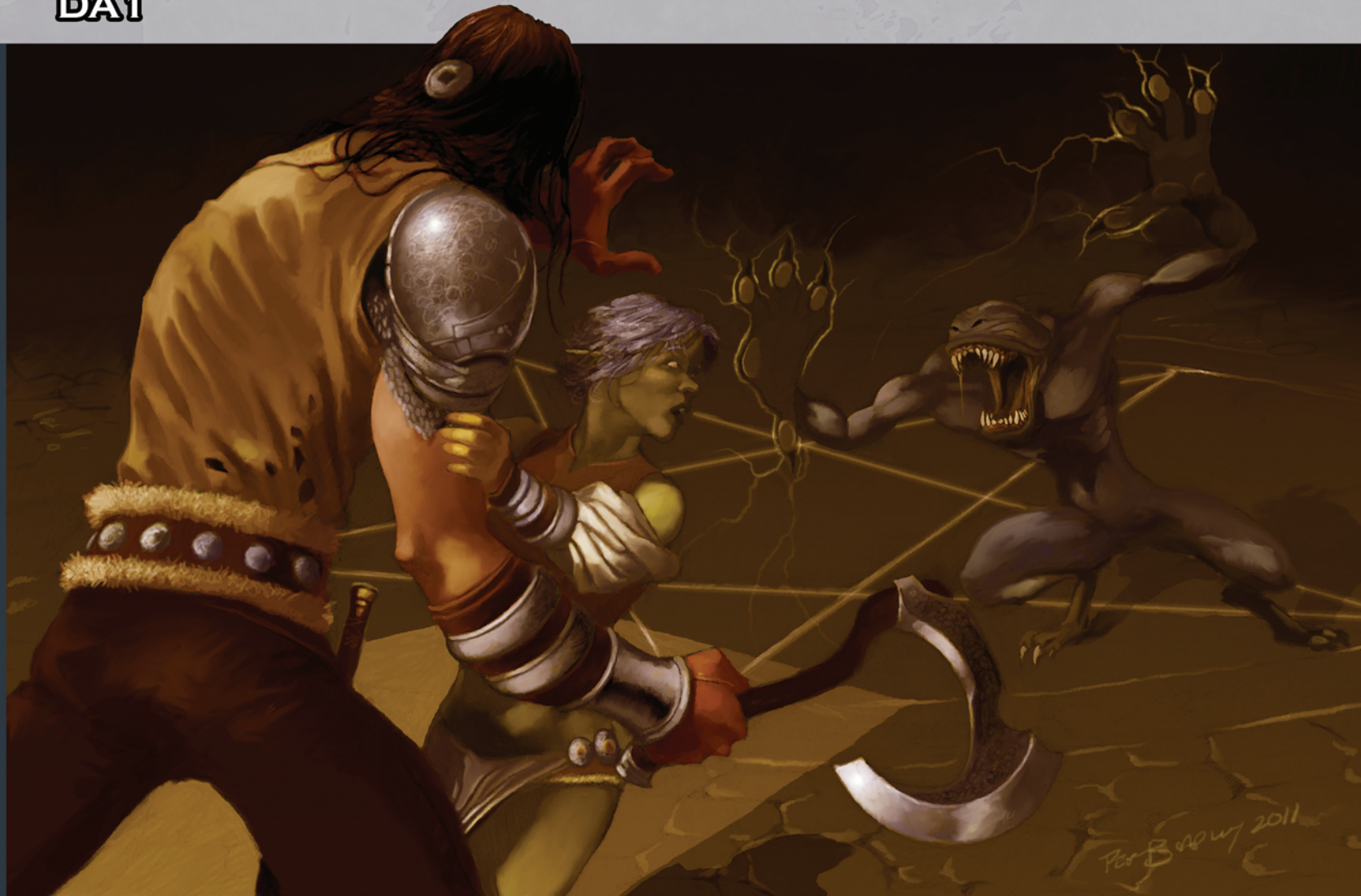




DARK JOURNEY

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BY KIM HARTSFIELD



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For 3-5 Characters

1st - 4th Level

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A DARK JOURNEY

What lies beneath the ground where eldritch powers once dwelt long ago? Treasure, wild and fantastic? Or death, painful and fast? Or might you find both? Say goodbye to your loved ones, sharpen your swords, pray to your god... For you are about to begin your Dark Journey!

If you are a player, and not the Castle Keeper, stop reading this!

Whether the party stumbles upon the dungeon during their travels or they were hired to plunder its depths or some other purpose altogether, the party will find an underground lair with a hidden past.

Once home to the great wizard Crisigrin, it is now home to many evil and vile creatures. The CK should allow the party to leave and return without the area repopulating so as to gain a level sufficient to descend deeper into the dungeon. This adventure should take place over multiple gaming sessions and is sufficient to take a starting party of 1st level to a respectable 3rd or even 4th level when they are done.

In Airdhe, Crisigrin was put under a geas and sent on a great journey during the Winterdark to destroy Aristobolus, the wizard called the Gate of the Void. After this, he roamed the known world before disappearing from the eyes of man beneath the Mountain of the Dwarves. Before his journey, however, Crisigrin was a great and mighty adventurer. The complex the party

investigates was once home to Crisigrin. Various wards and guards are sprinkled about his old home. The party will have to deal not only with these obstacles, but the plethora of new denizens that have taken up residence here. When (If) the party discovers whose home they have been in, they may experience a sense of wonderment or reverence. As such, the CK should change Crisigrin to someone equally important in their campaign if they do not play in Airdhe.

Finding the entrance to the dungeon should easily be done, whether a Ranger tracks goblin tracks from the city outskirts, or a rogue goblin is persued by the party late one night. How the party enters is immaterial, only that they easily find the entrance and descend into the old, forgotten tunnels below.

Entrance: The entrance is hidden, set upon the tree spotted plains like a ghost in the fog. Detritus covers the solid wooden plank that serves as a door; leaves, twigs, dirt. . . . to the untrained eye, it appears like the ground around it. A great tree, standing just ten feet away, serves as a marker of sorts to the denizens of the dungeon below. Once opened, a shaft penetrates the ground, dropping fifty feet straight down. Old, rusty rungs are spaced along the shaft to allow persons to descend deeper into the earth. Some of the roots of the old tree have found their way into the shaft, making the descent difficult at times, and causing those lowering themselves down to be blinded to the room below.

1. This odd-shaped room is littered with bones and dead animals. The smell of decay wafts about the room. Sconces, with no



2 CASTLES & CRUSADES

torches, are set in the walls. There are five exits; four doors and one archway. Two doors are on the north wall with the archway between them. The other two doors are located on the east and west walls. There seems to be nothing of importance here.

The skeletons in this room, as well as the dead animals, are collected by the residents and brought to this room in an attempt to dissuade any adventurers from exploring the rooms beyond. They have been picked clean of anything of value. Also in this room, above the party, is a Giant Spider. It will drop (surprising the party on a 1-5 on a d6) and bite a random party member.

SPIDERS, GIANT (*These neutral creatures' vital stats are HD 1d6, HP 4 AC 14. Their prime attributes are physical. They attack with a poison bite that does 1d4 points of damage and requires a constitution save or the victim takes an additional 2 points of damage for the next 3 turns.*)

2. This long room is dominated by a waist-high shelf that runs along the entire north wall. A large bookcase is set against the east wall. Shelves of various sizes are attached to the south wall. The long shelf has broken bottles of all sizes littered along its length. The bookcase is only about a third full, the rest of its contents have spilled on the floor. The various shelves on the south wall are, for the most part, empty. What they do still hold are broken alchemy equipment. There are many broken pieces on the ground below the shelves. The room has an acrid, metallic smell to it.

At one time, the man who built this place, Crisigrin, worked on making potions in this room. He later used it only to house his collections. Before the present occupants destroyed almost everything, a small fortune in equipment could have been found here. Alas, it is all so much broken glass and ruined supplies now. However, if the party searches the room, a small secret compartment can be found at the east end of the room, just above the shelf on the north wall (same chance as finding a secret door). In it will be found two potions: *fire breath* and *healing*. There is also a bone scroll tube with a *scroll of identify*. The books on the floor, as well as the ones still in the bookcase, are reference works dealing with many arcane subjects, including alchemy. All are torn, filthy or otherwise ruined, save three that can still be salvaged: *The Magical Properties of Livestock Parts*, *The Complete Guide to Lizards, Worms and Newts*, and a copy of the autobiography *St. Luther: An Illustrated History*. These can be sold to a bookseller for about 5gp each.

3. This small room smells of feces, probably due to the small stool sample lingering in the northwest corner. A few flies circle lazily in the room.

There is nothing of value in this room.

4. This odd-shaped room has a few piles of hay scattered along the east end. A rank smell permeates your senses. As your light penetrates the room, you hear a small shriek, followed by skittering feet. Three goblins come toward you with short swords.

Hidden in the piles of straw is the goblins treasure: 32sp. There is little else of value in this room. The armor and weapons of the goblins are average at best.

GOBLINS (*These lawful evil creatures' vital stats are HD 1d6, AC 13, HP 5, 4, 1. Their primary attributes are physical. They carry light crossbows, short swords, studded leather armor, and have 1-10sp.*)

5. This room smells of sweat and filth. There are brightly colored silk pillows strewn about the room, all aged and torn. Each is about three feet long. Sleeping atop are more than a few goblins.

If the party has a light or any member that enters is wearing metal armor, the goblins have a 1-15 chance of awakening (on a d20). If any wake up, they will begin jabbering loudly in an attempt to wake up their cousins. They each fight with a short sword. There are ten in this room. Stuffed inside one of the pillows, a goblin has hidden a rat's skull with small, smoky-blue quartz, worth 50gp, tucked inside.

GOBLINS (*These lawful evil creatures' vital stats are HD 1d6, AC 13, HP 6, 6, 5, 4, 3, 3, 2, 2, 1, 1. Their primary attributes are physical. They carry light crossbows, short swords, studded leather armor, and 1-10sp.*)

6. This large room is littered with bones and debris. Tall columns, twelve in all, stretch upwards to the ceiling, twenty feet above you. At the far north end is a stone throne on a raised dais. Dust has settled on everything in here.

This room was once the pre-chamber for Crisigrin, the man who lived here. His actual throne room is downstairs, but he would greet unimportant visitors here. The skeletons in this room, five in total, will rise and attack if no one in the party yells the command word ("Bree-yark!") within three rounds of the door being opened. The other occupants of the dungeon stay away from this room due to the undead, thus the dust. Astute party members may discern as such.

In a hidden panel in one column (marked on map with *) can be found: 3 scrolls (*wall of ice, dancing lights and feather fall*). There is also a small lockbox, the key long since lost. Anyone attempting to open it will cause a small needle in the bottom to pop out. Whoever is pricked by the needle must successfully pass a constitution check (CL 3) or lose half of their hit points. Inside the box is a *ring of sustenance*.

SKELETONS (*These neutral creatures' vital stats are HD 1d12, HP 7, 7, 6, 6, 3 AC 13. Their primary attributes are physical. They attack with long swords doing 1d8 points of damage.*)

7. This long room has crudely made targets at the far north end. Huge piles of straw are lined along the south wall. Three orcs are in the southern end, firing arrows at the targets.

The orcs, if able, will fire arrows at the party before dropping their bows and attacking with short swords. The weapons used are serviceable, but not of any quality. All have scale mail and a shield. Orc #1's shield is a *shield +1*.

ORCS (*These chaotic evil creatures' vital stats are HD 1d8, AC 12, HP 8, 6, 4. Their prime attributes are physical. They carry leather armor, short swords, clubs and 1-6gp in jewelry.*)

7a. This pit trap is actually a chute that will deliver its victim to a small void underneath room #38. There is a rickety ladder mounted to the wall that characters can climb up to enter. See room #38 for more details.

8. This locked room has a small fountain in the center. A small, winged cherub, spewing water from its mouth, sits atop an evil looking gargoyle. Upon entry, the water stops flowing and the cherub speaks this riddle:

“You take up thy knife
And slice off my head
Then you stand o’er me
And weep that I’m dead”

If the party does not say the correct answer (‘an onion’) within one minute (time the party), the cherub will begin to spray oil from its mouth and the gargoyle will shoot fire. The party members caught in the spray will take 2d4 fire damage (half, if a dexterity save is successful). If the party does say the correct answer, a pedestal will rise out of the fountain with a small chest atop it. Inside the chest, the party will find: a *potion of invisibility*, *ring of swimming* and a (non-magical) pearl (worth 500gp).

If the party does not answer the riddle and proceeds to check the fountain (in hopes of finding something), the gargoyle and cherub will again ‘attack’. There is enough oil to ‘attack’ three separate times. After that, fire will still spew forth from the gargoyle, but the damage will only be 1d3. The statues cannot be broken.

9. This room contains some broken pottery and pieces of glass of varying colors scattered about the floor. Across the room, on the far west wall, seems to be a pile of rags. A few pieces of wood lie broken on the floor. Otherwise, the room appears empty.

The goblins and orcs found this room early in the move in and broke most of the stuff here. The wizard that lived here kept some of his material components in this room. Since the containers have been broken, most of the supplies have been scattered about the room. If the party investigates, they will find some scraps of paper attached to the broken pieces. These scraps, if joined together, will give the contents of the containers (i.e. grasshopper legs, powdered brass, sand, rose petals, honeycomb, bone dust, etc.). Nothing of any real value can be found in this room.

10. The sound of battle can be heard in the room. A guttural language, in a harsh tone, can be heard above the din. Entering, the characters see about a half-dozen goblins fighting amongst themselves as a huge orc yells at them.

An orc is trying to teach goblins the art of swordplay. He is a mean bully and is punishing the goblins harshly when they fail (which is very common). When the party enters, the orc will command the goblins to attack as he sits back and observes. If the fight begins to turn bad, he will enter the fray, secure in the knowledge he will ‘show these goblins how to kill humans.’

GOBLINS (These lawful evil creatures’ vital stats are HD 1d6, AC 13, HP 5,5, 3, 2, 1. Their primary attributes are physical.

They carry light crossbow, short sword, studded leather armor, and 1-10sp.)

ORCS (These chaotic evil creatures’ vital stats are HD 1d8, AC 12, HP 8. Their prime attributes are physical. They carry leather armor, short swords, clubs and 1-6gp in jewelry.)

11. This small, secret room has three small chests against the east wall. A suit of elven-sized chainmail is draped across one chest. Other than that, the room appears empty.

This is the treasure room for the orcs and goblins. They found this room as they were moving in by accident and have used it to store their possessions.

