

THE BOOK OF RUINS



by Michael Mayeau

Judges Guild

TEN FANTASTIC
DUNGEON ADVENTURES
QUEST FOR RELICS
IN THE RUINS OF
THE CITY STATE CAMPAIGN



Official Game Aid For
**ADVANCED
DUNGEONS & DRAGONS**

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DESIGNER'S NOTES

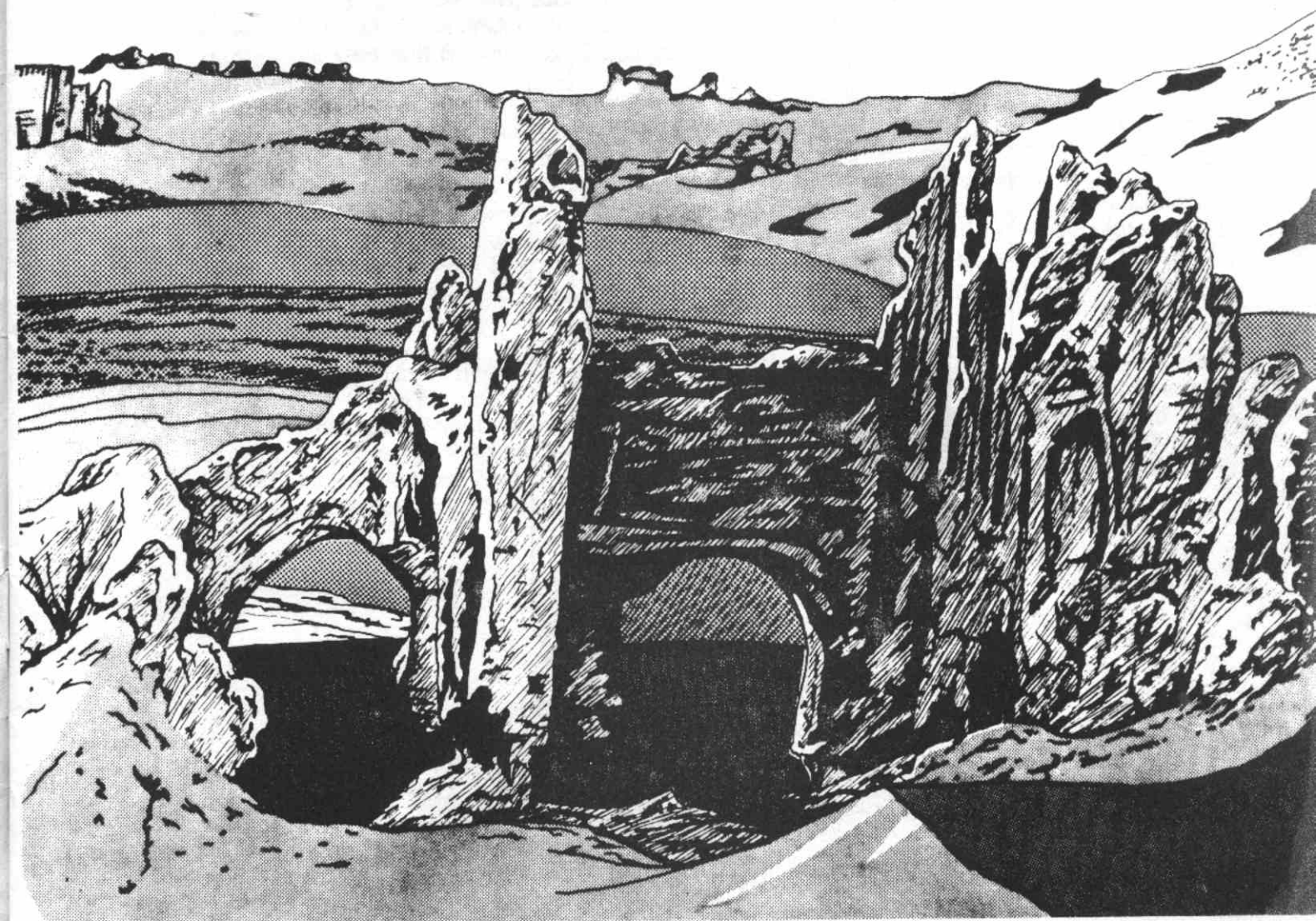
The **Book of Ruins** is a set of "Mini-dungeons". They are designed either to be used to spice up an existing campaign, or to be run alone as short "open" dungeons. Most can be run in one to four hours, so they can fill the void in a normal overland campaign without converting the campaign into a long dungeon scenario. When used as such, the Judge can either pre-locate them on his/her map, giving the players clues to their location. Or he/she can have them appear as "Wandering" Ruins or Random Encounters.

A background is provided for each ruin. The Judge can use this background if it fits into the general history of the campaign, or he/she can create another if necessary.

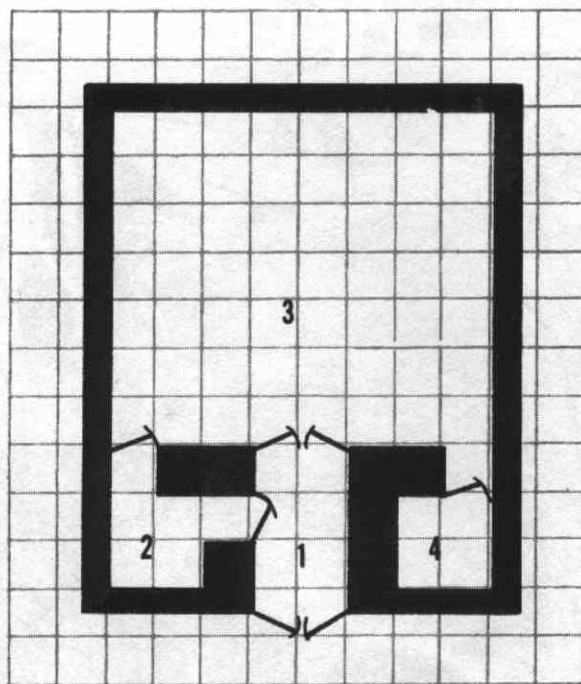
For use as solo dungeons, each ruin is designed for six to eight characters, the levels of which are described in each specific Ruin. Most are for lower level characters (1st thru 4th), but some are for much higher level characters. In the campaign, the Judge can use the ruins that are for characters below the level of the characters in his/her campaign as side adventures, using only a couple of characters or the henchmen of the characters themselves with the players running their henchmen. While the ruins that are designed for character levels above those of the characters in the campaign should amount to a major undertaking by the characters. Requiring weeks (game hours) of preparation in equipping themselves, hiring additional men, and possibly taking a higher level NPC in as a partner in the adventure.

Whether you use these Ruins as a set of playing aids to your existing campaign, or a series of solo "quickies", I hope you enjoy them. If you have any comments or suggestions please direct them to Judges Guild, Inc., R. R. 8, Box 9, 1221 N. Sunnyside Road, Decatur, IL. 62522, where they will be forwarded to me. Good Luck.

Michael E. Mayeau



Hegrash the Bandit Ogre



HEGRASH THE BANDIT OGRE

Background

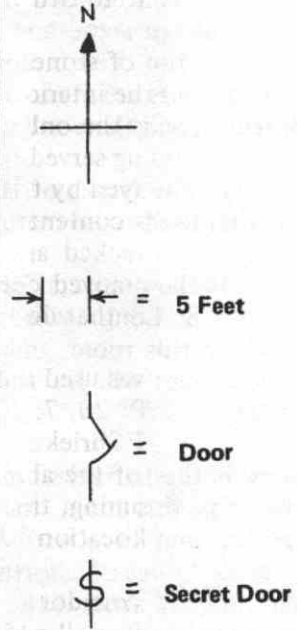
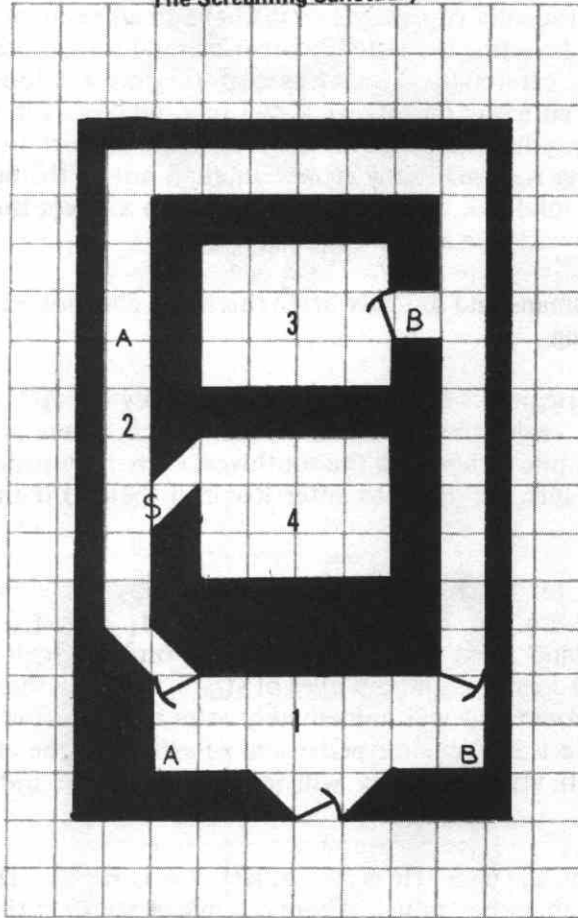
This scenario can take place just about anywhere, including a crowded city if the laws are lax and the population isn't too choosy about who or what they allow to dwell in their city. I usually run it with the building being located in an outlying area, just outside of the normal patrol routes of the city soldiers. This dungeon runs well with a party of six to eight characters of 1st to 3rd Levels.

Hegrash is an Ogre who has joined together (thru force of might) a small band, and together they raid small caravans, and groups of travellers, devastating them of their treasure and sometimes their lives. There is a price of 500 GP for the head of Hegrash, offered by the nearest town (besides any loot that the party may find in his lair), and this can be used to entice them to search him out and collect it. Or you may elect to simply chance across his lair sometime in your campaign. In any case, it is a short dungeon which seldom takes over two hours to run. The building is a small grey stone building, not in the best of shape, but not crumbling either. The doors are made of solid oak, 5 feet wide x 7 feet high x 2 feet thick. The ceiling is 12 feet high in all locations, and there are no windows in the building.

- Location 1) Entryway: The bones of Humans and animals litter this short corridor, along with some bloodied rags that used to be clothing.
- Room 2) This room is the quarters for Hegrash's two Orc Henchmen. They are AC: 6, HD: 1, HP: 8, 7, Damage: 1 - 8, Long Swords, each carry 10 EP in a small pouch. There are two broken down soiled beds in this room, and a pile of bones in the southwest corner. Outside of this, the room is empty. The Orcs will try and lure the party to enter Room 3 (below) if they are not attacked immediately.
- Room 3) This room is the barracks area for the Kobolds that form the body of Hegrash's force. There are 10 Kobolds in this room, they are AC: 7, HD: ½, HP: 1, 4, 3, 1, 2, 1, 4, 3, 2, 2, Damage: 2 - 5 with Javelins and 1 - 6 with Hand Axes. Each carry 3 - 24 CP on him. Scattered about the room are numerous bones of assorted creatures and ten piles of straw, these are their beds. The Kobolds are evenly spread around the room and will immediately attack the party when they enter. Any battle sounds in this room have a 25% chance per round of attracting the attention of the occupants of Rooms 2 and/or 4. If attracted, they will immediately come out of their rooms and enter the battle.
- Room 4) This room is the lair of Hegrash, the Ogre. He is AC: 5, HD: 4 + 1, HP: 23, Damage: 1 - 10, Club. He carries 60 GP on his person in a small pouch. There is a pile of sticks in the room that Hegrash uses for a bed. In the southwest corner of the room is a large iron chest. The chest is locked, the key for it is over the door sill (where only Hegrash can reach). Inside the chest are 6000 CP, 200 EP, and a Platinum Necklace worth 400 GP (also, at Judge's option is a map showing the location of **The Screaming Sanctuary**).



