

Tainted Lands

The Keeper's Tome



TAINTED LANDS: KEEPERS TOME

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TAINTED LANDS: KEEPERS TOME

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Horror changes things (the idea here is that items change as the characters go up in levels, as do certain spells.)

HORROR IN A ROLE-PLAYING GAME

When the Castle Keeper presents the Tainted Lands to their players, he must try very hard not to kill off the characters. The objective of a horror campaign is not to kill the characters, but to succeed in scaring the players as their characters face horror in the adventure. As the designer of this game, I promise each and every Castle Keeper that if they work on their story and take the effort to create a campaign of horror, they will discover a great deal of satisfaction and fun in running the Tainted Lands game.

HELPLESSNESS, THE UNKNOWN, INCREASING PRESSURE, VILLAINS

There are four basic elements of horror, which are strange to the general style of role-playing game. Each has an equal power in creating a sense of fright and all have their own merits and equal weight in creating a mood that scares a player. A sense of *being helpless* is not a usual thing in a role-playing game. A character is usually in control of their surroundings, but in the Tainted Lands being helpless doesn't mean dead. A sense of the *unknown and unexplained*—things happening all around the characters is not usual for a role-playing game. Characters soon get very used to finding the monster; noting it's a vampire; and getting out their crosses, holy water, and mirrors. In the Tainted Lands, many things happen that cannot be explained. Lots of the monsters and especially the undead are not what the characters have seen before. A sense of *ever-increasing pressure* on the lives and actions of the characters is not usual for a role-playing game. In the more normal role-playing, worlds the characters kill the big monster, take the big treasure, go home, and take it easy. In the Tainted Lands, things come in waves and continue coming even if the characters are behind castle walls and think themselves finally safe. Finally, *a powerful villain* is usual in a game, but ever-escalating monsters with more and more power appearing is quite unusual in encountering creatures. In the Tainted Lands, there are creatures that will almost always be too powerful for the player characters to defeat.

With all of this happening to the characters, your players can get a feeling of frustration and want to just give up. To stem this tide of nerves and frustration you must give your players some successes along the way. They should pick up highly-useful magic items. They should meet other NPCs who have done well in the Tainted Lands. They should see powerful deadly creatures run away from them for some unexplained reason. Many of the powerful monsters should defeat the players but not kill them, wanting to taunt and challenge them instead.

HELPLESSNESS

Your players are going to whine about the unfairness of your Tainted Lands game as they constantly come in contact with experiences that make them helpless. Be strong in your actions and seriously consider taunting and challenging them to succeed when the rest of the world around them has given up. For instance, everyone knows there is no way out of the Tainted Lands. Your player characters will hear that time and time again.

TAINTED LANDS INTRODUCTION

No one knows where the Tainted Lands came from. Suddenly, on the borders of the known world a huge mass of foggy mist rose up. Those that walked in the mists all vanished without a trace. Within fifty years, magical portals started appearing in the civilized lands. Those portals came covered in riches, but quickly, it was noticed that they brought danger as well. While no one from the outside came back from the fog, a few new beings walked out of the fog. Some of them could use magic to destroy the portals. These new people told fantastic stories about the treasures and horrible undead walking in the lands beyond the mists. These tales were hard to believe, and everyone noticed while the strangers spoke of grand treasures, none of them walked back into the mists. It was the clerics who discovered the portals were spewing out powerful undead creatures. Suddenly the gods were ordering their holy men to take pilgrimages into the mists of the Tainted Lands. Eventually, people did start returning from the mists, but they were much changed; with most of them having no idea how they escaped. Those few who did return from the mists also spoke of vast riches. Enough of that talk could make anyone think about a quest into the mists. Surely, intelligent adventurers would be able to find their way back. After all, there were dozens of ways of marking a trail, even in heavy fog. A little mist wasn't going to stop powerful characters from becoming rich.

2 CASTLES & CRUSADES: TAINTED LANDS

“No, there is no way through the mists. No, there is no way to magically teleport out of the Tainted Lands. No, no, no, no.”

No way to get out is just one of as many aspects of helplessness as you present the Tainted Lands to your players. With a little research they will discover a way to get out of the lands; it's almost impossible to accomplish, but there is a way. Things will never be what they seem in the Tainted Lands. If characters are behind silver walls and think they can't be attacked by undead, that's just when attacks happen for other reasons. When they walk with the Ruse and think they are among friends, they suddenly make an enemy of a Ruse character and are kicked out of that protective clan.

Tainted Lands Goal: One of the many goals the player characters should make is the goal to leave the Tainted Lands. As the castle keeper, you can design your own way out. The liches could have a permanent portal in their lairs. A powerful wizard in his tower could have a way out, but he wants three artifacts before he will let characters walk through to safety. They can learn there is a dungeon with gates to other realms, all they have to do is find the right dungeon, and they can go home.

THINGS UNKNOWN

A sense of the unknown and creating highly unusual situations is all part of the mood the castle keeper is trying to create. In the adventure in this box set, there is a chamber where hundreds of rats are suspended by their tails and floating in the air, four feet off the floor. The player characters will never discover what causes this situation. Fill your adventures with the grotesque and strange images and experiences. If you are not making your players grimace in disgust and fear for their characters during an adventure, then you are not doing your job. Think of the unusual as you make your own encounters in the Tainted Lands. Your players know about castles, but do they know about ghostly castles that only appear when certain magic items are brought together. Your players know about vampires, but they have never encountered vampires as the good guys keeping worse monsters from terrorizing the region. The map for the Tainted Lands is an image of a skull. With a little mapping effort on the part of your players, they will be shocked to discover they are traveling on a skull continent. Feed off the fears and possible fears of your characters. If your fighters and knights feel safe in their plate mail, create water traps where that armor's weight causes them problems. Feel free to have ethereal creatures pass through the armor to still claw at the fighter's body. Maybe skulls are a running theme in your game and castles, dungeons, and magic items are all shaped like human, dwarven, and elf skulls. Your characters need to figure out why skulls are so important in the lands.

CONSTANT PRESSURE

Keep a constant pressure on the player characters. They should be chased by powerful forces. They should face unbeatable odds where running for their lives is the only answer. They should be poisoned, drained of energy levels, presented with an evil *geas*, and cursed. With this constant pressure, there should be rewards along the way. Feel free to reward them with magic items and large treasures. These riches shouldn't unbalance your game, because these items do not go out of the Tainted Lands. Sure, you can let some magic items eventually escape, but large riches will be used up just surviving in

the lands because everything is so expensive. In the real world, a stay at an inn costs a silver piece. In the Tainted Lands, the cost of staying at a protected inn with guards that stay awake all night and holy water at every door, costs lots more. When purchasing items, like trail food or other everyday items, these are difficult to produce in the Tainted Lands and thus much more expensive. Many more things are made of stone, since that is the most common resource in the lands. Trees—and hence, arrows and bows—are grown mainly in the south. Cloaks and blankets are made from monster hides and it's always difficult to gain such hides.

VILLAINS

Villains are the heart and soul of the Tainted Lands. The first villains the player characters encounter should think little of the player characters. These villains would strip the characters and release them while laughing at them as they run away. Look at trying this bit with your characters. They meet a normal person, character A, in the course of the adventure and that character dies. Then they encounter character A as a zombie and they must kill him while the zombie mumbles revenge type phrases. Time and time again, they see this character A as a more and more powerful undead characters, and he is always mumbling about revenge. They defeat character A, but no matter what they do, it keeps coming back; chasing them out of some sense of revenge. The villains of the Tainted Lands want to use their victims. They put *geas* on them to quest for things the villains need. They often strip the victims of useful things and send them out again to collect things that are more useful.

Imagine a horde of orcs and goblins capturing the player characters after a furious battle. They take the party to their leader who turns out to be a beautiful human illusionist. She strips the party of all of their valuables and tells them if they want the equipment back, they have to get something for her. It's in the lair of a lich but that's the parties' problem and not hers.

RUN!

It's usually necessary to teach the player characters they can run from a battle. The undead forces in the Tainted Lands are powerful. You owe it to your characters to describe the enemy in such detail that your players realize they are outmatched. If you have detailed their enemy and they still stand and fight, it's not your fault if the characters can't win the battle. In difficult battles, it's always a good idea to make layers for the player characters to fight through. They don't just meet the undead giant that kills them all. They first fight through a pack of huge undead dogs. The dogs lead to a group of powerfully-armed and armored zombies in unusual numbers. If they are still willing to fight after those two battles, you still want them to run, so they must face a greater undead that's too tough for them to kill.

FIGHT THE GOOD FIGHT!

As the player characters roam the Tainted Lands, they are going to encounter strongholds of law and order. These people will be helpful and interested in the player characters. Some will be thirsty for news of their former homelands. Some powerful characters will have agendas and want the player characters to help them in fighting in the lands. It is in such places that the characters will hear of the seven liches and the need to find and kill them to end the horror

of the Tainted Lands. The idea of the seven liches is the running encounter everyone knows about. The liches each have an artifact that promotes the growth of the Tainted Lands and in so doing, this increases the power of the liches. The story goes that only by destroying the seven liches will any character be allowed to leave the Tainted Lands. There should be lots of lesser quests that allow the player characters to grow more powerful so that they can meet and defeat the ultimate evil in the seven liches.

THE STORY IS THE THING. . .

Stories are fun things to move the adventure along. The most common of stories is the power of the seven liches and the need to destroy them. As the Castle Keeper, you need to develop three or four stories for the players to listen to and try to take part in as they explore the Tainted Lands. Here are a few ideas to spice up the campaign.

A wagon with huge wheels used the wind of the plains to travel quickly over the lands. It's filled with ogres and when they see caravans or groups of people traveling they attack. It's said the wagon is filled with centuries of stolen treasure.

It is said that, to the north, there is a tower with wizards researching how to escape from the Tainted Lands. They pay well for certain artifacts brought to them. They also give instruction in the spells that have been created in the Tainted Lands.

There is said to be a temple in the wilds that was created by a number of clerics from many faiths. This temple has some sort of doorway out of the lands, but few know where the temple is or how to activate the door.

THE NATURE OF HORROR

THEY EXPECT ONE THING; THROW ANOTHER THING AT THEM FIRST. . .

Generate suspense in your campaign. Something is coming, how do your player characters know this? Use the five senses. The characters hear the howl of wolves in the distance. The characters can see glowing wolf eyes roaming all around us in the darkness. There are wet paw prints on the stones as the characters roam in the dark looking to encounter them. The next thing the player characters know, skeletons are erupting out of the ground, and the characters don't have time to think of where the wolves went. OR a house of bones is surrounded by many skeleton guards. The party decides to take them on and the skeletons vanish as an illusion and orcs come to attack led by a human evil wizard.

HIT POINTS BECOME A THING OF THE PAST. . .

Change up the way you present things. It's no longer a matter of taking five hit points of damage from a wolf bite while the character continues fighting. Now it's, "The wolf fangs bite into the flesh of your arm and rips your flesh to the bone, and you drop your weapon. The wolf springs back ready to attack again." You've stopped talking about hit points, in fact your players never know how many hit points they have left while they are in the Tainted Lands. As the Castle Keeper, you note the character is low on hit points and you tell them the characters feel very weak. Often, their bones will be broken and exposed to the air. As they take hit point losses, feel free to use this chart and tell them how their attribute scores are being affected in the Tainted Lands.

HIT POINT LOSS PERCENTAGES	ATTRIBUTE LOSSES UNTIL HEALED
10% Loss	1 point of dexterity
20% Loss	1 point of strength, 1 point of constitution
30% Loss	1 point of constitution, 1 point of dexterity
40% Loss	2 points of constitution
50 % Loss	2 points of dexterity
60% Loss	2 points of intelligence, 1 point of wisdom
70% Loss	2 points of wisdom
80% Loss	2 points of strength
90% Loss	2 points of dexterity

The change up works both ways as you stop letting your players roll their own damage. Instead, you describe what their weapons are doing to the creatures and secretly write down how much damage each creature takes and has inflicted. Be graphic in your explanations as you talk about maces smashing bone or foes getting their heads chopped off from the powerful blows of the player characters.

STORIES OF WOE SHOULD MOVE THE CHARACTER PLAYERS TO ACTION. . .

The best adventures will come from good characters. A fighter comes up to the player character group. He looks a little shabby and desperate. He tells a sad story of his sister being dragged away by skeletons. He even convinces the player characters to help him find his sister, if she can be found. Horror upon horror happens to the group and all the time the fighter is willing to walk into any danger to find his sister. Eventually, he dies and if the Castle Keeper has done his part right, the player characters will want to finish what they started and rescue the sister for the dead fighter. While the player characters are looking to get out of the Tainted Lands, life happens around them. There should be many quests for them to take up if they are interested. The local lord could want to find out where the current masses of undead are hiding out. The especially-powerful, undead champion could need killing before it does any more damage. An ancient dragon has been killed in the area and everyone knows its lair has now been left unguarded.

WAVE ATTACKS ARE OFTEN THE CASE IN THE TAINTED LANDS. . .

Players are not sitting around the Castle Keeper's table expecting to be bored. Your adventures must have a constant flow of rising and falling action. Bad things are all around the Tainted Lands waiting to smack your characters. Hit them with the horrible unknown, and then allow them to find a supposedly-safe sanctuary and then have the people in that sanctuary really want some of the equipment of the player characters. Your player characters travel from safe point A, to safe point B, but during that time, they are attacked by creatures erupting out of the ground. Then there is the hole from which the monsters came from. Suddenly, one of the parties is dragged into the earth and that hole becomes more important. Some examples include the following:

- 1) A single skeletal rat appears and races around the camp ripping into things. Then five of these rats appear and are difficult to stop. Then, larger versions of the skeletal rats appear. Finally, an even larger number of these rats appear to destroy the player characters and the camp.

- 2) A skeleton comes into camp at night and tries to cause trouble. In a bit, there are four different skeletons coming in from four different directions. Then a group of well-armored and armed skeletons breaks into the camp. In the morning, with the misty sun rising, a wave of fifty skeletons comes in to attack.
- 3) On top of a nearby hill a huge horseman rides up and shouts, "Drop all your gold and gems and leave alive." If the characters refuse, they are attacked by a band of ten barbarians coming over the hill. The horseman shouts again, "There are plenty more where that came from, drop your treasures." If the characters refuse, a band of ten horsemen in leather, using bows rides over the hill. If these are defeated, the horseman shouts again, "The next wave will kill you all, drop your treasures, and live." Ignoring the horseman, ten foot troops and ten riders come over the hill to attack. If these are all defeated, the horseman leaves to come again in a month.

A NIGHT OF HORROR

DREAMS BECOME REAL. . .

The play of the game should disturb your player characters. The Tainted Lands change their bodies as time goes on and they don't know why. Give them nightmares, and have those dreams become part of reality. One night, all of the characters have the same dream of finding a tower made out of bones and the terrible creatures living in that tower kill them all. The next day they come across the exact same tower of bones, will the rest of their dream come true? The bigger the dreams they have, the better.



- 1) The dream is of a huge skeleton picking up the player character in its fingertips and biting him in half. The reality is a group of skeletons interested in making many biting attacks on the character.
- 2) The dream is of the player character as a zombie and he's eating the other dead characters. The reality is that a group of zombies that look just like the player characters with similar powers shamle into the camp. These zombies attack; and in defeating them, the player characters gain extra useful equipment.

FORESHADOWING SHOULD BE USED TO BUILD HORROR. . .

As the characters are traveling, they encounter a rain of blood for some unknown reason. A bard sings a story of a terrible bone dragon that delights in eating horses and stranded characters in the stony deserts of the lands. They find a mass of fresh horse heads in a cave. Suddenly, they find themselves facing a bone dragon.

An old woman at the last fort where the player characters were tells them to beware the dark moon. Usually, there are only full moons in the Tainted Lands. There is an encounter where the characters find a treasure of black pearls, but they are covered in blood. A band of attacking orcs use a banner of a dark moon and these orcs are unusually well-armed with powerful swords and spears. Finally, the dark moon rises into the sky and some type of portal opens up in front of the characters and on the other side of the portal is a shining land with a blue sky and lovely grass. The portal leads to a high-level dungeon with a magical chamber filled with horror.

WORK IN THE FEARS OF YOUR PLAYERS. . .

Long before you start your Tainted Lands campaign casually, find out what your players really hate to see. If one player is afraid of centipedes then the Tainted Lands has a lot of the twenty-foot-long bugs. If another player really hates spiders, then there are huge and powerful spiders in the caverns of the lands. Bring their horrors to them through

the game and work your horrors in as well. I know a person who is deathly afraid of clowns. It is easy to imagine a tribe who color their faces and do unusual things in costumes while they attack travelers.

GENERATE A NIGHT OF HORROR FOR YOUR PLAYERS. . .

After the ruse leave the player characters and your player characters are roaming on their own, generate a night of horror for them. Chase them with dogs, escalate to a band of goblins, and then hobgoblins. Give clues to them that there are evil characters interested in capturing the player characters. They may never face so many horrifying things all in one night, but just that one set of encounters can set the tone for the Tainted Lands. It's highly possible your player characters will stand and fight. That's what characters love to do. Let them, but then when they are low on hit points and breathing hard with bodies all around them, have all of those dead bodies rise up, and fight as undead. If the characters stay, do it again.

THINGS ARE BIGGER THAN THEY APPEAR. . .

Your player characters are going to be attacked by wolves. Once again, you have to make sure all of the senses are being used in your description. "You hear a pack of wolves in the distance. Their howls are deep and powerful sounding. You feel the ground trembling all around you from their footfalls. A musky scent fills the air. The wolves flow around you and each "appears" as large as a horse. Their heads are huge and their jaws are filled with dagger-long fangs." When all is said and done, and the wolves are killed, the group discovers they weren't that large or that tough. Their own minds, as interpreted by the castle keeper, made these creatures greater than they truly were. This can be done time and time again, as they "seem" to fight giant skeletons and tough zombies of unusual power.

RIISING FROM THE DEAD, AGAIN AND AGAIN. . .

The Tainted Lands is a subplane of the negative material plane. When something dies on the Tainted Lands and is left alone for several hours, it rises as undead. Over half the time, the dead seek revenge on those who killed them. After several battles, there are numerous undead creatures all looking to attack and kill the living. If the player characters don't take extreme measures to neutralize those they kill, they will be facing many enemies in a very short time.

REVENGE NEVER STOPS IN THE TAINTED LANDS. . .

Of all the characters that are the most dangerous to kill, the ruse cause the most trouble. They are very clannish and killing one of them can cause an entire clan to rise up against the characters. The same revenge theme can run through the deal of an important lord or a high-level undead character. Those seeking revenge scream the name of their dead relative or leader as they attack. This revenge theme runs into the animal and monster category as well. A huge dinosaur is killed and suddenly all of its cousins are sniffing their way into the camp of the killer. A lead wolf is killed and this scatters the wolf pack only to see the pack and more come back as they heal and regroup.

DARKNESS AND MORE DARKNESS IS BEST. . .

During the 'day' in the Tainted Lands, the mists cover the sky and one can see a gloomy orb rise in the east and fall in the west. There is dimness about the land that still allows plants to grow. The undead

and especially creatures that shun the light of day have no trouble walking about in this time as the light that harms their flesh doesn't make it to the earth through the mists. During the 'night' the mists clear away and a bright full moon rises in the sky every night. The moon brightness allows one to see in the gloom just like they could during a full moon and shining stars in more normal parts of the world. The problems rise in trying to generate light in buildings and underground areas. The influence of the negative material plane causes illumination spells, torches and natural light sources, magical light sources, and any other type of illumination to be muted and half or less than is normal for such lights.

TREASURES HAVE A TENDENCY TO TURN ON YOU. . .

Treasures in the Tainted Lands need to be bigger and grander than those in the same circumstance in the 'real' world. They should be heavily trapped. These treasures should attract a lot of attention. Such treasures have histories that bring old guardians and big trouble to the owners. Curses should be plentiful and do things to characters that allow them to continue role-playing. Imagine curses turning the player characters into ghosts or shadows. Imagine curses stripping a player of speech. Difficult treasures could be 20,000 gp as a solid block of gold or a crystal too large to fit into a backpack that needs to be carried for all to see. Imagine items that sap hit points from the wielder, but become more and more powerful as a result.

THINGS ANIMATE AND PRESENT A PERSONALITY, THAT DOESN'T USUALLY DISPLAY INTELLIGENCE. . .

