse, porous rock. It leads off to tunnels in the east and west. To the left of the stairway you can make out a rapidly running stream leading off to the west.

* * *

The running water is coming from an underground fresh water spring that issues from the south wall of the cave and veers off to the west passageway on its way to the sea. At its deepest point, the stream is only a foot deep.

2 VIKING CAVE

This triangular-shaped cave is littered with rusting weapons, old pieces of armor, and helms with horns. In the north portion of the cave is a large pile of bones.

* * *

Clinging to the ceiling of this cave, just inside the entrance, is a Giant Crab Spider. Crab Spiders can change colors like chameleons, to blend-in with their surroundings. This spider will surprise the party on a roll of 1-4 on D6. It will drop on its victim from above.

This Spider is poisonous and its bite will cause to save versus poison (+2) or will become extremely sick within 1D6 rounds. If save fails, victim will become debilitated with sickness and fever for 2D12 turns (-4 to hit and damage, -2 to Intellect, -2 to subsequent saves).

GM NOTE: This Spider is not intelligent and will not obey the Spider Web sign on the adventurer's shoulders.

Among the pile of bones are two gold bracelets and a necklace (total: 150 gp). They will also find an old scroll written in the ancient common tongue. Most of the script is fading but they will be able to make out the following: "And may the world remember Ethelwaine to be as great a king as his liege, the dead king Leefrick. Let the record show ... and may Ethelwaine have a safe journey home to send greetings to all his realm from his Danish Cousin."

Just beyond the main cave to the south is a small alcove blocked by a huge spider's web. Within the cave the party will discover a chest containing 500 silver pieces.

Giant Crab Spider

AC: 6, HTK: 10 (2D8+2), M: 18"

Align: Neutral, Intelligence: Animal

Att: 1, Dm: 1-6, Special: Poison bite, Surprise on 1-4, can leap 6" in any direction.

3 HELLHOUND CAVE

You come to a break in the passageway that forms a small cave. In the center of this opening you see the statue of a large dog. The statue is about 4 feet high and is made of an unusual crystalline substance.

* * *

This statue is, in fact, an enchanted Hellhound that was turned to crystal by Tardelph many hundreds of years before. By now, Tardelph's magic is wearing off and the statue is just about ready to animate. If the Hound is touched by a magical weapon or by a magic user or cleric (by hand or with implements), it will come to life.

However, if the party should choose to behead the thing (with magic weaponry) before its animation, it will die before transforming.

Hellhound

AC: 4, HTK: 17 (4D8), M: 12"

Align: Lawful Evil, Intelligence: Low

Att: 1, Dm: 1-10, Special: Breathes Fire, can see hidden or invisible creatures, keen hearing.

4 LAVA CAVE

Before you is a large Cave filled with molten liquid and flames rising. The air is hot and thick with fumes. You see that the wall of this cave are flecked with sparkling metal.

* * *

The metal is gold embedded in the walls. This cave was formally the main location of gold mining in these caverns. If the party still has an Ice Crystal, they can create a Freedom From Fire area long enough and large enough to dig out about 100 to 600 gold pieces worth of dust from the cave. If a dwarf is in the group, double the amount. Since the mining will take the entire group, the one character with Ethelwaine's Ring will not be able to dig out much by himself.

GM NOTES: A lava flow beneath this cave has fed this area with molten discharge.

5 GREEN SLIME CAVE

This cave is full of an oozing mass of green muck.

* * *

This green muck is Green Slime.

(10) Green Slimes

AC: 9, HTK: 8 average (2D8), M: 0"

Align: Neutral, Intelligence: Non-

Att: 0, Dm: 0, Special: Anything touching Green Slime turns to Green Slime in 1D4 rounds

6 BAT CAVE

This large cave is divided into two parts, the portion further west is much wider. The cave is covered in stalagmites and stalactites. Scattered about the floor you see the remains of many broken casks and wooden crates. In the far west of the cave you see many bright stones embedded in the walls. The stones give off a rich green light. As you move further into the cave you begin to make out faint chirping sounds.

* * *

If the party actively searches the first part of the cave, they will find an old rotting leather sack beside the decomposing body of a man. The leather sack contains an Airy Water potion. The liquid is blue in color and it will allow two people to breathe underwater for 10 minutes (2 doses).