Chest #1: Trapped – Poison gas. If the trap is sprung, all within 10’ must make a constitution check (CL 3) or temporarily lose 1 point of constitution and become violently ill. If they are not moved from the gas within ten rounds, the point loss will become permanent, otherwise the loss constitution point will return in 2d12 hours. Inside the party will find: 1,086 sp, a *hat of disguise*, and a *potion of giant strength* (strength 20) (in a small, unlocked chest).

Chest #2: Trapped – Poison needle. Constitution save (CL = 3) or take 1d10 damage. Inside the party will find: 1,958sp.

Chest #3: Trapped – Exploding rune. Dexterity save (CL = 3) or take 1d6 damage. Inside the party will find: 2,232cp.

The chainmail is not magical, but is finely made by elven hands. The weight is that of studded leather (20lbs) instead of normal chain (30lbs). While it may fit the orcs, they felt odd when they wore it and decided to sell it when they could.

12. This large room seems a bit tidier than the rest of this place. A sickening sweet smell wafts about the room. Gaudy tapestries hang askew on the walls. A moth-bitten rug runs from the entrance to the center. A group of humanoids are gathered about something in the far south, their guttural voices echoing slightly in the room.

This is the ‘throne room’ for the orc leader and his retinue. Presently, the commander is engaged in a game of chance with one of his lieutenants. There are a total of six orcs in this room, plus the commander. When they notice the party, they attack.

They have little in the way of treasure on them, being that the treasure room for the tribe is close by. However, the commander uses a *morning star* +1 and there is 16gp lying on the floor.

ORCS (These chaotic evil creatures’ vital stats are HD 1d8, AC 12, HP 8, 7, 7, 7, 5, 4, 4, 3. Their prime attributes are physical. They carry leather armor, short swords, clubs and 1-6gp in jewelry.)

13. This large room seems bereft of any items or creatures. The sound of the character’s footfalls echo about the room. The ceiling is twenty feet above, as opposed to the normal ten.

Crisigrin used this room for experimentation. At various times, he would cast offensive spells (i.e. Fireball) as well as summoning

4 CASTLES & CRUSADES

spells. If the party searches, they find old scorch marks on the walls, as well as magic circle remnants carved into the floor. More than once, Crisigrin summoned creatures from the lower planes. While the room itself, nor anything in the room, is evil, those good aligned characters will feel the taint of evil left by the summoned demons years ago. The orcs and goblins leave this room alone due to a sense of reverence they cannot actually understand.

14. The smell of filth assaults you as you open this door. Five goblins are seated on the floor, eating raw rats as you enter.

GOBLINS (*These lawful evil creatures' vital stats are HD 1d6, AC 13, HP 5, 4, 3, 2, 1. Their primary attributes are physical. They carry light crossbows, short swords, studded leather armor, and 1-10sp.*)

15. This room smells of incense and filth. A group of goblins are sitting on the floor, all facing a crude altar positioned against the south wall. Another goblin, wearing grey-green scale mail and a conical cap, incants some strange liturgy at the altar. Above the altar on the wall is fashioned a crude structure resembling a spear.

These goblins are worshipping Gronge, the Goblin god of the Hunt. They are each armed with a crude javelin (the favored weapon of Gronge). Each has 2d6sp. The shaman conducting the ceremony is a 2nd level cleric. He wears an unholy symbol to Gronge about his neck. They attack when they notice the party.

GOBLINS (*These lawful evil creatures' vital stats are HD 1d6, AC 13, HP 5, 4, 3, 2, 1. Their primary attributes are physical. They carry javelins, short swords, studded leather armor, and have 1-10sp.*)

GOBLIN SHAMN (*This lawful evil creature's vital stats are HD 1d8, AC 14, HP 7. His primary attributes are physical. He carries a javelin, club and studded leather armor, and 1-10sp.*)
GOBLIN SHAMAN SPELLS: *fear, protection vs. good, cause light wounds, command.*)

16. This small room appears to contain broken furniture and various types of junk. Rags and bits of cloth are draped over small piles on the floor. The room seems otherwise empty and unused.

The goblins moved a lot of junk to this room. Other than the broken furniture, there is not much else in this room. The cloth is just covering piles of debris.

17. This large room is empty save three chests along the north wall.

The goblins use this room for their treasure. They only use chest #1. Chest #2 is empty and chest #3 was here when they arrived. They cannot understand the riddle Crisigrin left on it and have not opened it, or attempted to try, for fear of the magic.

Chest #1 – Trapped: A crude poison trap (+2 to find). Constitution save (CL = 3) or lapse into unbreakable sleep that lasts for 1d4 hours. Inside, the party will find 1573cp and a small bag containing 3 gems, a moonstone (50gp) a sardonyx (25gp) and a tiger eye (10gp).

Chest #2 – Not trapped. Empty.

Chest #3 – Not trapped. Has a *magic mouth* spell left by Crisigrin. When the chest is touched, a mouth forms where the lock would be and speaks:

What belongs to you, But is used more by thy friends?

If the answer 'your name' is given, the chest pops open. If the party does not answer the riddle correctly, they cannot open the chest due to strong magic protecting it.

Inside, the party will find a small, flat box. Inside this velvet-lined box are four potions. The potions are in small silver containers with a glass stopper. Each has a small label fastened to it. They are:

#1-an open book

#2-the Holy Symbol for Corthain (a stylized shining sun)

#3-a mouse

#4-a muscled arm

Each is tied to one of the four prime scores for the main classes. #1 is intelligence, #2 is wisdom, #3 is dexterity and #4 is strength. If a character of the appropriate class drinks the corresponding potion (i.e. a cleric drinks #2), he will be granted 1d4 points in that attribute. The rise in attribute score will last 13-24 hours (1d12 + 12). If a character drinks a potion not tied to him (i.e. a fighter drinks #1), he will take 1d4 damage and become ill for 1d6 hours. Also, he will oddly gain a slight rise in the corresponding ability score, albeit very haphazard. For instance, a fighter that drinks #1 (intelligence potion) will become ill but will show flashes of brilliance during his sickness.

For the sake of this room, barbarians, paladins and knights will be considered "fighter-class" (the strength potion) and monks and bards will be considered "rogue-class" (the dexterity potion).

18. This room is relatively empty. There is a small hole in the floor, about the size of large plate. Carved into the north wall are four interlocking circles. Carved into the other walls are various references to the design, along with what appears to be a wizard. Upon first glance, the hole in the floor appears to have no bottom.

This room was a small dedication room to Narrheit. Crisigrin created a small portal to The Concordant Opposition, used by the wizard to 'sacrifice' objects to Narrheit. Anything dropped in the hole will be lost forever. Any magic item dropped in will have a minor chance to attract Narrheit's attention. For every 1,000gp value (as listed in the *Monsters & Treasure* tome), there is a .5% chance that Narrheit will notice (i.e. if a *ring of feather falling* worth 5,000gp is dropped in, there is a 2.5% chance Narrheit will recognize the sacrifice). If Narrheit does recognize it, there is the same chance that he will bless the donator with a magic item worth twice the sacrifice.

19. This room was obviously victim to the denizens that now reside here. Broken glass and pieces of wood lie scattered about. What appears to be a picture lies face down along the south wall. A few broken chairs are crumpled in a heap in the southeast

corner. There is a large sconce on the north wall with an oversized torch still in it, although it is unlit.

This was a sitting room for Crisigrin. The broken glass used to be serving glasses and a decanter, all made of crystal. The comfortable furniture that was in here has been dragged out and used (or abused) elsewhere. The remnants of chairs are nothing but firewood now. The painting is one of Crisigrin he had commissioned many years ago. It shows him leafing through a tome as he holds another in his hand. Other books surround him, as do objects of an astronomical nature. The goblins have scoured this area and there is nothing of value left in here, save the painting, which is all but ruined.

20. This room has multiple sets of beds set against the east and west walls. The center of the room has two tables with four chairs sitting around them. A small lantern is dimly lit on the far table. Seated at the table are three orcs, apparently playing a game of cards by the lantern's light. In the beds are a few more orcs sleeping. The room smells of unwashed bodies and rotten food.

When the orcs notice the party, they yell an alarm to the others that are sleeping. There are 6gp, as well as a deck of cards, on the table. There are footlockers placed against the beds. Most are empty (there are twenty beds and only seven orcs), but five contain the meager possessions of the orcs. In all, the party will find 17gp, 3 gems (Lapis lazuli (10gp), a piece of obsidian (15gp) and a black onyx (25gp) and a jeweled scabbard (100gp). The scabbard is elven made. While not magical, it has an aura of good about it, which bothers the orcs, thus they do not wear it.

ORCS (These chaotic evil creatures' vital stats are HD 1d8, AC 12, HP 7, 6, 5, 5, 4, 3, 3. Their prime attributes are physical. They carry leather armor, short swords, clubs and 1-6gp in jewelry.)

21. This large room is dominated by a huge bas-relief of a war hammer crudely carved into the north wall. A strong metallic smell assaults the senses. A dim red light, coming from a skull on a raised pedestal under the war hammer carving, gives the room an eerie glow. More than a few orcs are congregated underneath the bas-relief, kneeling. An orc in black armor, his back to the door, appears to be tending to something about waist high.

The orcs in this room are in mid-ceremony to Torgan Thal, the Orc god of Destruction. There are a total of 14 orcs in this room, however they are delirious with alcohol and fight with a penalty of -3 to all rolls (attack, damage, etc.). While they will never lose morale, the drunken orcs may possibly attack another orc if they feel provoked. The shaman has a gem on him (a small ruby worth 150gp). He is a 3rd level cleric.

The skull contains a small red gem with a *continual light* spell cast upon it. Due to the hue of the gem, the light is red.

On the altar is the tortured body of a goblin, his throat slit.

ORCS (These chaotic evil creatures' vital stats are HD 1d8, AC 12, HP 8, 7, 7, 6, 5, 5, 4, 4, 3, 3, 2, 2, 1. Their prime attributes are physical. They carry leather armor, short swords, clubs and 1-6gp in jewelry.)

ORC SHAMAN (This chaotic evil creature's vital stats are HD 2d8, AC 14, HP 14. His primary attributes are physical. He carries leather armor, short sword, club and 1-20gp in jewelry. **ORC SHAMAN SPELLS:** *bless, protection from good, command, cause light wounds, and hold person.*)

22. This room contains various instruments of torture. An Iron Maiden stands in the northeast corner. Chains hang along the east wall. A forge with branding irons rests in the southeast corner. There are three pillories in the center of the room. In one of them is a goblin. He seems dazed, but is alive. He is, seemingly, the only occupant of the room.

Crisigrin only rarely used this room. Its main purpose was intimidation, as he was loathe to actually torture anyone (although he did employ a torturer just in case). The forge is long since cold and has not been used by goblins or orcs. Inside the Iron Maiden is an unfortunate goblin that was unaware what exactly would happen if his fellows closed him inside. He has been picked clean and has nothing of value on him. The goblin in the pillory is being taught a lesson by the others. He has been here, without food, for three days, his tribe mates unaware he is still there. If set loose and given food and water, he will help the party. However, he is still evil and hates humans and demi-humans, especially elves. At first opportunity, he will turn and run. If a battle ensues, he will turn on his liberators and attack them. It should be noted that he does not speak common, only goblin and a smattering of orc.

23. This large room is filled with an enormous table, surrounded by two-dozen chairs. The chair at the south end of the table is larger than the others. A huge landscape portrait hangs on the north and south walls. The room is cluttered, but not in the shape of disarray as some of the other rooms. A candelabrum lies on its side on the table. A ragged tapestry hangs on the west wall. It is purple with a picture of two wizards shaking hands atop a mountain. One wizard is dressed in purple robes with gold symbols; the other is in red robes. They appear to be smiling at one another.

This was the formal dining hall of Crisigrin. He only used it when he had visitors to impress. The landscape portraits depict a beautiful valley surrounded by rolling hills. The tapestry depicts Crisigrin with an unnamed wizard. The candelabrum is worth 25gp if cleaned and polished. If anyone sits in the large chair and runs their hand along the bottom of the right arm, they will feel a small button. If pushed, a container will open from underneath, dropping a silver ring inset with a blue gem in the persons hand. The ring is a *ring of invisibility*. Crisigrin kept it here if he needed to make a quick get-a-way. If the ring is slipped on without uttering the phrase "See me not!" the invisibility will only last one round. The user becomes visible with an audible 'pop'. A sage, with a specialty in lore, may possibly determine how the ring works and what the key words would be. This, however, will be lengthy and costly.

24. This room appears to be a huge kitchen. A counter runs the length of the north wall, stopping short at an open archway on the north wall. A fireplace is set upon the east wall, with a large cauldron on its side in the ashes. Another counter runs along the south wall, turning the corner up the west wall. A small, but nice looking table sits near the south wall, one of its legs broken so it

6 CASTLES & CRUSADES

is lying on its side. A few chairs are overturned near the table. Various kitchen implements are scattered among the room, though not near as many as you would expect for a kitchen this size. Numerous sconces line the walls, bereft of any torches.

This is the kitchen for the dungeon before Crisigrin left. He ate most of his meals here, at the small table. Aside from the cleavers and knives, there is nothing in this room of value.

24a. This appears to be a cupboard for the attaching kitchen. A few barrels lay abandoned on their sides. Various shelves adorn the walls, complete with bottles and small ceramic urns, many are broken or lying on their sides. The faint smell of spices is in the air, along with the sour smell of vinegar. Broken crates, boxes and chests are scattered about the west end of the room. The room, apart from these common items, seems empty.

While some of the spices are somewhat rare, and may be worth up to 25gp to the right person, this room contains little of value. Any of the dried fruits and meats have long since spoiled and subsequently eaten by the dungeon's new residents.

25. Upon opening the secret door to this room, your senses are assaulted by years of dust. Aside from a small sconce complete with torch, on the south wall, this small room is empty.

Crisigrin used this room as his teleport portal. He spent many hours in this room examining every detail so he could teleport with minimal risk to here. There is nothing of value or importance in this room.

26. This odd-shaped room has been a victim of the new residents. At one time, it was apparently a nice library, but now the shelves are broken on the ground and the books are ruined. A small but elegant chair lies on its side, its green velvet upholstery cut open in many places. A few unused candles are strewn upon the floor near the chair. Loose pages are crumpled and laying in piles about the room.

Crisigrin used to use this room as his personal sanctuary, his library. Many of the books here were esoteric works dealing with cerebral matters. When he left, he took some of his favorites, but left most here as he had already devoured their contents. None of the books here are magical in nature; however, there is an old traveling spellbook he used when he was young. Most of the pages are ripped, and unusable, but the following pages are still intact and can be used as scrolls (or scribed into another's spellbook): *summon lesser monster*, *burning hands* and *shatter*.