Genie rings, intelligent weapons, Effreet bottles, figurines of wondrous power, the characters coming from a horn of Valhalla, and anything else that could have a carved face on it, are all capable of making demands on their wielders. Imagine a sword that demands new gems placed in it pommel for it to use its powers. Efreet and Genies could demand special food or objects to place in their bottles and rings. Talking maces could refuse to fight trolls because they don't like the feel of crushed troll flesh. All of these things just add to the role-playing fun players and Castle Keepers can have during the game.

TWO NEW ATTRIBUTES

The instant an established character comes into the Tainted Lands they gain two new attributes. The power of the Tainted Lands and the nature of the attributes give a character a complete understanding of what these attributes are and how to use them. At the choice of the player, one of them is designated primary and the other is secondary. If the character is created from the choice of the four player characters living in the Tainted Lands, they already have these attributes added to the others.

The Tainted Lands change the rules a bit allowing for human characters to have two primary attributes (forcing one to be the supernatural or psychic but never both as primary attributes) and a total of three secondary attributes with supernatural or psychic as one of them, but never both. Demi-humans can then have two primary attributes with supernatural or psychic as one of them but never both of them and two secondary attributes again with supernatural and psychic as one of those, but not both of those.

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PSYCHIC ATTRIBUTE LOSS OR GAIN: As the player characters experience significant undead encounters in the Tainted Lands the psychic and supernatural attribute numbers go up or down depending on the encounter. If there is a chance for energy drain, the psychic attribute is the one going up or down. If a character loses an energy level, their psychic attribute does down one number, no matter how many levels they lose in the encounter. If the player characters are successful in the encounter, their attribute goes up one point to a total of 24 maximum points. The scores can go down to a minimum of 6. It is entirely up to the castle keeper to determine the success of the encounter for the character. It's not necessary to defeat the monsters of the encounter for a successful conclusion. A successful event could occur if the character decided to run away and is successful in that.

SUPERNATURAL ATTRIBUTE LOSS OR GAIN: If the undead encounter is mainly a physical one, the supernatural attribute is the one that changes. Again, it's not necessary to defeat the monsters, if the character makes the decision to run and is successful before significant damage occurs to them.

These attribute scores only change while a player character is in the Tainted Lands. It is the energy from the negative material plain, powering the attributes, and making changes to those scores. Once that connection is severed, changes cannot occur in the numbers.

These attribute scores serve several different purposes. The Tainted Lands are going to provide a series of difficult encounters to survive. The power of these scores gives the characters more of a chance to survive. These scores also provide a point of difference from other characters. They become a badge of difference telling other players that these characters managed to escape the Tainted Lands. Finally, there is a good deal of fun to be had working the powers these new attributes present to the players.

GENERATING TAINTED LANDS ATTRIBUTE SCORES

These two attribute scores are generated by rolling 4d6. The player adds the results and applies one score to the supernatural attribute and the other score to the psychic attribute. These attribute scores will change as long as the character is in the Tainted Lands. Changes happen to those scores as one succeeds or fails in certain areas of the Tainted Lands. Your Castle Keeper will tell you when these conditions are happening. When the player character leaves the Tainted Lands, they retain their two new attributes and the abilities those attributes give them.

ATTRIBUTE MODIFIERS

ATTRIBUTE NUMBER	1	2-3	4-5	6-8	9-12	13-15	16-17	18-19	20-21	22-23	24-25
PLUS OR MINUS MODIFIER	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6

SUPERNATURAL ATTRIBUTE BENEFITS	
NUMBERS	BENEFITS
20-21	+1 on both attributes
22-23	+1 on wisdom
24-25	+1 on intelligence

SUPERNATURAL ATTRIBUTE

This attribute reflects the character's ability to sense unlife. Characters with this ability can sense undead in a 120-foot radius around them. They can also sense what type of undead are in the area, and the number. The attribute is given to a character because the Tainted Lands teem with the undead and the negative plain energy of the land makes those undead much more powerful. That same power fills the player character and begins to change them as well.

In the hands of a character with a supernatural attribute, any weapon is magical and strikes at a +1 toward the undead if supernatural is secondary, and +3 if supernatural is a primary attribute. If it takes a magical weapon to strike the undead, the powers of the character with the supernatural attribute allow for that and turn a natural weapon into a magical one for the battle.

DEALING WITH UNDEAD

Those with the supernatural attribute have the ability to emphasize with undead and gain the potential for a certain amount of control. The controlling of undead requires a successful supernatural check. The challenge level for the check is equal to the undead creature's hit dice. A successful check results in no attacks from the undead creature on the character with the supernatural attribute no matter what that character does to the undead creature for the first 1d6 rounds in the encounter.

A check with a +3 over what is needed allows the player character to control the undead creature(s) for 1 turn. The undead won't kill itself when under orders, but will obey mental commands to attack others in the area. The maximum range for influencing the undead is 60 feet and the creature must be visible.

If the check results in the exact number needed, the undead can't see the character with the supernatural attribute unless that character attacks. The character can't control the creature with an exact number check.

If the check fails, the character with the supernatural ability may try again as many times as they wish in the following rounds, once per round.

NUMBER OF UNDEAD CONTROLLED

The number of undead monsters that are influenced is determined by special rules. Common undead are non-sentient, automaton-like creatures such as skeletons and zombies. Extraordinary undead are semi-sentient undead of greater power that usually have special abilities, these include wraiths and ghosts. Unique undead are those rare and powerful creatures of strong will and intelligence, like vampires and liches.

PSYCHIC ATTRIBUTE BENEFITS	
NUMBERS	BENEFITS
20-21	+1 on magic checks
22-23	+1 to the damage score on spells with damage
24-25	+1 on dexterity

The control undead ability influences 1d12 common undead, 1d6 extraordinary undead, or 1 unique undead. For each type, the number influenced is increased or decreased by the character's charisma modifier.

SMITING THE UNDEAD

If the character is five experience levels higher than the hit dice of the type of undead faced, the character with a successful check can cause the undead to turn to dust or be totally controlled by the player character for 24-hours.

SUPERNATURAL AS PRIMARY ATTRIBUTE

The following happens at the various experience levels if a character has supernatural as his primary attribute:

CHARACTER LEVEL	UNIQUE POWER
1-2	Strike undead with a +2
3-4	*Never affected by undead power, <i>fear</i>
5-6	Immune to undead, <i>paralyze</i>
7-8	*Takes 1/2 damage from undead physical strikes
9-10	Does +5 to strike undead, cumulative
11-12	*Constantly invisible to undead unless attacking
13-14	Normal skeletons turned to dust at 60 feet or less
15-16	*Zombies turned to dust at 60 feet or less
17-18	Wraiths turned to dust at 60 feet or less
19-20	*Wights turned to dust at 60 feet or less

If the attribute is a secondary one, only the powers without a “*” can be used by the character.

CHANGING ATTRIBUTE SCORES

There are “pools of negative energy” to be found in the Tainted Lands. Success in these areas often adds 1 to the attribute score. Failure in these areas usually subtracts one on the attribute score.

PSYCHIC ATTRIBUTE

The Psychic Attribute is the ability to sense magic and especially control magic and to resist those influences. With the psychic attribute, a character can sense a magical beast or spell caster within 120 feet and know the type of creature and what level of spell caster they could be.

Certain spells come to the budding character with this attribute as well as certain resistances to control magics.

PSYCHIC AS PRIMARY ATTRIBUTE

The following happens at the various experience levels if a character has psychic as his primary attribute:

CHARACTER LEVEL	UNIQUE POWER
1-2	Sense beings with spell ability at 120 feet
3-4	*Immune to <i>suggestion</i>
5-6	Immune to magical paralyze effects
7-8	*Immune to all <i>charm</i> effects
9-10	Has +3 on all chances to resist spells

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11-12	*Immune to all <i>hold</i> effects
13-14	Traps glow in your presence (30 feet radius)
15-16	*Immune to all <i>illusionary</i> effects
17-18	Invisible and hidden objects glow in your presence (30 ft.)
19-20	*Immune to all <i>Curse</i> effects

If the attribute is a secondary one, only the powers without a “*” can be used by the character.

MAGIC GIVEN WITH PSYCHIC ATTRIBUTE

CHARACTER LEVEL	ONCE PER DAY SPELL USE%
1	<i>Suggestion</i>
2	* <i>Charm person</i>
3	<i>Hold person</i>
4	* <i>Charm monster</i>
5	<i>Dimension door</i>
6	* <i>Minor globe of invulnerability</i>
7	<i>Hold monster</i>
8	* <i>Passwall</i>
9	<i>Teleport</i>
10	* <i>Globe of invulnerability</i>
11	<i>Phase door</i>
12	* <i>Maze</i>
13	<i>Mind blank</i>
14	* <i>gate</i>
15	<i>Shadow walk</i>
16	* <i>Energy drain</i>
17	<i>Discern location</i>
18	* <i>Holy aura</i>
19	<i>Greater restoration</i>
20	* <i>True seeing</i>

* If the attribute is a secondary one, only the spells without a “*” can be used by the character.

% All of these spell effects are as a 10th-level spell caster.



TAINTED LANDS PEOPLE

For three hundred years, the lands have attracted and pulled in all races. Generally, they haven't been able to leave and they have managed to make their lives in fortresses about the lands. Dwarves, elves, gnomes, Halflings, and humans band together to withstand the many attacks of the forces of undead ruling the Tainted Lands. Even the orcs, goblins, and kobolds roaming the land will parlay with characters, not wanting to fight the living.

Castle Keeper and the ruse: The ruse, rightly or wrongly, feel responsible for people getting trapped in the Tainted Lands. A private people, they travel all over the Tainted Lands helping the living against the undead. However, their nature is such that they want to extract their pound of flesh and gain riches from characters as they help them to survive.

PORTALS AND THE TAINTED LANDS

Sent out by the powers of the Tainted Lands, this portal is a living thing even though it appears made out of stone, metal, and gems. It stands thirty feet tall on a raised circular set of three terraced steps, leading to the portal on the top terrace. The portal itself seems to be carved out of black stone and represents bunches of coiled tentacles. This look changes from portal to portal and no one knows why. The only spot of color on the portal are five gems; two on the left side, two on the right side, and one at the top of the portal. Each of these gems is a fist-sized glowing gem: gold star sapphire, purple star sapphire, star ruby, white diamond, and a blue diamond.

The center of the portal is a large oval, twenty-feet tall and sixteen-feet wide. There is a swirl of dark gray fog constantly moving in the oval and often pushing out into the area around the portal. Anything touching the portal, teleports to the center of the Tainted Lands. This transportation especially includes characters holding on to something and touching it into the portal. If a character held a rope and threw part of it in, they would be instantly transported. If they held a short rod and pushed it into the portal, they would be transported. If, however, they threw a dart in, they would not be transported. All silver items on any character or beast fall to the floor in front of the portal and cannot go through the oval. Even if the silver item were in a portable hole, it would come out of the hole and fall to the floor while everything else was transported. It's very common to see silver of all types on the edges of the room as angry undead coming out of the portal, from the other side, kick it away from the portal's opening as the silver stings and damages them.

The portal appears during the light of a full moon, somewhere, usually in the open. There is a massive earthquake in the area and the ground erupts all around the rising of the portal. There is a thin wisp of fog twisting and turning from the edge of the portal to the far off Tainted Lands.

There are several terrible secrets twisting around any Tainted Lands portal. Anyone or anything that touches any part of the portal opening instantly transports to the center of the Tainted Lands. There is no save; there is no check; and after being transported, there is little hope. Taking one of the gems from the portal is easy. However, taking

one of those gems firmly plants the portal in the area and makes that portal almost indestructible. The portal itself grows in power and eventually the fog of the far off Tainted Lands flows toward the portal, making those clean lands into Tainted Lands. The gems from the portal help increase the power of the portal when they are away from their portal. They sap one hit point from the nearest character, every day, and give it to the portal. The fogs of the area become more frequent and thicker until the Tainted Lands come to the portal. Even if the portal were battered to destruction, it would regenerate slowly. Only a special spell will wither and destroy the portal.

The seven liches of the Tainted Lands each have an artifact device that allows them to generate four portals every year. They send the portals out to areas they have scanned and are interested in and slowly the Tainted Lands will expand to the portal and the liches can interact with that area. The artifacts can't be destroyed in the Tainted Lands. When these artifacts are captured, they have the ability to teleport five beings out of the lands, but it turns to dust with this act. At every enclave of law and goodness, they know of the seven liches. They will even send help to destroy one of the liches if there is a good plan.

THE TAINTED LANDS GEOGRAPHY

The Tainted Lands expands and contracts, but is always shaped like a human skull. It's an offshoot of the negative material plane, but the land rests on top of a piece of land in the prime material plane. Because of that type of ethereal energy, undead are revitalized, made stronger, and even more intelligent. It's a dangerous land for the living, but it also holds great rewards for the adventurous.

The information given on the land is meant to be a starting point for any castle keeper who is supposed to make this land their own. Feel free to change anything in the lists. This setting is creating a major campaign where the player characters are looking to find and destroy the seven liches, who have created the Tainted Lands. Rumor and legends detail that once these liches are destroyed, the Tainted Lands vanish from the world leaving every character trapped there behind in their own lands.

Think of the Tainted Lands as a desert territory with many patches of white stone instead of sand. Explorers go for many miles before they see an oasis of sparse vegetation around a bubbling pond. There are few rivers in the lands. Those rivers are found only in the mountains of the south. There are ponds and small lakes to be seen in all parts of the lands. It rains infrequently in the lands and that event is usually a forewarning of impending massive undead movements in the land. Most large castles and villages are built over water wells. These centers of mortals are usually welcoming to strangers. The people of the Tainted Lands are hungry for information about the real world beyond the portals.

Every night the bright stars shine down on the lands. The moon is always full and very bright as it rises in the sky and sets at the end of night. When the sun would normally rise, the dark gray mists of the Tainted Lands rise, blocking the sky, allowing all manner of undead to move when the sun would normally be out. A bright globe can be seen through the mists above, but this sun never shines through. There is enough light to grow crops and forests about the lands.

THE PAINTED LANDS



50 100
MILES





TAINTED LANDS SKULL MAP KEY

1: RUINS OF THE RUSE

Total Humanoid Population: 500

There are six clans of Ruse, patrolling these ruins, working to destroy any undead entering the ruins. The Ruse also help characters that have come to the center of the ruins from the various portals placed in other lands.

Defenses: The ruins are many miles wide and long. There are no coordinated defenses in this region except for the Ruse patrols.

Military Forces: The Ruse are well equipped, experts at fighting undead, and helpful to the dazed player characters coming into the area from the many portals sent out to expand the lands.

Leader: *The oldest Wise woman of the Ruse coordinates the actions of the clans in the ruins. At this moment it is Ianna of the Tiger Clan (neutral good), 10th level cleric: HP 48, AC 15, MV 30 ft., primary attributes: wisdom 19, intelligence 17, charisma 15. She uses an obsidian staff (1d6 +2) and wears padded armor. She uses the following Clerical spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.*

Ianna is a famous leader and all player characters coming from a portal are brought to her, and helped.

Geographical Surroundings: These ruins are on a high plateau between the lich lands on the east, west, and south. To the north in the distance, is the town of Ruse and all player characters are encouraged to travel there first.

The ruins themselves were once a large Ruse city. It was blasted when the Ruse tried too hard to discover the secrets of the Tainted Lands. The ruins are made of large blocks of formed stones. Once there was a large walled city with many towers and castles here, now there isn't a single whole tower and at the high points in the ruins, one can see hundreds of cavernous structures. Once a highly magical city, there are many buried magic items in the ruins of stone. While undead are not allowed in the area, there are many roaming packs of creatures making life difficult for the player characters.

Legendary Treasures: The crown, scepter, and orb of the Ruse are said to be buried somewhere at the center of the city. Each of these artifacts is said to increase the levels and attributes of the wielder.

Rumors: It is said the Ruse were truly responsible for the creation of the Tainted Lands. Many different types of rumors report that the secret to destroying the Tainted Lands can only be found in the city ruins.

First Look: As a player character coming through a portal, one begins their time in the Tainted Lands on the top of a ruined castle tower in the center of the Ruse ruined city. They are always met by clan members of the Ruse, and told about the lands, as the clan people take them out of the city. Those who come upon the ruins are usually standing on high ridges above the ruins before they get there. The ruins are in on a high plateau. They see massive and crumbling stonewalls, all around the miles long and wide city ruins. There are many partial buildings with dark marks on their crumbling walls from some type of magic that destroyed them centuries ago. There is little in the way of vegetation around the area. There are many magical effects

still working in the ruins. Magical fountains of bubbling fountains can be found in courtyards. Defensive magics are still running in some of the half ruined towers. There are many underground dungeons filled with magical traps still protecting long lost treasures.

2: LAIR OF THE LICH SINDUVAL

Total Humanoid Population: 50,000 + orcs, goblins, kobolds

Defenses: There are no set up defenses. The various humanoids live in their own mazes on the sides of the cliff faces. There are many mazes flowing down into the center of the warren that is the lair of the Lich. It's possible to bypass many of the humanoid towers, by climbing down the steep slope.

Military Forces: Patrols of the three tribes are sent out to collect intruders and slow down the growth of other creatures that have settled in the caverns and ledges of the crevasse.

Leader: Sinduval Lich (*chaotic evil*), HD 18d8, HP 136, AC 20, MV 30 ft., 30 ft. (fly), primary attributes: intelligence 19, dexterity 17. When a lich touches a victim's flesh, they must make a strength save or be paralyzed. The touch does 1d10. The paralysis is permanent unless magically countered. This lich has the spells of an 18th level wizard: 0-7, 1st-6, 2nd-6, 3rd-5, 4th-5, 5th-4, 6th-4, 7th-3, 8th-3, 9th-2. Fear Aura: any creature with five or fewer hit dice will cower in fear with no saving throw while they are within 10 feet of the lich.

Sinduval is powerful and has many guards and treasures in his final lair. He personally uses the following: ring of blinking, ring of force shield, rod of thunder & lightning, robe of the arch-magi, and slippers of spider climbing. This creature isn't into killing so much as stripping the player characters of all their goods and sending out again to gain more treasure to bring back for Sinduval to capture them again. In a private treasure chest it has the following: 5 blue-white diamonds (10,000 gp each), six star rubies (10,000 gp each), seven incandescent blue sphere ioun stones, four pink rhomboid ioun stones, and two pale lavender ellipsoid ioun stones.

Geographical Surroundings: The crevasse is over a hundred miles wide and hundreds of miles deep. There are many rocky trails and ledges allowing the explorer to slowly circle deeper and deeper into the cavern. Many caverns and huge warrens have cave openings along the trails flowing down. At the miles-deep bottom of the crevasse is a huge warren of caves and rocky paths moving characters around and around even deeper into a cave labyrinth. At its center is a huge castle of death where the lich controls part of the Tainted Lands and sends out Tainted Lands portals to gain more territory.

Legendary Treasures: Sinduval's portal generator is said to be a head-sized purple star sapphire, allowing him to look out into the world to select where the next portal will be sent.

Rumors: Where once Sinduval controlled large groups of orcs, it is said that a new orc leader has risen in the ranks and now makes war on all the rest of the goblins and kobolds that Sinduval still controls. Other rumors are firm on the fact that there are seven liches controlling the Tainted Lands and these creatures expand their powers by causing the lands to expand. To finally end the curse of the Tainted Lands, rumors have it to be necessary to find and destroy all of these liches.

First Look: The great crevasse that appears as a skeleton eye-socket has a radius of 100 miles. There are many trails down into the crevasse. One can see towers along the many trails as well as large cave entrances. For skilled climbers, it should be easy to ignore the trails and climb down, but there are many miles of cliff walls to reach a bottom that is totally obscured in darkness. Orc, goblin, and kobold bands often burst forth into the lands around the eye socket. These bands can often be seen going south into the high mountains.

3: LAIR OF THE LICH TARNDUVAL

Total Humanoid Population: There are no living mortals in Tarnduval's area.

Defenses: The sides of the canyon have many small, weathered, and ruined towers. In each of the towers are a number of undead who guard the area and try to stop movement down into the bottom of the crevasse. The towers are little protection as they have all fallen into ruins.

Military Forces: There are no military units.

Leader: Lich Tarnduval (*chaotic evil*), HD 20d8, HP 160, AC 20, MV 20 ft., 50 ft. (*flying*), primary attributes: constitution 20, intelligence 18. When a lich touches a victim's flesh, they must make a strength save or be paralyzed. The touch does 1d10. The paralysis is permanent unless magically countered. This lich uses magical items, but has no spell casting ability. Fear Aura: any creature with five or fewer hit dice will cower in fear with no saving throw while they are within 10 feet of the lich.