The west portion of the cave is home to 4 Giant Bats who will attack if the player characters come within 120'.

There are also emeralds embedded in the wall of the cave: 9 in total, worth 100 gold pieces each. The party can dig them out in 12 rounds. Besides the Bats, check once against the Wandering Monster Table if the party elects to go for all the stones.

(4) Giant Bats

AC: 7, HTK: 4, 5, 6, 2 (1D8), M: 3"/18"

Align: Neutral, Intelligence: Animal

Att: 1, Dm: 1-4, Special: Poison, save versus poison or victim affected by mild paralysis for 1D12 turns (-5 to hit and damage).

7 VIKING BOAT CAVE

This large cave slopes sharply downwards. To the east, north, and northwest are more passageways. Just to the east of your entry point you see the rotting hull of a boat covered in seaweed and brine.

* * *

This is the wreck of a viking boat. Within, the party will find a number of trapped sea creatures (lobsters, crabs, etc.)

If the party thoroughly examines the inside of the hull, they will find a chest containing nails, bars, spikes, and a viking hammer. This weapon is a +1 magic hammer. If used by a cleric casting a Spiritual Hammer spell, the hammer will automatically hit and cause five times normal damage. The hammer can be used 5 times like that and then will disappear. If used as a normal bashing weapon, the hammer will be +1 to hit and to damage. Any cleric will know automatically the power of the weapon, however, other classes will have no idea of its great power.

GM NOTES: At this point in the dungeon is the high tide water mark (see map). If the time of day is after 3 p.m. and before 6 p.m., this cave and all caves to the north will fill with water. The GM will advise the party accordingly,

8 SILVER CAVE

The entrance to this cave is damp, clammy, and littered with dead fish. The circular cave is covered in a foot of water. The walls are covered in a yellow fungus. Directly ahead, on the west wall, you see a streak of bright metal running diagonally through the rock.

* * *

The yellow fungus is Yellow Mold. It can only be destroyed by fire. It will eat through wood or leather but it does not harm steel or stone. If it is touched, there is a 50%

TINTAGEL LEVEL IV

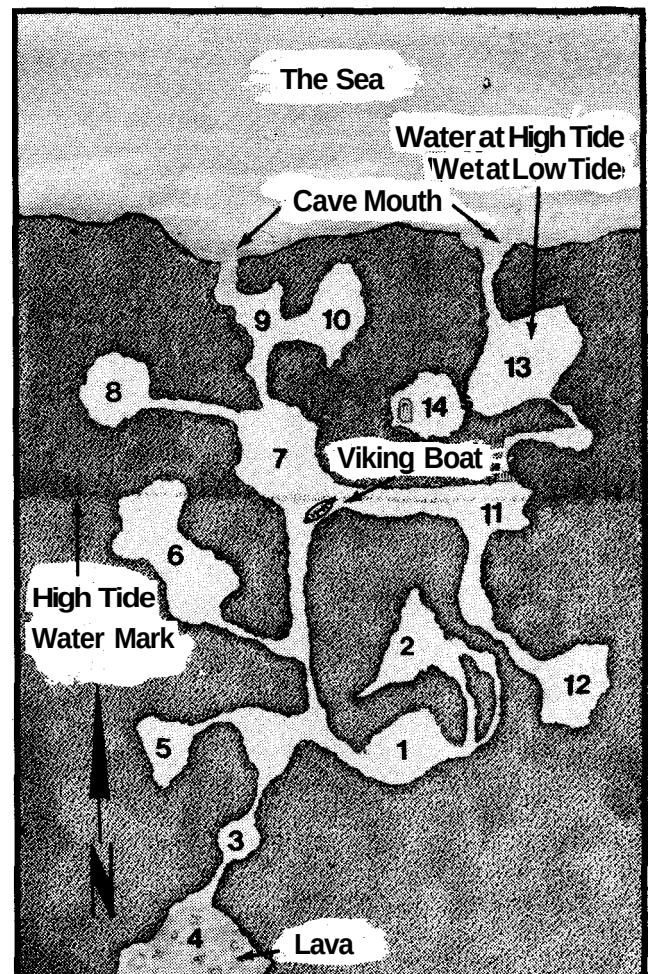
Portcullis:



Sarcophagus:



Scale: 10 Feet



chance it will squirt out a deadly cloud of spores. Anyone caught within the Cloud must save versus death magic or die in 1D4 rounds.