27. This room smells of filth and close quarters, in an almost suffocating way. A few orcs lay sleeping on piles of straw. One orc sits in an old chair leaning against the south wall. There are small piles of hay scattered all about the room.

This room used to house many more orcs (females and young), but they have since been moved back outside by the leader of the band. He felt having women and children here made the place more like a 'home' and less of a 'fortress', which is what he desired. The orcs here were told to clean up the straw to make this room more of a militarized barracks, but have yet to start work. When the party is noticed, they attack.

ORCS (These chaotic evil creatures' vital stats are HD 1d8, AC 12, HP 7, 6, 5, 4, 3. Their prime attributes are physical. They carry leather armor, short swords, clubs and 1-6gp in jewelry.)

28. This long, thin room has a shallow pool taking up much of its area. The water sparkles in the light of a torch, although the room itself is dark. The ceiling is almost twenty feet tall in here.

This was a recreation room for Crisigrin. The water is magic in the sense that it is always here, always clean and always 78 degrees Fahrenheit (26 degrees Celsius). It does not have any adverse nor helpful properties. The water is three feet deep at the far south end, deepening to nine feet at the far north end. Small pegs are lined along the north end to place clothing on. At the bottom of the pool, at about six feet, can be seen a dagger if the party investigates. If someone holds the dagger and waves it in the air while outside of the pool, light will illuminate the room. The dagger is just used (as a switch) in this room, and only to 'turn on' the light. Away from here it is just a dagger. The orcs and goblins have stayed away from this room because of the obvious magical nature and have thus never found the dagger.

29. This room has broken crates and boxes littered about it. A sweet, smoky smell can be faintly detected, as well as a more pungent odor. A few unopened, undisturbed barrels sit in the far southeast corner. The room seems otherwise empty.

Crisigrin kept his personal stash of tobacco and wine in this room. He would normally walk from his library (# 26) to here before sitting down for a good read to procure a pipe and a glass of wine. Now, it is all but ruined. The tobacco that is still left has been dried so much as to lose its flavor and the wine has turned to vinegar. Among the rubble, the party may find a nice meerschaum pipe, its head in the shape of a dragon. It would be worth 10gp to a collector.

29a. On either side of the walls, just outside the door, are two floor to ceiling mirrors facing each other.

If anyone looks into a mirror, the infinite number of images they will see will cause *confusion* per the spell (treat as cast by a 13th level magic user).

30. This room is totally empty. There is no dust, debris or anything that can be seen.

The gelatinous cube in 30A has scoured this room clean.

30a. Walking down this hall, you see a few copper and silver pieces apparently floating in midair.

There is a gelatinous cube in this hall, it's 'treasure' suspended inside. It will attack the party in hopes of a good, fleshy meal. If killed, it will deposit its contents on the ground: 12cp, 7sp and 4gp.

GELATINOUS CUBE (These neutral creatures' vital stats are HD 4d10, HP 21, AC 13. Their primary attributes are physical. They attack with a slam attack doing 1d4 points of damage, as well as secreting acid doing 1d4 points of damage.)

31. Same as room #30.

32. This is a very large room, with but a single noticeable feature: a pedestal standing in the center of the room with a convex glass pane covering what appears to be a small pillow.

Upon the pillow is a gold ring of a snake biting its tail. The eyes appear to be tiny rubies. If anyone reaches for the ring, the entire party will hear (telepathically):

"If you take and wear the ring, one of your group will suffer, one will flourish. Be careful."

The voice speaks the truth, however. The one that suffers and the one that flourishes will be the same person. The ring is a *ring of shocking grasp* (assume it's cast by a 6th level Wizard). It is, however, somewhat cursed. Any damage dealt by the ring is turned back on the caster, albeit at half (i.e. the ring does 1d8+6 damage. If a 4 is rolled on a d8, the ring inflicts the full 10 points of damage to its victim, and 5 points back to the user of the ring.) The ring can be removed at any time by the wearer.

33. Upon entering this room, you see eight pools of liquid, all of a different color. The room is lit by an unseen light source. The colors of the pools are: (#1) Green, (#2) Red, (#3) Blue, (#4) Pink, (#5) Clear (but effervescent), (#6) Black, (#7) Orange and (#8) Purple. Aside from the pools, this room is empty.

Each pool is a potion that can be drank once. After any pool is drunk from, the remainder of the liquid disappears. A single person can drink from as many pools as he wishes (each will be gone after each drink however). The potions are:

#1-Barkskin (version 1)

#2-Detect Thoughts

#3-Flying

#4-Levitate

#5-Gaseous Form

#6-Poison (constitution save, CL = 3, or take 2d6 damage)

#7-Cure Critical Wounds

#8-Faerie Fire

34. This room has a small, altar like object against the south wall. Otherwise, the room is empty.

Upon the altar is a small bronze plaque. Written upon it is: "I hope you like puzzles!" When anyone gets within three feet of the altar, the door will slam shut. Anyone standing in the doorway must declare if they intend to jump into or out of the room. If they stammer or are indecisive, they will take 1d6 damage and be forced into the room.

Once the door is closed, a set of glyphs appear on the door in a vertical line. The glyphs are as follows: a star, a crescent moon and a sleeping man. After a minute has passed, a *magic mouth*, hidden in the ceiling will ask:

"Unbidden, I come at night

Unasked, I am gone by morn."

Once the mouth has finished speaking, an acrid smelling green gas will begin seeping into the room. Anyone breathing this gas must make a constitution check (CL 5) or lose consciousness. Anyone making a statement that they are avoiding the gas (i.e. holding their breath) can bypass making a save for a number of rounds equal to their constitution bonus plus one (a constitution of 16, with its bonus of 2, can delay the effects for 3 rounds. Someone with no constitution bonus can delay only 1 round before a save is required).

The real dilemma is that all the glyphs represent a correct answer. Touching any of them will stop the gas from seeping in and open the door. It was hoped by Crisigrin that the uncertainty followed by the inevitable arguing that was sure to ensue would be the undoing of the intruders.

35. This long, low room is adorned with various tapestries on the walls, all in disrepair. Each depicts a scene with a red-robed wizard battling some creature, from orcs to dragons. In all the pictures, the wizard seems to be winning against his opponents. The east wall is dominated by a huge tapestry that takes up the entire wall. On it, the wizard is battling a demon. The demon appears to be cowering as the wizard lifts his arms.

This room is an homage Crisigrin made to himself. Each scene is mostly true, as Crisigrin defeated many creatures. He did not, however, do it alone and his several companions are missing from the pictures.

If the party looks behind the large tapestry, read the following:

A magic circle is scribed onto the floor in the room beyond. Inside, an odd creature stands. It has four legs like a dog, but the similarities end there. Its skin is a deep red, and it is very thin, almost looking emaciated. It has a large, gaping mouth lined with horribly sharp and jagged teeth. It has no eyes to speak of, but two small slits above its maw seem to serve as a nose. Along its back is a string of bony rings, protruding from its spine, that run to a long tail. Upon seeing you, it hisses and screams, then lunges at you, but is unable to penetrate the circle.

Crisigrin had summoned a demon to do his bidding, but the demon that arrived was a Sauld Devil. He was angry and decided to leave the devil here in the magic circle. At his leaving, he never released it and it is still here, after almost twenty years. It is horribly insane, angry and vicious. It is, however, still trapped within the magic circle. It will scream and lunge at party members, but cannot cross. If the circle is broken, or if someone steps inside, the devil will attack ferociously and attempt to kill and eat his victim. It will attack at +1 to hit and +1 damage due to its insanity. Its effective armor class is worsened by 1 point also.

SAULD (DEVIL) (*These Lawful Evil creatures' vital stats are HD 3d8, HP 14, AC 13. Their primary attributes are mental. They attack with 2 claws doing 1d4 points of damage, a bite doing 1d4 points of damage and a tail swipe doing 1d6 points of damage.*)

36. This area of the passageway seems to suddenly grow cold. A hand reaches from the wall and strikes.

8 CASTLES & CRUSADES

This is an illusion cast to prohibit entry into room #40. The 'hand' will do 1d4 damage to its victim. The damage, however, is all imagined. If enough hit points are sustained to kill a party member, they will faint and appear unconscious, even dead. The hand cannot be killed, but the party should believe they are actually doing damage to it. Crisigrin hoped that creatures would run from this area, and did not believe that anyone would stand and fight the illusion. After three rounds, the hand will disappear, only to re-appear the next round. If any attempt to disbelieve is made, the party member should make a wisdom check (CL 5), gaining a +2 for each round the hand has reappeared. When the 'hand' is disbelieved any party member that fainted can try to be awakened. He must make a wisdom check (CL 3). Failure means the party member sleeps for 2d4 hours before waking. Nothing short of a *wish* can shorten this time.

37. This room contains four smaller areas encased inside bars. Each smaller area is 10' x 10'. It appears to be a jail or holding area of some type. In the southeast corner sits an old, broken desk and a broken lantern on the floor next to it. The cells appear empty, as does the room itself. The room has an overbearing smell of decay and death.

This was the jail area Crisigrin used. He rarely kept anyone here, but liked to have it just in case he needed it. The broken desk contains a set of four keys, one for each cell door. Also, a small flask can be found in a locked drawer (for which the key has long since been lost). Inside each cell are the remains of a victim of the orcs. They are:

Cell 1 – The dead body, slightly decomposed, of an elf. It is naked and covered in blood.

If investigated, the party notices all of the teeth are missing and small puncture wounds can be found all over the body. The elf was nabbed near the entrance and was subject to torture at the hands of the orcs and goblins. He was to be sacrificed to Torgan Thal, but died before he could be brought to the altar. He has nothing of value on him.

Cell 2 – The decomposed body of a human lies here.

If investigated, the party will notice that the tongue is missing from the body. He was a traveling merchant that was nabbed and tortured by the orcs. He has nothing of value on him.

Cell 3 – The recently killed body of a goblin lies in this cell. His head is almost severed from his body. He is missing one eye.

When the goblins resisted the presence of the orcs, this goblin was used as an example and was tortured by the orcs in front of the other goblins to make a statement.

Cell 4 – The partially decomposed body of a human lies here, partially hidden underneath the small cot that rests in here.

The 'body' is actually a ghoul that was left here to die ages ago. It recently attacked some orcs and they beat it back into the cell and left it. It has regained its lost HP from the fight with the orcs.

GHOULS (*These chaotic evil creatures' vital stats are HD 2d8, HP 11, AC 14. Their primary attributes are physical. They attack with 2 Claws for 1d3 points of damage, and a Bite for 1d6 points of damage.*)

38. Upon entering this room, you see bones lying scattered about. The smell of decay is slight, but noticeable. A small, but elegant chest sits against the north wall.

The bones will form and stand when anyone enters, making six animal skeletons. Four of the skeletons will resemble large dogs, while the other two are small birds. They creatures can be turned as skeletons. The birds have a lower AC than the dogs due to their ability to fly, but they only do 1d3 damage.

The chest is locked, but not trapped. Inside is a small, slick silver box. No keyhole is apparent, as are no hinges or any way to open it (although a very slim seam can be detected around it). The party cannot open the box no matter how they try. What is inside is up to the CK (possibly something that alludes to the next adventure).

SKELETONS (*These neutral creatures' vital stats are HD 1d12, HP 4, 3, 3, 2, 2, 1, AC 13. Their primary attributes are physical. They attack with bite doing 1d3 points of damage.*)

39. This room is empty save for a small sconce on the far north wall with a torch still in it.

If the torch is pulled down, like a lever, a click can be heard in the distance (the doors to room #40 disengage the traps and unlock). However, when the torch is pulled, a worg is magically summoned into the room. Being afraid and confused, it attacks.

WORGs (*These neutral evil creatures' vital stats are HD 4d8, AC 14 and HP 19. Their primary attributes are physical. They attack with a bite for 2d4 damage and are able to trip and pull down opponents.*)

40. This room is draped in purple velvet with gold symbols woven into them. A large chest sits in the center of the room. An armor stand rests in the northwest corner with a suit of plate mail on it. Two crossed swords hang on the north wall with a shield beneath them. The shield is adorned with a great black dragon motif.

Crisigrin kept a small amount of his treasure in this room. When he left, he took his main treasure with him, but cared not for the trinkets in here and left them. The armor is a suit of dwarven-made human plate. It is not magical, but is of an exquisite quality and can be sold for 500gp (or, of course, used by a human). The crossed swords are a pair. One is a +1 sword, the other a cursed -1 sword. They are identical, save for a word carved into the blade. The +1 sword has word "Glulik" (meaning 'Lucky'). The cursed sword has the word "Verutilt" (meaning 'Doomed'). The swords can be wielded independently from one another with no penalty. If the party surmises that one is cursed (or is told by a sage or high level wizard), they can sell or dispose of the cursed blade and still reap the benefits of the magic blade. Each has a small opal as a pommel and a dark red wrap around the hilt, with a small bit of cloth hanging off. The shield is not magical, but is of fine dwarven make. Inside the chest the party will find: 1,247gp, 101pp, 3 gems

(a lapis lazuli (10gp), a piece of jasper (35gp) and a rich purple amethyst (750gp)).

41. This odd-shaped room has many small cages hanging from the ceiling, which is twenty feet above you. The cages hang at various heights, from almost floor level to ten feet above you. Each cage is of a different size and make, but all could hold something only as big as a large dog, the smallest could hold a creature only as large as your fist. They appear empty, as does the rest of the room.

This room was used by Crisigrin as an aviary. At one time, he kept many birds in here and would allow them to fly free at times as he stood and studied them. Upon leaving, he released all the birds and allowed them to go free. Since then, the room has been empty. If the party investigates, they will find old feathers of different colors and sizes in some of the cages. There is nothing of value in this room.

42. This large room has beds lined along the walls, triple-stacked. In the center sits many small tables with four chairs around them. In the very center of the room is what appears to be an altar. Upon the altar is a small emblem depicting three crossed swords. Also, above you on the ceiling is a huge symbol depicting the same three crossed swords that illuminates the room with a bluish light. The room is dusty, but relatively untouched.

This room housed Crisigrin's cache of armed men. They were all devotees of St. Luther, as depicted by symbols on the altar and the ceiling. Crisigrin himself did not worship St. Luther, but wanted his bodyguards to be loyal, good and honorable, so he recruited these men devoted to St. Luther. The creatures that inhabit this place stay away from this room like the plague.

Each bed has a footlocker associated with it. Most are now empty, but if all are searched, the party will find 12gp and a dagger.

43. This room is empty save a length of barrels along the north wall.

(Note: any dwarf in the party will note that the passageway from room #1 to room #43 inclines slightly).