The lich uses the following: nine lives stealer two-handed sword, +5 adamantite shield, +5 adamantite breast plate, cloak of displacement, gloves of dexterity, stone of good luck, and a ring of shooting stars.

Geographical Surroundings: The crevasse is over a hundred miles wide and hundreds of miles deep. There are many rocky trails and ledges allowing the explorer to slowly circle deeper and deeper into the cavern. Many caverns and huge warrens have cave openings along the trails flowing down. At the miles-deep bottom of the crevasse is a huge warren of caves and rocky paths moving characters around and around even deeper into a cave complex. At its center is a huge castle of death where the lich controls part of the Tainted Lands and sends out Tainted Lands portals to gain more territory.

Legendary Treasures: Tarnduval's portal penerator is said to be a head-sized blue-white diamond allowing him to look out into the world to select where the next portal will be sent.

Rumors: In times long ago, this territory was guarded by all manner of giants and dragons. These creatures turned on Tarnduval, attacking his lair far below the crevasse. The lich was powerful enough to defend itself and win the day. Now there are many lairs all over the sides of the crevasse that were once filled with large creatures and now only hold ghosts and other large undead.

First Look: The great crevasse that appears as a skeleton eye-socket has a radius of 100 miles. There are many trails down into the crevasse. One can see giant-sized, ruined towers along the many trails as well as large cave entrances. For skilled climbers, it should be easy to ignore the trails and climb down, but there are many miles of cliff walls to reach a bottom that is totally obscured in darkness.

4: LAIR OF THE LICH ARCHDUVAL

Total Humanoid Population: 0

Defenses: Roaming all over the crevasse are numbers of metal creatures as Archduval creates them and sends them out to test their abilities to attack and defend themselves.

Military Forces: There are no military units.

Leader: Lich Archduval (*lawful evil*), HD 25d8, HP 200, AC 25, MV 20 ft., primary attributes: intelligence 19, constitution 17. When a lich touches a victim's flesh, they must make a strength save or be paralyzed. The touch does 1d10. The paralysis is permanent unless magically countered. Fear Aura: any creature with five or fewer hit dice will cower in fear with no saving throw while they are within 10 feet of the lich. Long ago, this lich abandoned the ways of the undead for experiments in metal and other forces of nature. He now works with these forces to create automatons that move and act like creatures.

He defends himself with these things as well: automaton armor (+4, increases strength by +3, and takes 30 hit points of damage before the wearer takes any damage at all), automaton hammer strikes 3 times in a round and does 3d10 points of damage with a +5 when striking metal. He always has at least one automaton companion with him.

Automation Companion (*neutral*), HD 5d10, HP 50, AC 20, MV 40 ft., primary attributes: constitution 18, dexterity 18. The metal creature works on eight, metal-clawed legs. The front three it can raise up to use as swords for 1d6 x3. The creature cannot be magically controlled or held.

Geographical Surroundings: The crevasse is over fifty miles wide, a hundred miles long, and hundreds of miles deep. There are many rocky trails and ledges allowing the explorer to slowly circle deeper and deeper into the cavern. Many caverns and huge warrens have cave openings along the trails flowing down. At the miles-deep bottom of the crevasse is a huge warren of caves and rocky paths moving characters around and around even deeper into a cave complex.

One instantly notices the huge fortress on the stone bridge that divides the crevasse. It's at the middle and there are automatons scuttling back and forth on both sides of the bridge. The tower itself appears to be filled with many of the creatures standing guard on the battlements. The great portcullis gates are wide open. A great deal of smoke and sparks belch from the central tower. The sound of metal striking metal can be heard from several miles away on the bridge. Every few minutes one of the metal creatures on the bridge is flipped over the side by a larger version of the same creature.

As explorers delve into the crevasse, they discover a bizarre mixture of creatures, undead, and broken machine creatures needing repair. There are many lairs, and at the bottom of this depression are a number of dragons that tolerate each other for their mutual protection, with lairs in the same area. This crevasse seems to collect large monsters that have been trapped by the portal. There is plenty for the dragons to eat along the sides of the crevasse.

Legendary Treasures: The lich crown, scepter, and orb have been lost in this crevasse. These items are said to lend great magical abilities to the wielder as well as control over certain types of undead as they are encountered. Archduval's portal generator is said to be a head-sized purple star sapphire allowing him to look out into the world to select where the next portal will be sent.

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Rumors: There is physical evidence of characters gaining command of the automatons created by the lich. It is also said, the living creatures of the crevasse are unusually open to partnership in efforts against the metal creatures that have fallen into its depths.

First Look: Standing from any position along the rim of this massive crevasse, one can see the stone bridge and the castle-tower at its center. The bridge spans the entire 100-mile-wide crevasse and is clearly magical as it glows a lime green. From the windows and inner castle walls, some type of hellfire pulses like a heartbeat, casting red light out of the castle every other second.

There are many trails leading down and around the crevasse. Every once in awhile, movement can be seen on those trails, but what type of creature is there, can't be perceived. This crevasse is oddly-shaped, seeming to flow deeper and deeper from the north to the south. In the south, there is a great expanse of darkness. Long watching reveals a dragon flying up and out every few days.

5: MOUNTAIN FORTRESS OF RANGERS

Total Humanoid Population: 600, mostly humans

Defenses: The top of a mountain has been leveled to make a castle. There is only one trail leading up to the castle and at several points there are large and fully-manned towers guarding that trail with powerful siege engines. The upper fortification is a classic large castle with a square tower at each corner of fifty-foot-tall walls with crenellations running on all sides. Inside the castle is another set of four, large, round towers with a large courtyard at its center. The outside walls are covered all around in silver plate from the ground to a height of twenty feet. A sortie of fifty mounted rangers is capable at any time of coming out of the castle and battling invaders.

Military Forces: At any given time, there are 500 rangers at the castle training and growing in experience.

Leader: The Emerald Archer (*neutral*), 11th level ranger: HP 71, AC 14, MV 30 ft., primary attributes: strength 17, constitution 16, dexterity 16. She uses studded leather, a cloak of the chameleon, an enchanted +3 composite long bow (1d8 +3) and long sword (1d8).

The Emerald Archer welcomes strangers to the castle and is happy to supply support to those characters. Her agenda, much like the agenda of all the leaders of the various castles is to find and destroy the liches of the Tainted Lands. She's always looking for information on that topic. For a high price, she can provide added equipment to the characters. For those who aren't rangers she will give vague directions to the appropriate castles in the mountain range.

Geographical Surroundings: This castle is located at the southern edge of the Crevasse of Doom. It's also in the foothills of a huge mountain range extending east all across the lower end of the Tainted Lands. The mountains get very rugged and high to the east. Hills extend to the west and south. There are numerous deep caverns in this area.

Legendary Treasures: There are three portable holes hidden in the caverns near the castle. These magical containers are each filled with a sphere of gold, each worth 100,000 gp.

Rumors: Every month at the time of the dark moon, the castle is attacked by an army of skeletons for one night. Sometimes, this

army is equipped with powerful siege engines and sometimes, they aren't. Some of the rangers are said to ride large lizards they have captured and tamed from the deep Crevasse of Doom.

First Look: From any of the hills and mountains, the castle stands out on top of its mountain. There are obvious traps of rock falls along the trail at small strong points. A steady stream of riders and small, horse-drawn wagons come and go to/from the fortification. All of the towers have guardians and there are large siege engines on top of every tower.

Back behind the castle is a small village that fills the land right up to the edge of the mountain.

6: MOUNTAIN FORTRESS OF FIGHTERS

Total Humanoid Population: 6,500

Defenses: The fortress is a series of ranked towers with tunnels serving as killing grounds between the towers. There are lots of indications of dwarf construction in the towers and several gatehouses. A quick-flowing stream feeds the large moat and seems to serve as a fishing area for the small village that rests on both sides of the mountain stream with several fortified bridges.

Military Forces: There are squads of twenty fighters marching in and out of the fortress every four hours. Infantry moves down in the valleys and practices scaling the mountainsides as quickly as possible.

Leader: Tom 'o the Sword (*lawful neutral*), 11th level fighter: HP 68, AC 21, MV 20 ft., primary attributes: strength 18, dexterity 18, constitution 14. He uses +1 coat of plate, a +2 shield, a +3 great axe (3d8 +3), and gauntlets of ogre power.

Tom is a very mild-mannered man and one would never know to look at him, that he was a deadly fighter. Often challenged to duels, when his challenger sees Tom in his full battle gear, the challenger often surrenders without striking a blow. Tom is helpful to strangers and especially fighters. He has no problem sending a band of fighters with the player character group as they explore and go on to the next relevant tower in the mountain range.

Geographical Surroundings: This castle is still in the lower mountains on the west and southern side of the Crevasse of Doom. There is a great deal of wildlife in this area and to the south, the area is filled with scrub brush and deep pools of water.

Legendary Treasures: The fortress holds an artifact smithy that turns out magical axes during the times of the dark moon. Many is the powerful undead that have ridden up on strange mounts and challenged for the right to take one of those axes as their own. There are also many ambushes in the passes of the mountains nearby by the living and the dead for a chance for one of the axes. These are +4 dancing axes and considered a wonder in all of the Tainted Lands.

Rumors: Many speak of the power and magic of the axes from the moon forge. There is said to be three tests for any fighter to earn the use of one of the moon axes. Few are around to tell of their success in these tests.

First Look: There are four valleys at the compass points around the mountain. The fighter's fortress rests on the north-facing slope of the mountain. These valleys are heavily wooded with mountain streams running through the center of all of them. The towers of the

fortress seem to glow at all hours of the day and night. Although it has the look of taking much damage from sieges, the closer one gets the stronger the battlements seem. There are pocket villages in all of the valleys surrounding the mountain of the fortress. Many of the villagers are dwarves who have been trapped in the Tainted Lands.

7: MOUNTAIN CLIFF DWELLING OF ROGUES

Total Humanoid Population: 4,500

Defenses: The cliff dwellings are purposely made to be difficult to climb. All of the dwellings have some sort of long-range missile capability.

Military Forces: None

Leader: Don 'o the Staff (*neutral*), 15th level rogue: HP 52, AC 15, MV 30 ft., primary attributes: dexterity 19, intelligence 17, charisma 17. He uses Laninan leather armor, a +2 ring of protection, a brace of ten throwing daggers, and a +3 feather staff in battle.

Don delights in disguising himself as a beggar. When people treat him badly, he follows them to their camps and takes their prized possessions in a night raid. In his capacity as leader of these people, he's very interested in sending out parties to find the liches and destroy them. He's more than capable of sending out rogues with any adventuring party to help them. All of these rogues have been tricked into the Tainted Lands and want to leave.

Geographical Surroundings: This location is still in the foothills of the great mountain range at the south end of the Tainted Lands. The surrounding hills are filled with gold and coal as well as diamonds and white crystal.

Legendary Treasures: Ten famous, diamond studded, two-handed long swords that have a purpose to slay undead are known to be in the area. Five of these weapons are in the hands of fighters who help defend the rogue cliffs. Two of them are known to be in a red dragon lair deeper to the east in the mountains. The others are hidden in the Crevasse of Doom.

Rumors: The rogues are said to have found an artifact that destroys undead at a touch. The cliff dwellings of the rogues are said to be the safest place in all the Tainted Lands against the forces of undead that roam at will across the land.

First Look: From the east or west end of the deep valley, one can see the same thing. There is a large mountain on the south end of the valley and half of it has been cut away to show a huge cliff face filled with the holes for a thousand dwellings. People are scurrying in and about these holes and there are lots of plumes of smoke from cook fires coming out of the holes. There are several lifts carrying up larger loads while people seem to be able to scale the bare cliff face to get to their cave openings. The lifts never rest on the ground very long. There are several large ledges where it appears markets are selling things to the cliff dwellers. At the top of the cliffs is some type of giant nesting place where huge hawks and eagles are being saddled and ridden into the sky.

8: MOUNTAIN FORTRESS OF WIZARDS

Total Humanoid Population: 4,000

Defenses: The fortress is on an island floating above a large lake.

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Military Forces: The wizards aren't organized into any sort of military group. The elves living in the forests around the island are organized into squads of fifty archers. They keep the more dangerous creatures out of the valleys around the wizard island.

Leader: The Black Mage (*neutral evil*), 18th level wizard: HP 55, AC 23, MV 30 ft., primary attributes: intelligence 18, wisdom 17, dexterity 16. He uses a +5 ring of protection, +8 bracers of defense, a staff of the wizard, and a +2 dagger (1d4 +2). He uses the following wizard spells: 0-7, 1st-7, 2nd-7, 3rd-5, 4th-5, 5th-4, 6th-4, 7th-3, 8th-3, 9th-2.

The Black Mage is famous for performing services for magic items. He also pays top gold prices for magic of any type. He, like the other leaders of the southern towers, wants to find the seven liches and will lend some wizards to the player character group if they are searching for the liches.

Geographical Surroundings: This is a mountainous region with a great deal of natural water in the form of mountain falls and large lakes in valleys. There are many types of water creatures finding their way to this area. The abundance of water has created a great deal of natural and unnatural vegetation that is quite unusual for the Tainted Lands. This is the only part of the lands that has tall trees and lots of brush. All of the sprites trapped in the lands eventually find their way to this part of the lands. The elves have been extending the forests and growing more and more trees for hundreds of years.

Legendary Treasures: It's a known fact that a wizard battle ended in both wizards being killed and falling to the ground somewhere in the nearby mountain range close by the wizard's floating island. It is said, these wizards were well armed in magic items and magical artifacts. Ten years of searching haven't revealed their impact location.

Rumors: The wizards are said to have several different magic items that allow the wielder to enter other dimensions and escape the Tainted Lands. Those same wizards offer large bounties for any still active undead brought to the island.

First Look: Ten slim, green, glowing towers rise out of a large, rocky island. The island floats two hundred feet above a large mountain lake. The lake frequently shows blue dragons swimming in its waters. There are large waterfalls at the four compass points in mountain crags in the granite mountains around the twenty-mile-wide valley.

9: MOUNTAIN TOWN OF ILLUSIONISTS

Total Humanoid Population: 2,800

Defenses: Numerous permanent illusions of creatures and fortifications dot the countryside around the lands of the illusionists. The town is surrounded by sixty-foot-high walls. The first thirty feet of these walls are covered in silver to prevent undead from passing through the walls and attacking the inhabitants.

Military Forces: None

Leader: Mist (*neutral*), 10th level illusionist: HP 27, AC 16, MV 30 ft., primary attributes: intelligence 19, wisdom 16, charisma 15. She uses a +4 magic robe, a wand of illusions, and a +3 dagger (1d4 +3). She casts the following illusionist spells: 0-6, 1st-5, 2nd-4, 3rd-3, 4th-3, 5th-2.

Mist enjoys helping in the defense of other towers and is very good at using spells to fool attackers. She has been successfully at work in



the Tainted Lands for several decades and she owns towers in many villages. She can teleport to these towers at will.

Mist's treasure is in a squad of two bronze golems and two iron golems. They guard her day and night and follow her where ever she travels.

Geographical Surroundings: The illusionist town is walled and surrounded by brush, hills, and several large lakes to the south. It is placed well back of the Crevasse of Doom by twenty miles. The highest mountains of the mountain range are to the north of the town. There are hundreds if not thousands of strange burrows in the surrounding hills. These burrows are the resting place of very unusual undead. The skeletons and ghosts of these burrows don't appear human and often take disturbingly odd triangle shapes as they rise and attack invaders. The people of the town have taken to warning new residents that they should explore the burrows.

Legendary Treasures: There are vastly-powerful magic items to be found in the burrows. However, these items are extremely difficult to figure out, and often have useless powers. There are just enough of them that fire undead killing bolts of power or that emit massively powerful healing rays that characters want to find more.

Rumors: There are a great number of gnomes and halflings in this town. These two races seem to have higher skill levels and abilities greater than is usual for these races. The best inns of the Tainted Lands are said to be in the illusionist town.

First Look: Except for the silver coating the walls and the twelve green glowing towers in the town, it looks almost normal. The town rests on a high hill. There are many planted fields all around the walls of the town. One can see gnomes and halflings hard at work in the fields. A constant flow of traffic from horse riders to covered wagons pulled by mules comes in and out of the town.

10: MOUNTAIN FORTRESS OF ASSASSINS

Total Humanoid Population: 0

Unknown to all of the other forts of the Tainted Lands, the assassin's fortification has been completely taken over by the metal creations of the lich, Archduval. The knowledge of this takeover is a valuable piece of knowledge that all of the other towers are going to want to know about. This could be the beginning of a great war between the forces of the living and the forces of Archduval.

Defenses: The fortress of the assassins was built to be extremely difficult to reach. On the top of a high mountain is a set of four towers linked by high walls. The ten-mile, narrow trail leading from the foot of the mountain to the towers is filled with traps and strongpoints connected by tunnels to the tower. Assassins could shoot crossbows and other missiles from these strongpoints and then move up higher by way of tunnels to the next strongpoint.

Military Forces: 0

Leader: Automaton D1, 299 (*neutral*), HD 8d10, HP 80, AC 26, MV 50 ft., 30 ft. (climb), *primary attributes:* constitution 18, dexterity 18. The metal creature works on eight metal-clawed legs. The front three it can raise up to use as swords for 1d6 x3. The creature cannot be magically controlled or held. This version is highly intelligent and orders all of the other 298 machines in their efforts to hold and control the assassin fortress.

They now man the strong points and fire crossbows at climbing characters. If D1, 299 is destroyed, all of the other automatons stop moving.

Geographical Surroundings: The assassins built their fortress with an eye toward secrecy. It's hard to spot on top of its mountains. The trail up to the fortress is also difficult to see. It's on the southeastern side of the Crevasse of Doom. There are lower hills and a great deal of brush in this area. Wildlife is plentiful.

Legendary Treasures: The many magic items of the illusionists have fallen to the floor where each illusionist was killed. These spell casters had a great deal of magical rings as their leader was constantly trading for them.

Rumors: Undead aren't allowed in the area and are rushed by the mechanical creatures when they appear. There is a lack of rumors about this place, as no one knows that it has been taken. It was known before as a haven for humans and a safe place to stay.

First Look: Thick vegetation is always unusual in the lands and this place has plenty of it. The wildlife here is abundant and like that of a pleasant forest. The hills are tall here, one can clearly see the tallest mountain in the area, and if they are in the know, the characters realize this is the mountain of the assassin fortress. All of the other forts along the Crevasse of Doom will direct character assassins to this area.

11: MOUNTAIN FORTRESS OF KNIGHTS

Total Humanoid Population: 4,600

Defenses: The knights have a very large castle built in a narrow valley in the hills on the eastern side of the Crevasse of Doom.

Military Forces: The thousand-plus knights living here are organized into a single military unit. Many of these are mounted on enchanted beasts and there is an air squad of fifty knights mounted on different types of winged beasts.

Leader: Sir Arnold the Bold (*neutral good*), 11th level knight, HP 89, AC 23, MV 20 ft., *primary attributes:* charisma 17, strength 17, constitution 17. Arnold uses full plate, a great helm, and a +5 adamantite great hammer (1d12 +5).

The knight is a skilled military leader. For the last sixteen years, he has led the forces of this castle against the hordes of undead creatures coming to attack. He's more than willing to send a squad of knights with the player characters if they have an interesting place to explore. He's already sent squads into the strange ruins to the south and they haven't found anything but large monsters to fight.

Arnold wants to help any humans, elves, dwarves, gnomes, and halflings coming into the area seeking aid.

Geographical Surroundings: The mountains are smaller on this end of the Crevasse of Doom. A long span of hills is east and south of this location. For some strange reason unknown to everyone, there are numerous, fruit-bearing trees and unusually large bees pollinating them. The bees have a toxic sting, but their barb also does great damage. If left alone they are harmless, but if attacked, hundreds if not thousands come to strike back. Their hives are always in caves covered in bee's wax.

Legendary Treasures: There are no fabled treasures in this area of the lands.

Rumors: Few creatures or undead come to attack the knights. They train every day and their skills are legendary in the realms. Only the occasional horde of undead comes at the time of the dark moon to test the defenses.

First Look: The fortress appears in the middle of a narrow path between two lush valleys. The cliffs on either side appear too steep to climb past. The castle looks old with the crenellations partially weathered from wind and rain. Long before the characters reach the valley, mounted knights meet them, wanting to know their business.

12: MOUNTAIN FORTRESS OF MONKS

Total Humanoid Population: 2,322

Defenses: More of a large complex of training rooms, the only thing stopping the enemy is a sixty-foot-high wall around the gardens and dorms.