The streak of metal is a silver vein running through the rock. A dwarf can chip away about 2,000 silver pieces worth of the metal in 10 rounds. However in doing so, the party will touch the Yellow Mold 3 times. The GM will have to roll for Spore Cloud 3 times.

The Party can safely remove the silver by first burning off all the Yellow Mold within 3 feet of the vein.

9 SMUGGLERS

As the party moves north from cave 7, they will come face to face with a band of 7 Human fighters at the entrance to cave 9. These scruffy men carry short swords, knives, and they wear old-style sailor's gear. Most of them have thick, dirty beards, and longish hair.

* * *

These fellows are remnants of Wensan's fighters. They are engaged in a smuggling operation. If Wensan escaped, he will be with these men. Otherwise, they don't know about Wensan's (hopeful) demise. They will not talk to the party, but attack immediately. If 5 of their number are killed, the other two will attempt to escape back to the north. Each fighter carries 10 gold pieces.

(7) Skill 1 Fighters

AC: 7, HTK: (1D8) M: 12"

Align: Lawful Evil, Intelligence: High

Att: 1, Dm: 1-8,

Weapons if Armor: Leather armor, short swords and maces.

10 GIANT CLAM CAVE

This cave is dominated by a huge gray shell resting on the ground in the center of the cave. The shell is about 15 feet in diameter and it sits about 4 feet out of the water.

* * *

This huge shell is a Giant Clam. Inside the Giant Clam is a huge pearl worth 1,000 gold pieces. The pearl can only be secured if the party kills the Clam.

Giant Clam:

AC: 0/9, HTK: 50 HTK (45 - shell. 5 - body), M: 0"

Att: 1, Dm: 1-6, Special: Must save if struck by clam or swallowed whole.

Alignment: Neutral, Intelligence: Animal.

Description: This large sea monster lives in a cave on Level IV. Its shell is extremely hard. At least 45 HTK of damage must be inflicted on the Clam's shell in order for it to crack and a hole made to attack its soft body. The soft interior has armor class 9 and only 5 HTK. It can attack anyone with 2 feet by gripping its victim with its powerful shell muscles. Anyone struck by the clam must save versus his dexterity or be swallowed whole. A person so engulfed cannot move or fight back and will die of suffocation in 2D12 rounds.

The Clam will continue to strike until it has swallowed a person, then stop to digest him.



11 PORTCULLIS CAVE

In this oblong cave you see a passageway leading to the south and another leading north. The north passageway is blocked by a portcullis.

* * *

To break the portcullis, the party can either bend the bars or smash it. Actually, quite fragile after years of rusting in sea water, the portcullis will only take 20 HTK of damage before cracking.

12 MANTICORE CAVE

As you proceed south along this rough passageway, the tunnel widens into a cave. Standing at the entrance to a cave you see a very bizarre looking creature. It has the body of a lion, the wings of a bat, and the head of a human male. On its tail are a number of sharp looking spikes.

* * *

This is a Manticore.

Manticore

AC: 4, HTK: 38 (6D8+3), M: 12"/18"

Align: Lawful Evil, Intelligence: Low

Att: 3, Dm: 1-3, 1-3, 1-8, Special: Iron spike attack (6 spikes each cause 1-6 HTK—Manticore has 4 attacks).

13 GIANT CRAB CAVE

During high tide this cave is filled with water. In the northeast portion of the cave you see a rather large dark object moving around. To the north you see another passageway.

* > *

This creature is a Giant Crab. The Crab is very agile, especially in the shallow water. If the party decides to retreat, they may do so on normal initiative and the Crab will not be able to follow them (the passage is too small for the Crab).

In the west part of this cave, there is the bricked-up secret entrance to cave 13 (Ethelwaine's tomb). The party will find the bricked-up wall by doing one or more of the following:

1. If someone holds the Ivory Chalice aloft, its likeness will appear on the west wall (as if projected by a light).
2. If someone should shoot a magic arrow from Ethelwaine's bow, the arrow will fly directly at the secret entrance and stick into the wall.
3. If the party inspects the west wall of cave 12, a smart Elf or Dwarf will notice that a 8' by 6' portion looks manufactured or false. Tapping the wall will suggest a space beyond. Having discovered the false wall entrance, the party will have little trouble smashing a hole large enough to secure entrance to cave 13.
4. Playing the flute will make the bricks of the wall crumble into dust.