The Screaming Sanctuary



THE SCREAMING SANCTUARY

Background

This dungeon is best used just outside of a small rural community. It is half-way point between a Hobgoblin village and the Peasants they raid. Small groups of Hobgoblins, under a Hobgoblin leader, leave their village and raid the small settlement, returning here from their raid to rest up prior to returning to their village. The Ogre is a permanent occupant of this Ruin and not very bright. He allows the Hobgoblins to stop off here, merely requiring that they bring him something to eat, usually a Peasant they have slain on their raid. You may have the party learn of this half-way point from the settlement, with possibly a small reward being offered by the settlement leaders. Or you may want to have them chance across it in their travels, without knowing it's purpose. The dungeon was designed for and works well with a party of six to eight characters from 1st to 3rd Level. This dungeon should take one hour or less for the party to complete.

The building is made of stone, very old and in bad shape. The doors are of iron with squeaky hinges, there are no windows, and the interior ceiling height is about nine feet high. It lies among the ruins of many other stone buildings, and is the only one still standing and worth exploring. This location was once a Trading Center, and this building served as a Vault for the Merchant's more valuable items. The settlement was attacked long ago and destroyed by the attackers. This lone building survived the attack due to the fact that once the attackers found its contents, they put off destroying it until they removed its contents. Unexpectedly they were counter-attacked and driven off, with the building never being destroyed. The Merchant decided not to rebuild, but moved on instead, leaving the building as sole testament to the settlement that was once here, and the attack that destroyed it.

Room 1) This entry-room was used as a Guard Post for the Vault. It is currently occupied by two Shriekers AC: 7, HD: 3, HP: 20, 7, no attack but "scream" if light is within 30 feet or movement within 10 feet. The 20 HP Shrieker is located at "A", the other at "B". The Shriekers will both "scream" as soon as either of the above two conditions are met. Beginning with the 3rd melee round that they are still screaming, there is a 20% chance (cumulative) that the Ogre (in Location 2) will be alerted. Refer to Location 2 for his actions.

Location 2) This U-shaped corridor is occupied by the Ogre: AC: 5, HD: 4 + 1, HP: 13, Damage: 1 - 10, carries 30 GP in a small pouch. He will be at 2A, eating the body of a dead Peasant. If alerted by the "screaming", he will leave the body, moving to 2B to attack the "intruders" by surprise, and "defending" his guests. He will not disturb them, and they are familiar with his crude eating habits. They know he is not too bright and likes to beat the dead body to death prior to eating it.

Room 3) This room was used by the Merchant to hold his lesser valuables, it is empty of all furnishings or other items. It is currently occupied by 4 Hobgoblins: AC: 5, HD: 1 + 1, HP: 4, 3, 4, 5, Damage: 1 - 8, Long Swords, each carries 3 - 18 CP and 1 - 6 GP on his body. They will immediately attack any party that enters their room.

Room 4) This secret room was used by the Merchant to secure his more valuable items. The door to it is a secret door, but can be found normally by looking for secret doors and making their required die roll, or with a Wand, etc. Inside the room, in the southwest corner, is an iron chest, left behind (empty) by the Merchant when he left.

Also inside the room are 4 Hobgoblins. There is one Leader: AC: 0, HD: 1 - 1, HP: 9, Damage: 1 - 8, Long Sword, +1 Shield. He carries 4 - 24 CP and 2 - 12 GP. Also, there are another three regular Hobgoblins: AC: 5, HD: 1 + 1, HP: 6, 5, 5, Damage: 1 - 8, Long Swords. Each carries 3 - 18 CP and 1 - 6 GP on him. The Hobgoblins will immediately attack any party that enters.

The Hobgoblins use the chest to temporarily store their stolen loot. The hasp was broken off it long ago (the reason the Merchant left it behind), so it is easily opened. It has 1000 EP and three Gems (150, 30, 140 GP values) in it. (At Judge's option, hidden in a false side is a map showing the location of The Holding of Harvest.)

THE HOLDING OF HARVEST

Background

This scenario takes place in an abandoned farming location. A location that was once settled by farmers, but due to some calamity, they fled the area.

A **Holding of Harvest** is just what it says, it is a common building where all farmers in the area can store their harvest safely until it can be sold or traded to a passing Merchant Caravan. The holding is usually built very well to withstand the "advances" of hungry beasts who would eat the farmers harvest if they gained access to it. It can also be used by the farmers as a safe retreat in case of danger. This particular holding, not being too old, is in fairly good shape. It is made of a coarse brown stone, with heavy timbers for the roof. As such, it is not especially light proof and if the adventurers enter it during the day, they will notice streaks of sunlight coming through the roof, and will not need torches. For four to five characters from 1st to 3rd Level.

Room 1) This room was used by the farmers to store their vegetable and fruit crops. There is nothing left to show this, unless a careful search is made of the floor, then some apple and grape seeds will be found. There is nothing special about the apple seeds but the grape seeds are of an extremely rare variety used for making an excellent wine. There will be from 10 to 100 of these (10D10) and they sell for 1 - 4 Silver Pieces each to a Vintager.

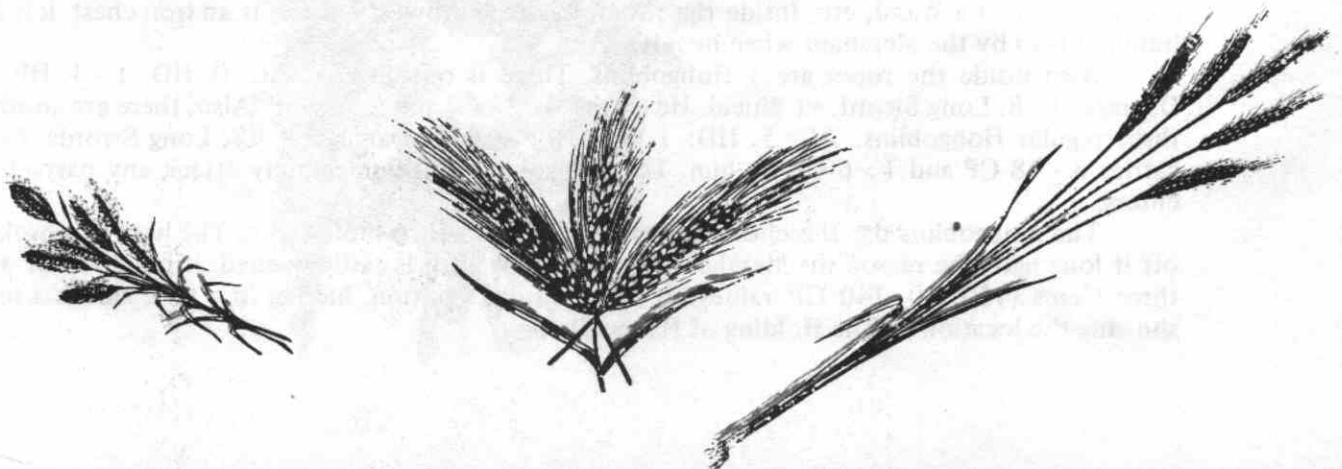
The room is occupied, however, and the occupants will have to be dealt with prior to any search. There are three Orcs: AC: 6, HD: 1, HP: 5, 3, 2, Damage: 1 - 6, Short Swords, in the room. Also, tied up in the northwest corner are two Elves (1st Level Fighters) who the Orcs have captured. All of the Orcs are wounded, and are in a very BAD mood. Each Orc carries 2 - 8 EP and one has 6 PP that they removed from the Elves. If the Elves are freed, they will thank the party, and lead them to their forest (Judge's option) if the party wants to go that way, but they will not join the party. (At Judge's option, they will declare the members of the party "Elf Friends").

Room 2) This small room was used by the farmers to store wine and emergency supplies of water. There are five kegs in the room. Four contain clean, fresh water, and the fifth is full of wine made from the grapes described in Room 1. This is excellent wine and the keg will sell for 400 GP in any inn (the keg contains 20 gallons of wine). (At Judge's option, taped to the bottom of the wine keg is a map showing the location of **The Abode of Apes**.)

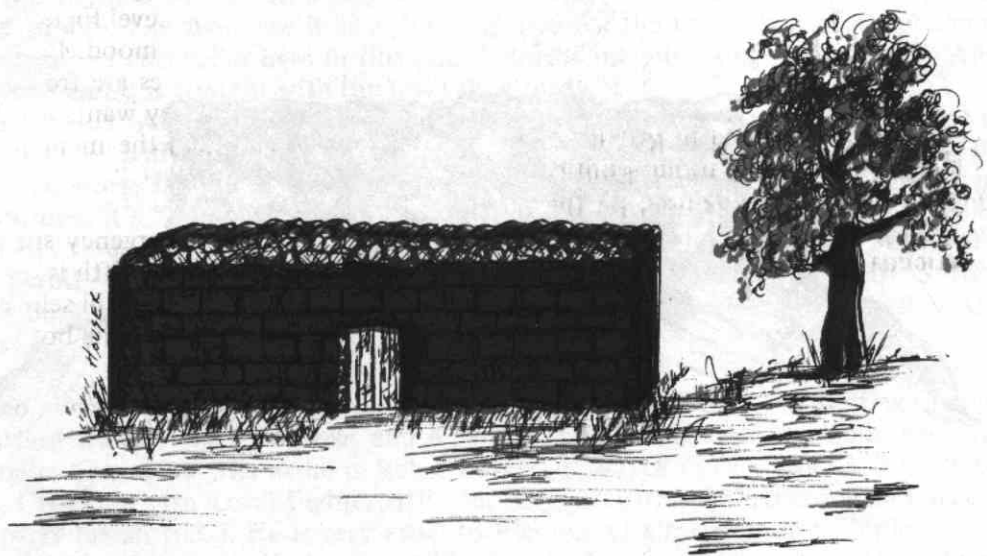
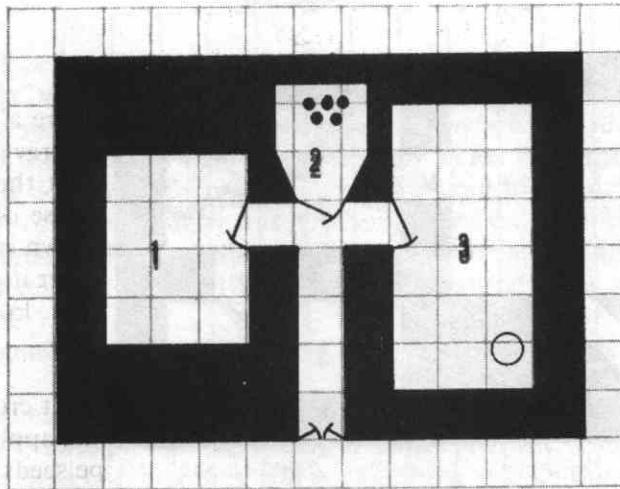
This room is also occupied by a Huge Spider: AC: 6, HD: 2 + 2, HP: 10, Damage: 1 - 6 Bite plus Save vs. Poison at +1 or die. The Spider will immediately attack anyone that opens the door.

Room 3) This large room was used by the farmers to store their grain harvest. There is not much left of the room to show this as the current occupant has all but destroyed the room.