Military Forces: none

Leader: Isen 'o the Fist (*neutral*), 10th level monk, HP 92, AC 24, MV 60 ft., primary attributes: constitution 19, dexterity 18, intelligence 17. Isen wears a +5 ring of protection, a displacer cloak, and a +2 war bat. He uses a +3 light flail in one hand and a +5 sickle of adamantium in the other.

Isen has created a garden temple in the mountain wilderness. It's a center of calm and training in a dangerous land. There is a pass through the mountains north of the Crevasse of Doom, the monk temple guards that pass and destroys the many creatures and undead that seek to pass there. Isen will happily help characters and even train them in the martial arts in exchange for limited service on the walls of the temple.

Geographical Surroundings: All of the high mountains are at the south and west of this settlement. The Crevasse of Doom is through those mountains and to the south. This land is dry and very rocky.

Legendary Treasures: The monk's primal sphere, staff, and belt were brought into the Tainted Lands, but were stolen by one of the seven liches. That stealing lich's tomb is said to be in the area of the monk's temple, but so far, it hasn't been found. All new characters coming to the temple are urged to search for that tomb.

Rumors: The monks are said to be able to diplomatically deal with the hordes of undead that ravage all over the lands. Everyone knows that training with the monks will increase a character's attribute scores.

First Look: Seen from many miles away, the temple is spread out on both sides of a mountain pass. There are many segments to the temple with high towers and steep walls. A silver coating can be seen on the outside of all of the walls. Barbican towers glow crimson with some type of magic. Huge hawks with riders on their backs fly over the temple and often fly west and south.

13: MOUNTAIN FORTRESS OF BARBARIANS

Total Humanoid Population: 600

Defenses: The mountain fortress was built to hold thousands, but the barbarians have fallen on hard times. Undead routinely attack the fortress

much to the horror of the magic-hating population there. Lately, the leader has called upon the clerics and paladins to come and help.

Military Forces: The barbarians aren't very organized, but can manage to have 100 of them sortie out of the castle to attack invaders.

Leader: Derick of the Maul (*chaotic good*), 14th level barbarian, HP 139, AC 15, MV 30 ft., primary attributes: constitution 18, strength 18, dexterity 18. He uses cuir bouille and a maul in combat.

Derick knows his castle is in trouble and gladly welcomes visitors, wanting them to stay and help his lands grow.

Geographical Surroundings: The fortress rises at the top of a mountain from the ruins of an older stone giant fortress. It's difficult to impossible to get to the sides of the castle because of the many huge stones all around the fortress from the old stone giant ruin. This area is highly mountainous and there are many large monsters from rocs to giants that roam these hills and make it difficult for humans, dwarves, and elves.

Legendary Treasures: Legends speak of many different types of magical items owned by giants in these mountains. Very often, characters will find the tombs of these giants and those who survive the traps bring back amazing artifacts. The barbarians of this area are extremely disdainful of such items and often give them away in trade for more paladins and clerics coming from the other temples to the west.

Rumors: Vast gold is said to be in the treasure chambers of the barbarian castle. This castle is also said to be attacked every night by powerful undead giants in the form of huge skeletons.

First Look: The castle looks large, even from ten miles away. It stands out clearly among the many mountaintops in the area. Deep valleys and steep cliffs, make getting to this castle very difficult. The vegetation is spotty here except right next to the valley lakes. The edges of the lakes by the castle are planted with crops for the castle.

14: MOUNTAIN TEMPLE OF CLERICS

Total Humanoid Population: 6,000

Defenses: The temple city is built in circles around the mountain. The largest walled section is at the foot of a wide mountain and has the silver sheathing around the outside wall. Four other rising levels are set against the side of the mountain. At the highest level of the city are fortified temples to Mict, Kartour, Senda, and Valla. This section of the metropolis glows with divine light. The other sections have much smaller temples to other gods. The walls are constantly manned with clerics and other characters.

Military Forces: Clerical and fighter squads of ten regularly patrol without the city walls and into the valleys around the mountain. These squads are more than willing to guide exploring characters back to the city. News of the outside world is always sought from most people who have become trapped in the Tainted Lands.

Leader: Trulane Darkwater (*lawful neutral*), 14th level cleric: HP 99, AC 18, Primary Attributes: wisdom 18, constitution 18, strength 17. He uses splint mail, a +5 adamantite maul (1d10 +5), and a ring of invisibility. He uses the following cleric spells: 0-6, 1st-5, 2nd-5, 3rd-4, 4th-4, 5th-3, 6th-3, 7th-2.

Trulane constantly leads his clerical forces against invading undead. His policies have managed to allow the city to grow in the last ten years. He welcomes strangers and encourages them to come live in his city. He worships Mict.

Geographical Surroundings: In the ten miles around the mountain of the clerics, the land is green and filled with life. At the edge of this effect, the land is filled with white stones and is dry with a few oases of pools of fresh water with plants growing within ten yards of the pool. This is the lands of the highest mountains. Those mountains are to the south of the temple city and the Crevasse of Doom is to the south of that mountain range. There is a large wide road built between the temple city and the temple city of paladins far to the west. Another road is being built from the clerical city east, to the fortress of the barbarians, but this road is only a quarter-of-the-way done.

Legendary Treasures: Undead rarely come to attack the city, but often lay in ambush in the surrounding valleys. These undead have an unusual number of powerful magic weapons for their use. This leads many of the clerics to believe there is some burrow in the mountains with undead actually producing magical weapons.

Rumors: There are said to be families of giants in the mountains to the south of the temple city, but they hide from contact. Several dragons have been seen flying over the hills. Some speak of an ancient gold dragon that raids into the Crevasse of Doom for food once a year.

First Look: All in white stone, the temple city can be seen from any mountain within twenty miles. At night, there seems to be a white glow about it, but that could just be a reflection of the full moon. The large road heading west is in constant use. There is also some type of aerie at the top of the mountain as huge mounted eagles and falcons. Often mounted squads of men leave the city and ride into the foothills around the mountain.

15: MOUNTAIN TEMPLE OF PALADINS

Total Humanoid Population: 4,500

Defenses: Two large square towers make the barbican that leads into a huge mountain cavern. The cavern entrance has a thick and huge door covered in silver plate. There are large siege engines on top of the towers and these have been used to destroy green and black dragons in the past. All of the baskets of crossbow bolts and arrows have been blessed and coated in silver. There are archery posts not only in the towers but on the sides of the mountain as well.

Military Forces: There are less than 300 paladins of several different races. There are many groups of dwarves and elves formed up into battle groups and ready to ride out to attack enemies surrounding the mountain.

Leader: Sir Alexander Thor (*lawful good*), 14th level paladin, HP 116, AC 26, MV 20 ft., primary attributes: charisma 19, constitution 18, charisma 15. He uses a holy avenger long sword +2/+5 with a will of 22, lawful good alignment, and the following powers: speech and telepathy, sight, bearing, bless allies 3/day, detect magic at will, deflect missiles at will, cast light as bright as day 3/day, wall of thorns 3/day, wall of wind 3/day. The blade has a 'slay undead' purpose, doing double damage against targets of evil alignment. The sword is known as the Dark Theon and is famous in the Tainted Lands for its undead killing power. Sir Alexander Thor wears +4 armor of spell resistance, uses a +4 shield of bashing, and a +2 great helm.

Geographical Surroundings: This area is extremely hilly and covered in brush. There is a huge circle of healthy green vegetation around the mountain with the paladin fortress. The people of the city take time every month to plant and cultivate trees and other plants useful for the community. There are two-mile-long irrigation lines bringing mountain lake water into the area.

Legendary Treasures: There are no legends of treasures in this part of the mountain range.

Rumors: The city is abuzz with the rumor that a huge horde of undead is going to come from the north and attack the city. Deeper in the mountain range, the lair of an ancient silver dragon is known and a team from the city is being sent to ask it for aid.

First Look: There is a large and wide road leading right up to the barbican. If it weren't for the road, the stones of the towers would blend in with the mountainside. Thick brush covers the area for many miles around the mountain, making it difficult to move through the land except on the road.

16: WALLED CITY OF TEN

Total Humanoid Population: 3,900

Defenses: This is a large walled city with ten different walled sections within the even-larger outside walls. Each section has a different race living within the walls. There is plenty of room for more inhabitants and the city fathers welcome any strangers coming into the community. The outside walls are manned with dwarves with heavy crossbows and elves with longbows.

Military Forces: There are squads of halfling and gnome missile troops guarding the two entrances to the city and ready to sally forth to use their missiles on undead invaders.

Leader: Eva Lantern (*lawful evil*), 14th level rogue: HP 59, AC 14, MV 40 ft., primary attributes: dexterity 18, intelligence 17, charisma 17. She uses a +4 ring of protection, a cap of influencing, a cloak of nondescript appearance, a +3 long sword (1d8 +3), a +4 dagger (1d4 +4), and a ring of invisibility.

She has tried to set up merchant caravans that take a regular route through the fortifications along the Crevasse of Doom, but they have continually been attacked by undead forces.

Geographical Surroundings: The land within fifty miles of the city is a constant rise to one high hill where the city rests. The ground is dry and covered in a white, chalky stone. There are several oases in the area with sparse vegetation around the pools. White dust storms blast the land at least once a week in this area.

Legendary Treasures: There are two spears in the city made from the bones of an imperial ancient dragon. Where that dragon died is a mystery and adventurers are constantly searching the land around the city to find that skeleton and its magical bones. It's common knowledge that the bones can be made into undead killing devices.

Rumors: Under the city, there is said to be huge underground caverns and tunnels leading to the underground region of the Tarnduval lich warrens. No one has been able to find these warrens.

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First Look: The walled city can be seen from forty miles away as it rests on top of the high, white-stoned hill. There are ten different styles of towers at the center of each section of the city and these are clearly visible from miles away as well. Long before any character party could travel to the city, they will be met by lizard-riding warriors, armed with crossbows.

17: SILVER MINES

Total Humanoid Population: 399

Defenses: For miles to the south of the mines, there are fortified towers with powerful siege engines that guard the high-walled road, miles away from the ranger fortress. The mine itself is guarded by several connected towers and walls, manned by powerful warriors and wizards. The mines are constantly under attack by waves of undead as all the liches know where the mines are and they want to stop the mining process.

Military Forces: A squad of 100 mounted fighters constantly goes with every shipment of silver. These men are armed with weapons especially crafted to destroy undead.

Leader: **Storm Giants x4** (*chaotic good*), HD 17d8, HP 120 x4, AC 27, MV 20 ft., *primary attribute: mental*. The giants cast spells or use rocks first: *rocks* (4d6) or *levitate*, *water breathing*, *lightning bolt* (8d8 save for half), *predict weather*, *call lightning*, *control winds*, and *weather summoning*. These giants use wizard spells: 0-5, 1st-4, 2nd-3, 3rd-3, 4th-3, 5th-2. The giants have no problem working with the humanoids that come to their mine looking for a silver shipment.

For close combat, the giants use long spears (5d6) or giant swords (7d6). These giants favor the sky and have many types of flying pets, from small dragons, to griffons and giant eagles. They enjoy taking magical treasures and gems for the silver taken out of the mine. The undead have a tough time fighting the giants and the many pets they have collected over the centuries. It's only in large numbers of skeletons and zombies attacking in waves that they have made any mark on the mines at all. Lately, a storm giant has taken to going with the larger shipments to help defend it to its destination.

Geographical Surroundings: The mine sits in the middle of a dry, hot plateau of white stone and little else. Quite often, the giants hire adventurer teams to fight a deadly creature down in the mines as the diggers open up a new set of warrens into creature lairs.

Legendary Treasures: Three great artifacts, a wizard orb, wizard staff, and a wizard crown are said to be all together down in the silver mine. These magical objects are rumored to be generating all the silver being found in the mine because that is what is most needed by the mortals of the Tainted Lands.

Rumors: Some say that the mines connect directly into the private warrens of the Sinduval lich, but the miners aren't saying if that is true. Others say that there is an amazing tomb of an ancient wizard who successfully battled the liches centuries ago, who was lost in the warrens of the mine, but no one is sure of this, either.

First Look: The great plain is a huge expanse of white stone with a few oases sticking up among the white rocks. There are many large groups of undead roaming on all sides of the mine, hoping to find smaller groups of mortals to attack and feed upon. A great road

extends from the mine down south to the ranger fortress. Another road is slowly being built from the mine north to the city of temples. At the west end of the mine, the giants are trying a new experiment. They are bringing earth from the south, to make cultivated fields where there was only rock before. A square mile of area has been made four feet thick and planted. No one knows what will happen with this experiment. Druids have been hired from the grove of druids five hundred miles away to help with the experiment.

18: OPEN CITY OF TEMPLES

Total Humanoid Population: 2,999

Defenses: It is a walled city with the silver plate over the wall of 20-foot height, from the ground up and all around. There are clerics manning the walls. The holy aura of the city prevents all but the strongest of undead from getting close to the city walls.

Military Forces: All of the city inhabitants are organized into fighting groups.

Leader: **Timmon Tray weretiger-lycanthrope** (*neutral*), 12th level cleric, HP 43, AC 16, MV 40 ft., *primary attributes: wisdom 17, charisma 17, intelligence 15*. The weretiger attacks with 2 claws (1d4/1d4) and a bite (1d6). This creature can control when it turns into were form. Clerical spells: 0-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-3, 6th-2. He uses a +5 adamantite greathammer (1d12 +5) and full plate mail in battle in his human form. This cleric worships the twins, Senda and Balla, and their temple is the largest one in the city.

This weretiger constantly keeps three tigers close to help. **Tiger x3** (*neutral*), HD 5d8 +5, HP 41 x3, AC 14, MV 40 ft., *primary attribute: physical*. The tigers attack with 2 claws (1d4/1d4) and a bite (1d10). As long as their weretiger master is alive, these tigers won't run from a combat.

Geographical Surroundings: The land is flat there and filled with huge, white, granite boulders. There is a high ridge running to the east and south of the city, but there are many passes through it. Desert creatures are common in this area and there are several miles-long oases with large lakes to be found at all compass points around the city.

Legendary Treasures: There are no fabled artifacts known to be found in this area.

Rumors: Clerics in the city constantly talk about their success or failure in contacting their deities. Temples and idols are constantly under construction and are said to be the for the one true deity ready to help destroy the Tainted Lands. In several hundred years, the idols remain, and so does the Tainted Lands.

First Look: The walled city has lots of tall temple spires. The white granite boulders are turned into temple blocks on a daily basis. The city glows from holy inspiration and this drives the undead of the Tainted Lands insane. The city is attacked day and night from many different types of undead. There are battles under the city as well, as powerful undead seek to enter the city from below. Strangers are encouraged to settle in the city to add their strength to its defenses. There is a large aerie of giant eagles and hawks that are saddled and flown to other parts of the Tainted Lands.

19: RUSE & BARD TRAINING TOWN

Total Humanoid Population: 980

Defenses: This is an open village with guards in all directions a hundred yards out from the village in stone strong points. There are dogs at each of the strong points, making it nearly impossible to sneak up on the camp.

Military Forces: None

Leader: Breanna o' the Clan Raven (*chaotic neutral*), 11th level cleric: HP 46, AC 13, MV 30 ft., primary attributes: wisdom 17, intelligence 14, charisma 14. She uses a cold iron staff (1d6 +2) and wears a +2 ring of protection and padded armor. She uses the following cleric spells: 0-6, 1st-5, 2nd-4, 3rd-4, 4th-3, 5th-2, 6th-1.

Breanna is the leader of the village and its many clans of Ruse. She leads the effort to help humanoids that come out of the portal. Elves, humans, dwarves, halflings, and gnomes are brought to the village and told about the Tainted Lands, its many communities, and the power of the undead. There are many bards in the village singing songs about the Tainted Lands. Usually, a high-level bard will explore with the arriving group as they leave the village to see things for themselves.

Geographical Surroundings: To the north of the village is a huge barren plain. East and west are smaller areas that are just as flat and filled with white boulders and gravel. To the south are a scalable ridge and the ruins of the ancient Ruse city.

Legendary Treasures: In a white-boulder temple, somewhere on the plain to the north, is said to be a legendary cache of the original portal gems. They are said to have great magical power, but destroying them would cause over half of the existing portals to wink out of existence.

Rumors: The hundred-plus bards of the village are filled with sad songs about the fall of the ruse and their efforts to destroy the Tainted Lands. Those same bards sing a lot about the seven liches and the need to destroy them before freedom will come to the lands.

First Look: The village is made up of large Conestoga-style wagons. The camp sounds of singing and stringed instruments are heard day and night all over the camp. Strange animated skeletons of oxen, mules, and horses stand outside the ring of wagons waiting to be hitched up at the pleasure of their controllers.

20: GROVE OF THE DRUIDS

Total Humanoid Population: 499

Defenses: The very plants of the grove and surrounding forests are capable of moving and protecting themselves at need.

Military Forces: none

Leader: Oakala Nymph-Fey (*neutral good*), HD 3d6, HP 15, AC 17, MV 30 ft., primary attribute: mental. When a nymph concentrates, her beauty stuns a single male if they don't make their charisma save. Forced to do battle, a nymph will use druid spells: 0-5, 1st-4, 2nd-3, 3rd-2, 4th-1.

This nymph has had to ally herself with druids, in order to create a safe haven for her to live. She guides the druids that have come into

the lands and they help her maintain a large lake at the center of a young oak grove. A planting program is growing many types of trees and plants all around the lake. Many different types of elementals have come to this area to live as they have been trapped by the portals.

Geographical Surroundings: There is a fifty-mile span of land that is wooded and filled with growth and brush. All of it is maintained and encouraged by druids. Digging under the loam of the forest will uncover the same white gravel of the surrounding flat plains.

Legendary Treasures: none

Rumors: The druid group is working as hard as possible to find the seven liches. They are able to send out strike groups as powerful characters appear in their land. These groups have reliable hints on where the liches are located.

First Look: The first inkling that something is different is the weeds that spring up in great profusion seventy miles from the druid grove. As one gets closer, the white stone of the plains is replaced by real grass and then brush and then young forest growth. It rains often in this area and there are the rich sounds of birds and beasts of the forest that have become attracted to this area.

21: DEAD FOREST OF BONES

Total Humanoid Population: 0

Defenses: none

Military Forces: none

Leader: none

Geographical Surroundings: The land is filled with huge bones of all types from giant dragon skulls to storm and cloud giant bones. Among those bones are large numbers of open fissures in the white stone of the ground. The fissures open into huge warrens under the earth. There are large monsters moving through those warrens.

Legendary Treasures: none

Rumors: The land of bones is well known and everyone talks about the giant treasure caches hidden under the ground. In hushed whispers, people talk of huge storm giant ghosts insane from being trapped in the Tainted Lands and wanting to smash anything having a living soul.

First Look: At first, as one travels up into the land of bones, they see an occasional skeleton of a dragon. Soon, there are multiple skeletons of dinosaurs, dragons, and even giants of all types. After several miles, it grows impossible to walk on anything but the gigantic bones. Often, one sees holes, pouring out some type of steam.

22: CRYSTAL LANDS

Total Humanoid Population: 0

Defenses: none

Military Forces: none

Leader: none

22 CASTLES & CRUSADES: TAINTED LANDS

Geographical Surroundings: The crystal lands sport huge, tree-like crystals growing hundreds of feet into the air. One can literally watch crystals grow a foot every day. Walking in this area, a white dust comes up with every footfall. There are creatures in this land, and all of them are covered in the crystal dust. There are also large crevasses in the earth and these are walled with growing crystals. There are no stories of explorers going into these areas. This land is the source of the Tainted Lands ioun stones. Those are often found floating among the crystal masses.

Legendary Treasures: The six different ioun stones of the Tainted Lands have only been found in this area. Those are: black triangle, white oval, sun yellow sphere, crimson teardrop, emerald teardrop, and the azure teardrop.

Rumors: It is wildly rumored that staying in the crystal lands region for any amount of time will turn a person permanently into a crystal creature. There is said to be an energy gateway hidden somewhere among the crystal trees that can transport a person back to their homeland. It's commonly known that in the center of the crystals is a wizard's tower made of ever-growing crystal. This wizard is said to be quite mad.

First Look: In the middle of a great expanse of white gravel, the crystal spires can be seen for hundreds of miles away. A loud shattering noise can constantly be heard from the crystals and huge blocks of the crystal grow too high to support their weight and break off and smash into other crystals. This is a constant process and care must be taken to avoid being under a falling mass of crystal.