The barrels all contain oil. If the party searches, they find a mechanism on the ceiling that ignites a torch and drops it on the floor. Each barrel is attached to the north wall with strong, metal bands and cannot be moved. Behind each barrel is a large, blunt plunger. If the fortress was ever under imminent demise, the fail-safe method was to use a lever in room #44 to break the barrels of oil using the plungers and release the lit torch. The flaming oil would flow into the entry room and pool there, keeping anyone from entering. While it burned, Crisigrin would teleport himself and any allies he could to safety.

44. This room contains a small, well-made bed, a comfortable chair and a bookcase along the south wall. A table sits beside the chair and a lantern sets on the table. There is a sconce bereft of a torch beside the door on the west wall. The room appears empty.

This was Crisigrin's 'safe room' on this level. If the fortress were ever under attack, he could retreat here, safe in the knowledge that the maze and its inhabitants would protect him. He used a

crystal ball to scour the maze to ensure no one got close, and if they did he would teleport out. If a torch is placed in the sconce and is pulled down, the flaming oil trap in room #43 will trip. Anyone attempting to pull down the sconce and thus engage the trap (which will not work now due to age), must pass a strength check with a CL of 10. There is a small secret compartment behind a brick just to the right of the sconce. Crisigrin used to keep a *potion of strength* in here just for such an occasion, it remains their still.

The bookcase is only about a third full, Crisigrin taking most of his tomes with him. The ones that are left are dusty, but in good repair. Most deal with animal and plant life in and around Aihrede. Each book is very detailed and encyclopedic in nature. There are about ten such books. They can be sold to a collector for 10gp each.

45. The stairs you find here descend into darkness.

These are the stairs to the lower level.

THE MAZE

A. An open but empty treasure chest sits here. There is nothing more around it.

This chest once contained some sort of treasure, but has long since been looted.

B. At the end of this corridor, a small plaque is mounted on the wall. There is a single word written in flowing script in very small letters in the center of it.

The word is "Surprise". When a character gets close enough to read it, a small pendulum blade will swing out of the wall. Characters caught in the trap will take 1d4 damage to the face (dexterity save (CL 2) for half damage. If any one character loses over half his hit points due to the trap, he will lose 1 point of charisma also.

C. An odd creature is seen approaching. It appears as a multi-colored huge snake, maybe six feet in length. Its scales seem to glisten in some unseen light, its wavering colors seeming to crawl about its body. The upper third of its body is raised as it approaches, as if poised to attack. The most disturbing part, however, is the human head that sits atop its body. It is hard to discern if the head is male or female, only that it is human. Wild hair frames its grotesque visage. Its red-rimmed eyes seem to show its inner evil and insanity. It opens its mouth, full of jagged, broken teeth, and lets out a horrible shriek, chilling anyone who hears it to the core.

The creature is a ghost naga, destined to roam this maze for all eternity. Its initial shriek will cause all that hear it to make a save vs. fear as the spell. When reduced to half its hit points, it will enter its *ghost move* state and move through a wall, deeper into the maze. It will, at that point, stalk the party and appear at the most inopportune time. It will not, however, leave the maze, as it is tasked with staying here.

NAGA, GHOST (*This lawful evil creature's vital stats are HD 4d8, HP 20 AC 16. Its primary attributes are mental. It attacks with a bite doing 1d2 points of damage, and a tail swipe for 1d2 points of damage as well as a constriction attack for 1d12 points of damage.*)

D. A door can be seen on the east wall. The door leads to room #44

E. Nothing.

F. The body of a creature lies here. It appears to be a large human male with a bull's head. A massive battle-axe lies next to the body.

This was the minotaur that used to haunt this maze. He died a few years back. He has no treasure.

G. A pile of rags sits alone in the corner of the corridor.

The rags are the remnants of clothing of creatures killed by the minotaur. Various shirts, pants, capes, etc. from halfling size to ogre size can be found. None are magical and there is nothing of value here.

H. Nothing

I. The smell of decay seems to drift from deeper in the maze.

J. There are two small imprints in the floor here. They appear to be the size and shape of bare feet, elf size. The toes are facing the wall.

If anyone stands in these while barefoot, a pair of boots will form around his feet (the imprints will shrink to halfling size, up to human size). His feet will be stuck to the floor, unable to move. A voice will suddenly be heard among the party:

"Enjoy these boots, friend. But perhaps you should say 'Thank You' before you take them. What am I? I am dead, yet am immortal. I am a powerful wizard, yet I am not human nor elf. I burn with a horrible flame, yet my touch will chill you to the bone. So you tell me, friend. What am I?"

At the end of the riddle, the stone on which the boot-wearer stands begins to descend slowly. He will feel water on his legs very quickly. If the correct answer is given ("Lich"), the stone will rise to its rightful position and the boots will be freed. If an incorrect answer is given, the stone will speed up to double its speed. It will do this for every incorrect answer. If no answer is given, the character will be underwater in ten minutes. After one incorrect answer, he will be underwater in five minutes. A second incorrect answer will shorten the time to three minutes, et cetera. Only a *wish*, a *remove curse* or a correct answer given in time can save the character. If the correct answer is given and the boots become free, the character will be the proud owner of a pair of *boots of elvenkind*.

K. A skeleton of a human lies in the middle of the corridor. About him are the trappings of an adventurer, namely a backpack, a suit of leather armor, a short sword, a wineskin,

regular clothing and bow, as well as a quiver of arrows. There is no sign of what killed him.

The skeleton is of a thief that made it this far a few years ago, just after the minotaur died. He was killed by the ghost naga. Having no need for possessions, the creature left his items alone. He has nothing magical, but he does have a small pouch about his belt. Inside are 12gp and a small gem (a garnet worth 250gp).

L. A small pile of bones are scattered about here. A small cask sits nearby. Nothing else can be seen out of the ordinary.

This is where the minotaur had his last meal. The bones were of a goblin he accosted. The cask contained some strong mead, but it has since evaporated, leaving the cask empty. Nothing of any importance can be found amongst the bones. There is, however, a secret compartment in the floor near the area. If anyone searches the area, they must make a wisdom check (CL 2) to find the compartment. Inside is the minotaur's horde: 987gp, and a gleaming silver and emerald necklace (250gp).

M. Upon reaching the end of this corridor, a small hole can be seen in the floor, smaller than even your smallest finger.

When the players investigate the hole, a stream of water from the ceiling will hit them in the back of the head. If any obstacle is moved, the water will flow directly into the hole. After five rounds, the floor will explode in a crash of water, not unlike a geyser. A water weird forms and attacks the party. If the party succeeds in killing it, they have two minutes to gather its treasure before it forms again. In the pool, beneath the floor, can be found its treasure in a small coffer: a *buckler* +1 and 2,129gp.

WATER WEIRDS (*These chaotic evil creatures' vital stats are HD 3d8, HP 14 AC 16 Their primary attributes are physical. They attack by attempting to pull their victim to a watery death, but do no physical damage.*)

N. Nothing.

O. Nothing.

P. A small bronze plaque is mounted on the wall at the end of this corridor. On it is written the words "Thank You". Below it is a small vertical slot. Below the slot is a small concave hole.

If a character drops a copper piece in the slot, a silver piece is dropped. If a silver piece is dropped, a gold piece is returned. If a gold piece is returned, a platinum piece is returned. If a platinum piece is dropped, a small gem (base value of 10gp) is returned and the slot widens. If the gem is dropped in the slot, a voice is heard saying, "Thank you!" and nothing is returned. Only one type of each coin can be dropped. Any further attempts result in nothing being returned.

2ND LEVEL

There are five keys needed to advance to the third level. The door that leads down is in room 88. The five keys are in rooms 63, 64, 75, 78 and 84.

46. As you descend into this room, a rare sight greets you: light. The room is lit by an unseen source and illuminates the room quite well. It's a fairly large room, 30' x 50'. Multiple doors leave the area, two on each of the east and west walls, and one on the north. The room itself contains a huge design on the floor of a fleur-de-lis. Tapestries are hung upon the walls depicting various landscapes: mountain ranges, lakes, plains, rolling hills and great seas. Other than the tapestries, the room appears empty.

This was a welcome room Crisigrin had long ago for visitors to this more intimate level. There is a *continual light* cast on the ceiling that the new residents cannot extinguish, so they stay away from here to avoid the light.

47. This room has a smell of old, rotted meat. A hulking shape lies in the southwest corner, moving slightly and rhythmically. A grunting sound can be heard periodically from the shape. Various bones lay scattered about, most picked clean, but some with hunks of meat still on them. A few sets of chains hang off the east wall.

The creature is an ogre. He is sleeping after a big meal of a few adventurers that came this way a few weeks ago (he had kept them chained to the wall for a while). If approached (within ten feet) by anyone with a light source or wearing metal armor, he awakens on a 1-7 (d12). As he is full and sleepy, he strikes last in the first round of combat. He has a small, unlocked box hidden in the corner where he sleeps. Inside, the party will find 68gp.

OGRES (These chaotic evil creatures' vital stats are HD 4, AC 16, HP 17. Their primary attributes are physical. They attack with their powerful fists for 1d10 points of damage (one attack, one damage). They have dark and twilight vision.)

48. This large room has what appear to be dead bodies attached to poles standing erect, not unlike a scarecrow. They have dried blood caked to their skin and cuts about their chest and head. There are two humans, a dwarf and a female elf. They are dressed in rags. Their hands are tied behind their backs and their bare feet dangle a foot or so off the ground. In the south end of the room are a group of humanoids, each about seven feet tall. Their skin is a yellowish-brown, covered in reddish-brown fur. They are wearing scraps of armor, none any better than the next. They appear to be having a meal. Of what, you cannot tell.

The dead bodies were used as fighting dummies for the bugbears in the room. The people on the poles were alive when they were hung there, but the bugbears killed them rather quickly practicing their attacks on them. If examined, the party will find that most of their teeth are missing and the dwarf's left eye has actually popped and is oozing a yellow pus-like substance. They have nothing of value on them.

The bugbears are enjoying a meal of elf-tartar. There is a small cask of grog seated amidst them that they are passing around. If the party looks, there are pieces of elf floating in the liquid.



Among the bugbears, the party will find 43cp, 44sp and 12gp. They fight with normal clubs with nails driven into them (treat as morning stars).

BUGBEARS x 3 (These chaotic evil creatures' vital stats are HD 3d8, HP 17, 15, 13, AC 17. Their primary attributes are physical. They attack by weapon and do the appropriate weapon damage. They have darkvision and are very able to hunters and trackers.)

49. This room is dusty and apparently empty. Cobwebs drape the southeast corner.

This area of the dungeon has not been investigated by the new residents and thus this room is as Crisigrin left it: empty.

50. Various pieces of furniture adorn this room in the south end. Green velvet-lined couches are set against the east and west walls, while chairs are set in the middle, the chairs all facing the north end. There are six couches and possibly twenty chairs. At the north end is a raised dais, almost appearing as a stage. Above you, two huge chandeliers hang, one over the chairs and another over the dais. At the very north end of the chairs, in the center of the room, is a larger, more comfortable chair. Everything is dusty and old, but not of any major disrepair.

This was a theatre of sorts Crisigrin built long ago. He would occasionally have bards or theatre troupes perform here for guests. The large chair was not necessarily for Crisigrin, but for

12 CASTLES & CRUSADES

any guest of honor he may have invited. He would also use it for an enemy, or someone he was suspicious about, giving them a false sense of friendship and trust. If someone is seated in the chair and a command phrase is uttered ("Stay ye!"), the person is paralyzed and cannot move until the second command is given ("Thou art free"). As it is almost impossible for the party to discern this, it will probably never be used. However, the chair will radiate magic if attempted, so it may confuse them.

51. There are five chests lined against the west wall and a glowing orb suspended above them, illuminating the room in a strange bluish light. The room, while dusty, is otherwise empty.

This is one of the few treasure rooms Crisigrin had in his fortress. Upon his move, he forgot about this one and left everything here.

Each chest is locked and trapped. However, each chest holds a key that will fit one other chest in this room. If the correct key is used for its appropriate chest, it will open with no ill effects. If a wrong key is used, the party will take 1d4 electric damage. Each chest can be picked as normal with no ill effects (i.e. if the pick is unsuccessful, they will not be damaged). The chests contain:

#1 - 1,732gp and the key for #3

#2 - 2134sp and the key for #4

#3 - 129pp and the key for #2

#4 - 2 scrolls (*protection: undead* and the cleric spell *mass heal*) and the key for #5

#5 - 2 scrolls (*floating disk* and *charm person*), 1 potion (*Invisibility*) and the key to chest #1

The orb is magical in as much as it levitates and has a *continual light* spell cast upon it.

52. This room appears empty, save for a fire in the very center. It appears to be burning in a recessed part of the floor and reaches a height of almost six feet. The flames are an odd greenish-yellow color, and seem to give off no heat. Through the fire, across the room, you see another door.

The room is empty, save for the magical flames and a surprise door. There are four doors in this room (the one on the south wall is a fake and is trapped). None of the doors can be seen except through the flames (the door used to enter can, of course, be seen). If someone tries to approach a door by circumventing the flames, the door will 'disappear' and cannot be used. Only by walking through the flames can the door be used. If someone stands at any door, they can look through the flames to see another. Walking through the flames causes no damage.

The south door is a fake door (it cannot be used to enter room #51). If someone tries to open it, the door shows its true form: a stunjelly. It will attempt to paralyze its victim and digest him. Once killed, it will turn to a liquid and splatter to the ground, spilling its treasure on the floor: 12cp, 9sp, 4gp and three sticks of *incense of meditation* in a small, silver box.

STUNJELLY (*These neutral creatures' vital stats are HD 4d8, HP 19, AC 12. Their primary attributes are physical. They attack with a slam attack for 2d4 points of damage.*)

53. This small, secreted room contains a small chest, floating about three feet off the ground, spinning slowly in a circle. Other than this oddity, the room appears empty.

This is another one of Crisigrin's treasure rooms. He emptied this one out, but left the chest as a 'special gift' for any looters. The chest can be lowered to the ground, but automatically begins to rise again. It is a simple matter to hold it to the floor and open it. It is locked, but not trapped. Inside, the party will find 1,523sp and a cursed stone. The stone's only purpose is to be in the palm of whoever picks it up. If placed in a pocket or pouch, it will appear back in their palm. It can be thrown for 1d2 damage and will return to the palm the next round. However, any sort of melee attacks are made at a -1. Spell casters have a 1 in 4 chance of losing the spell if there is a somatic component. Only a *remove curse* (or similar spell) can remove the stone.

54. This large room is filled with trash and debris. The stench of rotten food surrounds you. There are also six tall humanoids, each standing at least seven feet tall. They have heads that strongly resemble hyenas and fur covers their bodies. They wear chain hauberks and are armed with crude clubs. They seem to be arguing over something on the floor in a barking and yipping tongue.