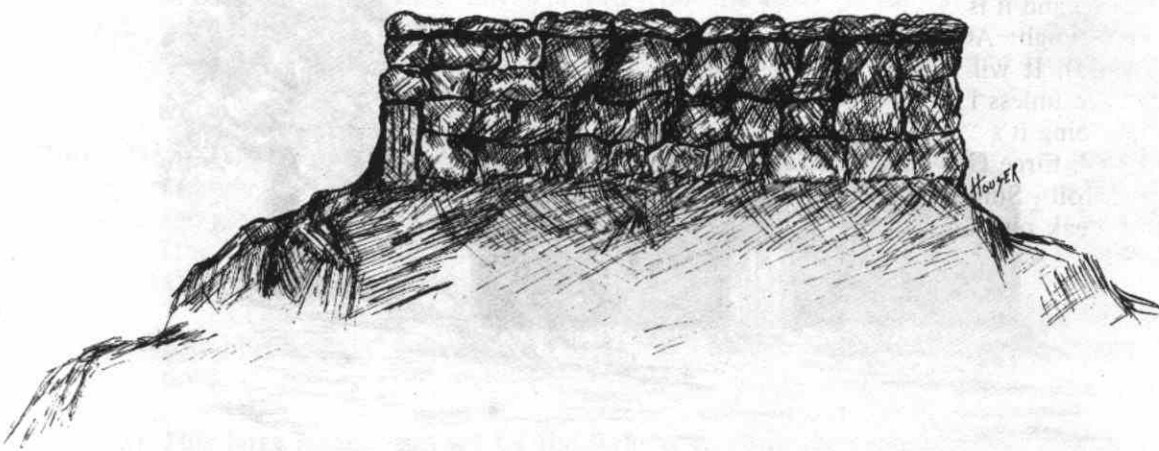
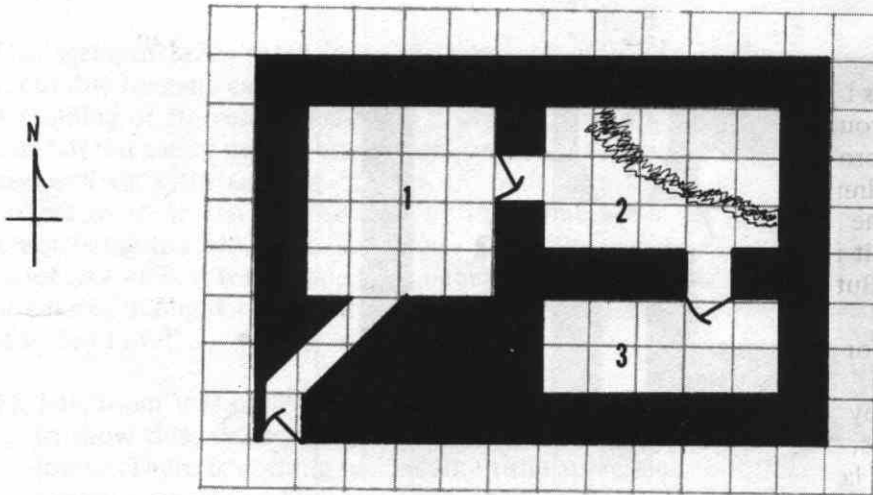
A large hole in the southeast corner shows the entrance for the Boring Beetle that dwells in this room. It is AC: 3, HD: 5, HP: 22, Damage: 5 - 20 Bite (5D4). It will immediately attack anything entering it's lair. If it is slain and a search is done in the area of the hole, there are five Gems that the party may find (five Garnets worth 100 GP each).



The Holding of Harvest



The Abode of Apes



THE ABODE OF APES

Background

This scenario takes place in a mountainous terrain area. One near the influence of civilization, but not in it's power. The "Abode" was built by an evil man, named Demos, who was obsessed with the thought that if he had an army of Carnivorous Apes, he could conquer anyone. The idea failed, due to the low intelligence of the Apes and also the problem that whenever they killed a foe they would stop fighting to have dinner. Eventually they made a dinner of Demos which put an end to his plans forever. However, his headquarters remains, and not all of the Apes have left it. It is made of red granite, set part way up the side of a mountain slope. From a distance it is impossible to detect, due to the fact that it was made with rocks cut from the mountain it stands on. But within 100 yards, it's unnatural shape stands out and it can be recognized as a man made structure.

This scenario was designed for six to eight characters of 3rd to 4th Level.

Room 1) This room is occupied by five Carnivorous Apes: AC: 6, HD: 5, HP: 24, 22, 25, 23, 24, Damage: 1 - 8 Bite, 2/1 - 4 Claws, plus 1 - 8 rending if both claws hit. The Apes will immediately attack anyone who enters their lair, and they **will** pursue them outside the room.

In the northwest corner of the room is a pile of freshly gnawed Human bones, from at least three bodies.

Room 2) Almost 1/2 of this room is stacked to a height of up to three feet with bones, old weapons, and other assorted rubble. The Apes use it as a dumping area for the unedible remains of their victims. The occupant of this room lives in this pile of trash and gets along well with the Apes as they leave it alone and it is content with the trash they throw it.

It is an Otyugh: AC: 3, HD: 6, HP: 28, Damage: 2/1 - 8 Tentacles, 1/2 - 5 Bite (90% Disease - Thypus). It will be hidden in it's rubble and will generally (95% chance per melee round) **not** attack unless it's pile is disturbed or entered. It will immediately attack anyone intruding in or disturbing it's "home". Buried in this pile of filth is it's treasure. It consists of 300 CP, 200 SP, 3000 EP, three Gems (40, 60, 50 GP), four items of Jewelry (300, 600, 500, 300 GP), and a Cursed Scroll - Summon Cockatrice, immediately upon being read (AC: 6, HD: 5, HP: 20, Damage: 1 - 3 Beak plus Save vs. Stone). Also in the pile are five bloody suits of Leather Armor, and five Spears.

Room 3) Lying wounded and sick (Thypus) in this empty room is a male Human. He is wearing Chainmail, and has a Bastard Sword and Crossbow, and a Whip (1D4 damage). He is a Centurion from a nearby Legionnaire Command. His name is Ralex Bosley: STR: 18 (57%), INT: 8, WIS: 9, CON: 14, DEX: 12, CHAR: 8, 4th Level Fighter, HP: 26, Align: Neutral Evil. If cured and healed, he will join the party (as an NPC). He is very cruel to Fighters of a lower level, whipping them (he will say it's for their own good). He is a good Fighter and has excellent morale. He will usually tell lower Fighters to take initial risks (i.e. Opening doors, chests, etc.) but when the fighting starts, he will be in there all the way. He will have on him (at Judge's option) a map showing the location of the **Singing Hall**.



KEN SIMPSON

THE SINGING HALL

Background

While this adventure can take place in most any desolate area, I usually prefer a wooded area or a forest (perhaps an enchanted forest). This adventure is designed for a party of six to eight characters around 4th or 5th Level.

The ruin is the sole remaining structure of a very old castle, that was destroyed in a battle ages ago. The structure is made of brownish-gray stone blocks, of a rather crude cut, and the roof is in good shape so some sort of light will be needed past Location 1 for any members of the party that cannot see in darkness. A group of Harpies have found it and have made it their home. A trail, or small road, passes by it, and the Harpies watch this road. Whenever a group of passer-bys chance along they try to lure them inside where they can *Charm* them and way-lay them.

Location 1) Entryway: A Harpy is always on guard here, keeping watch for anyone travelling the road. When she sees a party come along, she will wait until they are within range of her singing (6"), then begin luring them inside with her voice. She will stay hidden behind the door, leaving it open a crack so she can peek out of it. All members of the party must Save vs. Magic or be drawn to the ruin. Once they are inside, she will touch them and attempt to *Charm* them. If any resist her *Charm*, she will attempt to have those she *Charmed* attack the characters resisting her.

The Harpy is AC: 7, HD: 3, HP: 12, Damage: 2/1 - 3 Claws, 1 - 6 Bone Club. Save vs. Magic on any touch (claw) or be *Charmed*. She carries no treasure.

Room 2) This small room contains a Xorn: AC: -2, HD: 7 + 7, HP: 35, Damage: 3/1 - 3 Claws, 6 - 24 Bite. The Xorn is 90% likely to surprise any party entering the room. The Xorn will demand all coins from the party and if they refuse, it is 90% likely to attack to get them. The Xorn has 10 GP, 6 SP, 20 CP, and one Amethyst worth 100 GP.

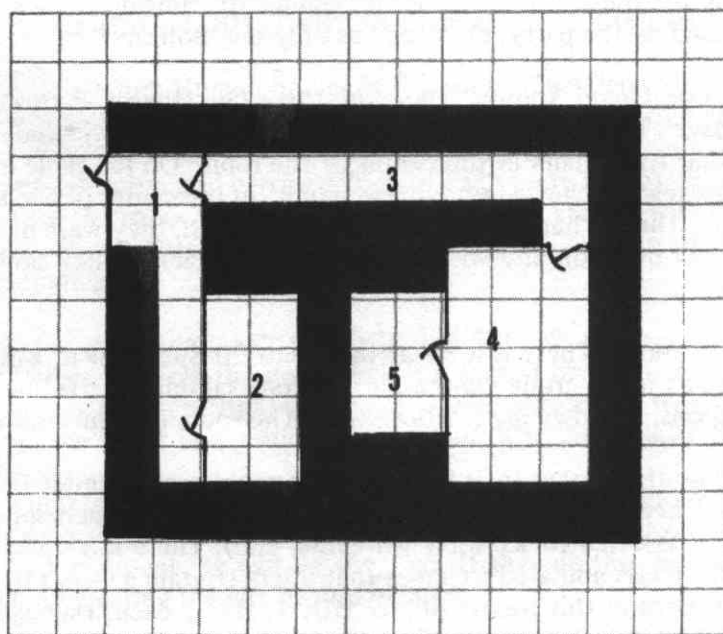
Location 3) A Harpy is standing here chewing on a bone. If any sort of light comes down the corridor, she will be aware of intruders and immediately begin singing, otherwise, she is likely to be surprised on a 1 - 4 by the party. Any noise of fighting here will be heard inside Room 4. The Harpy is AC: 7, HD: 3, HP: 16, Damage: 2/1 - 3 Claws, 1 - 6 Short Sword, Save vs. Magic on any touch or be *Charmed*. She carries no treasure.

Room 4) This room is the main living area for the Harpies. There are three Harpies in here and if they hear any fighting outside, they will set an ambush, getting one melee round of attacks if they surprise (1 - 4 chance). There is one in the northwest corner, one in the center along the east wall, and one in the southeast corner. The one in the northwest corner is wearing a Ring of Delusion, which she believes is a Ring of Regeneration, thus she will attack as a Berserker (without fear) at +1 to hit and damage and -2 to AC (AC: 9). Any fighting here has a 75% chance of alerting the Harpy "Queen" in Room 5, who will join the battle. The Harpies are AC: 7 (except the one wearing the Ring), HD: 3, HP: 10, 11, 13, Damage: 2/1 - 2 Claws, 1 - 6 Bone Club, Save vs. Magic on any touch or be *Charmed*. They have no treasure (except the Queen - see Room 5).

Room 5) This room is the private quarters of the Queen Harpy, a large and old creature. She is AC: 7, HD: 4, HP: 26, Damage: 2/1 - 4 Claws, 1 - 8 Maul, Save vs. Magic at -2 on any touch or be *Charmed*. The Queen has three Gems in her hair (450, 300, 4000 GP values). In the southwest corner of the room is a pile of rubble containing the bones, torn garments, and other discarded equipment from many prior victims. Inside this pile of rubble is a Long Sword +1, +3 vs. Trolls (Lawful Neutral), Intelligence: 15, Ego: 1. It speaks Common, Detects Magic, Sloping Passages, and Elevator/Shifting Walls/Rooms in a 1" radius. There is writing on the blade in Magical Runes. It says "Dwarf Eye", and is the name of the Sword.



The Singing Hall



THE LAIR OF MAYLOCK

Background

This scenario should take place in the vicinity of a small, isolated farming community. There should be scattered farms and possibly a small farm village. The dungeon is specifically designed for a party of six to eight 2nd and 3rd Level characters. The party may either find the cave entrance by themselves, or they may hear about Maylock in the village and be offered a reward (plus any loot they collect) to raid the lair (the farmers know of it's location), and to rid the peasants of this plight.

Maylock is a Magic User of little ability. However, he is quite evil. He has gathered a small band of Orcs, and with their aid, he attacks the isolated farmers at night, killing them and looting their homes. The underground ruin he has found and made his lair. Its origins have been lost in time, but obviously its builders were far above Maylock's caliber. Maylock and his band of Orcs have a good relationship with the other occupants of their lair. They carry back the bodies of the farmers, and occasionally live prisoners for the Orcs to eat. Some of these bodies they give to the other occupants as food too. Thus, the Ogre will be unhappy if Maylock is disposed as he will have to go out and forage his own food if this happens. The Tick is not this bright, the Orcs throw in a body with a rope attached to it's leg, and pull it out when the Tick is done with it.

The villagers sent in another party four days ago, and they have not returned, nor have the nighttime raids stopped. They will only tell the party about this if specifically asked as they fear that they might scare the adventurers away with their problem unresolved.

Location 1) There is no room behind this door, only a stone wall, and a Trap. Opening the door will open a 10' x 10' x 10' pit in front of the door. All in the shaded area will fall into the pit and take 1D6 Damage unless they attempt to jump free as the pit opens, or cling to the door. The pit contains the body of a Human wearing Leather Armor, carrying a Dagger and 6 EP.

Room 2) This room contains a Crossbow Trap. There are four Light Crossbows, each with one poison-tipped Bolt (save at +2), that hit as a 7th Level Fighter and do 1D4 damage (or death if save is failed). The Crossbows are mounted on two aiming racks and pointed at the north wall. A trip-wire runs across the corridor at a five inch height, and the Crossbows will fire one segment (6 seconds) after it is tripped. Anyone walking in the corridor north of this room has a 90% chance (each) of tripping the wire and only a 2% chance of spotting it if **not** looking for it. If they are searching for traps, they have a 75% chance of spotting the wire. The Crossbows may be removed and used by the party, but each has only one Bolt.