23: MONSTER METROPOLIS

Total Humanoid Population: None

Defenses: None

Military Forces: None

Leader: Zanduval Lich (*chaotic evil*), HD 18d10, HP 180, AC 20, MV 30 ft., 30 ft. (fly), primary attributes: intelligence 17, charisma 17. When a lich touches a victim's flesh, they must make a strength save or be paralyzed. The touch does 1d10. The paralysis is permanent unless magically countered. This lich has the spells of an 18th level wizard: 0-7, 1st-6, 2nd-6, 3rd-5, 4th-5, 5th-4, 6th-4, 7th-3, 8th-3, 9th-2. Fear Aura: any creature with five or fewer hit dice will cower in fear with no saving throw while they are within 10 feet of the lich.

Zanduval is known for its lust for ioun stones. A cluster of ten of them constantly swirls round its skull and it has given out ioun stones as rewards for acts useful to the lich. Presently, it encourages monsters of all types to come to its community. In the past, it has led these creatures against powerful forces of law that have sprung up in the Tainted Lands only to be crushed by one lich or another.

Geographical Surroundings: For twenty miles, north, south, and forty miles east and west there are high, hilly ridges filled with large sections of white boulders. Among those ridges are hundreds and hundreds of caves all leading down to a huge warren of tunnels and caverns. The creatures of that area stake out a claim of a particular cave or cavern, and fight off others coming to look for a lair of their own. Powerful bands of orcs, goblins, and trolls also live in these warrens.

Legendary Treasures: The dragon talon artifact is said to be found somewhere in this area. It is said the only reason Zanduval dens in this area is its constant quest to find that talon.

Rumors: The oldest of black dragons is rumored to den in the monster metropolis. All manner of medusa, cockatrice, and gorgon are said to inhabit the hills above the caverns. There are said to be hundreds of stone characters placed at the top of the ridges as a sign that the creatures of the lower caverns want to be left alone.

First Look: Stone statues of surprised characters mark the edges of the monster metropolis. One goes from flat white gravel, to the hills and ridges of the monster territory. One can see a creature or two flying among the high rocks. Huge white boulders show up on the horizon and there are thousands of these large stones in the territory.

24: TAINTED MISTS

Total Humanoid Population: 0

Defenses: There are many magical effects at work in the mists of the Tainted Lands. All around the edges of the lands the gray foggy mists obscure the outside world. It seems as if one could enter the mists and leave the Tainted Lands forever, but such is not the case. The fog is thick and one can't see ten feet in front of their faces. The ground is marshy and wet. No matter what types of detection spells or magic items are used, they fail to break their way through the mists.

CREATURES OF THE MISTS: The second characters walk into the mists they hear the creatures of the mists and their howls in the distance. Within an hour, those howls are nearby and some type of creature is rushing around the characters making whining noises. Glowing eyes can be seen in the mists, but the creatures don't attack unless they can get a character alone. No matter how large the group, and whatever defenses they are able to mount, those who fall asleep in the mists never wake up again.

PORTALS OF THE MISTS: Portal keepers can detect portals in the mists. These are old portals, having been used to expand the size of the Tainted Lands in the past. Each and every one of them has a king's ransom in the five gems that help create the portal. When one goes through these portals, they are transported to the ruins of the ruse city at the center of the Tainted Lands. Taking the gems out of the portal, make it impossible to destroy that portal by magical means. It's a little-known fact that when a portal keeper destroys a mist portal, there is an hour-long window when the mists draw back from the portal and one can see the outside world from the location of the destroyed portal.

MIST TRANSPORTATION: When a group first sets foot in the mists, the Castle Keeper rolls a d6. On a score of 1 or 2 the characters eventually come out exactly where they left the mists. On a 3, they come out far to the south. On a 4, they come out far to the west. On a 5, they come out far to the north. On a 6, they come out far to the east of the place where they entered the mists. If they have a portal keeper with them, they are allowed to travel through the mists from portal to portal and there are over a hundred portals making a huge circle around the mists. It's a little-known fact that 10th-level or higher portal keepers can sense the new portals out past the mists. This would allow them to walk out of the mists if they wished. This rarely happens because the keepers can't tell if a portal is in the mists or not.

MAKING TRAILS IN THE MISTS: Characters often try to leave stone trails or other types of trails in the foggy mists. The creatures of the mist take care of these attempts and often lead the trails into other directions deeper into the mists. In other words, such trail making never works even for rangers.

TRAVELING IN THE MISTS: The second characters enter the mists, they are completely lost, unless they have a portal keeper with them. Even then, the portal keeper knows the exact direction of all the portals in the mists and can move toward them, but he would be just as lost as any other character in getting back to the Tainted Lands. While portal keeper's can sense portals, they can't sense the ones without gems like the central one in the ruins of the Ruse. In order to leave the mists and re-enter the Tainted Lands, the characters must make a verbal commitment to leaving and then every hour the Castle Keeper rolls a d6 and on a 6 they leave the mists appearing somewhere in the Tainted Lands.

ENTERING THE MISTS FROM THE OUTSIDE: Those who come into the mists from the outside world almost immediately step into the interior of the tainted lands. It would seem that the mists are only twenty or thirty feet thick from the first time adventures explore the mists. They have been fooled and teleported into the lands by the magical forces of the mists. When they try to leave the mists and go back they way they came, the mists never let them leave.

Military Forces: None

Leader: None

Geographical Surroundings: The lands of the mist never change. They are a grassy, marshy land with no pools of water and no landmarks save for the large portals placed there by the lichs in the past. There have been attempts to create large stone cairns to mark the way back into the Tainted Lands. These efforts have been met by huge purple worms that have used the stones and the stone layers for food.

Legendary Treasures: Every portal in the mists has the standard five gems, each worth 10,000 gp.

Rumors: Mist stories are all anyone ever talks about. Almost all of the tales deal with brave, experienced adventurers who are spilling over with magic items entering the mists and returning as broken men with no magic items. There are no rumors about anyone successfully escaping by going into the mists.

First Look: Day or night, the mists look the same. They are a swirling fog with a constant breeze moving in and out of the fog to create a swirling mass of dark and light fog. It smells like a marsh and, in fact, matted down marsh grass can be seen at the edges of the mists. No plants and animals are present within ten feet of the mist edges. If one stands longer than twenty minutes in the same location by the mists, they start to hear the whine of some type of creature moving back and forth in the mists. At night, several feral pairs of red glowing eyes can be seen moving about the mists and some type of dog howl is heard from them, but they never come out of the mists.

25: CREVASSE OF DOOM

Total Humanoid Population: 0

Defenses: On its north and south sides, the crevasse is extremely sheer and almost impossible to climb up or down. There are no organized strong points anywhere in the crevasse.

Military Forces: There are no organized military forces in the crevasse.

Leader: Although there are unique monsters with lairs in the crevasse there is no one stand-alone leader motivating the creatures in the canyon.

Geographical Surroundings: The crevasse is several miles deep and in some places over fifty miles wide. It's surrounded to the north and south by high granite mountains with the tallest ones at the center points of the entire crevasse. The east and west ends come out into hilly country. At the center of the crevasse is a portal. When any nonhumanoid creatures touch the other portals, they find themselves in the center of the Crevasse of Doom, much like humanoids find themselves at the center of the ruse ruins. Lycanthropes are not happy to find themselves in the crevasse.

Legendary Treasures: There are many visible veins of gold, platinum, and mithral to be found on the walls of the crevasse; as well as raw gemstones, some of them fist-sized.

Rumors: A great deal of talk centers around the power of the monsters in the Crevasse of Doom. All the colors of dragons are said to be in there, and they battle for power with giants, other dragons, and monsters of great power. From one end of the crevasse to the other, there are lairs of powerful creatures able to resist attacks from other monsters. Over the generations, these lairs have filled with treasures brought by other attackers and explorers.

First Look: The Crevasse of Doom is lovely and majestic as seen from any angle. Huge bluffs are lost in the center of the wide canyon. Bubbling springs appear on the sides of the high cliffs and turn into waterfalls. Large, long lakes can be seen at the deep bottom. Large dinosaurs and other creatures fly and walk at the bottom of the crevasse.

THE UNDEAD

The undead rule the Tainted Lands. All types of undead are there, and among those, there are extremely powerful and intelligent undead. This section presents a number of the known and unknown undead of the lands for the easy use of the Castle Keeper. In using the known undead creatures, the negative-material power of the Tainted Lands always makes a change or two in the nature of the undead. The chart provided will help the Castle Keeper make instant new types of undead from the older versions. In this way, players are going to have to relearn how to fight off these creatures. The purpose of these changes is always to heighten the horror effect of the creatures. When using two or more of these powers on an undead creature, it turns them into "greater" versions of themselves. They become greater skeletons or greater vampires or greater ghouls. The ruse will talk about these creatures and warn the player characters that if they encounter a creature with some of these powers; they are facing a much more powerful foe than they might have first thought.

24 CASTLES & CRUSADES: TAINTED LANDS

1d8	1	2	3	4	5	6	7	8
1	HD	MV	AC	Str	SV	Size	Int	Followers
2	Scent	Spells	Fire	Cold	Fear	Turn	Acid	Weapon
3	Poison	Gas	Gate	Charm	Hold	Glare	Astral	Armor
4	Curse	Taint	Slow	Music	Age	Fly	Haste	Take
5	HD	MV	AC	Str	SV	Size	Int	Follower
6	Scent	Spells	Fire	Cold	Fear	Turn	Acid	Weapon
7	Poison	Gas	Gate	Charm	Hold	Glare	Astral	Armor
8	Curse	Taint	Slow	Music	Age	Fly	Haste	Take

HD: Raise the hit die of the creature to d10s. If they are already at d10s or higher, double their hit dice. Raise the experience points of the creature accordingly.

MV: The speed of the creature doubles and it becomes so fast it appears as a blur. This will increase the number of attacks per combat round to double what is normal.

AC: Add 5 to the AC of the creature.

Str: Make the strength of the creature high enough that it adds a +4 to each physical attack.

SV: The creature will always make the first save versus magical attacks. From then on, it makes every third magical attack save automatically.

Size: Double the size of the creature. In your description, detail the increased bulk and mass of the creature.

Int: The creature gains great intelligence and is able to talk with its victims. If the creature is already intelligent, give it the spell powers of an 8th level magic user: 0-5, 1st-4, 2nd-3, 3rd-3, 4th-2. If it already has magic user spell ability add on the spell casting ability and turning powers of a 10th level cleric: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2.

Followers: The followers of the greater undead are not apparent when the undead is first encountered. They appear just before a battle. They could be a swarm of unusually large rats, or a pack of giant wolves, or maybe a large clutch of giant ravens. Whatever they are, they have no problem throwing themselves between their undead master and its attackers.

Scent: Attach a strong scent to the creature. Burn an evergreen candle at the game and have the party attacked all night by greater skeletons. Then when they smell evergreen, they will always think of the terrible monsters and know a little fear. During games, bring up the idea that they smell evergreen.

Spells: Give each type of undead a unique set of spells at the tenth level. Fill those spells with the energy of the negative material plane so that a fire spell would be black fire or a cold spell would cause numbness in the victim, whether they save from damage or not.

Fire: Give the undead fire breath, with a constitution save to half or no damage. The breath should be around 3d6 and have a signifier where the creature is red in appearance.

Cold: The player characters should see evidence of cold damage everywhere in the area long before they see the monster. The area

itself should be far colder than usual so that the characters suffer from the cold. (They attack at a negative, larger spells can't be cast because of teeth chattering, etc.) The creature itself has a thirty-foot area around it where attackers take 3d6 in cold damage per round when they melee the monster.

Fear: This effect should be as the spell, but it should manifest itself in odd ways. When attacked, the monster could change into an even more horrible visage, so that the characters know fear. Maybe the first damage done to the creature causes it to grow in size and become more horrible, causing the spell effect. Maybe the creature grows more heads with each attack and this kicks in the fear effect.

Turn: Use the "Turning" rules for the monster and allow it to destroy the character if they are five levels higher and the player character doesn't make their saving throw.

Acid: The undead creature spits acid. This gross effect is especially effective for skeletons. The attack does 2d6, but the acid is unusually effective against metal targets. Rings, swords, and armor get a save, but could be destroyed. Make the acid glow and have the first attack miss so that the character can know fear with this new attack.

Weapon: There are never enough dangerous weapons in use by the villains. These weapons all have a special look (larger, jagged, drip glowing gore, etc.) and they all talk and voice their defiance. Naturally, most characters take massive damage if they pick up the weapon and just as naturally, the weapon tries to take over the mind and soul of any nearby character.

Poison: It's not enough to give the undead a poison attack. Amp up the horror effect by making the poison glow on the fangs or talons of the creature. Make the drops of poison sizzle when they hit the ground. Have the creature splash the poison on to the flesh of the player characters.

Gas: When the greater undead creature is struck, a purple gas starts hissing out of the wounded place and fills the area with a purple glow of gas. More and more wounds cause more and more gas to escape the creature. Each gas has a different type of effect with the various creatures: 1: -1 to foes AC as they are slowed down, 2: -2 to the hit dice as they breathe in the gas, 3: -2 hit points a round as the foes breathe in the gas, 4: the gas darkens the area so that the creature is obscured, 5: soft materials like clothing and leather begin melting in the gas, 6: edged and pointed weapons don't work when exposed to the gas.

Gate: Normal versions of the greater undead appear at the calling of the greater undead creature. Every fifth round, a new undead creature appears out of a green glowing portal.

Charm: As the *charm* spell, the creature talks to victims and convinces them to join the greater undead's side for twenty-four hours.

Hold: There is a blinding red aura around the greater undead creature. It extends fifteen feet out from the body. As foes enter the aura, they must make a magical save versus a *hold* spell.

Glare: This glare forces a wisdom save on the part of all viewing the glare. The effect is horrifying as the eyes of the monster turn bright red and the feeling of extreme heat fills the body of the watching victim(s). Failing to make the save forces the victim to drop anything

in their hands and stand filled with fear for 1d4 rounds. If they make their save, that creature has no glare power over the victim again.

Astral: The creature appears solid, but when it takes damage, it begins phasing in and out of the astral plane so that every other round it can't be influenced by anything and it can hurt its opponents. When in danger of being destroyed it stays permanently in the astral plane.

Armor: The armor is massive and alive. It's black with many spiky bits. When its hit with a weapon it bleeds a glowing crimson gunk that looks and feels like hot lava. When the creature inside the armor is dead, the armor continues to fight on and will do so for many more combat rounds. When characters try and put on the armor it takes over their souls and attacks the rest of the party.

Curse: When the creature is struck with a weapon, have a curse hurled at the player character. It's a magical spell with the following effects: 1—shrink to half size and have hit points and armor class halved; 2—hit foes with a -3 to each strike; 3—do 3 less points of damage with every successful melee attack; 4—lose their voice and ability to cast verbal spells; 5—the character's magic weapons lose their magical plusses; 6—your magical scrolls and potions lose their magic.

Taint: As the greater undead takes damage, the attacker is forced to make an intelligence save with every successful attack. If they fail the attack, they don't want to do harm to the undead in front of them for at least 24-hours.

Slow: There is an odd cloud of dust around the greater undead and out five feet from the body of the monster. When foes come into to melee the creature, they face the effects of a slow spell from the dust aura.



Music: Even before the characters see the monster they hear an odd trilling sound. While the greater undead is singing, attacks happen at -3 against the living as well as the damage done to the undead is at a -5.

Age: Successful strikes by the undead cause 10 years of aging to the victim.

Fly: The creature flies and attacks from the air so that it's much harder to deal with. If the Castle Keeper rolls this and the undead already flies the undead gains telekinesis and can lift up to 100 pounds.

Haste: As the spell, it gives multiple attacks to the undead.

Take: The greater undead holds out its hand and the victim is forced to make an intelligence check. If they fail their most used weapon or magic items comes into the possession of the undead and they can use it.

NORMAL UNDEAD LISTED

Allip (*undead, neutral evil*), HD 4 (d12), HP 48, AC 15, MV 30 ft. (fly), *primary attribute: mental*. The touch of an allip causes a temporary drain of 1d4 wisdom points to a victim. Once at 0 wisdom the victim is insane and requires a heal spell to be cured. Allip babble, forcing a wisdom save or become hypnotized for 2d4 rounds. Once hypnotized, the victim helps the allip. Only magical weapons can touch the incorporeal allip. Treasure 5, XP 170 +4.

Banshee (*undead, chaotic evil*), HD 7 (d8), HP 56, AC 20, MV 30 ft. (fly), *primary attribute: mental*. Only magic weapons can strike the banshee. Her touch does 1d8 points. The wail of the banshee affects all within 30 feet. If a charisma check is failed, the victim dies from the banshee's keening wail. Those who save lose their next initiative roll. These undead are immune to cold and electrical attacks. Treasure 7, XP 720 +7.

Bodak (*undead, chaotic evil*), HD 9 (d12), HP 108, AC 20, MV 20 ft., *primary attribute: physical*. The bodak slams for 2d4 and uses a death gaze forcing a constitution save or death in 1d4 rounds. The creature is immune to electricity damage and only takes half damage from fire and acid. Treasure 8, XP 1610 +12.

Ghost (*undead, chaotic evil*), HD 4 (d8), HP 32, AC 17, MV 30 ft., *primary attribute: physical*. The ghost attacks with 2 claws (1d4/1d4) and a bite (1d8). Ghost stench is effect at 30 feet from the creature. Failing a constitution save one suffers 1d4 in subdual damage and a -2 on attack rolls. Ghost paralysis forces a save versus strength or the victim is paralyzed by a successful attack from the ghost. Dying from a ghost attack causes ghoul fever and they rise again as a ghoul or ghost. Treasure 5, XP 150 +4.

Ghost (*undead, lawful evil*), HD 10 (d8), HP 80, AC 20, MV 30 ft., *primary attribute: mental*. The ghost's death touch takes years off of a victim's life to the tune of 10-40 years for a human or half-orc, 10-60 years for halflings and half-elves, and 30-120 years for dwarves and gnomes. Elves are immune to this attack. Ghosts require magical weapons to strike them. The ghost's moan forces a wisdom save or causes fear as the spell. A successful save allows the victim to be immune for 24 hours. Ghosts have a telekinesis ability, which works as the spell. Treasure 8, XP 1750 +10.

Ghoul (undead, chaotic evil), HD 2 (d8), HP 16, AC 14, MV 30 ft., primary attribute: physical. The ghoul has 2 claws (1d3/1d3) and a bite for 1d6. A successful attack by a ghoul forces a strength save or the victim is paralyzed. The paralysis lasts 1d4 +1 turns. Elves are immune to the paralysis effect. Treasure 1, XP 30 +2.

Lich (undead, neutral evil), HD 18 d8, HP 146, AC 20, MV 30 ft., primary attribute: mental. The creature's touch does 1d10. It has a phylactery where it hides its essence. Fear aura influences five or fewer hit dice or levels. They cover in fear of the lich with no save. A touch of the lich forces a constitution save or the victim is paralyzed. Generally, liches cast spells as an 18th level wizard: 0-7, 1st-6, 2nd-6, 3rd-5, 4th-5, 5th-4, 6th-4, 7th-3, 8th-3, 9th-2. Treasure 11, XP 10400 +18.

Mummy (undead, lawful evil), HD 7 (d12), HP 84, AC 20, MV 20 ft., primary attribute: physical. The mummy slams for 1d12. The touch of a mummy causes mummy rot in the victims for a point a day. The sight of a mummy causes despair like the fear spell. The sight forces a wisdom save or the victim is paralyzed. Treasure 7, XP 720 +7.

Shadow (undead, chaotic evil), HD 3 (d12), HP 36, AC 13, MV 30 ft, 40 ft. (fly), primary attribute: mental. The incorporeal touch does 1d4 and drains a strength point. The blend ability allows the shadow to be undetectable in the darkness. Treasure 3, XP 80 +3.

Skeleton (undead, neutral), HD 1 (d12), HP 12, AC 13, MV 30 ft., primary attribute: physical. The skeleton strikes with any weapon at hand. The ones in the Tainted Lands often use a shillelagh (1d8). Slashing or piercing weapons only do half damage to a skeleton. Treasure 1, XP 10 +1.

Spectre (undead, lawful evil), HD 7 (d12), HP 84, AC 15, MV 30 ft. primary attribute: mental. The spectre uses an incorporeal touch for 1d8. The touch drains two levels of experience and heals 5 points for each level stripped away. Its unnatural aura frightens away normal animals. It takes magical weapons to harm the spectre. Treasure 7, XP 660 +7.