Giant Crab

AC: 3, HTK: 25 (5D8), M: 15"

Align: Neutral, Intelligence: Animal

Att: 2, Dm: 2-8, 2-8

14 ETHELWAINE'S BURIAL CHAMBER

The air is stale and very dry in this cave. Against the west wall you see a large sarcophagus lying against the rock. The sarcophagus seems to be made of heavy iron.

At the base of the sarcophagus is an inscription which reads in very old common tongue:

"Here lies Ethelwaine the Cursed."

* # *

As the party steps into the cave they will see a terrible apparition rise up from the sarcophagus. This figure is draped in red robes and resembles a horribly mutilated man with terrible wounds about the eyes. With the appearance of the figure, everything in the cave becomes bathed in a blood red light.

This undead is a Groaning Spirit or Banshee. It is also the Spirit of Ethelwaine making a last twisted stand in its Chaotic Evil madness. As soon as it is sighted, the Banshee will begin to wail causing everyone in the tomb to sustain 3 hit points of damage. However, if the flute is played while the Banshee wails, the effects of the wail are negated.

If the party kills the Spirit, they will hear a blood-curdling scream as the Spirit of Ethelwaine is finally released. The Banshee will disappear in a blinding flash of red flame. As the party opens the sarcophagus they will see the remarkably preserved corpse of a man in plate mail armor. The eyes of this body have been gorged out and the hands are missing. (The iron coffin has preserved the body of Ethelwaine.)

Also in the sarcophagus the party will discover a gold crown with four rubies worth a total of 5,000 gold pieces and a white shield bearing the symbol of a gold chalice over two crossed gold swords. The shield is +1 and the plate mail armor +2. The armor will fit a man 6 feet tall and no lighter than 170 pounds.

Under the coffin, in a secret compartment, is a scroll. It is in old common and reads:

"This is the dark resting place of Ethelwaine the Good, who fell victim to his treacherous and usurping brother, Cedrick, bastard son of the King's cuckold, Godwin. Never was there so much wickedness unleashed upon a realm. May the Gods guide us all to the light of Truth and Redemption.

Tardelph, Wizard of the Gold Swords"

Tardelph knew of Ethelwaine's fate and used his magic to project this scroll into the secret Burial Chamber before Cedrick killed the magic user.

Now that the mystery has been solved and Ethelwaine's spirit put to rest, the Chaotic Evil influences of the castle will quickly disappear. The Lawful Evil Forces are more tenacious and will require some effort by the party to clean them out of Levels I through III.

Groaning Spirit

AC: 0, HTK: 22 (7D8), M: 15"

Align: Chaotic Evil, Intell: Low

Att: 1, Dm: 1-8, Special: Not affected by Sleep, Hold, or Charm spells, Impervious to cold and electricity. Exorcism automatically kills this undead. Wail: this Groaning Spirit does not kill with its Wail—it automatically causes 3 hit points of damage (to a listening victim within 120'). The Spirit wails once every melee round and player characters who save versus death magic take no damage.

Description: This spirit is different than the normal Groaning Spirit (or Banshee) that is usually encountered. This Groaning Spirit is an emanation of Ethelwaine's Chaotic Evil Spirit.

LEAVING THE CASTLE

When the party finally leaves Tintagel, they will find that Daleson has abandoned them unless they do something to insure his loyalty. The Spiders cannot be used to "guard" Daleson.

When the characters leave Tintagel, or if they need to rest unmolested for a night, the party can ask to stay for one night at any of the spider encampments. Also, all Spiders they encounter will be friendly to them (including those on the wandering monster chart. Finally, the party will be told the secret sign used by the spiders to identify all trapped areas. On the Wandering monster table, the characters have a 75% chance of spotting and avoiding all Spider traps.

Abbreviations:

ST - Strength

IT - Intellect

IN - Insight

SM - Stamina

D - Dexterity

A - Appeal

AC - Armor Glass

HTK - Hits to Kill



THE CASTLE
was old when it harbored Celtish Kings.
To the Saxons it is only a few walls in the forest.
But both knew terror stalked among its . . .

EVIL RUINS

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