Room 3) This room is an Orc Guard Station. There are three Orc Guards in this room: AC: 6, HD: 1, HP: 5 each, Damage: 1 - 6, Short Swords. They each carry 1 - 6 GP, and one has a 50 GP Gem. There is a table and four chairs in the center of the room. On the table in front of three of the chairs are three somewhat chewed-up Human hands. In the center of the table is a small sack, it contains four more Human hands. This is the Guard's lunch, they were having knucklebones for lunch. The Orcs will question any who enter, and will attack if they don't seem to be part of Maylock's forces.

Room 4) This room is the Armory. There is a Spear rack with 20 Spears in it, a Bow rack with 8 Short Bows and 80 Arrows in 10 crude Quivers, and a crate containing 10 Short Swords in it. These are the Orc's weapons, and they are in poor shape. The room contains nothing else in it.

Room 5) This room is used by the Orcs as their barracks. The room has 20 simple beds in it, and there is a box or sack by each bed (50% chance each). These contain the Orcs personal belongings (straight razors, soup bones, assorted rocks, dirty garments, etc.). There is a 25% chance that each sack will also contain 1 - 6 GP, and a 10% chance that it will contain a Gem (10 - 60 GP value).

There are 10 Orcs in this room: AC: 6, HD: 1, HP: 5 each, Damage: 1 - 4, Dagger. Each Orc will have 2 - 12 SP on his person. Five of the Orcs are asleep in the rear of the room, the other five will immediately attack anyone that enters the room.

- Room 6) The door to this room is readily apparent from the entrance (of the dungeon) side, but is secret from the other side. This is done to confuse any who enter this room and start wandering around. This room is barren, and non-descript, as are Rooms 7 thru 13. This is done to further confuse any unauthorized persons. The door to this room on the east wall is a **one-way** door and neither visible nor operable from this room.
- Room 7) This room is empty except for a lever on the south wall. When pulled, it opens a trap door, 5' x 5', that will drop the opener into a 30 foot deep pit, giving them 3D6 in Damage.
- Room 8) One Orc Guard occupies this room: AC: 6, HD: 1, HP: 6, Damage: 1 - 6, Short Sword, and he carries 1 - 6 GP on him. He will immediately attack any who enter this room.
- Room 9) This room is empty except for a lever on the west wall. The lever cannot be pulled unless both doors of the room are closed tight. Then it will rotate the room magically 180 degrees for each time the lever is pulled. This rotation cannot be detected by the occupants except by determining direction.
- Room 10) This room is empty, except for the secret door which can be found normally.
- Room 11) This room is empty except for a lever on the north wall. When pulled, it opens two 10' x 10' trap doors which are directly underneath each of the doors leading to this room. Anyone standing in this area will fall 10 feet into a pit filled with Spikes. They will take 1D6 Damage from the fall and will land on 0 - 5 Spikes (1D6-1) taking 1 point in Damage for each Spike that they fall on also.
- Room 12) One Orc Guard occupies this room: AC: 6, HD: 1, HP: 6, Damage: 1 - 6, Short Sword, and he carries 1 - 6 GP on him. He will immediately attack any who enter this room.
- Room 13) This room is empty except for a lever on the east wall. When the lever is pulled, 2 - 12 GP will fall from tiny cracks in the ceiling. This can be repeated for a total of five pulls. On the 6th pull, the ceiling will cave in, causing 3D10 Damage (individually) to all in the room. Make a Saving Throw vs. Petrification. Pulling the lever after that will have no further effect.
- Room 14) There is a Giant Tick on the ceiling of this room near the center. He will attack anything that enters the room. He is AC: 3, HD: 3, HP: 15, Damage: 1 - 4 Bite plus 1 - 6 Blood Drain.
- Room 15) There are four very white Human bodies in this room. They have been drained of blood and deposited in here by the Tick (who is just smart enough to know that stepping on a certain place will open and close the wall). Two of the bodies are wearing Chainmail and carry Broadswords, the other is wearing robes and carries a Dagger. Each body has 20 - 80 GP in a small pouch, and the body wearing the robes has two Scrolls on it. They are: 1) Five Magic User Spells: *Unseen Servant*, *Knock*, *Scare*, *Dispell Magic*, *Write*; 2) Cursed - puts reader to sleep for 1 - 4 turns, Saving Throw applicable.
- Room 16) An Ogre resides in this room: AC: 5, HD: 4 + 1, HP: 20, Damage: 1 - 10. On the east wall is a bed, table and chair. Against the north wall is a locked chest, that has a poison needle Trap in the hasp. The chest contains 2000 GP, and in a false bottom are four Gems (Topaz) each worth 500 GP. Under the chest is a potion of Heroism. The chest must be moved to find this, of course.

The Ogre will tell any who enter the room that he will kill and eat them all. However, since he is not very hungry right now, if they dump all of their money and Gems in a pile and sacrifice one member to him to eat, he will let them go. If they do this, he will keep his end of the bargain fully, including eating the left behind member.



Room 17) This room contains the body of an Elf. He wears no armor and carries no weapon. Clutched in his left hand is a scroll of paper. It reads (in Common), "When all paths lead right, to an endless circle; seek the wall that is not a wall." This is a clue to the Illusion Wall at Location 19.

Room 18) There are two Zombies in this room: AC: 8, HD: 2, HP: 10, Damage: 1 - 8. They will attack anything besides Maylock or the Orcs that enters this room.

Location 19) There is an illusion of a wall here. Until felt it will appear to be a wall, even to infravision. If actually felt, then it will disappear showing the corridor.

Room 20) This room is the chamber of Maylock, the evil Magic User. Two Orcs stand guard by the door. They will immediately attack anyone who enters the room without Maylock's beckon. They are AC: 6, HD: 1, HP: 7 each, Damage: 1 - 6, Short Swords.

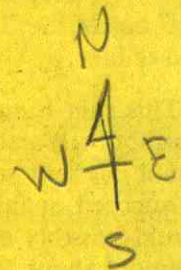
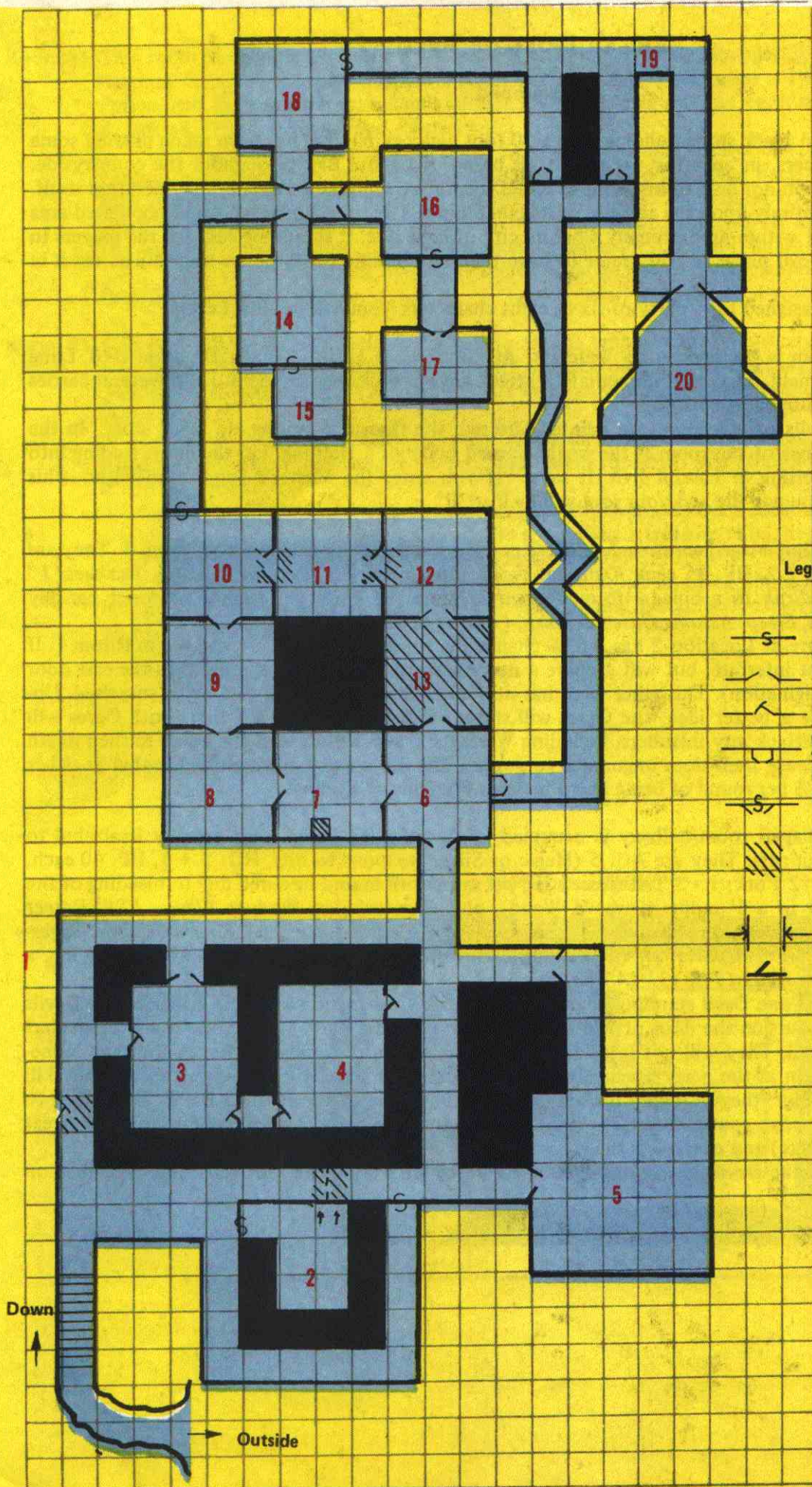
Maylock is a 3rd Level Chaotic Evil Magic User. He is AC: 5, HD: 3, HP: 10, Damage: 1D4 + 1, +1 Dagger, plus Spells: *Magic Missile* (Damage: 2D4 + 2), *Burning Hands* (3 points of Damage), and *Mirror Image* (which he will cast as soon as the party enters the room). He will join the Orcs in fighting the party as soon as he has cast his *Mirror Image* spell upon himself.

In the rear of the room is a table, on this table is Maylock's Spell Book. It contains the following Spells: *Burning Hands*, *Magic Missile*, *Detect Magic*, *Read Magic*, *Identify*, and *Mirror Image*. Against the south wall is a large chest, it is locked and trapped. Four poisoned darts will fly out of it when opened (hit as a 5th Level Fighter), two will go forward, and one will go to each side. The chest contains 860 GP and 190 PP.

Wandering Monsters

On a roll of "1" on a six-sided die, a wandering monster "can" occur (at the Judge's discretion). There are three unaccounted for Orcs that have been set aside for this purpose. You may have one, two, or all three appear. But, once they get killed, there will be no more (unless you pull some from a room). The Orcs are AC: 6, HD: 1, HP: 5 each, Damage: 1 - 6, Short Swords.

The Lair of Maylock



Legend

-  Secret Door
-  Double Door
-  Single Door
-  One Way Door
-  Secret Door Double Door
-  Trap Affect Area
-  10 Feet
-  Lever

THE OUTPOST OF HELL

Background

This ruin is an old black stone building with a 20 foot high ceiling, that has been taken over by some of Baalzebul's Worshippers, in an effort to spread his brand of Lawful Evil throughout the countryside. Baalzebul has sent some minor help to his Minions to aid them, but will take **no part** in the operation itself. It will succeed or fail entirely upon the abilities of its inhabitants. The ruin should be near a populated area and could possibly exist within an extremely Chaotic city of large size. It should be easy for the players to hear rumors about this evil place, if you prefer to have them go looking for it rather than run across it in their travels.

This dungeon is designed for a party of six to eight characters from 8th to 10th Levels.

Room 1) This entryroom is guarded by six Wererats: AC: 6, HD: 3 + 1, HP: 20 each, Damage: 1 - 8, Long Sword and Shield. They will immediately attack anyone entering the room. Each Wererat carries a flame red Ruby worth 500 GP.