They are gnolls and they are arguing over a dead rat on the floor. A very large, dead rat. They have not eaten in a long while and each claims the rat as their own (they all had a hand in drawing it out of it lair, trapping and killing it). When they notice the party, they lose all thought for the rat and set their sights on a bigger meal.

GNOLLS (*These chaotic evil creatures' vital stats are HD 2d8, HP 16, 12, 9, 8, 7, 4 AC 15. Their primary attributes are physical. They attack with a club for 1d6 points of damage or a slam for 2d4 points of damage. They possess chain hauberk, shield, club, pouch with a total of 18gp and 32sp.*)

55. This room is filled with a green mist, rising about a foot off the floor. The smell of death and decay is strong in here. From what you can see, the room is otherwise empty.

While Crisigrin did not like this room, he understood its importance. Any of his enemies, as well as any overtly evil being, was thrown into this room to die. Once dead, the mist acted as a *raise dead spell*. After a zombie was created, Crisigrin would use the undead as a servant in some way. The mist will have the effect of a mild sedative to the party. After a round in the room, each must make a constitution check with a CL of 5. Those saving will feel no ill effects. Those failing will feel sleepy, but otherwise OK. After five rounds, another save must be made (with the CL still being a 5). Anyone failing both saves will fall to the ground, not asleep yet, but very groggy and suffer a -3 to hit and will attack last every round. After five more rounds, and every five rounds thereafter, another save must be made. Anytime someone fails three, they will fall into a magical sleep. The only way to wake them is to remove them from this room.

There are also some previous residents in this room. After the first round, zombies will begin to rise from the mist. There are total of four zombies. They have no treasure. Any character that is killed in this room, or falls asleep and is not removed, will rise as a zombie in a week.

ZOMBIES (These neutral evil creatures' vital stats are HD 2d8, HP 9, 8, 6, 5, AC 11. They have no primary attributes. They attack with one claw that does 1d8 damage.)

56. You see four hyena-headed humanoids in this room, sitting on two dilapidated couches. They are speaking in some strange, barking like language. One apparently said something humorous as you hear them all howl in what appears to be a laugh. As they laugh, you see one hand something to another who takes a bite, which causes them to laugh again.

The gnolls are eating the leg of an elf they had captured and tortured earlier. The elf had threatened them with false bravado in hopes of intimidating them. They are now mocking his words as they finish eating him. They are armed with clubs and wear scraps of armor.

GNOLLS (These chaotic evil creatures' vital stats are HD 2d8, HP 16, 9, 8, 4 AC 15. Their primary attributes are physical. They attack with a club for 1d6 points of damage or a slam for 2d4 points of damage. They possess chain hauberk, shield, club, pouch with a total of 15gp and 56sp).

57. A group of humanoids are gathered about a large table seated in the center of the room. There are a mixed group of about five. Two are about seven feet tall; their skin is a yellowish-brown, covered in reddish-brown fur. Two have heads like hyenas and are equally tall, but thinner. The fifth is taller and more massive. His skin is a sickly yellow color, covered with warts of a dull brown. His hair is a dull, dark green and his eyes purple and his teeth and nails are orange. They are talking in a low, guttural tongue with harsh yips and grunts occasionally echoing about the room. On the table between them is a pile of coins, apparently silver pieces.

The group is talking about how to split the treasure they recently found (in the secret room #59, which they happened upon). Each faction feels they deserve the treasure, even though none did more to find it than the other. The bugbears, however, feel they have the best claim since one of their own died trying to open a chest (that is still locked). Aside from the 732sp on the table, the party can find 27gp on the humanoids. The ogre fights with his fists, the gnolls fight with clubs and the bugbears fight with morning stars.

OGRE (These chaotic evil creatures' vital stats are HD 4, AC 16, HP 22. Their primary attributes are physical. They attack with their powerful fists for 1d10 points of damage (one attack, one damage). They have dark and twilight vision.)

GNOLLS (These chaotic evil creatures' vital stats are HD 2d8, HP 12, 7 AC 15. Their primary attributes are physical. They attack with a club for 1d6 points of damage or a slam for 2d4 points of damage. They possess chain hauberk, shield, club, pouch with a total of 5gp and 15sp).

BUGBEARS (These chaotic evil creatures' vital stats are HD 3d8, HP 13, 11 AC 17. Their primary attributes are physical. They attack by morning stars and do 2d4 points of damage. They have darkvision and are very able hunters and trackers.)

58. This room smells of smoke. The contents of this room, apparently old furniture, are scorched and burned. There is a pile of ash in the northwest corner. There appears to be a skeleton in the center of the room. The inside of the doors are black with soot, as are most of the walls.

The gnolls tried to make a fire in here to cook some of the rats, but that ended in disaster for one of them. His skeleton is the one seen in the room. His kin shut the doors to contain the fire and the unlucky gnoll died from the heat and smoke, his body burned as it lay in the floor. If searched, the skeleton will yield 3gp, as well as a non-descript sword. There is nothing else of value in this room.

59. This small room contains two chests, with a dead creature slumped over one of them. The creature was about seven feet tall with yellowish skin and reddish-brown fur. Other than the chest and corpse, there is nothing else in the room.

The bugbear died trying to open the locked chest. If investigated, the lock now shows a needle sticking out with a green liquid on it. If anyone attempts to bother the needle, they must make a dexterity check with a CL of 2 or prick themselves. If they do, they take 2d6 damage from the poison. Any thief attempting to pick the lock must do so with a -1 penalty if he states he is avoiding the needle. If anyone with a mailed hand attempts to dislodge or otherwise negate the needle, they will be successful. The bugbear has no treasure, and one chest is empty (see room #57). The trapped chest contains the following: 4 gems (a bloodstone (15gp), an amethyst (150gp), a small peridot (200gp) and a piece of amber (100gp), and a *potion of levitation*.

60. In this room, you see four creatures, about seven feet tall with yellowish skin and reddish-brown fur. They are armed with morning stars and seem to be talking heatedly about something. In the room, you see a few mounds of hay and a mattress. You also see some dead rats and the body of a huge spider lying on its back. There is nothing else of importance that you can see.

The bugbears are fighting over who gets the mattress as well as who is forced to try the spider first. They will take out their frustration on the party. 9gp can be found on them.

BUGBEARS x 4 (These chaotic evil creatures' vital stats are HD 3d8, HP 17, 15, 13, 11 AC 17. Their primary attributes are physical. They attack by morning stars and do 2d4 points of damage. They have darkvision and are very able hunters and trackers.)

61. This room is eerily empty and silent. Cobwebs run the length of the ceiling and out of the range of your light. You see nothing in this room.

Above the party, hidden amongst the webs, is a large wolf spider. If the webs are searched, two bodies will be found wrapped in a cocoon. One is the body of a female human in leather armor. Her armor is a suit of +1 leather. Aside from thieves' tools, a short sword and various adventurer equipment, there is nothing else of value on her. The other corpse is that of a dwarf male. He is wearing scale armor and carries a war hammer. On his body, other than the normal trappings, one can find one *javelin of piercing*.

WOLF SPIDER, LARGE (*This neutral creature's vital stats are HD 3d8, HP 19, AC 14. His primary attributes are physical. He attacks with a bite, for 1d3 points of damage. His special abilities are jumps 30 feet, bite delivers poison. A constitution save must be made or the person bitten is paralyzed for 48 hours.*)

62. This is a large room. There is what appears to be an altar at the far east end, against the wall. A carpet runs from the door to the center of the room in an "L" shape. At the end of the carpet is a pedestal with a globe atop it. The globe shines with a white light, but only illuminates the area around it, about a foot in radius. Behind the altar, hung on the wall, is a portrait of a beautiful human with pale skin, deep blue eyes and kinky red hair. She wears a dress that was fashionable at least four decades ago. The room is dusty and smells faintly of roses.

Many years ago, when Crisigrin was but a young adventurer, one of his companions was this girl, a cleric to Corthain. She was killed by some orcs while invading their dungeons. Crisigrin and his companions barely made it out alive. He wanted to go back for her body, but knew he could not. He and the girl, Sara, had fallen in love with one another, and Crisigrin never forgot her. He had the painting commissioned and made this room in her honor. He would sometimes come here and use the crystal ball (not the magic item of the same name) to see if he could communicate with her. Eventually, he stopped coming.

Anyone touching the altar without intoning the god Corthain will fall into a deep sleep. They cannot be awakened while still in this room. No harm will come to anyone of good alignment while in this room, however, if they do not touch the altar. Aligned characters will feel safe in this room.

63. This large, diamond shaped room contains a fountain in the center. A small pedestal rises out of the water and a stone frog sits atop it. As you approach, it turns its head to look at you and it suddenly changes into many colors. Its left eye turns red, its right eye turns green. Its right front leg turns pink. Its right back leg turns yellow. Its left front leg turns blue and its left back leg turns black. Its head turns orange and its body turns grey. It stares at you... then disappears. A voice echoes in the room, "What color was my left back leg?"

If answered correctly ("Black"), a key for room #88 will float to the surface of the water. If answered incorrectly, the water spews violently from the fountain and drenches the party. They will be affected as if a *slow* spell had been cast on them for the next 2d4 hours.

64. A face is carved in bas-relief into the wall here. Upon your approach, the mouth begins to speak:

What does man love more than life?

Fear more than death or mortal strife?

What do the poor have? What do the rich require?

And what do contented men desire?

What does the miser spend, the spendthrift save,

And all men carry to their graves?

If answered correctly ('nothing'), a tongue will roll out of the mouth and drop the key for room #88 to the floor. Each wrong answer will be met with the mouth saying, "Wrong!" and spitting a jet of acid, doing 1d3 damage to a random character within five feet.

65. This large room is full of crates, barrels, coffers, chests, bags, etc. There is a path amongst the containers that one can walk through. The room smells of spices and herbs, but also of spoiled food and sour vinegar.

This was a large storage area for Crisigrin's foodstuff. Almost everything has ruined with time, except for some rare spices in a bag in the northeast corner. These can be sold to a chef of some repute for 25gp.

66. This room appears to be a small kitchen. Various cooking implements are cluttered about the room. A shelf runs the length of the south wall. On the north wall is a fireplace with a cauldron still hanging in it. Other than this, the room seems empty.

This room is the kitchen for Crisigrin's servants. Astute party members may notice the fireplace does not extend up and that there was no flue in the area above this upstairs. Crisigrin created a small device that would get extremely hot, yet give off no smoke. It was this that heated the food being cooked. It is a small, flat stone and is still at the bottom of the fireplace, below the cauldron. If found and the command phrase it uttered, ("Turn up the heat"), the stone will begin to warm up. If held longer than one round, one will take 1d4 damage every segment. It is doubtful the party will ever discern what the device does exactly or the command phrase, but an arcane collector will pay 50gp for it. It does radiate magic.

67. This room contains two tables with six chairs at each. A crude chandelier hangs over each table. Tapestries hang about the room, depicting adults and children holding hands and dancing. A vase stands on each table. Other than these, the room appears empty.

This was the dining area for Crisigrin's servants. The room contains nothing of value.

68. This large room is separated into two parts. The side you enter is bereft of any items. The floor is covered in dust, save some footprints scattered about. It is, in fact, fairly non-descript. The other part of the room appears to be just a long, thin floor area with a door at the north end, not much more than an open corridor. The space separating the two areas, in contrast, is very unusual. It is a 20 x 30 area, filled with what appears to be green sludge. The sludge moves and undulates in a random pattern, as if alive. It is about five feet below floor level. Situated among the sludge are four columns, equal to floor level. To make it from where the party stands to the door, it appears one must cross over the sludge somehow.

It should become apparent that the party can, and should (must?) jump from the safe area, to one column, then another, then to the safety of the other side. In theory, this is correct. Anyone trying to successfully navigate the columns must make a dexterity check (CL 2). However, only two columns can sustain any weight before toppling over. The two safe columns are 1 and 4 (see map). If 2

or 3 are jumped on, they will immediately crumble and fall into the sludge. The victim may make another dexterity check (CL 3) to jump to another column. If they are unlucky enough to jump to another unsafe column, they can take another dexterity check to avoid the sludge, this time with a CL of 6. (in other words, jumping from a stable platform onto a stable platform invokes a dexterity check with a CL of 2, jumping from an unstable platform to a stable platform invokes a CL of 3 and jumping from an unstable platform to another unstable platform invokes a CL of 6). If anyone falls into the sludge, they will immediately take ¼ of their hit points in damage. This will continue for four rounds, at which they are at 0 hit points and will sink into the sludge. After three rounds under, they will be dead. Five more rounds, and their bodies will disintegrate, no resurrection possible. Anyone safely navigating to the other side can hold a rope to assist other party members. If so, they gain a bonus of +5 to navigate the columns. If they fall, however, they may pull in anyone assisting them.

69. This is a huge room, 40' x 60', with ceilings rising almost thirty feet above. A great pile of cloth has been laid out along the north wall. Situated about the room are symbols of wealth: a candelabrum, a crystal decanter, a dress made of velvet, a tapestry of a huge tree and a bookshelf complete with books. However, each of them is broken or damaged in some way making them virtually worthless. A crude throne has been crafted on the east wall, made of stone slabs and various pieces of wood. Seated upon the throne is a very tall creature. He looks very human in appearance, except he is almost nine feet tall. He is slim for his height. He has a two-handed sword propped beside him and wears a great shield as a breast plate, the rest of his body covered in furs. He looks tired, or bored, but is not asleep.

This is the leader of the second level, Tommy Two-Lips, a Human Giant. He is a bully and is very bossy to the bugbears, gnolls and ogres. They all dislike him, but he is strong, fairly intelligent and thoroughly evil. If a surprise roll is indicated, Tommy has his eyes closed and assumes the opening door to be one of his followers. When he notices the party, he will grab his sword and attack. In his lap were 32gp, which will go flying as he stands. The rest of his treasure (as well as most of the treasure of the denizens of this level) can be found in room #76.

HUMAN GIANT *(These (neutral) evil creatures' vital stats are HD 5d10, AC 16 HP 32. Their primary attributes are physical. They carry two-handed swords, dress in crude armor and carry 2d6gp worth of accoutrements.)*

70. This room is dank, dirty and smells of offal and dung. The stench is almost overpowering. Piles of droppings litter the room. Inside is a goblin with a scrap of cloth covering his face. He carries a large bag and holds a small shovel in his hand. He is busy 'tidying up' in here as you enter.

The creatures of this level come here to relieve themselves. The goblin is tasked with cleaning up. The bag he carries is evidence of that. There is absolutely nothing of value in this room.