Vampire (undead, chaotic evil), HD 8 (d12), HP 96, AC 20, MV 40 ft., 60 ft. (fly), 20 ft. (climb), primary attributes: mental and physical. The vampire slams for 1d6 and energy drains for two levels. The blood drain forces a strength save or the vampire holds the victim in its grip and inflicts 1d4 points of damage. For the blood taken, the vampire heals that many points. The vampire can summon 3d6 wolves or a swarm of bats and rats. The gaze of the vampire dominates the victim, forcing a charisma save at -2. Failure of the save acts like a charm person spell on the victim. The vampire can appear in another non-magical form. The vampire can assume a gaseous form. The vampire can use a spider climb ability, as the spell. The vampire can have up to 6 vampire spawn surrounding him. Treasure 8, XP 1885 +8.

Wight (undead, lawful evil), HD 4 (d12), HP 48, AC 15, MV 30 ft., primary attribute: mental. The wight slams for 1d6 and drains one level. When draining, they gain five hit points. Treasure 5, XP 120 +4.

Wraith (undead, lawful evil), HD 5 (d12), HP 60, AC 15, MV 60 ft., 60 ft. (fly), primary attribute: mental. The wraith has an incorporeal touch for 1d6. A successful touch drains one level and gives the wraith five hit points. Its unnatural aura won't let nonmagical creatures to come within 30 feet. Treasure 5, XP 280 +5.

Zombie (undead, neutral evil), HD 2 (d8), HP 16, AC 12, MV 30 ft., primary attribute: physical. The zombie slams for 1d8, Tainted Lands zombies move as fast as humans move and don't have the normal slow trait like zombies out of the lands. Treasure 1, XP 15 +2.

TAINED LANDS CREATURES

These creatures never leave the Tainted Lands through portals. They can often be found as guardians of great treasure or as coordinators leading attacks against the living and their fortifications throughout the lands.

UNDEAD DRAGON

NO. ENCOUNTERED: 1

SIZE: 72 feet long

HD: 30d6

MOVE: 50 ft., 100 ft. (fly), 80 ft. (burrow)

AC: 30

ATTACKS: 2 Claw (1d10/1d10), Tail (1d10), Bite (5d10)

SPECIAL: Glare, Breath Weapon, Full Immunity to Fire, Cold, Electrical, Acid, Spell-like abilities

SAVES: M, P

INT: 20

ALIGNMENT: Chaotic Evil

TYPE: Dragon

TREASURE: 18 (magic items x2, Gems x2, Extraordinary Items X2)

XP: 3,600 + 30 + (I 3,700 + II 7,500 + III 6,500) = 24,700

The undead dragon is the true terror of the Tainted Lands. It begins as a normal dragon sucked into the lands and killed. Within two days, all the flesh on the dragon has turned to dust and any broken or missing bones have regenerated forming a fully functional bone dragon. The creature has great intelligence and begins its new life carving out a lair and beginning to gather a lair treasure. One of its many abilities is the power to transform into a human fighter. The fighter is seven feet tall, extremely powerful, and able to mingle with humans in complete disguise for what it really is.

Undead Dragon Fighter Form: HD 10 (d10), HP 100, AC 20, MV 40 ft., primary attributes: strength 19, constitution 19, intelligence 19. It can always be found with some type of unusually large weapon, usually a two-handed sword (3d10). In this form, it travels among men looking for news of treasures to be stolen.

Combat: The first attack of this dragon is black, negative-material breaths, forcing a constitution save on the victims. Those that fail the save take 30 points of damage and age 15 years. Those that make the save take ten points of damage. Further dragon attacks are a combination of claws and bites until it has taken half its points in damage, and then it uses its breath again. The creature will allow the victims to surrender and then it strips them of everything of value and taunts them as it allows them to leave.

Dragon Magic: Undead dragons are created by a divine power and have the spell abilities of a 10th level cleric, except they can't use healing spells of any kind.

Immunities: The undead dragon has full immunity to fire, cold, electrical, and acid attacks of all strengths and types.

Glare: This glare forces a wisdom save on the part of all viewing the glare. The effect is horrifying as the eyes of the monster turn bright red and the feeling of extreme heat fills the body of the watching victim(s). Failing to make the save forces the victim to drop anything in their hands and stand filled with fear for 1d4 rounds. If they make their save, that creature has no glare power over the victim again.



SKELETON-MINIS

NO. ENCOUNTERED: 3-30

SIZE: Small

HD: 2d6

MOVE: 30 ft.

AC: 18

ATTACKS: 1d8 Slam, 1d6 Bite

SPECIAL: Undead

SAVES: P

INT: Low

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: 1

XP: 10 +2

Normal creatures are killed, and often not eaten, in the Tainted Lands. After a few days the flesh and muscle turns to dust, and a skeleton-mini rises and begins looking for others of its kind and living victims it thinks it can kill. It's a mini because the undead skeleton is far shorter in all ways than the living creature.

Combat: The creatures come in swarms and slam as hard as they can into their victims. If they are successful with their slam, they automatically bite with razor fangs. Edged and pointed weapons only do half damage to these undead.

UNDEAD GIANT

NO. ENCOUNTERED: 1

SIZE: Varies per former living giant

HD: 17 d10

MOVE: 50 ft.

AC: 30

ATTACKS: 2 talons (2d10), bite (1d10)

SPECIAL: Spell-Like Abilities, Spells, Immunity to Electricity/Cold/ Fire, Undead, Rock throwing, Regeneration

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 10 (hoard), 3 Sack

XP: 8,400 +17

The size of an undead giant depends on what it was when it lived. An undead storm giant skeleton would be 20 feet tall while an undead stone giant skeleton would be 16 feet tall. All of them are gifted with the same powers as they become undead. Communities of these creatures do form and they usually create large stone halls to store their treasures and use as a home base.

Combat: Undead giants fight with talons and if both talons strike, they automatically succeed with their bite. Each has an aura of cold. The player characters should see evidence of cold damage everywhere in the area long before they see the monster. The area itself should be far colder than usual so that the characters suffer from the cold. (They attacks with a negative, larger spells can't be cast because of teeth chattering, etc.) The creature itself has a thirty-foot area around it where attackers take 3d6 in cold damage per round when they melee the monster.

Each undead giant has the spells of a 10th level druid: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2. They can't use any of the druid spells using fire.

Rock Throwing: These giants can hurl boulders up to 700 feet. Successful attacks inflict 4d10 points of damage.

Regeneration: The giant is able to regenerate 3 hit points per round.

Weakness: It can be turned like any undead of the same hit dice.

UNDEAD ELEMENTAL

NO. ENCOUNTERED: 1-4

SIZE: Special (see below)

HD: See below (d8)

MOVE: 50 ft., 100 ft. (fly)

AC: Special (See below)

ATTACKS: talon 1d10 plus energy drain

SPECIAL: Special (See below)

SAVES: P

INT: Varies (See below)

ALIGNMENT: Neutral

TYPE: Elemental

TREASURE: 1/7/9

XP: 80 +3, 660 +7, 885 +8

The lowest style of undead elemental appears as a shadow, but likes to move about the Tainted Lands sucking the strength out of characters. The middle-level undead elemental appears as a nine-foot-tall humanoid with shadowy flesh and a wild mop of black hair. This highly-intelligent creature likes to bargain with victims, and if they agree to turn over magical treasures, it doesn't attack. The third and largest form of undead elemental appears to be a funnel cloud ten feet tall. It is attracted to beings with magic items. The creature with the most gets attacked and drained and then it drains the magic from the items on the body of the slain victim.

1-4 HD, AC 11, drains a point of strength

5-10 HD, AC 17, drains one energy level

11-20 HD, AC 22, drains two energy levels, and drains away magic in items

Combat: The elemental drains away some type of energy while striking out with an almost invisible talon. Only magic items or spells affect the flesh of the undead elemental.

Weakness: The creature can be turned like any undead of the same hit dice.

UNDEAD MASTIFF

NO. ENCOUNTERED: 1-6

SIZE: Medium

HD: 4 (d10)

MOVE: 50 ft.

AC: 15

ATTACKS: Bite (2d8)

SPECIAL: Bay, Trip, Blend, Undead, Breathe Fire

SAVES: P

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 4

XP: XP +6



Undead mastiffs have the body of a huge dog with glowing red eyes and a constant spark of fire out of the huge fangs. They are attracted to the service of vampires and liches. Their fur is like metal wire and they make excellent guardians. They are intelligent enough to not fall for tricks that would fool a more normal canine.

Combat: These canines love to enter battle. They have no fear and rip and tear at any exposed flesh. Hunting packs can contain as many as twenty mastiffs. They play with their victims and have been known to jump as high as thirty feet to pull a victim out of a tree.

Bay: When this mastiff howls or barks, all non-evil creatures within 100 yards must make a wisdom save or become panicked for 2d4 rounds. Like the *fear* spell, this effect will cause anyone to drop whatever they are holding at the time as they run for their lives.

Trip: After successfully biting a foe, this mastiff can attempt to drag the victim to the ground. The victim is allowed a dexterity save to resist. If a victim is pulled to the ground, that victim automatically acts last in the round.

Blend: In the light of the Tainted Lands, this mastiff is virtually undetectable. It is considered invincible, and it can attack without spoiling this concealment. Several bright lights or any type of magical illumination will reveal the mastiff.

Weakness: They can be turned like regular undead of their hit dice.

Small – HD 4d8 – 2 ft. tall

Medium – HD 8d8 – 5 ft. tall

Large – HD 10d12 – 15 ft. tall

Combat: These creatures always attack with razor sharp talons. While they all display jaws, they never use these in combat.

BRONZE MECHANICAL

NO. ENCOUNTERED: 1-4

SIZE: Varies (See below)

HD: Varies (See below)

MOVE: 40 ft.

AC: 18

ATTACKS: 2 metal talons (1d8/1d8)

SPECIAL: Immunities (See below)

SAVES: P

INT: Low

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: 2

XP: Small 20 +5

Medium 600 +15

Large 2600 +22

These are bronze constructs, created by one of the liches of the Tainted Lands. Usually they are only found around the creator's lair, but sometimes they find their way in other parts of the Tainted Lands. The Lich sends out armies of these and some of these bronze creatures get lost and roam creating havoc wherever they go. If they find the mountains, they are able to locate veins of raw metal and they can magically make iron and tin versions of themselves. The small ones are two feet tall and appear to be four legged bug creatures with shields for wings. The medium ones are panther-shaped with a

grace to their movement. These stand five feet tall at the shoulders. The large ones are shaped like several types of dinosaurs with large tail maces. These stand fifteen feet tall at the shoulders. They are aggressive creatures and have no fear as their animal intelligence allows them to attack anything moving.

Small – HD 4d8 – 2 ft. tall

Medium – HD 8d8 – 5 ft. tall

Large – HD 10d12 – 15 ft. tall

Combat: These creatures always attack with razor sharp talons. While they all display jaws, they never use these in combat.

Immunities: Each of these automatons is immune to all types of cold, fire, and electric attacks.

Regeneration: When a large construct is ruined, if left alone, it will regenerate into a medium unit and appear to come out of the body of the large, destroyed construct. The same works with the medium unit that will turn into a small construct. Each of these transformations takes six hours.

TAINTED LANDS MAGIC ITEMS

Artifacts are considered priceless and have no experience points. Every time an ally of the artifact wielder sees an artifact used, they have to make a wisdom check. When these characters fail three wisdom checks they change alignment by one step (going from lawful toward chaotic or good toward evil) and seriously consider taking the artifact away if the wielder won't sell it to them.

Portal Gem Artifact – There are seven portal gem artifacts. Each is currently owned by a lich and each has its own unique powers as well as powers common to each of these artifacts. Each allows the wielder to use a crystal ball effect to observe lands outside of the Tainted Lands. Each allows the wielder to generate four Tainted Lands portals a year in lands up to 100 miles away from the mists. Each portal created raises the spell-casting level of the wielder by one, permanently. Each gem is head-sized and glows allowing the wielder to sense the areas around each portal the gem created. It is known that seven liches, each own one of these gems and use them to rise in power levels and create more and more portal lands.

Purple Star Sapphire Portal Gem: No matter how far away the gem is from its current wielder, it gives that owner an AC of 29.

Blue-white Diamond Portal Gem: No matter how far away the gem is from its current wielder, it gives that owner regeneration at 5 hit points per round.

Purple Star Sapphire Portal Gem: No matter how far away the gem is from its current wielder, it gives that owner the ability to strike first and cast spells first in any round of combat. This magical effect works, even when the wielder is surprised.

Star Ruby Portal Gem: No matter how far away the gem is from its current wielder, it gives that owner the ability to reflect back the first four hit points of any damage the wielder takes in combat.

Black Star Sapphire Portal Gem: No matter how far away the gem is from its current wielder, it gives that owner the ability to do maximum damage with whatever physical weapon they use in combat.

Gold Star Sapphire Portal Gem: No matter how far away the gem is from its current wielder, it gives that owner the ability to do maximum damage with whatever ranged spell he is casting.

Yellow Diamond Portal Gem: No matter how far away the gem is from its current wielder, it gives that owner the ability to always make their magical saving throw versus any effect.

Lich Artifacts: The lich crown, scepter, and orb have been lost in the Crevasse of Doom. These items are said to lend great magical abilities to the wielder as well as control over certain types of undead as they are encountered.

Lich Crown: The crown appears to be five skeletal hands, fused together at the wrists. Each of the fingers has a 5,000 gp ruby ring. Attempts to take off one of the rings causes the crown to explode for 50 points of damage and appears whole after the blast. Wearing the crown raises the wielder one experience level. If the Lich scepter and orb are used with the crown, the wielder is raised one level for each of the other items. The crown allows the wielder complete mastery over any type of skeleton or zombie within hearing of the crown wielder.

Lich Scepter: The Lich Scepter appears to be made out of an ogre's bony arm and fist. It's heavy and the magic of the device wraps around the wielder instantly. It's a weapon that strikes for +5 to hit, doing 3d12 points of damage. Skeletons, zombies, ghosts, and banshee all must obey the commands of the wielder of the staff and can never strike at the wielder.

Lich Orb: The orb appears to be the gold-coated, glowing, skeletal head of a dwarf. Whoever touched it last is given all of its powers. They have the use of the following spells once in a 24-hour period at the 10th level spell casting ability.

Throw a 10d6 *fireball*.

Create a *wall of blades*.

Generate a *knock* spell.

Cast *invisibility to undead*.

Create an *illusionary wall*.

Cast one of the following: *power word stun*, *power word blind*, or *power word kill*.

Using the power of the orb, the wielder always strikes with maximum damage. When all three items are used by the same wielder, no power of a lich can influence them.

Fortress Enchanted Axe: One of the fortresses in the mountains holds an artifact smithy that turns out magical axes during the times of the dark moon. Many are the powerful undead that have ridden up on strange mounts and challenged for the right to take one of those axes as their own. There are also many ambushes in the passes of the mountains nearby, by the living and the dead, for a chance to obtain one of the axes. These are +4 dancing axes and considered a wonder in all of the Tainted Lands.

Tainted Lands Artifact Axe: The weapon is +4 and made of adamantine. It's a two-handed weapon standing five feet tall. Its alignment changes to the alignment of the wielder whenever it is picked up:

Law – the blade is bright gold and the weapon does +6 versus evil characters

Neutral – the blade is steel gray and the weapon does +4 versus law or evil characters

Evil – the blade is black and forces a constitution check versus poison or the character takes 10 points of poison damage

Each of these weapons has a will of 20. They speak to their wielder in phrases to encourage their use in battle. The axe grants total immunity to fear. The axe can cast *hold person* three times a day. The axe can *locate object* three times a day. The axe can use *wall of wind* three times a day. Each of these axes has a purpose to destroy the Tainted Lands.

Ruse Crown, Scepter, and Orb: The crown, scepter, and orb of the ruse are said to be buried somewhere at the center of the ancient ruse capital city. Any character class can work their magic.

Ruse Crown: The crown is a brushed-bronze band with a copper-colored piece of topaz at its center. The crown acts like a constant *suggestion* spell for the wielder. It raises two levels to the wielder's experience level. If the ruse scepter and orb are being used at the same time, six levels are raised from all of the equipment. The armor class of the crown wearer goes to 26. Ghosts and bodak can't come within twenty feet of the crown wielder.

Ruse Scepter: The scepter is made out of solid gold and appears to be a short mace with a human-shaped fist at one end and a spike at the other end of the three-foot-long rod. The scepter absorbs all wizard spells sent at the wielder and allows the wielder to cast them back at victims.

Ruse Orb: The orb appears to be a foot in diameter and made out of solid bronze. The orb absorbs all clerical spells cast at the wielder and allows the wielder to cast back those spells. The orb also allows the wielder to fly 100 ft. per round for up to one hour in any 24-hour period.

Monk Primal Sphere, Staff, and Belt: The monk's primal sphere, staff, and belt were brought into the Tainted Lands, but were stolen by one of the seven liches. That creature's tomb is said to be in the area of the monk's temple, but so far, it hasn't been found. All new characters coming to the temple are urged to search for that tomb.

Monk Primal Sphere: The sphere presents its powers to whomever touched it last. This sphere causes all saving throws to be successful for the wielder. It doesn't need to be near the wielder for its powers to function.

Monk Primal Staff: The staff presents its powers to who ever touched it last. This staff raises the wielder's levels by five. It doesn't need to be near the wielder for its powers to function. When used in combat, the staff adds +3 to the AC of the wielder and it strikes three times a round for 3d6.

Monk Primal Belt: The belt presents its powers to who ever touched it last. This belt allows the wielder to walk through walls, placing the wielder on the astral plane. It doesn't need to be near the wielder for its powers to function. It also allows the wielder to see in total darkness and to be immune to spells and magics that slow, hold, or turn a victim to stone.

Wizard Orb, Staff, and Crown: The three great artifacts, wizard orb, wizard staff, and wizard crown, are said to be all together down in the silver mine. These magical objects are rumored to

generate all the silver found in the mine because that is what is most needed by the mortals of the Tainted Lands. When all three artifacts are together, their magic turns the surrounding area into silver in an ever-widening radius.

Wizard Orb: The orb seems to be made out of a spherical diamond. It raises the wielder's level by two. It provides a bonus of 4 for every saving throw. All *fireball* and *lightning bolt* spells are cast at their maximum points of damage. The orb must be within five feet of the wielder for its powers to work.

Wizard Staff: The staff is seven feet tall, made out of ironwood, and has a fist-sized diamond at its top. It raises the wielder's level by two. It absorbs all 0-3rd level spells hurled at the caster and turns those spell levels into *lightning bolt* spells the staff can cast. The staff must be in the hand of the wielder for its powers to work.

Wizard Crown: The crown is a skullcap appearing to be made of mithral. It has a fist-sized diamond at the center of the forehead. It raises the wielder's level by two. It absorbs all cleric spells cast at the wielder with harmful intent. The crown must be worn for its powers to be in effect. There is a protection aura around the wielder that prevents all types of undead of 10 HD or less from touching the wielder.

Dragon Talon Artifact: The artifact has been converted into a five-foot-long, heavy mace with a large mithral handle. It requires a strength of 18 or higher to use effectively as a +5 3d12 weapon. The talon makes the wielder immune to all damage or effects from any dragon breath. The talon prevents the successful first physical attack from any foe in a melee round. All physical ranged weapons are thrust directly back at their owners.

The dragon talon artifact is said to be found somewhere in the mountains to the south of the Tainted Lands. It is said the only reason Zanduval the lich dens in this area, is the lich's constant quest to find that talon.

TAINTED LANDS WANDS

Skeletal Wand: The device is a seven-inch-long, carved wand. Each of the fifty charges summons up to ten skeletons. These monsters follow the orders of the wand caster. They vanish after five hours.

Undead Wand: The wand is an eight-inch-long, slim rod of iron. Each of the fifty charges is able to cast a *paralysis* spell on any type of undead that forces them to save or be paralyzed contrary to their normal immunity to such attacks.

Negative Plane Wand: The wand is a five-inch-long, slim rod of black crystal. Each of the fifty charges coats the wielder in negative energy, which makes that wielder immune to all touch effects of any type of undead for twenty minutes.

TAINTED LANDS RINGS

Skeletal Ring: This ring is made from mithral and has the icon of a human skull on the front. It expands or shrinks to fit any size finger. For ten minutes in any 24-hour period, the ring transforms the wearer into a skeleton. The wearer retains all of their normal powers, but normal skeletons will then ignore them unless the wearer attacks them.