The walls of the room are painted fire red, the floor and ceiling are black stone. In the northeast corner of the room is the badly burned body of a Halfling. On the doors leading into the ruin is writing in Lawful Evil. It says, "If you enter the Master's Sanctorum without his permission, you will die and your soul will be lost!!!".

Locations 2 and 3) An Ogre Mage guards each of these corridors standing by the doors to Room 4. They are AC: 4, HD: 5 + 2, HP: 35 each, Damage: 1 - 12, plus Spells: *Fly*, *Become Invisible*, *Darkness 1'* radius, *Polymorph* to a bipedal form, *Regenerate* one Hit Point per round, and once per day *Charm Person*, *Sleep*, *Assume Gaseous Form*, *Cone of Cold* - 8D8.

The Ogre at Location 2 has a 65% chance per round of hearing any combat in Room 1. If so, he will not interfere, but will prepare a **nasty** surprise for anyone coming thru the east door (use your imagination). The other Ogre has normal chance for surprise and being surprised. Unless they have a better idea, the Ogres will shoot off their *Cone of Cold* first. Both Ogres will immediately attack **any** intruders, including Wererats! They will defend the doors to their death and will not leave their door unguarded to pursue. The Ogres carry no treasure. Combat at either door has a 75% per round of being heard by the occupants of Room 4.

Room 4) This oddly shaped room/hallway is occupied by two Horned Devils, sent here by Baalzebul to aid his Worshippers. They are AC: 5 (Magic or Silver weapons to hit), HD: 5 + 5, HP: 40 each, Damage: 2 - 12 Fork, 1 - 3 Tail (lose 1 HP per turn until bound or cured due to bleeding of the wound), *Fear* in a 5' radius (Save vs. Wand), plus *Pyrotechnics*, *Produce Flame*, *ESP*, *Detect Magic*, *Illusion*, *Summon Another Horned Devil* (50% chance of success), *Charm Person*, *Suggestion*, *Infravision*, *Teleportation* (no error), *Know Alignment*, *Animate Dead*, and once a day a triple *Strength Wall of Fire* (3 - 24 Damage).

There is one Devil standing guard by each door (north and south). If either of the Devils hear combat outside the door, it will *ESP* the Ogre (and the party) taking one round, then alert the other Devil. They will not interfere, but will have a surprise ready. They will attack immediately, as soon as the party opens either door, seeking to slay Evil characters first. If they kill an Evil character, they will grab his/her body and have one of the Horned Devils *Teleport* it to hell, returning five rounds later. They will also use their *Animate Dead* freely on the Ogres (treat as a normal Ogre) and characters they have slain.

One of the Devils is carrying a 3000 GP Ruby with the name "Broken Fang" inscribed on it in Lawful Evil.

Room 5) This room is occupied by an Efreet: AC: 2, HD: 10, HP: 60, Damage: 3 - 24, plus once a day, become *Invisible*, *Assume Gaseous Form*, *Detect Magic*, *Enlarge* (as a 10th Level Magic User), *Polymorph Self*, *Illusion* (visual and audial), grant 3 *Wishes* and go free, *Wall of Fire*, and as often as desired, *Produce Flame*, and *Pyrotechnics*.

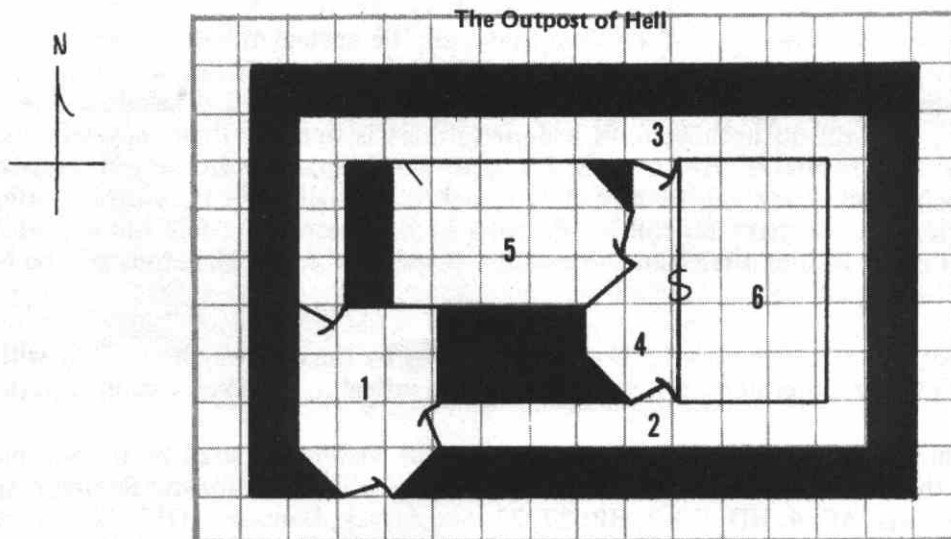
He has a 60% chance per round of hearing any combat in Room 4. If so he will go *Astral*, enter Room 4 and see what is happening, re-enter his room, come back to the Material Plane, turn *Invisible*, create an *Illusion* of himself by the door, then stand by the door himself and speak to the party, getting them off guard, then attacking by surprise. He has no treasure and will flee to the Elemental Plane of Fire if he takes 45 points or more in Damage.

The lever in the room opens the secret door to Room 6. The room is barren and all surfaces are painted flame red.

Room 6) This room contains two Mind Flayers, who are the brains behind this operation. They are AC: 5, HD: 8 + 4, HP: 52 each, Damage: 4/2 Point Attacks (plus suck out victims brain in 1 - 4 rounds), 90% Magic Resistance (to 11th Level), 300 Psionic Points each, *Mind Blast* (see Psionic vs. Non-Psionic).

The Mind Flayers will immediately attack anyone who enters or anyone outside the door when it opens, if not surprised. If either Mind Flayer (or both) gets 40 or more points of Damage, it will use *Probability Travel* to escape.

The room is colored a sickly green color, with two beds and a chest along the east wall and a table and four chairs in the center of the room. Their treasure is in the large untrapped chest (who could get past all these guards). It contains: 4700 CP, 2300 SP, 3100 EP, 600 PP, 25 Gems (7670 GP value), 14 items of Jewelry (8500 GP value), a set of +4 Splint Mail, 3 Potions (Extra-Healing, Oil of Etherealness, and Treasure Finding), and 2 Scrolls (*Protection From Demons*, and *Protection From Possession*).



THE FINAL REFUGE OF ALLMARK

Designer's Notes

This scenario is a small part (the entrance) of a dungeon in my campaign. I'm not using the entire dungeon because it has not been play tested. The group I play with has only been in this Ruin twice. The first time they encountered the Lich, the second time checking a few other rooms, they have **never been back!!!** The reason I created this scenario was that I have never seen what I thought was a good Lich encounter. The ones that I've seen either use too many tricks and/or traps, making the Lich hard to find and require something almost impossible to destroy it, or make the Lich a feeble creature with little usable spells, so the Lich is usually running around trying to touch the party members to harm them. I tried to design one that used the Lich's main ability, it's spells. I spent three hours writing the Lich's attack plan. My Lich can be destroyed in any way a Lich can normally be destroyed, but he will give a party hell while they are trying. He is not hard to find either, since he will come looking for the party and will bring the action to them. The group that encountered my Lich was comprised of eight characters (3 Magic Users, 1 Cleric, 1 Druid, 2 Fighters, and 1 Thief) from 8th to 14th Level. Two of them walked away, after destroying the Lich, and one of them had been turned to stone by the Lich, then turned to flesh again by a Magic User in the party (who was later killed by the Lich himself). I gave the Lich an extremely good treasure, but if this scenario is Judged properly, few parties will collect it. Those that do, deserve it!!!

Background

This Ruin was once a Watch Tower built by a benevolent island kingdom to guard its coast. There were originally seven of these Towers and they were called "The Seven Towers of the Sentinels of the King" Long before this scenario takes place, the island was invaded by an Evil Wizard and his army of foul creatures. The Towers were abandoned during the strife, which ended in a stalemate with the Evil Wizard controlling the eastern half of the island, and the remainder of the Humans being able to hold the western half of the island relatively secure. A mountain range running north to south divides the island, and supply problems have caused the war to stagnate, except for minor raiding parties. The Towers were forgotten and all have become inhabited by various monsters, except this one which fell to ruin. Five Hundred years have passed since the war stagnated. This Tower is located on the far eastern portion of the island, amidst the "Swamp of Catoblepas", and except for its location being shown on a few very old maps, it is lost and forgotten by all.

Location 1) Entrance: The Skeletons of 41 Men, Elves, etc. lie around the doors into this place. All the Skeletons lay facing the doors and are immobile. Any *Detect Evil* done will detect such a great Evil coming from the Ruin that it will overshadow any other Evil around. The Skeletons are animated, but will do nothing until a door (either) is opened, then they will rise and attack. They are AC: 7, HD: 1, HP: 6 each, Damage: 1 - 6, sharp and/or edged weapons do only ½ damage on them. They can be turned or dispelled normally, but if control is attempted by an Evil Cleric, he must make his roll to control a Lich, otherwise he fails (do not tell him this, just have him roll a D20 and tell him the results). If successful, the Skeletons will be Neutral to the Cleric.

Location 2) Corridor: There are another 15 Skeletons standing by the doorway here. They will immediately attack whenever either door is opened. They are identical to the Skeletons in Location 1.

Room 3) This room was the Prisoner Holding room when the Tower was used by the Sentinals. The Lich will hear the sounds of battle and when he hears it, he will cast a *Monster Summoning VI*, causing two Ogre Magi: AC: 4, HD: 5 + 2, HP: 27, 22, one Attack, Damage: 1D12, *Fly*, *Become Invisible*, *Polymorph to Human Form*, *Create Darkness 1" Radius*, *Regenerate 1 HP per round*, *Charm Person 1 per day*, *Assume Gaseous Form* once per day, *Create Ray of Cold* once per day - 8D8 Damage. These will immediately *Fly* to the northwest and southwest corners and turn *Invisible*, waiting to unleash their *Rays of Cold* as the best target presents itself. The Lich will then move into Room 4. From Room 4, with the door closed, he will cast his *ESP* Spell to find out the characters plans and prepare to *Web* the door area as they characters enter, giving his Ogre Magi a chance to unleash their *Rays of Cold*. Once the Ogre Magi have thrown their *Rays of Cold*, they will go gaseous and travel through the iron door into Room 5 and from there, through the peephole into Room 6.

- Room 4) This room is a small jail cell with its door made of iron bars. There is a chest in this cell which is empty and trapped. It has a mechanical trap which will cause the roof of the cell to collapse causing 5D10 Damage to all in the cell. The Lich will *Wizard Lock* the door after he enters the room. If the sound of battle outside ceases and no one enters the door to Room 3, he will cast *Clairvoyance* to see what is going on outside. If someone does enter Room 3, he will attempt to *Web* them, and if successful, will continue to fire spells from Room 4, including his *Disintegrate* and *Cone of Cold*. If one character gets through the *Web* and moves toward him, he will *Dimension Door* into Room 6 and begin his preparations there. If given the time before *Dimension Dooring*, he will cast a *Mind Blank* on himself, otherwise, immediately after arriving in Room 6.
- Room 5) This is another cell (as in Room 4), with another peephole in the west wall. If the party moves to this cell, the Lich will move to this peephole to watch. There is a chest in this cell which is empty and trapped. When opened, it releases an invisible poison gas, and all within a 15' radius of the chest must Save vs. Poison or die (when the Lich is on his side of the peephole, he is more than 15' away). The Lich should still be in *ESP* contact with the party and should be able to learn of their plans.
- Room 6) This room was used as a spy chamber on the prison cells. There are two peepholes looking into Rooms 4 and 5. They are designed to be very hard to detect (detected on a roll of 1 on a D12 if looking or normal chances if searching for a secret door). This will be the room the Lich operates from most of the time, and the treasury is contained here (see Lich summary at end). Once he gets a few rounds free in here, he will throw a *Glasse* on the wall into Room 8 which will allow him to see without being seen. Then he will *Project Image* into that room, and he will use this image to fight as much of the battle as he can. Through the image, he will *Transmute Rocks to Mud* in front of the doorway (converting a 10' x 10' x 4' deep area). As the characters rush into the room and fall into this mud, he will *Dispel Magic*, effectively trapping the lower limbs of all those who fell in by turning the mud back to stone. The Lich will then cast *Shape Change* upon himself, and then use his *ESP* to see if the party is ready to attack Room 8 yet. When he knows that the party is about to come through the door, he will cast (through the projected image) a *Delayed Blast Fireball* set to go off two rounds after the party enters the room. (The *Fireball* will not affect the projected image). Once the party begins to enter the room and the mud trap has been sprung, the Lich will cast (again through the projected image) a *Wall of Force* across the doorway, effectively breaking the party into two groups. From then on, the image will concentrate on destroying those trapped in the room with him by *Fireballs* and *Magic Missiles*. Once the group in Room 8 has been destroyed or eliminated the image, the Lich will *Dimension Door* into Room 3, cast *Monster Summoning VII*, and have a Type III Demon come. The Demon is AC: -7/-5, HD: 7 + 7, HP: 46, seven Attacks, Damage: 1 x 2D4 and 6 x 1D8, *Charm Person*, *Levitate*, *Detect Invisible Object*, *Cause Pyrotechnics*, *Polymorph Self*, *Project Image*, 50% chance to *Gate*. If *Gate* is successful, roll 1D100: 01 - 30: Type I; 31 - 55: Type II; 56 - 70: Type III; 71 - 85: Type IV; 86 - 95: Type VI; and 96 - 00: Demon Lord or Prince. Once successful, the Lich will throw a *Phase Door* into Room 8 while the Demons move through the doors toward that room, and the Ogre Magi (if still alive) will come out of Room 6 and join the fray. The Lich will *Shape Change* as he enters the room into a Rust Monster. If things go badly for him, he will return through the *Phase Door* to regroup or retreat, depending on how badly the battle has gone. Further notes on suggestions for spell use are included at the end of this scenario.
- Room 7) This room was used by the Sentinals as an interrogation room for prisoners they captured. It is empty and barren.
- Room 8) This room is as Room 7.