GOBLINS *(These lawful evil creatures' vital stats are HD 1d6, AC 13, HP 3. Their primary attributes are physical. They carry light crossbow, short sword, studded leather armor, and 1-10sp.)*

71. There are two creatures in this room, each standing about seven feet tall, with yellowish skin and reddish-brown fur. They appear to be eating something as you enter. The room itself is adorned only with a small couch, which has been ruined, and a small end table, also destroyed. The creatures sit on the floor with their backs against the couch. They have wicked looking spiked clubs lying next to them.

These two bugbears found some scraps of jerky and had hidden it away until now. They are suspicious of anyone finding them, and thus anyone attempting to surprise them suffers a -5 from their attempt. They have 3gp amongst them.

BUGBEARS x 2 *(These chaotic evil creatures' vital stats are HD 3d8, HP 17, 11 AC 17. Their primary attributes are physical. They attack by spiked clubs and do 2d4 points of damage. They have darkvision and are very able hunters and trackers.)*

72. This is a fairly large room with an elegant look. The walls are all covered with long swaths of purple silk. The floor is adorned with a huge rug, purple in color. A small fountain gurgles peacefully on the east wall. The very faintest sound of music drifts in and out. A long table runs the length of the west wall, adorned with lit candles of white. The smell of jasmine wafts about the room. Mounds of pillows are crumpled in the northeast corner.

Long ago, Crisigrin would come here to meditate and ponder. He would lie atop the pillows, listen to music and the fountain, and slip into a light sleep. The room is in a perpetual state of being. Nothing in the room is beneficial to the party, unless they use it the way Crisigrin did and just relax. Everything radiates magic if detected, but just due to its perpetual nature. Unless the party rips down the velvet bunting (worth 100gp), there is nothing of value in this room.

73. This small, secret room is awash with bright, blue light. Various glass cubes lie scattered about the floor. Each cube is two feet on each side, translucent and secured magically to the floor. The cubes give off the light for this room. There are six such cubes scattered. There is nothing else in this room.

The cubes cannot be seen into nor can their contents be discerned by any way other than breaking them. They have but one hit point each and will burst open if struck. What spills out is dependent upon which cube is struck first. The first cube struck will always contain a beneficial item. If this cube is one of the even numbered cubes, the remaining two even numbered cubes will also contain beneficial items, whereas the odd numbered cubes will contain the malevolent items. This is reversed if the first cube struck is an odd numbered cube.

#1 – *Scroll of Haste* or *Cursed scroll*: Reader becomes ravenously hungry and must eat a weeks' worth of rations or be at a -2 to hit until he does.

#2 – *Potion of Cure light Wounds* or *Poison* (drinker takes 2d4 damage, constitution save for half).

#3 – *Dagger +1* or a *cursed Dagger -1*.

#4 – a small bag containing 100pp or shadow (monster – see below).

16 CASTLES & CRUSADES

#5 – a quiver: all arrows placed inside change to +1 arrows (loses its power after the 20th arrow) or all items placed inside are eaten and destroyed completely (loses its power after 20th item).

#6 – A small floating globe will appear. It will telepathically tell the party it will answer one question with Yes or No with 100% accuracy. It will either tell the truth or lie.

SHADOW (*These chaotic evil creatures' vital stats are HD 3d12, HP 23, AC 14. Their primary attributes are physical. They attack with a touch for d4 points of damage. They are also able to drain one point of Strength with every attack.*)

74. This large room has a twenty foot ceiling. There are five columns arranged in an apparent haphazard pattern. A picture of a bald and clean-shaven wizard wearing green robes hangs on the east wall. He looks angry and has small spectacles on the front of his long nose. The picture looks to be part of the wall. His hand is outstretched and empty. There is nothing else of apparent importance in this room.

The portrait of the wizard is actually made up of thousands of tiny colored stones, making a spectacular mosaic. If the party investigates, they will notice that each small stone is attached firmly to the wall and cannot be removed by any means (save a wish).

If any item is offered to the 'wizard', the hand will stretch out from the wall and grasp it. If the item is worth less than 500gp, he will grumble and drop it to the ground. If it is worth more than 500gp, the frown will turn to a smile, the item will disappear and a small door will open on the marked column (see map). Inside, the party will find a *Shield +1, Magic Rogues' Tools* (+2 to any Rogue attribute check that uses these tools) and a *Candle of Invocation* (that conveniently matches the party's main cleric).

75. This long room is relatively empty save for what appears to be a hand made of stone reaching out from the wall, apparently in the form of a handshake.

When the hand is grasped, it will begin to pull the person toward the wall. It can be released at any time. To retrieve the key, the party must pull the hand out, thus revealing the key to room #88. To pull it out, a strength check with a CL of 5 must be successfully passed.

76. This secret room has the acrid smell of chemicals. Against the north wall are three chests, each different than the other. The room seems otherwise empty.

There is a trip-wire that runs the length of the floor about three feet in front of the chests. Anyone tripping it will cause a blade to swing out of the east wall. Anyone caught will take 2d4 damage (half damage if a dexterity check with a CL of 2 is passed). Each chest is trapped:

#1 – Trapped with an acid pocket in the lock. Anyone attempting to open the chest will be squirted for 1d4 points of damage. The acid will burn for 1d4 rounds and inflict 1d2 damage per round unless wiped off with some astringent (i.e. alcohol). Inside will be found: 7,132sp and 3,976gp.

#2 – Trapped with a dripping, black poison. Constitution check with a CL 3 or become unconscious with 0 hp. Inside will be found 13,293cp and a small ruby (1,000gp)

#3 – Trapped with a small pocket of oil and a piece of flint. If tripped, the victim will be sprayed with oil and a spark will ignite it causing 1d4 damage. If taken to negative hit points, lose one point of charisma. Inside are four scroll tubes. The scrolls are: *find familiar, water breathing, dispel magic and protection: lycanthropes.*

77. This room has piles of straw scattered all over the room. Tall, hyena-headed humanoids are seated on the floor, squabbling about something. Each carries a club and wears a chain hauberk. There are six of them in here. Apart from the stench, there is nothing else in this room.

The gnolls will attack the party on site. They are irritable and hungry, as are most gnolls.

GNOLL (*These chaotic evil creatures' vital stats are HD 2d8, HP 16, 12, 9, 8, 7, 4 AC 15. Their primary attributes are physical. They attack with a club for 1d6 points of damage or a slam for 2d4 points of damage. They possess chain hauberk, shield, club, pouch with a total of 10gp and 12sp.*)

78. The room is totally void of any objects, save a small face carved in bas-relief on the north wall. As you approach, it says:

"Greetings travelers! I have but one question for you. Who is the Mother of the Forest?"

If the answer "Wenafar" is given, the face will laugh and a key will fall from its mouth. Each wrong answer will be met with the face bursting into tears. If no one can answer, one person may make a wisdom check (CL 5) to correctly answer the question.

(It should be noted that this question pertains to the cosmology and religion native to Airhde. The CK should change the question if his campaign is placed in another setting).

79. This is a relatively large room, with a high, arched ceiling, reaching thirty feet at its apex. Carved into the floor is a massive skull surrounded by fire. What appears to be an altar takes up a large part of the east wall, raised above the floor on a dais. What appears to be a mist or smoke seems to leak from small cracks on the walls and ceiling, dissipating rather quickly. Very vaguely, one hears soft whispers, or at least they think they might. The room smells old and musty, but there is also a sweet, almost pleasant smell in here. The room is otherwise empty.

This room is the antechamber to the crypts. Crisigrin had them created almost as soon as he built this place. While not a fan of the undead, he was smart enough to understand their place in this world and how he could use that to his advantage. This room, while intimidating, is empty and holds nothing of real value.

80. This room is lined along the north, south and west walls with what appear to be tombs, a total of thirty. Each is open and in most you can see what appear to be a corpse covered with a shroud. The room is eerily silent. The smell of death is strong in the air.

Huddled in the northwest corner is a small pack of ghouls. They are lying in wait for the party, having already smelled their presence. With them is a ghast, who has ordered them to not move until his command. When the party is split apart searching, presuming they do, the pack will jump out to attack the nearest person.

The ghouls have taken their treasure and hid it beneath a shroud near them. The treasure consists of: 3,219cp, 1,875gp, 108pp, 2 gems (rock crystal (50gp) and a piece of coral (500gp) and a silver bracelet attached to a ring, made to drape the hand (known as a 'slave bracelet') worth 1,000gp.

GHAST (These chaotic evil creatures' vital stats are HD 4d8, HP 22, AC 17. Their primary attributes are physical. They attack with 2 Claws for 1d4 points of damage, and a Bite for 1d8 points of damage.)

GHOULS (These chaotic evil creatures' vital stats are HD 2d8, HP 12 each, AC 14. Their primary attributes are physical. They attack with 2 Claws for 1d3 points of damage, and a Bite for 1d6 points of damage.)

81. This room is lined along the north, south and east walls with what appear to be tombs, a total of thirty. Each is open and in most one can see what appears to be a corpse covered with a shroud. The room is eerily silent. The smell of death is in the air.

The room contains 2 skeletons and a zombie. They will arise from under the shrouds as the party enters. There is nothing of value in this room.

ZOMBIES (These neutral evil creatures' vital stats are HD 2d8, HP 9, AC 11. They have no primary attributes. They attack with one claw that does 1d8 damage.)

SKELETONS (These neutral creatures' vital stats are HD 1d12, HP 7, 8, AC 13. Their primary attributes are physical. They attack with long swords doing 1d8 points of damage.)

82. This room is lined along the north, south and west walls with what appear to be tombs, a total of thirty. Each is open and in most one can see what appears to be a corpse covered with a shroud. The room is eerily silent. The smell of death is strong in the air.

This room is empty of any monsters, but if the bodies are searched, one will find an arm bone of one of the corpses is actually a bone scroll tube. Inside is a scroll of *Ice Storm*.

83. This room is lined along the north, south and east walls with what appear to be tombs, a total of thirty. Each is open and in most one can see what appears to be a corpse covered with a shroud. The room is eerily silent. The smell of death is strong in the air.

In this room are two shadows. They will attack the party on sight.

If the bodies are searched, one is missing its skull. Lying in another tomb is a corpse with two skulls. If the extra skull is taken to the corpse that is missing his, warmth will flow over it and a cloak will appear about its shoulders. It is a *Cloak of Protection +1*. Both the skull and the body radiate magic. The shadows have secreted their treasure in an empty tomb. It is in a small chest. Inside are 3,219sp.

SHADOW (These chaotic evil creatures' vital stats are HD 3d12, HP 23, 19, AC 14. Their primary attributes are physical. They attack with a touch for d4 points of damage. They are also able to drain one point of Strength with every attack.)

84. This room is almost entirely empty, save the smiling face of a gargoyle in bas-relief on the east wall. In its mouth is an object that appears to be a key of some sort.

The party must snatch the key from the gargoyles mouth. This key is used to open the door in room #88. Whoever tries must successfully pass a dexterity check with a CL of 3.

85. This is an odd looking room. The ceiling is only five feet off the floor. What appears to be a dog is tied to a post in the center of the room. It turns to you as you enter and barks, in a non-threatening sort of way. Bits of food hang down from the ceiling, presumably just out of reach of the dog. He stares at you and pants.

If the party attempts to feed the dog, whether with their own food or with the food hanging from the ceiling, it will gulp down the food, bark approval . . . and disappear. The ceiling will slowly rise, revealing a cubby hole in the northeast corner. In the hole can be found a small figurine of a dog bearing a striking resemblance to the one that was in the room. Anyone carrying the figurine has a +1 to damage against any evil creature. This will only become effective after carrying the figurine for one week. If the person gives up the figurine, and takes it again, the time period will start over.

If the party attempts to harm the dog in any way, he will growl and disappear. The ceiling will start to drop. Characters must declare which door they are running for (the door they entered through is now shut, as are all doors). The doors enter into the hallway outside; so all doors can be opened. Only three characters can exit any single door before the ceiling crushes them (i.e. if four characters say they are leaving via the north door, three will succeed, but the fourth will not). Anyone trapped in the room will take 1d12 damage per round until they are crushed.

86. This room appears empty and abandoned. Dust coats the floor and cobwebs drape the ceiling. Nothing can be seen in this room.

The emptiness of this room is just an illusion. There is a plaque that dominates the east wall. When the party gets within five feet of it, the plaque begins to glow in a white light and reveals itself. On it is written:

Neither flesh nor feathers

Neither scales nor bones

Yet fingers and thumbs

I have of my own.

What am I?

If the correct answer ("gloves") is said by anyone, a secret door will appear on the north wall. Inside the room is a small pedestal. Atop it is a small, unlocked box. In the box is a pair of *gauntlets of dexterity*. If any weight, more than the initial box and its contents, are placed on the pedestal, it will begin to lower. As it does, a piece of the wall will begin to slide away revealing a chest. Inside the

chest is: 112pp, a *Short sword +1*, a *Potion of Vitality* and a staff. If the staff is touched, it turns into a snake and will attack the person touching it.

SNAKE (*This neutral creature's vital stats are HD 2d8, HP 13, AC 15. His primary attributes are physical. He attacks with 1 bite for 2d4 points of damage. His special abilities are constricting. The victim must make a strength save or the opponent receives 1d2 points of damage a round and cannot act.*)

87. This room seems abandoned, empty and forgotten. Dust covers everything. You see nothing in this room.

As opposed to room #86, this room is as it appears to be. Empty.

88. This massive stone door appears impenetrable. There are five markings arranged in a circle on its face. The door is locked.

The keys from the five various rooms must all be used for the door to open.

LEVEL 3

89. This is a huge, octagonal room, stretching seventy feet across the center. There are doors on the middle of the north, east and west walls. The stairs deposit you at the center of the room. All about, one sees multiple luxurious couches, each covered in deep green velvet. Elegant chairs are seated between the couches. All of this furniture is formed in a circle in the northern end of the room, with a table seated between them. Beautiful tapestries adorn the walls, depicting great monsters in majestic battle. The ceiling is almost forty feet high, adorned with symbols of astrology. Everything is quite dusty. At the base of the stairs is a small pedestal near the right banister. As one gets closer, a mouth forms on the pedestal and speaks:

"Greetings, visitor, to the Sanctum of Crisigrin. Please, state your name so that I may announce your presence to the master."

This was the entrance hall for Crisigrin's guests. If no name is given to the mouth, it will do nothing. If any name is said within one round of asking, the mouth will say quite loudly, "Presenting _____, Guest of Master Crisigrin!" This will be heard by the occupants of room #99 only.

Although the furniture and tapestries can be sold for quite a bit (500gp for it all), there is nothing else of value in this room.

The secret door is impenetrable without the key in room #91. Characters may find it, but if they do, they will find only a small keyhole behind a fake stone. When (if) the key is found and used, the door will slide back into the hall, then slide sideways (east) to allow entry.