Bone Ring: This ring appears to be a hollowed-out knuckle. The ring has 100 hit points. It takes damage to itself first and blocks damage done to the wearer.

Negative Plane Ring: The wearer can't suffer from energy level draining. They also can strike all types of undead with the wearer's nonmagical weapons.

TAINTED LANDS STAVES

Skeletal Staff: The staff is made from the nine-foot-long leg bone of a dinosaur. While the staff wielder is holding the staff the first ten points of damage from a melee attack is absorbed by the staff. The staff absorbs 200 hit points before exploding for fifty points of damage. In combat, the staff strikes twice a round for 2d8 per successful strike.

Bone Staff: The staff is nine feet long and seems to be made of hundreds of two-inch human finger bones. Entwined in the staff are a blue-white diamond and a star ruby. At the command of the wielder, the staff dances into combat and fights by itself for five rounds before coming back into the hand of the wielder. The staff strikes as a 10th level fighter doing 3d6 of damage.

Negative Plane Staff: The staff is an eight-foot-long piece of slim, intricately-carved black crystal. The staff absorbs all spells cast at the wielder. While holding the staff, the wielder can't be harmed by undead effects. It's not made for combat, and would fracture if used as a weapon.

TAINTED LANDS CLOAKS

Skeletal Cloak: It's a satin cloak with hundreds of human knucklebones woven into the fabric. The cloak makes the wielder totally invisible to all skeletons and zombies. Even if the wearer attacks, the undead can see them.

Bone Cloak: The cloak has the skulls of a dwarf, elf, gnome, and Halfling woven into the upper part of the cloak. These beings can be summoned once every thirty days to help the wearer. After two hours, the beings vanish.

Elf, Gold 'o the Moon (*neutral good*), 9th level druid: HD 9d8, HP 45, AC 19, primary attributes: 18 dexterity, 17 wisdom. She uses a +3 leather armor, a +2 ring of protection, a +2 scimitar, and an enchanted dagger that glows when it's within fifty yards of orcs or goblins (1d4). She uses the following druid spells: 0-5, 1st-4, 2nd-4, 3rd-3, 4th-2, 5th-1.

Dwarf, Denlor of the Granite Clan (*neutral evil dwarf*), 7th level fighter: HD 7d8, HP 42, AC 20, primary attributes: 18 strength, 16 dexterity. He wears +2 dwarven plate mail, +2 dwarven shield, +3 javelin (1d4 +3), broad sword (2d4), and he wears a golden neck chain worth 1,000 gold.

Halfling, Barleyburr Oats (*chaotic neutral*), 3rd/5th level fighter/rogue: HP 16, AC 14, primary attributes: 17 strength, 17 dexterity. He uses leather armor, a +3 short sword (1d6 +3), and a short bow (1d6).

Gnome, Ginger Gravelhead (*chaotic good*), 6th/4th level illusionist/rogue: HP 37, AC 17, primary attributes: 18 dexterity, 17 intelligence. He uses a +4 ring of protection, a hand crossbow (1d4), and a short sword (1d6). He uses the following illusionist spells: 0-5, 1st-4, 2nd-3, 3rd-2.

Undead Cloak: There is a 50% chance undead sensing the wearer will see them as one of their own and ignore the wearer.

TAINTED LANDS SPELLS

It is impossible to learn a Tainted Lands spell unless the character has been to the Tainted Lands. These spells appear on wands, rings, scrolls, and the like and can't be used unless the character has been to the Tainted Lands. Spell casters created in the Tainted Lands have these spells available, but must learn 'nonlands' spells the hard way, by trading for them. They can, however, use magic items holding those nonlands spells.

WIZARD SPELLS

WIZARD 0 LEVEL SPELLS

DETECT UNDEAD, Level 0 wizard

CT 1	R 50 x 50 yds.	D 1 tn./lvl.
SV none	SR none	Comp V, S

Using this spell, the caster can detect the presence of undead in the direction the caster is facing along the path with the given range. The caster knows the hit die and number of the undead. Nothing, from lead sheets to protective auras can hinder this detection magic.

SKELETAL HAND, Level 0 wizard

CT 1	R 50 x 50 yds.	D 1 tn./lvl.
SV none	SR none	Comp V, S

The spell creates a skeletal hand that can physically hold up to five pounds of weight as it floats in the air. It's capable of opening and closing doors if the effort doesn't take more than five pounds of pressure. The hand can continue to function as long as the caster can see it. It would be very ineffective in holding and using a weapon.

SKULL, Level 0 wizard

CT 1	R 50 x 50 yds.	D 1 tn./lvl.
SV none	SR none	Comp V, S

The skull floats in the air and the caster can talk through it and see through its eye sockets. It functions as long as the caster can see the skull.

WIZARD 1ST-LEVEL SPELLS

SKELETAL DART, Level 1 wizard

CT 1	R 150 ft.	D n/a
SV none	SR none	Comp V, S

One dart per level flows from the caster to the target and does one point of damage. Armor class is not a factor for the target as the caster can hit anything he can see. No effort to do extra damage works as the caster tries for eyes or other sensitive areas of the target.

UNDEAD REPEL, Level 1 wizard

CT 1	R Within ten feet of the caster	D 1 tn./lvl.
SV yes	SR yes	Comp V, S

The spell creates a pushing force away from the body of the caster, but only versus undead. The magic's influence places a -3 on all efforts to strike at the caster by undead.

SUMMON SKELETON, Level 1 wizard

CT 1	R 50 ft.	D 1 tn./lvl.
SV none	SR no	Comp V, S, M

When using the bone taken from another animated skeleton, the spell summons one human skeleton. The skeleton appears wherever the caster designates within range. The caster can direct the actions of the skeleton. If ordered to do so, the skeleton attacks foes with the best of its ability.

Summoned skeletons disappear at the end of the spell's duration. The skeleton has all the strengths and weaknesses of the undead.

WIZARD 2ND-LEVEL SPELLS

GHOSTLY WEB, Level 2 wizard

CT 2	R see below	D 1 day/lvl.
SV none	SR no	Comp V, S, M

Using a small piece of web from a giant or larger spider, the spell creates a ghostly/ethereal and almost invisible web stretching twenty feet long by ten feet high. There needs to be objects in the area for the web to attach. As creatures pass through this almost invisible web they can't destroy it, but the caster of the web acquires an image of the passing being. This image comes to their minds at the same instant the being(s) pass through the webs. Distance between the web caster and the passing being is not a factor.

ADDITIONAL MAGIC, Level 2 wizard

CT 2	R see below	D up to 3 days
SV none	SR no	Comp V, S, M

Using a diamond of at least 2,000 gp in value that turns to dust with the casting of the magic, this spell adds 2d6 to any damaging spell being cast by the wizard. This spell can be cast in the morning and then cling on to any damaging spell the caster wishes in the next three days. Multiple spells can be added up to 6d6 in additional damage.

RESIST FEAR, Level 2 wizard

CT 1	R touch	D 1 tn./lvl.
SV yes (h)	SR yes (h)	Comp V, S

Using this spell, the caster can make himself or anyone he touches harder for undead to fill with fear. This spell gives the spell recipient a +3 on their checks to resist fear. Those who normally wouldn't get a check versus a lich or other undead causing fear, get an intelligence check with the bonus under the influence of this spell.

WIZARD 3RD-LEVEL SPELLS

BONE SPEARS, Level 3 wizard

CT 3	R 150 ft.	D 1 week/lvl.
SV none	SR none	Comp V, S, M

One spear per skull used in the casting of this magic comes into the hand of the caster. The spear is seven feet long and does 2d8; and 10 points per strike at undead targets. The spears have the ability to strike at an undead foe that normally takes magic weapons to strike successfully.

RAISE THE MISTS, Level 3 wizard

CT 3	R 50 ft.	D 1 tn./lvl.
SV none	SR none	Comp V, S

A dense bank of bilious fog flows out from the hand of the caster and covers a point the caster designates. The point can't be a living thing, but it can be the ground at the feet of a living being. The fog remains stationary no matter what the weather. The fog creates a -4 for the chance of a victim to strike out at a target.

DUCK, Level 3 wizard

CT 3	R the body	D 1 hr./lvl.
SV none	SR none	Comp V, S

The spell is not cumulative. The caster of this spell successfully ducks the very next physical ranged missile thrown at the caster. It

doesn't matter what the caster is doing, they duck the missile and continue with their other actions.

WIZARD 4TH-LEVEL SPELLS

CHARM UNDEAD, Level 4 wizard

CT 1 **R** 150 ft. **D** 24 hr./lvl.
SV yes **SR** yes **Comp** V, S

This magic breaks through the normal protections of undead and allows a chance to charm the undead. The check is as if the undead had an intelligence of 12. Once charmed, they obey simple instructions, but become confused with multiple orders. The undead try to obey with the best of their abilities.

ANTI-NEGATIVE PLANE AURA, Level 4 wizard

CT 1 **R** touch **D** 24 hr./lvl.
SV yes **SR** yes **Comp** V, S

This spell covers the body of the caster or another willing being with the energy from the negative material plane. Once covered the being can't be hurt from the touches of any undead or loose energy levels from an undead attack under the influence of the spell.

DANCING BONE STAFF, Level 4 wizard

CT 1 **R** 150 ft. **D** 1 rd./lvl.
SV yes **SR** yes **Comp** V, S, M

Using five leg bones of any type that turn to dust after the casting of this magic, this spell turns those bones into a nine-foot-tall staff. The staff floats in the air in front of the spell caster and attacks as a fifth-level fighter, doing 1d8 in damage per successful strike.

WIZARD 5TH-LEVEL SPELLS

WALL OF BONE, Level 5 wizard

CT 3 **R** 50 ft. **D** permanent
SV none **SR** none **Comp** V, S, M

With twenty pounds or more of bones, the caster causes an anchored, vertical bone wall, filling an area ten feet thick, up to thirty feet tall, and filling a corridor or other space up to fifty feet long. The wall can't be created around a living being. Each five-foot square of bones has 20 hit points per foot of thickness. The wall can be pushed down with a strength check of (CL 10).

UNDEAD SERVANT, Level 5 wizard

CT 1 **R** 150 ft. **D** 1 hour/lvl.
SV none **SR** none **Comp** V, S, M

The caster must have killed a creature and boiled the flesh off its skull. That skull is used to create a bone servant of approximately the same size as the living creature. The servant cannot be used to attack, but can be used as a mount if it is large enough, or to carry things it could normally carry while living. It will follow the orders of the caster to the best of its abilities.

SUMMONED WARRIOR, Level 5 wizard

CT 1 **R** 150 ft. **D** 1 tn./lvl.
SV none **SR** none **Comp** V, S, M

The caster must have killed a fighter of fifth level or higher and prepared the body for this spell. That skull and a topaz worth 1,000 gp are used to create a bone warrior to fight for the caster.

Bone Warrior (*lawful neutral*), 7th level fighter: HP 49, AC 15, Primary Attributes: strength 17, dexterity 17, constitution 17. It wears padded armor and a shield, using a heavy pick (1d8). The bone warrior is an expert at fighting enemies in armor and receives a +3 in striking and doing damage to such foes.

The warrior obeys the commands of the caster to the best of his ability. He is not a pack mule and won't accept other goods to carry. He is a guardian and does that job very well to the limitation of a normal human fighter.

WIZARD 6TH LEVEL SPELLS

BLACK DEATH RAY, Level 6 wizard

CT 2 **R** 150 ft. **D** instant
SV dexterity halves **SR** yes **Comp** V, S, M

Using a strip of bandages from a mummy, the caster generates a black ray from his finger. As this ray touches flesh the victim must make a constitution save or die. The beam is pencil-thin and reacts to the first touch of flesh, lasting but seven heartbeats. It can only kill one being.

DUST-TO-DUST, Level 6 wizard

CT 2 **R** 20 ft. **D** 1 round
SV constitution negates **SR** yes **Comp** V, S, M

Using the dust and hair from a wizard's tomb, the caster evokes a 10-foot-by-10-foot cloud of billowing dust. Any living thing caught within this dust or entering this dust is forced to make a constitution save or be turned into dust. Wind or other weather effects have no influence on the dust.

WALL OF NEGATIVE ENERGY, Level 6 wizard

CT 2 **R** 20 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M

With thirty pounds or more of bones, the caster causes an anchored, vertical wall of darkness, filling an area ten feet thick, up to thirty feet tall, and filling a corridor or other space up to fifty feet long. The wall can't be created around a living being. The wall is an area of blackness. Anything thrown into the wall vanishes and is gone for 1d6 days. The item or being returns unharmed to that same spot. Walking into the darkness causes the victim to be lost for 1d6 days without food or water. They appear on the other side of the wall even after that wall has long since vanished.

WIZARD 7TH LEVEL SPELLS

RAISE SWORDS, Level 7 wizard

CT 2 **R** 20 ft. **D** 1 rd./lvl.
SV none **SR** no **Comp** V, S, M

The caster throws up to four swords into the air and these weapons dance in the area and fight as 4th level fighters doing 1d6 with a successful strike. The swords attack any foe attacking the caster. The weapons are capable of striking foes that normally require magical weapons to strike them. The weapons turn to dust at the end of the duration of the spell.

A WORLD OF HURT, Level 7 wizard

CT 3 **R** 30 ft. **D** special
SV dexterity negates **SR** no **Comp** V, S, M

The spell caster throws up to ten metal marbles into the air and they begin spinning around the body of the spell caster. Using the chart, the

marbles do damage to those coming toward the spell caster. Once a marble does damage, it turns to dust. Only one marble can strike a foe in any given round, however, multiple foes can be struck in a round.

Rounds	1	2	3	4	5	6	7	8	9	10
Damage	1d4	1d6	1d8	1d10	1d10	1d10	1d10	1d12	1d12	1d12

POWER WORD PARALYZE, Level 7 wizard

CT 1 **R** 50 ft. **D** see text
SV see text **SR** yes **Comp** V

This one-word spell paralyzes one creature of the caster's choice, regardless of the creature being able to hear or not. A creature with 40 or fewer hit points remains paralyzed for 10 rounds. With 41-60 hit points, they are paralyzed for 8 rounds. With 61 plus hit points, they are paralyzed for 5 rounds, but are granted a save versus intelligence to ignore the spell.

WIZARD 8TH LEVEL SPELLS

DUPLICATE, Level 8 wizard

CT 5 **R** 50 ft. **D** 1 rd./lvl.
SV intelligence negates **SR** yes **Comp** V, S

The caster tries to duplicate a living being. Failing an intelligence save, that being is duplicated, except for the magical equipment, which is represented as nonmagical equipment (like swords, rings, etc.). The duplication obeys the orders of the caster to the best of their intelligence.

TAINTED LANDS MISTS, Level 8 wizard

CT 3 **R** 50 ft. **D** 1 rd./lvl.
SV wisdom negates **SR** yes **Comp** V, S, Special

The caster must have survived a trip into the Tainted Lands mists. The caster is then able to cast this cloudy mist in an area. Those in the area or entering the area are forced to make a wisdom save or be transported into the Tainted Lands as if the mists there transported the victim to some spot on the edges of the lands.

FLOATING ARMOR, Level 8 wizard

CT 1 **R** 150 ft. **D** 1 tn./lvl.
SV n/a **SR** n/a **Comp** V, S, M

The caster tosses a suit of armor into the air to use this spell. The armor constantly tries to interpose itself in front of beings that would do harm to the caster. The armor has its own armor class and the hit points of the caster. It will continue to float and protect the caster until all of its hit points are gone in damage, or the duration runs out.

WIZARD 9TH LEVEL SPELLS

MASSIVE LIGHTNING, Level 9 wizard

CT 3 **R** 150 ft. **D** instant
SV dexterity halves **SR** yes **Comp** V, S

Raging elements generate lightning from the fingers of the caster. With no bouncing of the lightning bolts, they strike every living thing down a direction 150 feet in front of the caster doing 1d6 for every level of the caster.

NO AIR, Level 9 wizard

CT 3 **R** 150 ft. cube **D** 1 rd./lvl.
SV none **SR** no **Comp** V, S

The air is ripped out of a cubic area in front of the caster. Beings in the area can't breathe or cast spells. The area doesn't move and shows no evidence of the lack of air.

SAFE HOME, Level 9 wizard

CT 3 **R** touch **D** permanent
SV none **SR** none **Comp** V, S, Special

The spell caster has created a stout, stone home and stocks it with everything they want to have them be comfortable including cooked food, fresh food, magical items, and anything else they wish including living beings. The spell is cast and the entire structure turns into a cubic-inch model almost weightless and perfectly copying the original home. With a command word, that model can be turned back once into the original home if there is space for it to expand into a desired area.

ILLUSIONIST SPELLS

ILLUSIONIST 0 LEVEL SPELLS

SKELETON IMAGE, Level 0 illusionist

CT 1 **R** touch **D** 1 tn./lvl.
SV none **SR** yes (h) **Comp** V, S, M

The caster uses up a finger bone in the casting of this spell. It changes the appearance of the touched character into that of a human skeleton. However, touching the skeleton image still reveals the normal being under the spell.

GLASS STONE, Level 0 illusionist

CT 1 **R** touch **D** 1 tn./lvl.
SV none **SR** none **Comp** V, S, M

A bit of glass is used up in casting this spell. It generates a glass sphere nine inches in diameter in any solid material. The sphere allows anyone to look through the wall or door to the other side.

WINGED MESSENGER, Level 0 illusionist

CT 1 **R** touch **D** permanent
SV none **SR** none **Comp** V, S, M

The caster writes out a message and generates this spell. Wings form on the message and in two hours, it has been delivered to whomever the message was written for, even if that person is in another dimension or planet.

ILLUSIONIST 1ST-LEVEL SPELLS

TURN INTO A SKELETON, Level 1 illusionist

CT 1 **R** touch **D** 1 tn./lvl.
SV none **SR** none **C** **omp** V, S, M

Using an actual skull, the caster turns into an undead creature. All of the equipment they were wearing is hidden in the body of the skeleton and not useable. This skeleton has an AC of 15, the hit points of the fully healed caster, and has the senses and resistances of a skeleton. The caster can still cast his spells and use items he could use before he transformed.

IDENTIFY MAGIC ITEM, Level 1 illusionist

CT 1 **R** touch **D** permanent
SV none **SR** none **Comp** V, S, M

The magic items grows an illusionary mouth, which tells what their powers, charges, and command words are.

REBOUND SPELL, Level 1 illusionist

CT 1 **R** touch **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M

A glow covers the body of the touched victim. It acts like a ring of spell turning.

Spheres and other protections cannot be cast on this being while the rebound spell is up.

ILLUSIONIST 2ND-LEVEL SPELLS**ILLUSIONARY MAZE, Level 2 illusionist**

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV intelligence negates **SR** yes **Comp** V, S

The spell caster creates a bright glow in front of the caster. All physical things touching the glow fall into a maze of illusionary magic. The caster negates the spell if they move before the duration is over. All things in the maze fall to the ground at the feet of the caster.

MOVING IMAGE, Level 2 illusionist

CT 1 **R** 50 ft. **D** 1 rd./lvl.
SV intelligence negates **SR** yes **Comp** V, S

The caster creates an illusionary image of the last monster the caster saw. The image moves aimlessly about the area near the body of the caster.

ARMOR SPARKS, Level 2 illusionist

CT 1 **R** touch **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S

The illusionist touches a character wearing armor. That armor takes on dangerous magical properties. With each successful strike on the armor, the armor throws off a hot spark of energy that strikes whoever struck the armor for 5 hp of damage. This spark throws itself far enough to strike archers and the like. It continues to throw off spark after spark for the duration of the spell.

ILLUSIONIST 3RD-LEVEL SPELLS**GLOWING TRAPS, Level 3 illusionist**

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S

The caster can move up to 100 yards and during the course of movement, traps meant to harm glow brightly around him.

UNPARALYZE, Level 3 illusionist

CT 1 **R** touch **D** instant
SV none **SR** yes (h) **Comp** V, S

With a touch of this spell, a single character that is held by magic in any way is released from that hold, stun, or paralyze spell.

MISSILE MISDIRECTION, Level 3 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** no **Comp** V, S

With this magic surrounding the body of the caster, all physical missiles aimed at the caster are moved over ten feet to the left of the caster, as they come within the influence of the spell.