Lich: AC: 0, 20th Level, HP: 77, one Attack, Damage: 1D10 plus Save vs. Paralyzation. The reason most Liches fail is that they are unable to use all their spells since they are usually meleed after getting only one off. By using *Phase Doors*, *Dimension Doors*, *Passwall*, etc., the Lich is able to keep moving, thus avoiding melee until the odds are on his side. Once trapped, he is usually dead, but if he can gain the time to use his spells effectively, he can give almost any party a run for their money.

Spells and Notes on Use

1st Level

Magic Missiles: Fires 11 Missiles, extremely effective at wearing Fighters down, breaking up Mage's spells.

Reduce: A 6" tall Fighter is not going to do much damage to anyone. Fighters or summoned creatures are best targets.

Protection/Good: Causes a -2 on all attacks by Good characters, +2 on the Lich's saving throws vs. them.

Enlarge: An enlarged character will be unable to get through the doors, effectively trapping him in one room until the magic is dispelled.

Erase: Aimed at anyone unloading a Scroll, 70% chance of wiping out a Scroll.

2nd Level

Invisibility: Obviously effective for gaining a position from which to attack.

ESP x 2: Used to determine characters plans. Highly effective in giving the Lich an edge.

Web: Stops or slows down on rushing characters, giving a chance to employ more spells or escape.

Wizard Lock: Holds the character outside of a door, gain providing an opportunity for escape.

3rd Level

Clairvoyance x 2: Effective in determining characters actions when they are outside the 9" range of the *ESP* spell.

Haste: Allows escape, especially effective when combined with *Shape Change*.

Dispel Magic: Automatically successful in dispelling user's own magic, which makes it highly effective when combined with *Transmute Rock to Mud* as noted above. Also useful in removing some of the Protection and other spells the characters have cast upon themselves.

4th Level

Dimension Door x 3: Allows Lich to move anywhere in an instant. Gets him to a more effective attack position, or at least to a safe haven.

Fear: Wears down onrushing attackers as some are bound to miss their saving throw.

Rary's Mnemonic Enhancer: Retaining either another *Dispel Magic* or three *Magic Missiles* would be my recommendation.

5th Level

Bigby's Interposing Hand: As with other spells, keeps the Lich safe long enough to escape.

Cone of Cold x 2: Mass Damage inflicter.

Transmute Rock to Mud: Makes an effective trap as noted under Room 6.

Wall of Force: Useful in breaking the party into two groups allowing the Lich to attack one group at a time.

6th Level

Disintegrate: Capable of making holes in walls or wiping out characters.

Globe of Invulnerability: Keeps out the *Magic Missiles* and other spells which do damage and disrupt spells.

Glassee: Allows the Lich to effectively use his *Project Image* without being endangered himself.

Project Image: Allows the Lich to throw spells without encountering any danger. It also allows the Lich to throw the *Delayed Blast Fireball* because it does no damage to the image, and would damage the Lich if he threw it in the room with himself.

7th Level

Delayed Blast Fireball: Allows the Lich to cast the *Fireball* and still have other spells ready when the doors burst open.

Power Word Stun: Knocks out several of the enemy avoiding the melee which the Lich must.

Phase Door: As a reusable escape hole, the *Phase Door* allows the Lich to attack, retreat, regroup, and attack again. It also provides an effective hiding place.

8th Level

Mind Blank: Avoids detection by the party.

Monster Summoning VI: Any monster can be effectively used. Ogre Magi were chosen simply as an example.

Symbol - Stunning: As *Power Word Stun*.

9th Level

Shape Change: If anything will save the Lich, this spell will. The ability to become any creature at will can be utilized to become the most effective creature in any situation, inflicting tremendous damage or becoming fast enough to run.

Monster Summoning VII: Once Demons are summoned, and *Gating* begins, the party is in trouble, especially if its a surprise.

If you have the time and want to re-organize the Lich's spells and his attack plan, feel free to do so, you will probably make a dungeon more playable to you. Change any spells you like, and if you are planning on running a really high level group through, you might use an *Anti-Magic Shell* (6th level spell) instead.

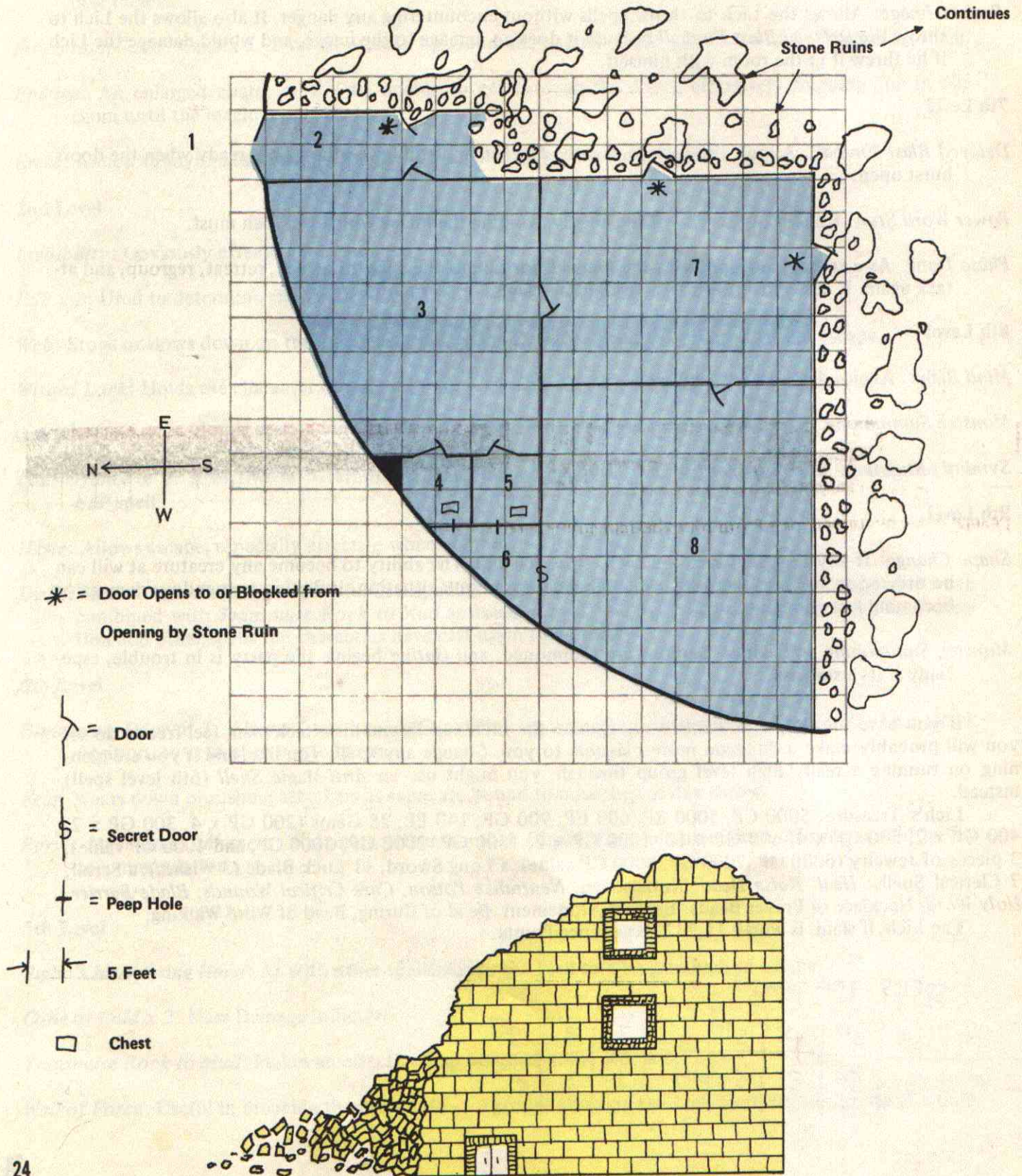
Lich's Treasure: 5000 CP; 5000 SP; 600 EP; 900 GP; 140 PP; 28 Gems (200 GP x 4, 300 GP x 2, 400 GP x 2, 500 GP x 4, 600 GP x 10, 1000 GP x 2, 1500 GP, 2000 GP, 3000 GP, and 4000 GP value); 3 pieces of Jewelry (6000 GP, 7000 GP, 8000 GP value); a Long Sword, +1 Luck Blade (3 Wishes); a Scroll, 7 Clerical Spells: *Heal*, *Raise Dead*, *Restoration*, *Neutralize Poison*, *Cure Critical Wounds*, *Blade Barrier*, *Holy Word*; Necklace of Prayer Beads: Bead of Atonement, Bead of Curing, Bead of Wind Walking.

The Lich, if slain, is worth 11,732 Experience Points.

SPELLS PER DAY:

1 ST	2 ND	3 RD	4 TH	5 TH	6 TH	7 TH	8 TH	9 TH
5	5	5	5	5	4	3	3	2

The Final Refuge of Allmark



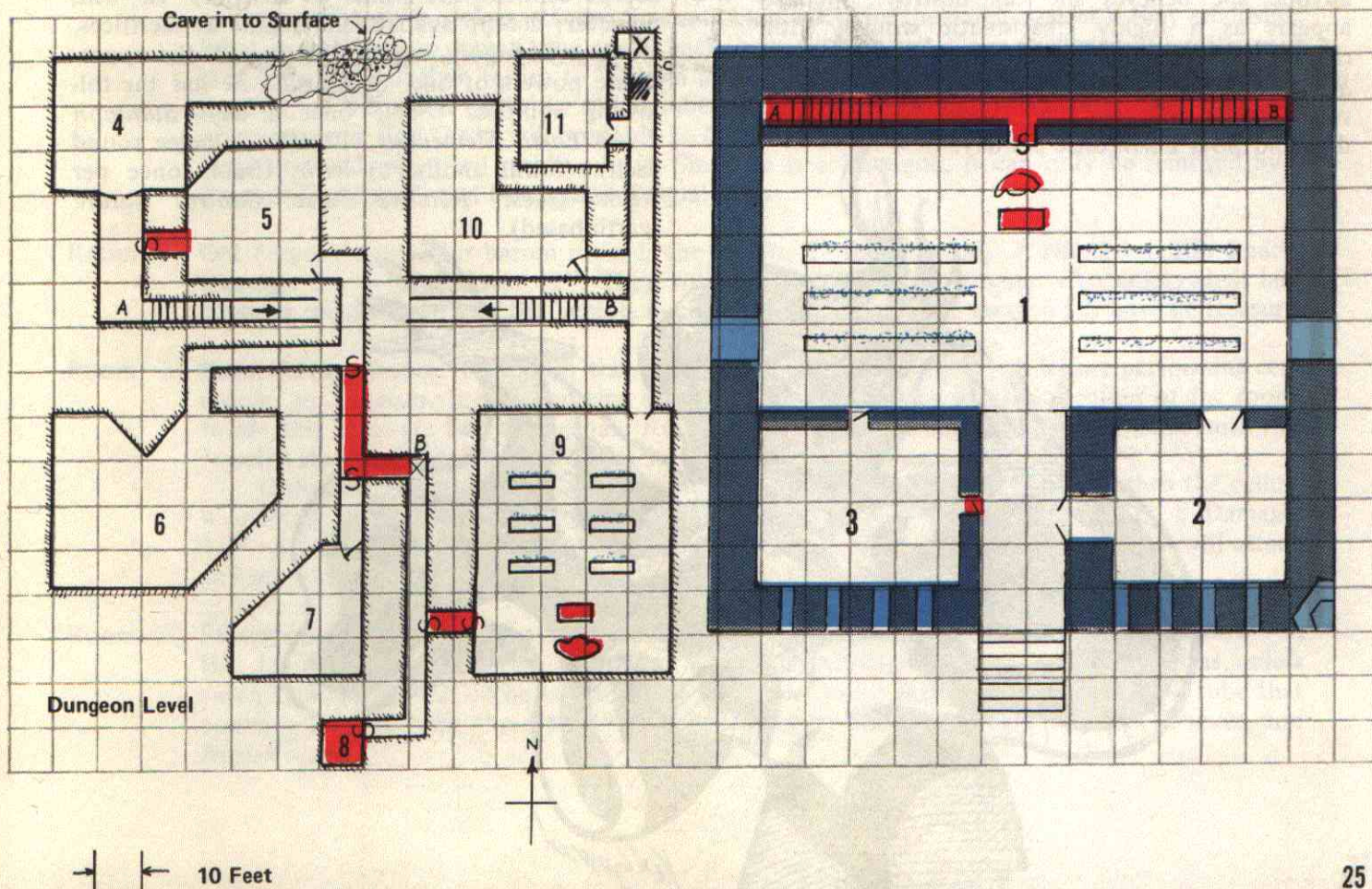
TEMPLE OF TARSHAM

Background

This scenario should take place in a sparse jungle or forested area, possibly with some mountains in the background (see picture). It can occur in a sparsely populated area, but an isolated area is what I had in mind when I designed it. One that was populated once, but is not any more.

This Temple was built by a Chaotic Good Cleric named Ronan to worship Tarsham, a Demigod associated with Earth, specifically the surface of the planet. He was aided in this task by Elatar, a Druid whose sacred grove was nearby. Elatar, while not a worshipper of Tarsham himself, was prepared to accept worshippers of this Earth god, and was able to aid Ronan extensively in the building of the Temple. When Ronan died some years later, Elatar was forced to take over duties at the Temple until he found someone to take Ronan's place. The person he found was far from his liking, but he had pressing business elsewhere at the time and was forced to accept Drago, a Chaotic Evil Cleric. Drago professed worship not so much of Tarsham, but Tarsham's wife, Shellost, a Demigod also associated with the Earth, but specifically with the underground. Drago constructed a Temple to Shellost beneath that of Tarsham and attempted to discontinue his worship, claiming to the local populace that Tarsham was a false god. Many people were unhappy about this, so Drago kept the worship of Shellost "underground", and allowed the people to still use the main Temple at will. At first the people made frequent use of this privilege, but they quickly stopped it when numerous patrons of the main Temple began to disappear. Drago and his assistants were kidnapping them for sacrifices to Shellost. The kidnappings, going unchecked, got so bad that most of the population fled the area. Those remaining behind were quickly consumed by Drago as sacrifices. Five years after he first arrived, Drago left the depopulated area after sacrificing the last of his assistants (who was the last remaining person in the area) to Shellost. For over 200 years, the Temple has been empty, except for some wild animals (and monsters) who have made their lairs in the Temple, and some of Drago's creations that he left behind when he departed.

This dungeon was designed for, and runs well with a party of six to eight characters of 5th thru 7th Levels, these characters being run by experienced players.



Shellost
(Demigod)

Frequency.....	Very Rare
No. Appearing.....	1
Armor Class.....	0
Move.....	9"
Hit Dice.....	24
Hit Points.....	150
% in Lair... Nil, 40% in the Earth Elemental Plane	
Treasure Type.....	Q x 3 carried, U in Lair
Number of Attacks.....	2
Damage/Attack.....	4 - 40
Special Attacks.....	Nil
Special Defenses.....	+2 or Better Weapons to Hit
Magic Resistance.....	25%
Immune to any Earth based Spell	
Intelligence.....	Exceptional
Alignment.....	Chaotic Evil
Size.....	L (15' tall)
Psionic Ability.....	Nil
Attack/Defense Modes.....	Nil
Immune to Psionic Attacks/Power	

Shellost resides in a splendid cavern in the Earth Elemental Plane. She is quite Evil and will gladly accept **any** life as a sacrifice, taking the life herself if necessary. She will not bargain with anyone she believes she can destroy. Shellost appears as a highly Charismatic woman with claw-like hands. She has the following abilities: *Summon 1 - 6 Earth Elementals* (12 HD, 1 melee round each) once per day, *Earthquake* once per day, and *Move Earth* once per day.

Tarsham
(Demigod)

Frequency.....	Very Rare
No. Appearing.....	1
Armor Class.....	-6
Move.....	12"
Hit Dice.....	32
Hit Points.....	200
% in Lair..... Nil	
90% in the Earth Elemental Plane	
Treasure Type.....	Nil
G, H in Lair	
Number of Attacks.....	2
Damage/Attack.....	5 - 50
Special Attacks.....	See Below
Special Defenses.....	+3 or Better Weapons to Hit
Magic Resistance.....	45% (including Artifacts),
Immune to all Earth based Spells	
Intelligence.....	Genius
Alignment.....	Chaotic Good
Size.....	L (30' tall)
Psionic Ability.....	200
Attack/Defense Modes.....	A, B, C, E, F, G, H

Tarsham lives on the Earth Elemental Plane, in a castle made of the hardest stone in existence. He is of Chaotic Good Alignment, as thus does not accept sentient life forms as sacrifices. He will, however, accept animals and plants as sacrifices. He is a Demigod, and as such has all the appropriate powers of one. In addition he has the following abilities: Usable once a day: *Summon 1 - 6 Earth Elementals* (12 HD, 1 melee round each), (fulfill another's) *Wish*; Usable once per week: *Quest*, *Remove Curse*, *Control Nature* (earth based).



Location A) Stone to Mud Trap: Anyone stepping on this section of the stone floor will cause the floor to turn to mud. Then they will be irrevocably sucked down thru the floor, landing in Room 8 in 1 - 4 rounds, to await use as a sacrifice to Shellost. This trap was created by Shellost at Drago's request, so only a full *Wish* can prevent the person(s) from being pulled thru it.

Location B) Teleport Trap: Anyone stepping onto this space will be teleported and magically bound to the altar of Shellost (Room 9), there to await her pleasure. They will not be able to free themselves, although another person can free them easily merely by pulling them off of the altar. If there already is a sacrifice on the altar, then the trap will not function.

Location C) Falling Stone Trap: Anyone stepping onto the space marked with an "X" will cause a 5' x 5' x 10' block of stone to fall in the shaded area. Anyone standing in the shaded area will be hit by the stone and take 4 - 40 in Damage. This is a one-time trap and once the block falls it cannot be removed (normally).

Room 1) Main Temple Chamber: This was the main worship area to Tarsham. There are six 40 foot long stone benches in two rows. At the rear of the room is a stone altar upon which animals and plants were sacrificed, and behind it is a gigantic statue, some 30' high, of Tarsham. Over the statue extending 10 feet above the ceiling is a transparent green dome, the purpose of this, outside of to allow the statue to fit in the Temple, is unknown. This dome is readily visible from outside of the Temple.

This room is currently occupied by a tribe of Carnivorous Apes, whose lair is in the south-east corner of the room. There are 18 of them in the room, but as soon as the doors are opened, the Females and the Young will flee out the open window leaving only seven Males to collect dinner. They are AC: 6, HD: 5, HP: 24 each, Damage: 2/1 - 4 Claws (+1 - 8 Damage if both hit), 1 - 8 Bite, Move: 12", Size: L. There are five Gems (value 500 GP each) in the corner that they use as a lair.

The statue has two huge Topaz Gems for eyes, worth 10,000 GP each. If these eyes (one or both) are removed, then the statue will animate in one full turn, as Tarsham himself. He will **not** attack the party, unless attacked first, and then will offer the party quarter if they are losing. What he will do is to demand the eye(s) back, or something suitable in exchange. If a settlement is reached, he will then return to his own plane, the statue de-animating. If a settlement is not reached, he will put a *Quest* on the member(s) involved in stealing the Gem(s), then return to his own plane. The Quest will probably be (Judge's option) to rid his Temple of all the animals, monsters, and other evil residing in it. Since he is a Demigod, it can only be removed by a *Remove Curse* spell, cast by a being of equal status.

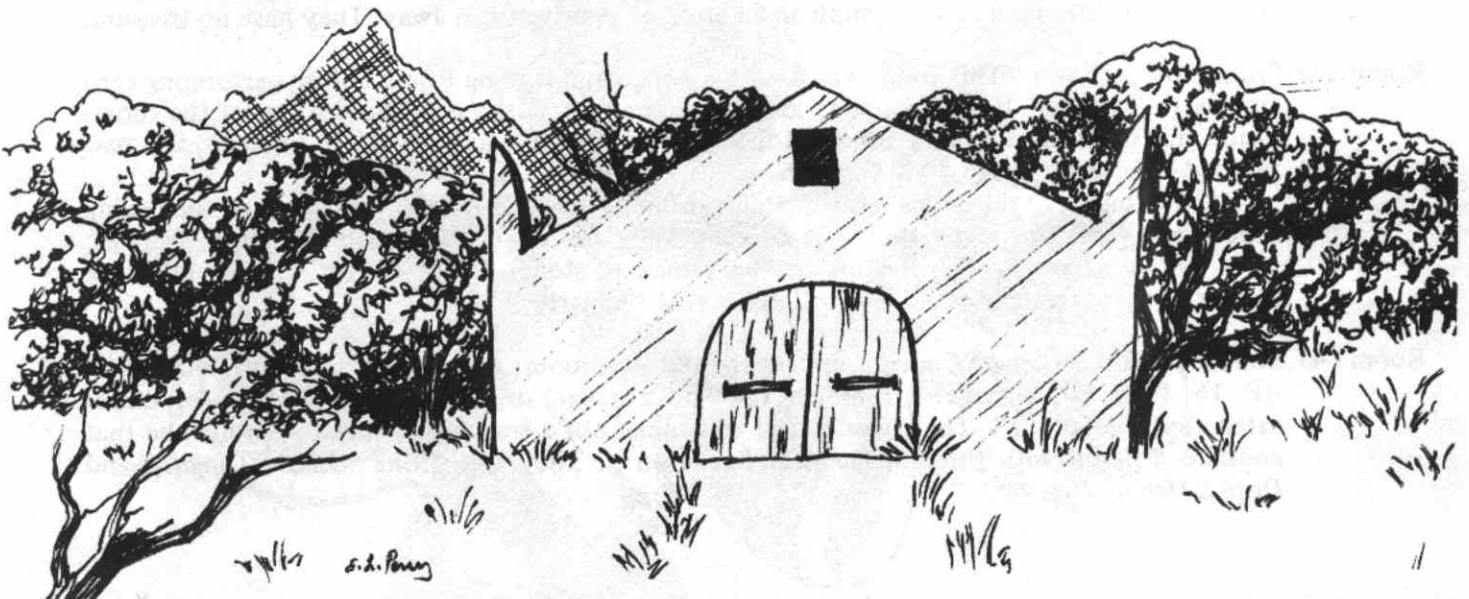
Room 2) Old Prayer Room: This barren room is the lair for 27 Baboons: AC: 7, HD: 1 + 1, HP: 6 each, Damage: 1 - 4 Bite, Move: 12". They will attack anything or anyone who enters their lair, persuing them clean out of the Temple in an attempt to drive them away. They have no treasure.

Room 3) Priest Robing Room: This room was used by Ronan as a Robing Room before performing ceremonies to Tarsham. It still contains an old stone chest in the northeast corner of the room. Inside this chest are two very ornate Robes (worth 500 GP each), 2000 GP in coins, and two Jeweled Headresses worth 4000 GP each.