90. This room contains a canopied bed of exquisite make, a large footlocker, a wardrobe, a dressing table and a small table with two chairs. Everything is quite dusty and looks as if it hasn't been touched in years.

This was one of the guest rooms for Crisigrin's special guests. This room contains nothing of value.

91. This room contains a canopied bed of exquisite make, a large footlocker, a wardrobe, a dressing table and a small table with two chairs. Everything is quite dusty and looks as if it hasn't been touched in years.

This was one of the guest rooms for Crisigrin's special guests. If the bed is searched, the party will find a key under one of the pillows. This key was made by an enemy of Crisigrin years ago and fits the secret door in room #89. He never got a chance to use it, however. Crisigrin discovered his plan and had him killed. It is the only key in this complex that will open the door.

92. This room contains a canopied bed of exquisite make, a large footlocker, a wardrobe, a dressing table and a small table with two chairs. Everything is quite dusty and looks as if it hasn't been touched in years.

This was one of the guest rooms for Crisigrin's special guests. If the footlocker is searched, a small gem will be found. While it appears to be a non-descript moss agate (10gp), it is actually magicked to give its possessor a restful night's sleep. Anyone sleeping with the stone near or on their body will never suffer from insomnia and will feel completely rested on four hours of sleep. Stronger magic will always trump this gem.

93. This room has a small depression, about 15' x 10' and 5' deep, at the north end. Chairs are set about the south end of the room. Small pegs run along the north wall. A huge sun is carved into the ceiling. Bright yellow light from the carving illuminates the room.

This was a swimming area for Crisigrin's guest. The water has long since evaporated. The pegs were used to hang clothes. There is nothing of value in this room.

94. There is a large billiards table in the north end of this room. Another, small table sits on the east side. A dart board hangs on the west wall. A cabinet is set on the west wall also, underneath the dart board. Pool cues are set in a tall, open box mounted on the north wall.

This was a recreation room for Crisigrin and his guests. If one of the pool cues is investigated, one will find that it can be taken apart and broken into three pieces. The narrow end, when disconnected from the rest of the cue, is a *wand of magic missiles* (16 charges).

95. The door to this room, when opened, appears as an arch. The room has a regal appearance. Set at the far north end is a statue of a human, bare to the chest, with long hair. He wears a skirt and laced sandals. In his hands are a short sword and a spear. He stands looking upwards with a grim expression on his face. About him are small stools with cushioned seats. Behind him is a large tapestry depicting an open book, the writing indecipherable. Aside the entry way, on the inside, are two statues of women. They stand with their hands at their sides and their gaze toward the man. Everything is dusty and unused.

This was a room Crisigrin planned to use for teaching. The statue represents humankind's struggle to survive and does not represent any single man. The stools were to be used for students. On the base of the statue is written: "Our struggle to survive is won".

The two female statues are Matron Protectors and will attack if no one says the password "Learning" within one round of entering.

MATRON PROTECTORS (*These neutral creatures' vital stats are HD 4d8, AC 14 and HP 22. They attack with a scimitar for 1d6 and carry no treasure.*)

96. This room is lined on all sides with bookcases. In the center of the room sits a luxurious velvet-lined couch. A small table sits beside the couch at each end. Most of the bookshelves appear empty, but a few books still litter the shelves sporadically. The room appears untouched by any hands in years.

This was Crisigrin's guest library. Most books were of light fair and innocuous at best. He took many with him for nostalgia's sake. Most of the books are quite common, but a few may be sold to collectors. All of the books here can be sold for the grand sum of 50gp.

97. A table sits in the middle of this room, surrounded by six chairs. A candelabrum sits in the middle, candles still inside it. Some nondescript tapestries hang on the wall. The room seems otherwise empty.

This is the guest dining room. Nothing of value is in this room.

98. A counter runs the length of the east wall. Various cooking utensils are hung about the room on racks. A few crates are stacked on the south wall. A cask sits in the southwest corner. There is a putrid smell in the room.

This is the downstairs kitchen. It is empty.

99. This room seems very humid and warm when you open the door. Water glistens on the walls. Small patches of algae can be seen growing from the small cracks. Two chests sit against the west wall.

(If the party's presence was stated by the magic mouth, read a. If it was not, read b.)

- a. You see nothing else in this room.
- b. You see what appear to be two winged creatures of dark grey seated upon the chests.

This is a small, local treasure room used by Crisigrin. When he left, he left everything here. Each chest is locked and each is trapped. Inside are:

Chest #1 – 1,211pp

Chest #2 – scimitar +1, scale mail +1 and a pair of boots of striding and springing.

The two Mephits will attack at first opportunity. If they know of the party's presence (via the *magic mouth*), they are hidden in the northeast and southeast corner and will gain a surprise attack.

MEPHITS (*These lawful evil creatures' vital stats are HD 2d8, AC 15 and HP 14. They attack with a bite for 1d6 and a stinger for 1 point of damage.*)

100. This is a gigantic room, larger than any you have seen so far. A bright, clear light illuminates the entire room. The far southern end appears to be a luxurious bedchamber, complete with bed, footlocker, wardrobe and dressing table. In the alcoves on the sides sit great couches of deep purple. Above them are large tapestries of a clear lake, with a fog rolling off its shores. Just north of the bed area is a long table with only one elaborate chair. In the forefront of the room is an office area. A small writing table is situated facing the east wall and a bookshelf sits against the west. The only things that mar the exquisite nature of this room are the dead bodies. Crumpled in a heap, just in front of the bed, are seven corpses of various races. Human, elf, dwarf and halfling bodies can be discerned. A pool of blood rests underneath the grotesque pile. Standing near the bed is a short, thin human male. He wears a long, grey, nondescript robe. Standing next to the man is a tall, powerfully built human female. She holds a bastard sword in her hand and wears a full chain suit of armor. The man appears to be rather elderly, while the female is barely past her teenage years. They turn as you enter, a look of surprise on their face.

The man is Philgo Stadt, a wizard of some local repute. He was recently exiled from his home by a group of angry villagers. Philgo had started digging up bodies from the local cemetery in an attempt to raise a group of undead to work for him. Originally a good man, Philgo has gone insane in the past year or so. He will have no qualms killing the party and using them to fill the ranks of his undead servants.

The woman is Philgo's daughter, Aria. She not only approves of her father's work, but also had a not-so-small part in bringing it to fruition. Aria is thoroughly evil and without compassion. She will attack the party with no mercy.

The first thing Philgo will do is use a scroll of *Animate Dead* to raise the corpses in this room. After this, he will attempt to charm any party member using magic (wizard, illusionist, cleric, and druid). After this, he will use his spells judiciously at the CK's discretion.

Aria will set her sights on the main fighter of the party and attempt to beat them in melee combat. She is quite the warrior and will not hesitate to kill anyone in her way.

PHILGO STADT (*He is a chaotic evil 5th level wizard whose vital stats are HP 14 and AC 13. His primary attributes are intelligence, dexterity and charisma. His significant attributes are: intelligence 17 and dexterity 14. He wears common robe, and carries a staff, and has 50gp worth of jewelry coin and other possessions. He wears on ring of protection +3. His spells are 0 lvl: dancing lights, detect magic, light, mage hand, message; 1st lvl: jump, magic missile, spider climb; 2nd lvl invisibility, mirror image.*)

ARIA STADT (*She is a neutral evil 5th level fighter whose vital stats are HP 32 and AC 17. Her primary attributes are: strength, dexterity and constitution. Her significant attributes are: strength 17* and constitution 16. She wears a full chain suit (+1), and carries (+1) bastard sword, and has 100gp worth of jewelry coin and other possessions. She also wears *Belt of Giant Strength (Strength 20).*)

20 CASTLES & CRUSADES

NEW MONSTERS

WATER WEIRD

NO. APPEARING: 1

SIZE: Large (10' long)

HD: 3d8

MOVE: 30ft

AC: 16

ATTACKS: none

SPECIAL: Drowning (see below), Regeneration

SAVES: P

INT: High

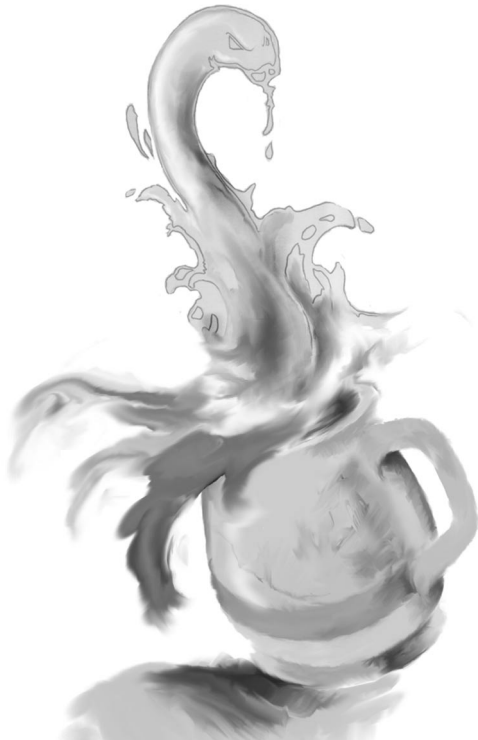
ALIGNMENT: Chaotic Evil

TYPE: Elemental

TREASURE: 6

XP: 160 + 3

The Water Weird is a strange creature, born of the Elemental Plane of Water and sent to this realm to wreak havoc on the unsuspecting. A Water Weird will take up residence in a fountain or pool where it will lie in wait for prey. It can lay dormant for years and become active at a moment's notice when it senses it may be able to feed. How they feed is unknown, but the essence of all living things seems to satiate its hunger for a while.



Two rounds after prey is detected, the Water Weird will form and rise from the pool not unlike a serpent, albeit made entirely of water. It will strike a creature at random and attempt to drag it into its lair. When attacking, the Water Weird adds six to its attack roll instead of the normal roll for monster attacks. Any creature struck by the Water Weird must make a strength check or be dragged into and under the water where the creature lives. When a victim is successfully dragged underwater, the Water Weird will no longer attack, but will use its considerable strength to hold its victim

underwater. Said victim can stay underwater, holding its breath, for a number of rounds equal to its constitution bonus plus thirty seconds (i.e. a creature with a constitution of 16, with its bonus of two, can hold its breath for fifty seconds). During this time, allies of the victim can still attack the Water Weird (as it is still visible and substantial). The victim, disoriented and fighting for its life, can do nothing. Edged weapons do but one point of damage, plus any Strength or magic bonus. Blunt weapons do their full amount. Cold based spells will slow the creature (but do no damage), while fire based spells do half damage or no damage at all. A Purify Food and Drink spell will kill the creature instantly. When the creature has taken damage equal to its current hit points, it will dissipate and fall back into its lair with a splash, only to reform again, with full hit points, in two turns.

STUNJELLY

NO. APPEARING: 1

SIZE: Large

HD: 4d8

MOVE: 20ft

AC: 12

ATTACKS: Slam (2d4)

SPECIAL: Acid, Engulf, Paralysis, Blindsight 60 ft, Immunity to Electricity

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Ooze

TREASURE: 5

XP: 130 + 4

A distant relative to the gelatinous cube, a Stunjelly will take the form of a door or wall where it will stand motionless while awaiting prey. When a living victim gets near, the creature will strike out with a pseudopod in an attempt to stun its victim. Any creature struck must make a constitution save or be stunned for 3d6 rounds. When stunned, the creature will engulf its victim and begin feeding on it. During this stage, the stunned victim will take 1d6 points of Acid damage per round until it or the creature is dead. During its feeding, the Stunjelly can still attack with its pseudopods, but will not move from its current victim.

HUMAN GIANT

NO. APPEARING: 1

SIZE: Large (8' to 10')

HD: 5d10

MOVE: 50ft

AC: 16

ATTACKS: Fist (2d4) or by weapon (with a +5 on any damage)

SPECIAL: Darkvision 60 ft

SAVES: P

INT: Average

ALIGNMENT: Any Evil

TYPE: Elemental

TREASURE: 6

XP: 175 + 6

Human Giants, sometimes called Behemoths, are a race of creatures; not quite giants, but no longer human. They can sometimes be found with Ogres, whom they bully, or Hill Giants. Being more intelligent than either of these creatures, Human Giants can sometimes be found in leadership roles. A Human Giant will typically fashion armor from hides and furs, as well as various pieces of regular armor they can find a use for. They are cunning and will use any advantage to win, including lying and ambush. It is not uncommon for the creatures to feign surrender then turn back upon its opponents at the most inopportune time.