ILLUSIONIST 4TH-LEVEL SPELLS**APPEAR AS AN ELVEN WIZARD, Level 4 illusionist**

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M

Using up the hair of an elf, the caster of this spell takes on the appearance of a powerful elven wizard. The elf seems to be glowing with magical protections and several amulets and rings are glowing on the elf form. The elf has a glowing staff with a dangerous-looking demon head at the top of the staff and that head is glowing bright red. None of the illusionary magic items do any real damage. The elf image completely hides whatever actions the illusionist is really doing; this fact allows them to physically strike with a weapon with a +3 to hit.

APPEAR AS A HUMAN CLERIC, Level 4 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** no **Comp** V, S, M

Using up the hair of a human cleric, the caster of this spell takes on the appearance of a powerful human evil cleric in full plate mail that glows brightly. The cleric seems to be glowing with magical protections and several, evil-looking blood amulets and rings are glowing on the cleric form. The cleric has a huge, glowing, war hammer in his hands. The head of the hammer seems to be in the form of a raptor and its eyes are glowing a bright red. None of the illusionary magic items do any real damage. The cleric image completely hides whatever actions the illusionist is really doing; this fact allows them to physically strike with a weapon with a +3 to hit.

APPEAR AS A DWARVEN FIGHTER, Level 4 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M

Using up the hair of a dwarf fighter, the caster of this spell takes on the appearance of a powerful dwarf fighter. The dwarf seems to be glowing with magical protections and several amulets and rings are glowing on the dwarf form. He has a massive glowing battle axe with a dangerous demon head at the pommel of the axe and that head is glowing bright red. None of the illusionary magic items do any real damage. The dwarf image completely hides whatever actions the illusionist is really doing; this fact allows them to physically strike with a weapon with a +3 to hit.

ILLUSIONIST 5TH-LEVEL SPELLS**ILLUSIONARY STEED, Level 5 illusionist**

CT 1 **R** 10 ft. **D** 1 hour/lvl.
SV none **SR** no **Comp** V, S, M

Using the hair or flesh of a living steed, this spell makes a physical copy of the real-life steed. The creature will obey the instructions of the illusionist to the best of its ability. If it requires a saddle and tack, all of that appears on the steed.

DARK WALL, Level 5 illusionist

CT 1 **R** 10 ft. **D** 1 hour/lvl.
SV wisdom negates **SR** yes **Comp** V, S, M

The wall appears to fill up a corridor or chamber up to 40 feet in any direction. The wall completely absorbs anything touching it. After the spell expires all of the touched things including spells, living beings, and weapons activate or reappear in the area where they touched the wall. The wall appears inky black and light is absorbed into the wall. Only the living beings are given a save chance not to be engulfed. Once a save is made, the victim doesn't need to ever save again versus that illusionist's dark wall.

MIRROR LOOK, Level 5 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M



Using a bit hair or skin from all the allies with the illusionist, this spell places a false image on the bodies of the allies. The image is whoever the illusionist is looking at during the casting of the spell. Once cast, all of the illusionary images seem to act as the original would. Copying a fighter, they act as if they were attacking no matter what the body under the image is really doing. The image moves with the person underneath the spell.

ILLUSIONIST 6TH-LEVEL SPELLS

ANTI-UNDEAD SHIELD, Level 6 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV intelligence negates **SR** yes **Comp** V, S, M

Using any 5,000 gp gem, a glowing oval appears in front of the spell caster. The oval constantly tries to keep itself between the spell caster and the highest hit point total of any undead in the area. The shield absorbs spell effects the undead hurls at the spell caster (but not physical attacks) where the undead can reach the caster from ten feet away. It also prevents the undead from touching the illusionist. If the powerful undead dies, the shield switches to the next most powerful undead.

BEFRIEND GREATER UNDEAD, Level 6 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV intelligence negates **SR** yes **Comp** V, S, M

Using up a pound of silver, the illusionist casts this spell on a single undead. That creature, failing its save, treats the caster as an ally, unless the illusionist attacks the undead directly. Any type of undead, under the influence of the spell can't attack the caster while the spell is in effect.

FLY, Level 6 illusionist

CT 1 **R** touch **D** 1 hour/lvl.
SV none **SR** none **Comp** V, S, M

Using the feather of a bird with more than a ten-foot wingspan, this magic is like a wizard's *fly* spell. The illusionist can't have more than forty pounds of equipment on their person as they fly. Actual feathers like those used in making the spell form on the arms of the caster. These feathers slowly fall off as the duration of the spell wears out.

ILLUSIONIST 7TH-LEVEL SPELLS

FEEL GOOD, Level 7 illusionist

CT 1 **R** touch **D** 1 tn./lvl.
SV none **SR** none **Comp** V, S, M

Drinking an elf or dwarf alcoholic beverage, the character touched by the illusionist casting this spell feels unusually good. For the duration of the spell, the following happens to the drinker: they gain 20 hit points, they strike at one experience level higher, they cannot be affected by *fear*, held with magic, or paralyzed with magic, and they act first in any given melee round.

FEEL BAD, Level 7 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV wisdom negates **SR** yes **Comp** V, S, M

The spell caster using a bit of a shadow monster, casts this spell creating an aura of darkness around their body. Those who enter the aura and don't make their saving throw feel terrible. They strike at a -2 to their roll. They do 1d4 less damage with every successful strike. Their armor class goes down -3.

COPY SPELL, Level 7 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M

Using a mirror, the spell caster creates a purple glowing aura around himself. Whatever harmful spell is hurled at the illusionist generates special magics. An exact copy of that harmful spell goes back to harm the caster of the harmful spell as if the illusionist threw the spell.

ILLUSIONIST 8TH-LEVEL SPELLS

REBOUNDED DAMAGE, Level 8 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M

Using a 500 gp ruby, the illusionist creates a red aura around himself. As he takes physical damage from whatever source, that damage is also done to the being that damaged the illusionist with the *rebounding damage* spell on his person.

HARMLESS SPHERE, Level 8 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV wisdom negates **SR** yes **Comp** V, S, M

A 5,000 gp or better diamond is used up in casting this spell. The caster is in a sphere of magic and other beings cannot attack them if they fail their save. Ranged attacks or area effect spells do not harm the illusionist in the sphere. Sight attacks like gazing at a medusa also have no influence on the caster in the sphere. Attacks made by the caster, or getting in the way of other attacks negate the sphere.

SUMMON UNDEAD ELEMENTAL, Level 8 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M

A summoning pentagram of silver dust is written on the floor of an area. While touching a dead body, the illusionist can summon a large undead elemental. Once the elemental appears, it explicitly obeys and never attacks the caster unless the summoning pentagram is broken while the elemental is in the area. The caster needs to maintain complete control over the elemental. If the caster is disturbed in any way, the elemental goes berserk and attacks the summoner.

ILLUSIONIST 9TH-LEVEL SPELLS

ILLUSIONARY HELP, Level 9 illusionist

CT 1 **R** 10 ft. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, S, M

A 10,000 gp star ruby and bits of hair of six characters are used up in the casting of this spell. 1d6 different named characters appear and help the caster of this spell. These illusionary beings must have helped the caster in the past and given the caster bits of their hair. The beings have nonmagical equipment befitting their character class. They have any spells they would have used when their hair was taken. They obey the reasonable commands of the caster, but will not do a foolhardy act. The spell makes a physical manifestation of the character. The player places the names of the characters he wants in order from one to six, and rolls a die to see how many of them he creates under the spell's influence. If the player rolls a 3, the first three characters on the list appear.

UNDO A MINUTE, Level 9 illusionist

CT 1 **R** 100 ft. **D** instant
SV none **SR** none **Comp** V, M

This spell uses a black star sapphire in its casting. The magic must be cast within three minutes of an event. The caster and all those in the spell radius go back in time and redo an event as if it never happened. It's possible the event could happen the same way again, but all of the beings in the spell area have the chance to do something different than they did during the specific event. All in the spell range are aware that they have gone back in time.

MEDUSA GAZE, Level 9 illusionist

CT 1 **R** sight **D** 1 turn
SV wisdom negates **SR** yes **Comp** V, S, M

This spell requires the head of a snake taken from a medusa. The caster appears as a medusa and there is the chance that those beings looking at the changed image will be turned to stone if they don't make their saving throw. They must save every round they attack the illusionist while the spell is in effect.

CLERIC SPELLS

CLERIC 0-LEVEL SPELLS

FIND WATER, Level 0 cleric

CT 1 **R** 1 mile **D** 1 turn
SV none **SR** none **Comp** V

The spell detects fresh water in the spell radius. It also tells the caster how much water is available. It can detect water up to ten feet under the ground. It also detects if the water is poisoned.

DETECT NEAREST UNDEAD, Level 0 cleric

CT 1 **R** 1 mile **D** 1 turn
SV none **SR** none **Comp** V

The spell detects undead in the spell radius. It also tells the caster how many undead and how many hit dice each of the undead has. The spell can detect undead up to ten feet under the ground.

RESIST COLD, Level 0 cleric

CT 1 **R** touch **D** 1 rd./lvl
SV none **SR** none **Comp** V, S, M

The spell protects the touched character from one hit point of cold damage for every level of the spell caster for the duration of the spell. This effect includes all types of cold from dragon breath, to the *cone of cold*. The spell also guarantees that the touched character makes their cold save.

CLERIC 1ST-LEVEL SPELLS

INCREASE TURN CHANCE, Level 1 cleric

CT 1 **R** touch **D** 1 rd./lvl.
SV none **SR** none **Comp** V, DF

The spell makes a cleric two levels higher when determining if a turn undead action is successful or not. This magic is cumulative up to six levels higher.

WEAPON OF FAITH, Level 1 cleric

CT 1 **R** 10 ft. **D** 1 tn./lvl.
SV none **SR** none **Comp** V, M, DF

This spell uses a cudgel and destroys it after the duration of the magic. The weapon floats in the air and attacks a single foe bent on harming the casting cleric at a time. It fights as a cleric of twice the level of the caster. The weapon does 1d8 and 2d8 +3 versus undead. It is capable of attacking foes behind the casting cleric. The weapon won't attack foes of the same level as the caster.

40 CASTLES & CRUSADES: TAINTED LANDS

ENCOURAGING MAGIC, Level 1 cleric

CT 1 **R** 30 yds. **D** 1 rd./lvl.
SV wisdom negates **SR** yes **Comp** V, DF

The cleric casts this spell and while a specific enemy is around the sound of war drums beat out a heroic tune. The tune grants the allies of the attacker a +2 to strike and the foes of the attacker a -1 to attack. If the foes make their save, that cleric cannot influence them with a drumbeat again.

CLERIC 2ND-LEVEL SPELLS

TRIP TRAPS, Level 2 cleric

CT 1 **R** 30 yds. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, DF

With this magic up, the cleric moves forward and all traps, thirty feet away from the cleric are tripped and activate.

AURA OF NO FEAR, Level 2 cleric

CT 1 **R** 30 yds. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, DF

An extension of the *bless* spell, this magic creates a huge sphere around the cleric. All of his allies cannot be affected by *fear*spell or from fear-like effects.

SPIRITUAL ARMOR, Level 2 cleric

CT 1 **R** 30 yds. **D** 1 rd./lvl.
SV none **SR** none **Comp** V, DF

The AC of the casting cleric and all of his allies increases while in the area of effect. Each ally and the cleric gains +3 on their armor class. This spell is not cumulative.

CLERIC 3RD-LEVEL SPELLS

DART TO THE HEART, Level 3 cleric

CT 1 **R** 30 yds. **D** instant
SV wisdom negates **SR** yes **Comp** V, S, DF

A black dart speeds from the hand of the cleric and strikes at the heart of the victim. The dart does as many hit points of damage as the caster has levels. The victim receives a wisdom check to resist the damage. In any event, the victim feels terrible pain in their chest, and on that round, they strike at -4.

WEB ON THE EYES, Level 3 cleric

CT 1 **R** 30 yds. **D** permanent
SV wisdom negates **SR** yes **Comp** V, M, DF

The caster needs to have a bit of spider web in their hands. With this spell, a thick web forms over the eyes of the victim. If they save, the web is easily brushed away. If they don't save, they are partially blinded and strike for a -4 on the first round and a -2 on the second and further rounds until the web is cleared away.

GAIN A CONSCIENCE, Level 3 cleric

CT 1 **R** 30 yds. **D** instant
SV wisdom negates **SR** yes **Comp** V, DF

Failing to make the save, the victim doesn't want to attack the caster and his allies on the first round of the spell. If the victim isn't attacked in further rounds, they go away. If the victim is attacked, the spell's influence is negated.

CLERIC 4TH-LEVEL SPELLS

FLESH THROUGH STONE, Level 4 cleric

CT 1 R touch D 1 rd./lvl.
SV none SR none Comp V, M, DF

The touched ally of the caster must be holding a piece of the material he is going to pass through. With the spell in effect, the character can walk through the stone up to twenty feet. If the stone is thicker than twenty feet, the character is trapped forever in the stone, and dies.

NEGATIVE PLANE SHIFT, Level 4 cleric

CT 1 R 30 yds. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, DF

The caster creates a sphere of grayness about them. Any undead looking at the caster will be almost blinded by the effect. This blindness will cause the undead to strike at a -3. If they make a wisdom save they are free from the spell's influence for 24-hours.

MAGIC CLOUD, Level 4 cleric

CT 1 R 30 ft. D 1 hour/lvl.
SV none SR none Comp V, M, DF

The caster must have a jar with a some trapped moisture from a cloud inside. The jar is consumed in the spell. A cloud thirty by thirty feet long and wide, and four feet high forms around the caster. This cloud acts just like a carpet of flying under the control of the caster. Outside forces can't destroy the magical effect. Any weight of allies that can fit on the cloud can be lifted into the air just like a carpet of flying. This magical effect cannot be used underground. Spells and physical attacks pass right through the cloud to touch the passengers.

CLERIC 5TH-LEVEL SPELLS

ASK FOR DIVINE AID, Level 5 cleric

CT 1 R 10 yds. D instant
SV none SR no Comp V, M, DF

The chart is used to suggest what happens when aid is requested. The 5,000 blue diamond is used up if aid is given or not. Only allies or foes in the area of affect are influenced. You and all of your allies know exactly what your god has done to the group. This spell can't be cast in the temple of any deity.

Die-roll	Type of aid
1-7	Nothing happens
8	You hear a godly laugh
9	You and all of your allies are healed
10	You and your allies have +4 to your saves for 10 rounds
11	You and your allies strike for +4 for 10 rounds
12	You and your allies damaging spells do maximum damage for 10 rounds
13	You and your allies all make all saving throws for 10 rounds
14	Your foes in a 30-yard radius fail to make their saves for 10 rounds
15	Your foes in a 30-yard radius fail to strike you for 10 rounds
16	Your foes in a 30-yard radius are all reduced to 1 hit point
17-19	You and your allies are moved to the last safe point where you rested
20	You hear a godly laugh and you are banned from using this spell again

STRIKE OF DARKNESS, Level 5 cleric

CT 1 R 30 yds. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, DF

Blackness fills the area of effect and only you and your allies can see. The area is stationary around where the cleric cast the spell.

HEALING SOMA, Level 5 cleric

CT 1 R 30 yds. D permanent
SV none SR no Comp V, M, DF

Ground amber from a 500 gp stone is used to make ten of these crackers. A holy cracker is created that, when eaten by a character of the same alignment as the spell caster, it heals 4 hit points. 4 hit points when eating the cracker harm those of a different alignment as the caster.

CLERIC 6TH-LEVEL SPELLS

HADES SENT, Level 6 cleric

CT 1 R 30 yds. D 1 tn./lvl.
SV none SR no Comp V, DF

This desperation spell is activated to bring death and danger to the area. First, a black cloud appears and lightning and thunder are emitted for the first two rounds. Every living thing looking at the cloud knows death is going to walk out of the cloud. An owlbear comes riding a nightmare out of the cloud. Both creatures are heavily armored. The creatures look over the area and attack the foes of the caster first. If the battle lasts more than eight rounds, another owlbear and nightmare come out of the cloudy mass of chaos. Once the immediate area is cleared of the cleric's foes, the creatures attack the cleric and his allies. Once every eight rounds, for the duration of the spell more chaos creatures come out of the black cloud.

BRING A WORLD OF HURT, Level 6 cleric

CT 1 R 30 yds. D instant
SV wisdom negates SR yes Comp V, DF

The cleric gestures and a wave of light extends out thirty yards. The light does five hit points per level of the cleric in magical damage. It extends in a cone two feet wide at the caster's hands and 30-feet wide at the end of the spell's range.

NO, MY WEAPON, Level 6 cleric

CT 1 R 30 yds. D instant
SV wisdom negates SR yes Comp V, S, DF

The cleric sees weapons in the hands of foes and the cleric gestures. If the cleric can use the weapon, that weapon has a magical chance of appearing in his hand if the foe fails their save.

CLERIC 7TH-LEVEL SPELLS

HOLY SHIELD, Level 7 cleric

CT 1 R 30 yds. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, DF

With this casting, a glowing shield appears and floats in front of the casting cleric. Undead are forced to take a -5 to strike at the cleric past the shield. The armor class of the casting cleric increases to +4 through the duration of the spell.

AURA OF HONESTY, Level 7 cleric

CT 1 R 30 yds. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, DF

All beings within thirty yards of the caster must tell the truth if they fail their wisdom save. If they leave the area of effect, they are free to lie again.

GIANT TRANSFORMATION, Level 7 cleric

CT 1 **R** self **D** 1 tn./lvl.
SV wisdom negates **SR** yes **Comp** V, M, DF

The caster needs the hair of some type of giant. With that hair consumed in the spell, the caster transforms into that type of giant. All of the caster's equipment and goods grow in size to fit and still be useful. The caster doesn't pick up any of the spell-like abilities of the giant, but the giant's strength and rock throwing abilities are gained as well as the extra damage the giant does with weapons due to its strength.

CLERIC 8TH-LEVEL SPELLS

ELECTRICAL STORM, Level 8 cleric

CT 1 **R** 30 yds. **D** instant
SV constitution halves **SR** yes **Comp** V, DF

The caster throws out a wave of lightning thirty yards long, wide, and tall, in front of the caster. The lightning doesn't bounce from solid objects. It does dice of damage equal to the hit dice of the cleric.

LOSS OF EXPERIENCE, Level 8 cleric

CT 1 **R** 30 yds. **D** 1 rd./lvl.
SV wisdom negates **SR** yes **Comp** V, DF

The spell generates a sphere around the caster up to thirty yards away. Those foes who fail their save lose five levels of experience when it comes to striking as well as a -5 in AC when they come into the area of the sphere. Those who make the save don't need to make another one against this type of magic for 24-hours.

MYSTICAL LOCATION, Level 8 cleric

CT 1 **R** 30 yds. **D** 1 hour/lvl.
SV none (h) **SR** yes(h) **Comp** V, DF

An area of sanctuary is formed with this magic. All those allies the cleric touches in the first round of spell casting and the cleric are physically transported to this field. All are presented with a lovely glade with the warm noon sun lighting the area. There is a crystal

clear brook running through the area. Several different types of fruit trees hold ripe and delicious fruit. A feeling of comfort fills the area and all who come into the magic are instantly healed 10 hit points. Curses and other harmful magics are negated when characters walk into this area. At any time, the cleric can negate the spell or let it run its full duration. When the spell is done, everyone appears where they were at the beginning of the spell. The spell causes all of the touched characters to simply vanish from view.

CLERIC 9TH-LEVEL SPELLS

HOLY REST, Level 9 cleric

CT 1 **R** 30 yds. **D** 1 tn./lvl.
SV wisdom negates (h) **SR** yes (h) **Comp** V, DF

The spell influences all touched in the first round of casting. The divine magic causes the characters to regenerate 5 hit points per round through the duration of the spell.

HOLY ARMY, Level 9 cleric

CT 1 **R** 30 yds. **D** 1 rd./lvl.
SV wisdom negates **SR** yes **Comp** V, DF

1d10 +10, 2nd-level warriors appear to fight for the cleric.

Summoned warrior: (*neutral*), 2nd-level fighter: HP 12, AC 16, primary attributes: strength 18, dexterity 18, Laminar leather and long bow (1d6) with broadsword (2d4).

The fighters won't do foolhearted acts, but will go into any battle the summoning cleric fights in during the duration of the spell.

DIVINE PRESENCE, Level 9 cleric

CT 1 **R** 30 yds. **D** instant
SV wisdom negates **SR** yes **Comp** V, M, DF

A 10,000 gp gold star sapphire is used up in the casting of the spell. The actual avatar of the deity appears to hear the request of the caster. If the actions of the cleric interest the deity at all, they will stay and help the caster. If there is no interest, the avatar tells the caster to never call them again and vanishes.