MATRON PROTECTORS

NO. APPEARING: 1-12

SIZE: Large (7' long)

HD: 4d8 (22hp)

MOVE: 30ft

AC: 14

ATTACKS: by weapon (1d6)

SPECIAL: N/A

SAVES: P

INT: High

ALIGNMENT: Neutral

TYPE: Construct

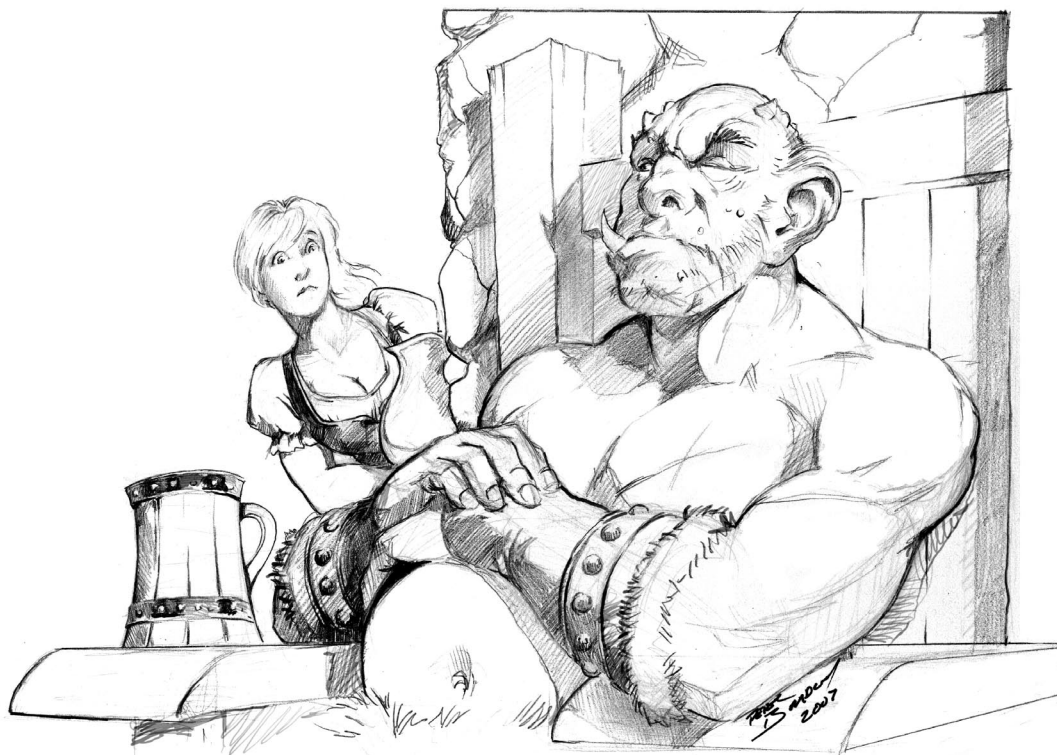
TREASURE: nil

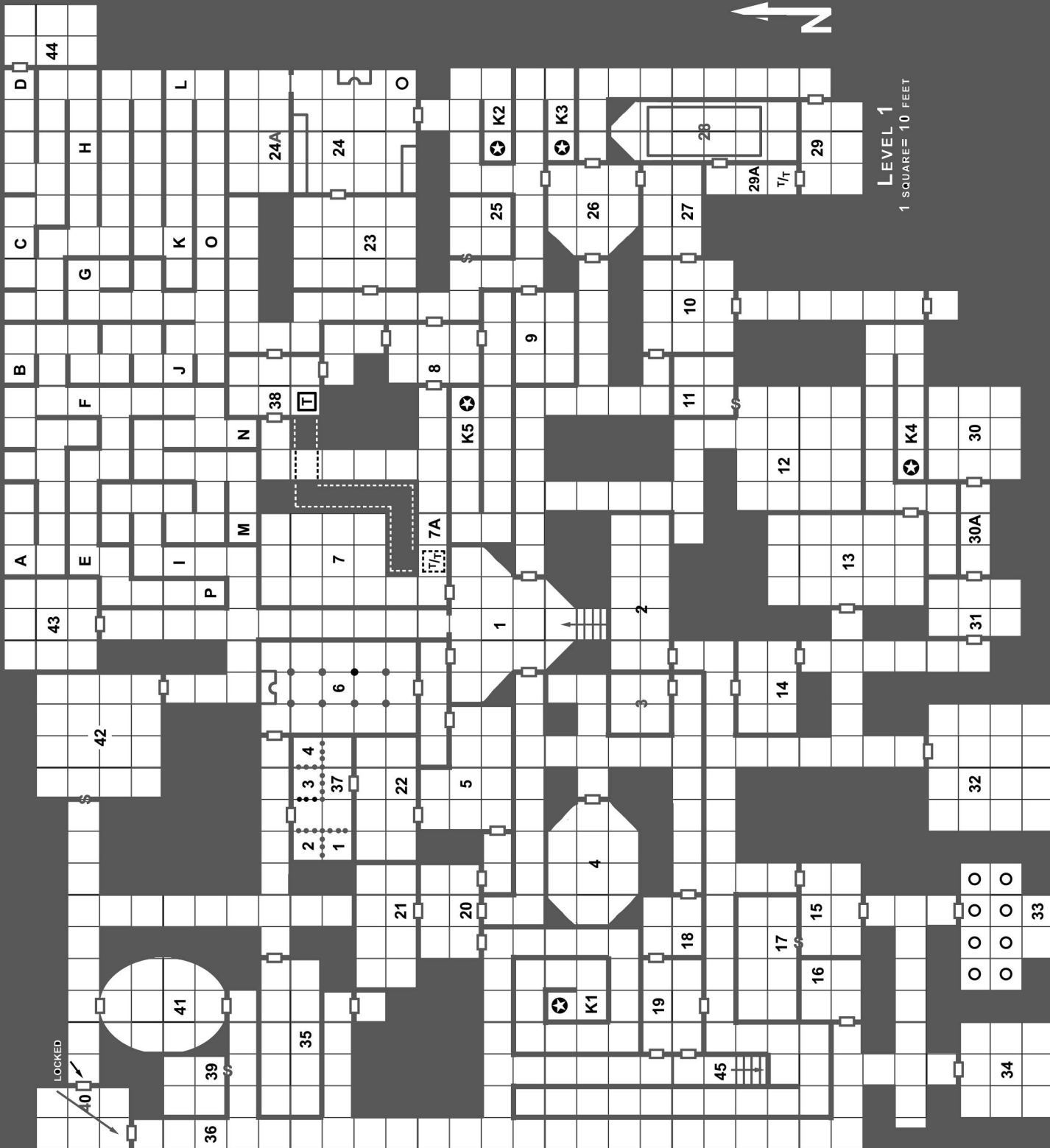
XP: 125 + 3

Matron Protectors, not unlike Stone Golems, are created using a combination of tomes, spells and other magic. Also like Stone Golems, they will primarily be used as guardians or protectors of treasures, rooms or secrets.

Upon initial inspection, Matron Protectors appear as tall, thin, human female statues, their hands at their sides and a blank expression on their faces. Oftentimes, they appear to be no more than decorative columns used as support for a ceiling or ledge. Upon closer examination, small, thin swords are held in their delicate hands. These swords seem to blend into the body of the statue and are all but invisible.

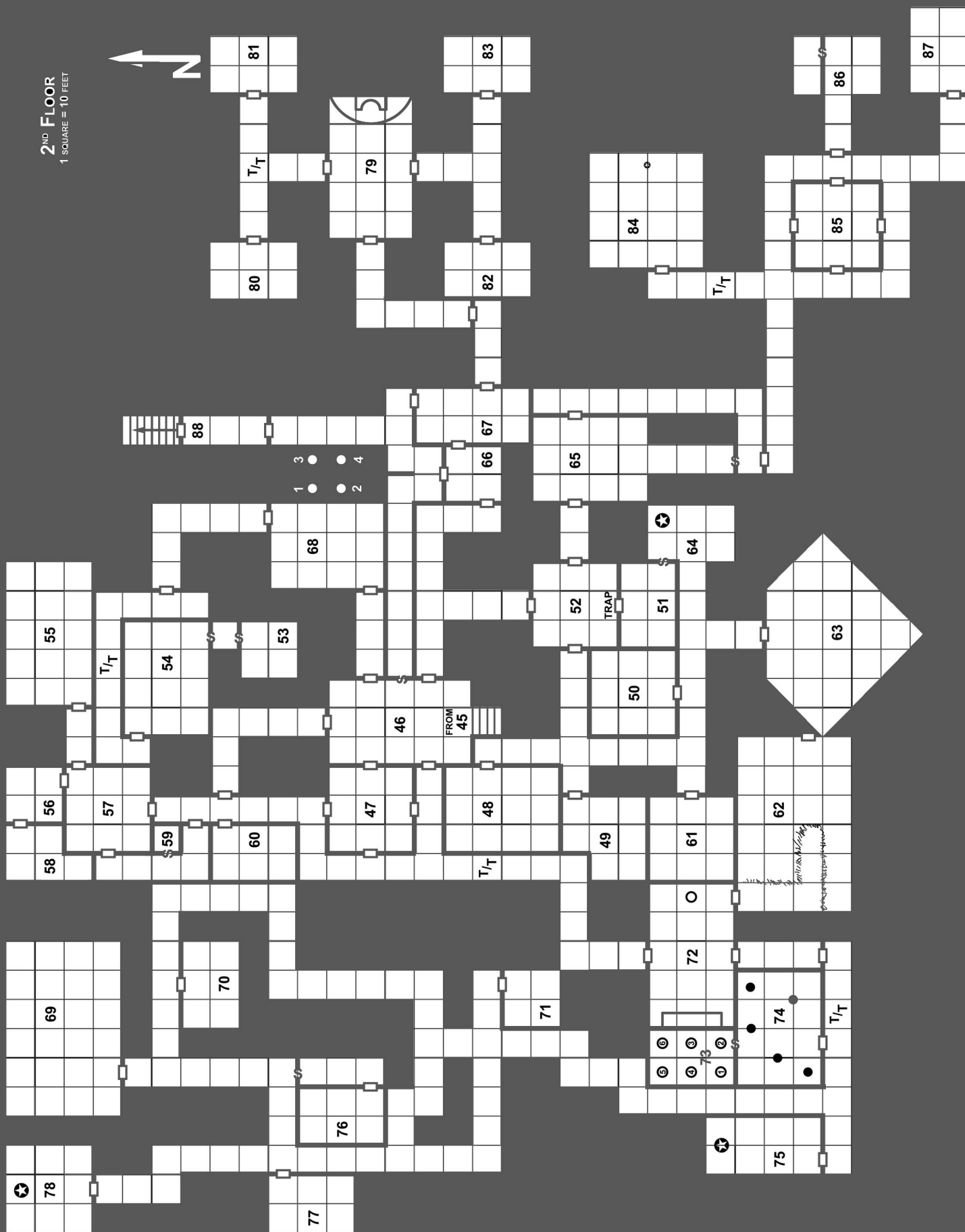
Matron Protectors are tasked upon creation with a single chore. They will stand by for years, even centuries, awaiting this event to happen. They can be tasked with guarding a treasure, a room or attacking anyone who does not use a proper phrase or word at a specified time. When said event occurs, they will lose their stone-like skin, becoming more flesh-like, shrink to five-and-a-half feet tall and their swords will become steel. They attack without words or sounds. Once the situation is back to normal, they will return to their stone form. It should be noted that Matron Protectors will not pursue opponents if they flee, nor will they engage in combat if the exact specifications are not met (i.e. if tasked with protecting a treasure chest, they will stay in stone form if anything else in the room is touched, looted or destroyed, yet spring to life if the chest itself is bothered).

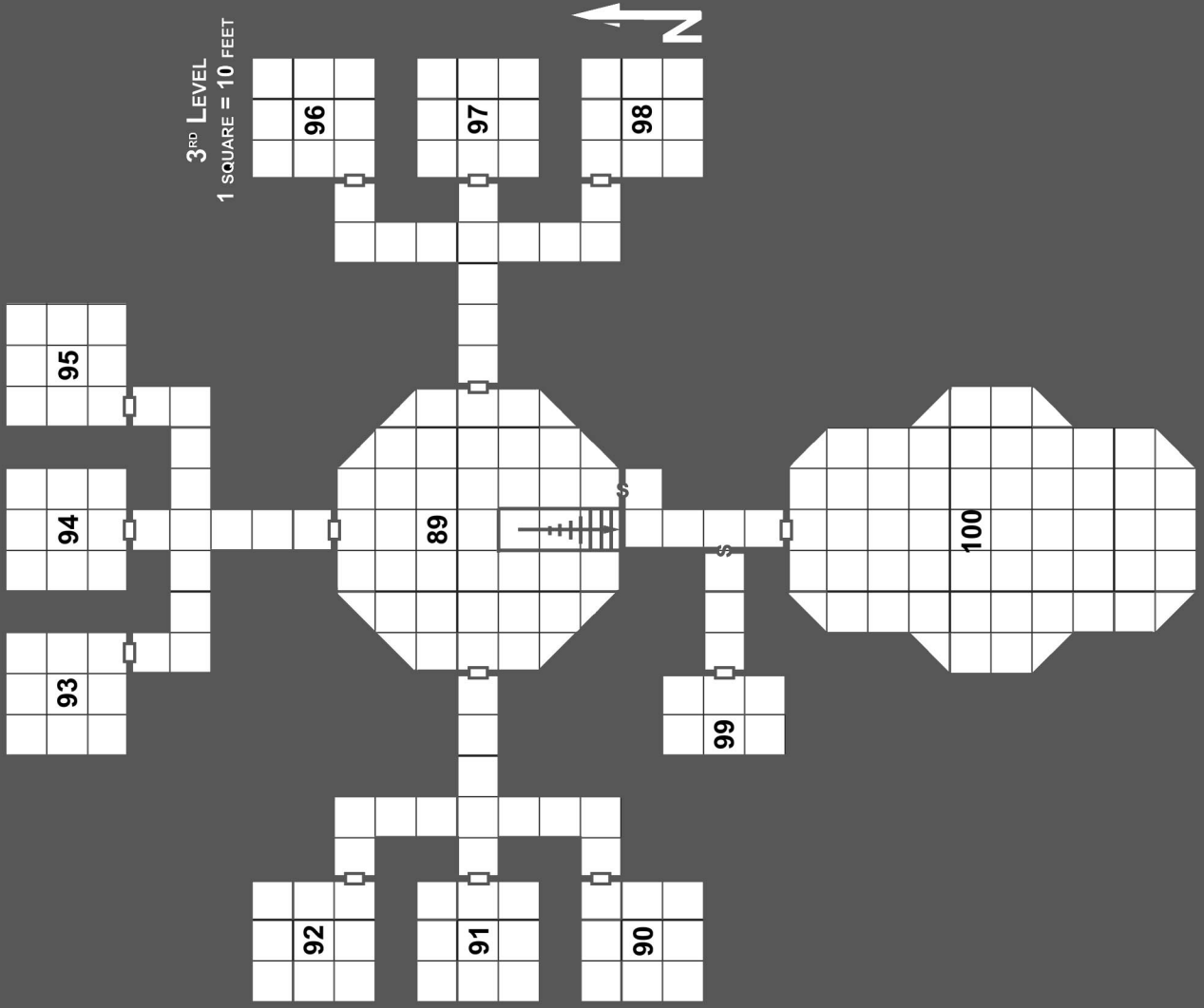




2ND FLOOR
1 SQUARE = 10 FEET

1 SQUARE = 10 FEET





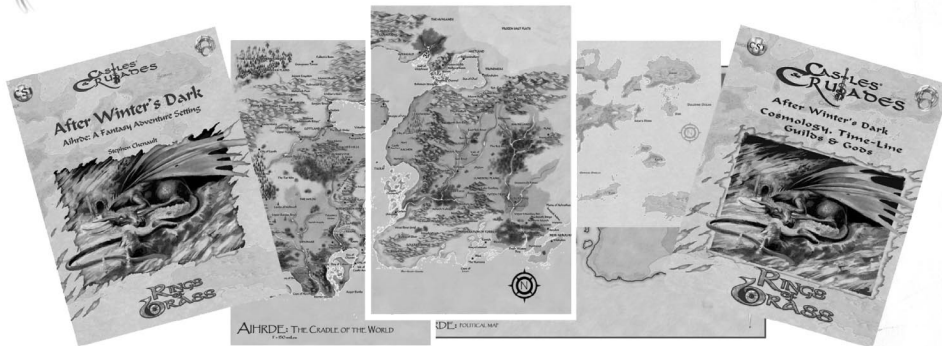
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TROLL LORD GAMES



THIS MODULE IS DESIGNED
FOR 3-5 CHARACTERS WITH
A CHALLENGE LEVEL OF 1-3.
DUNGEON.



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