Unfortunately, this room also contains a family of Cockatrices, who fly thru the ceiling windows and use this secret room for a home. They are AC: 6, HD: 5, HP: 25, 19, 8, Damage: 1/1 - 3 Claw (Save vs. Petrification, or be turned to stone), Move: 6"/18". They will attack anyone who enters their home, but will not persue the party.

Room 4) Storeroom: Four Carrion Crawlers inhabit this old storeroom: AC: 3/7 (Head/Body), HD: 3 + 1, HP: 16, 15, 8, 6, Damage: 8 Tentacles (Save vs. Paralyze) or Paralyzed for 3 - 12 turns, unless eaten first, Move: 12". The room is full of rubble, but a search will reveal a scroll tube that contains a Scroll with three Magic User Spells on it. They are: *Stone - Flesh, Tongues*, and *Dispell Magic*.

- Room 5) Priests Chambers: This empty chamber is where Ronan slept. Moisture has rotted most of the items that were in the room, however, there are three rusty iron chests. These contain old garments, but if a *Detect Magic* is done, one of the garments in the third chest will radiate magic. It is a +2 Cloak of Protection.
- Room 6) Priests Study: This is where the Priests ate and relaxed in their leisure time. Moisture has rotted everything in this room, except the 22 animated Baboon Skeletons that Drago left behind when he left. They are all in the northwest corner of the room, out of sight of the door, and will attack anyone they see in the room, except Drago (who is obviously not with the party). They are AC: 7, HD: 1, HP: 5 each, Damage: 1 - 6, Move: 9". There is nothing of value in this room.
- Room 7) High Priests Chambers: This room was the quarters of Drago. It currently is the quarters for two Ochre Jelly: AC: 8, HD: 6, HP: 24, 30, Damage: 1/3 - 12 Attack, Move: 3", divided by Lightning. The items in this room are pretty well rotted by moisture, except for a stone chest in the southwest corner of the room. This chest contains 3500 GP, 80 PP, three Gems (value 100 - 600 GP each), and a +2 Scimitar (no Align).
- Room 8) Trap Chamber: The bones of a Human Warrior lie here. They are very old, and if touched, will turn to dust.
- Room 9) Temple of Shellost: This room is the secret worship area for Shellost. There are six stone benches in two rows, and an altar obviously designed for Human sacrifice. Behind the altar is a 15' tall stone statue of Shellost. The statue has two huge Emeralds for eyes (value 25,000 GP each). The statue will only be animated by Shellost if one of the following three events occurs: 1) A Human sacrifice is made upon the altar and the proper prayers (lost in time) are spoken; 2) If someone defiles her image (such as by trying to remove the eyes, a likely thing to happen); or 3) If someone appears on her altar (from Trap B), after 10 turns, she will animate and take the sacrifice herself. If No. 2 occurs, she will be **very hostile**, and attempt to kill everyone in the Temple.
- Room 10) Old Guest Room: This guest room contains the rotted remains of 14 beds, 18 chairs, and 5 tables. There is nothing of value in here. However, there are two Type I Demons searching through the rubble for one of Drago's long lost tomes (which is not in the Temple): AC: 0, HD: 8, HP: 32, 40, Damage: 2/1 - 4 Talons, 2/1 - 8 Claws, 1/1 - 6 Bite, 50% Magic Resistance, Move: 12"/18". One has a small pouch on him that contains a 5000 GP Diamond. They will be in the north part of the room, out of sight from the door and making a bit of noise with their rummaging around in the rubble.
- Room 11) Old Council Room: This room is empty and barren.



THE ABOMINABLE FAMILY

Background

This scenario takes place in an icy cold region, preferably mountainous, although it can take place in any frozen climate. The area should be desolate, but one that possibly was in the realm of some previous kingdom. It is designed for a party of six to eight characters of 4th to 6th Level.

The ruin is actually built into the side of a mountain, and due to the perpetually frozen climate, it is in very good shape still. At one time, it was used as a barracks for a small military Garrison, kept here to maintain control in this area by some long forgotten king. Past the first room it is dark, so some type of light will be needed by those members of the party requiring it to see by. The ruin is currently the home for a family of Yeti, and their pets. The ceiling is 10 feet high in all areas, and all doors are made of brass and will operate very squeakily unless oiled. The temperature in the day time is about 10 degrees F, at night about -20 degrees F.

Room 1) This entrance room is guarded by two Ice Toads: AC: 4, HD: 5, HP: 27, 17, Damage: 3 - 12 Bite or 3 - 18 Cold (1" radius) - alternating each round. One of the Toads will be by the door to Room 2, and has a 90% chance of not being noticed by the party when they look into the room. The other Toad is in the northeast corner of the room. The Ice Toads will immediately attack anything entering from the outside, and will alternate so that while one is biting, the other is radiating cold. If any members of the party is **specifically** wearing clothing designed to protect them from cold, they only take 2 - 12 Damage from the Toad's cold radiation. The Ice Toads have no treasure, and if a battle takes place here, the Yeti have a 10% chance per round (accumulative) of hearing the noise as a battle and not just the Toads being restless.

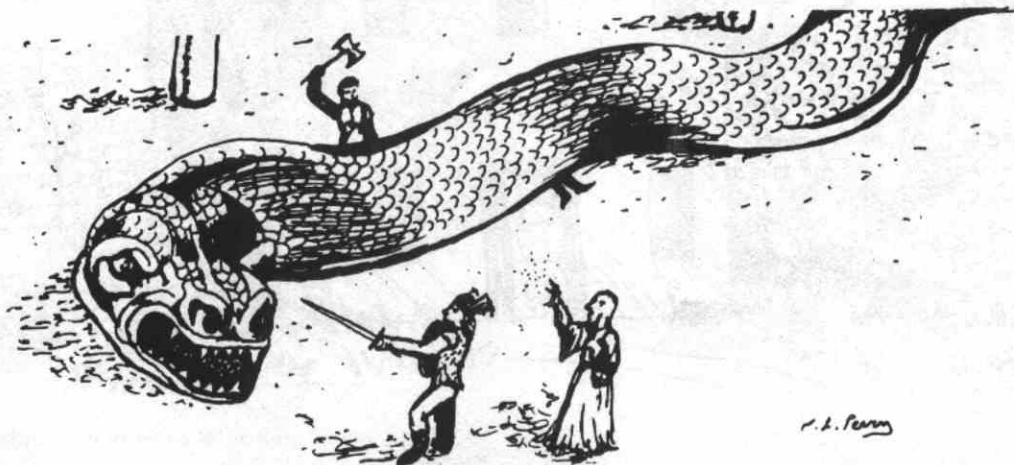
Room 2) This room contains four Yeti, a Male, a Female, and two "teenage" Youngsters. They are AC: 6, HD: 4 + 4, HP: 30, 24, 18, 16, Damage: 2/1 - 6 Claws plus an additional 2 - 16 Chill Damage for a squeeze on a "20". If surprised (ambushed) Save vs. Paralysis or be rigid with fright for three melee rounds. The Yeti will attack any intruders immediately.

In the northwest corner of the room is a pit filled with rubble. This rubble is the unedible remains of many prior victims. If searched, the party will find: 600 EP, 500 GP, five Gems (480 GP total), two items of Jewelry (800 GP total), and a Bastard Sword that is a +3 Frost Brand (Lawful Good), the name "Shiver" is engraved on the blade in Magic Runes.

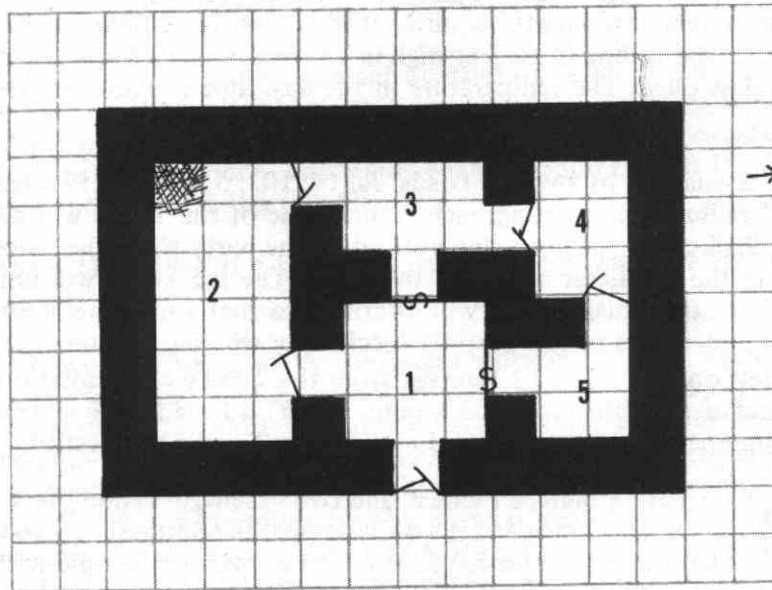
Room 3) This room is used by the Yeti to store food in. It currently has the frozen carcass of an Elk, and two Remorhaz Eggs (value 5000 GP each - unbroken), which are food for the Giant Wolverine in Room 4.

Room 4) This room is where the Yeti keep their pet Giant Wolverine: AC: 4, HD: 4 + 4, HP: 26, Damage: 2/2 - 5 Claws, 1/2 - 8 Bite (+4 to hit on all attacks), Musk. The Wolverine has no treasure and will immediately attack anything that enters its room except one of the four Yeti in this adventure, this **includes** another Yeti as it can smell the difference.

Room 5) This room is used by the Yeti as storage and to hold any prisoners (food) that might still be alive.



The Abominable Family

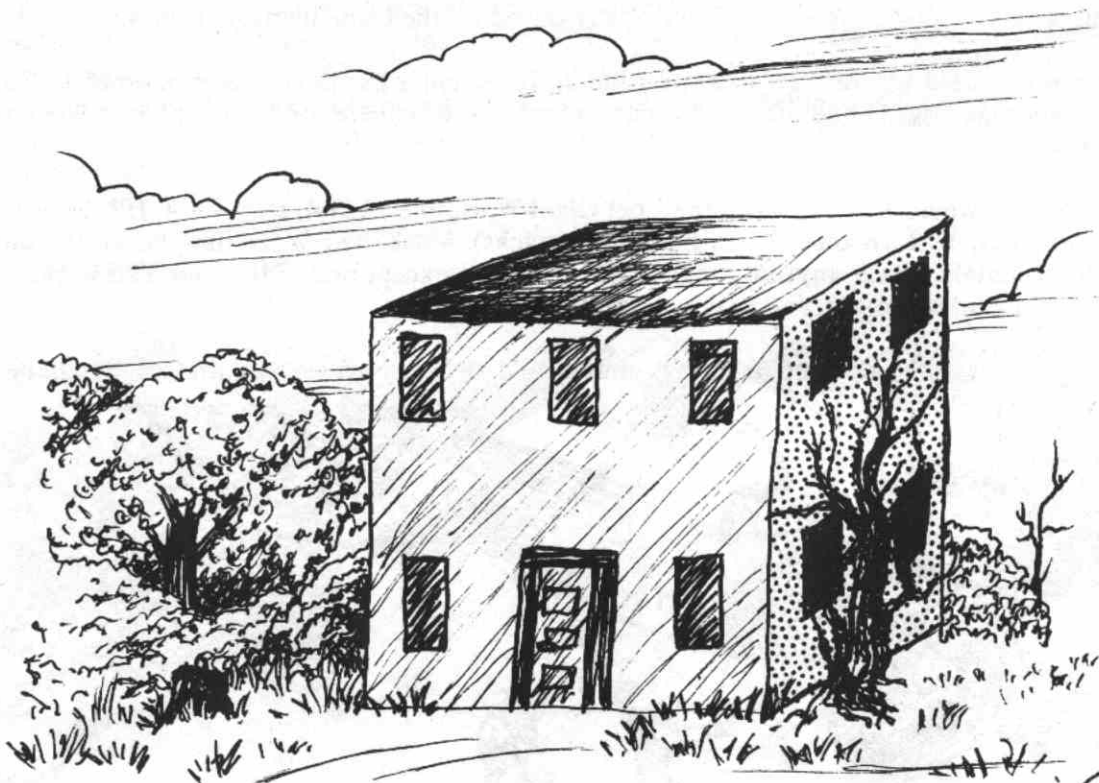


→ = 5 Feet

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⌋ = Door

⌘ = Rubble Pit



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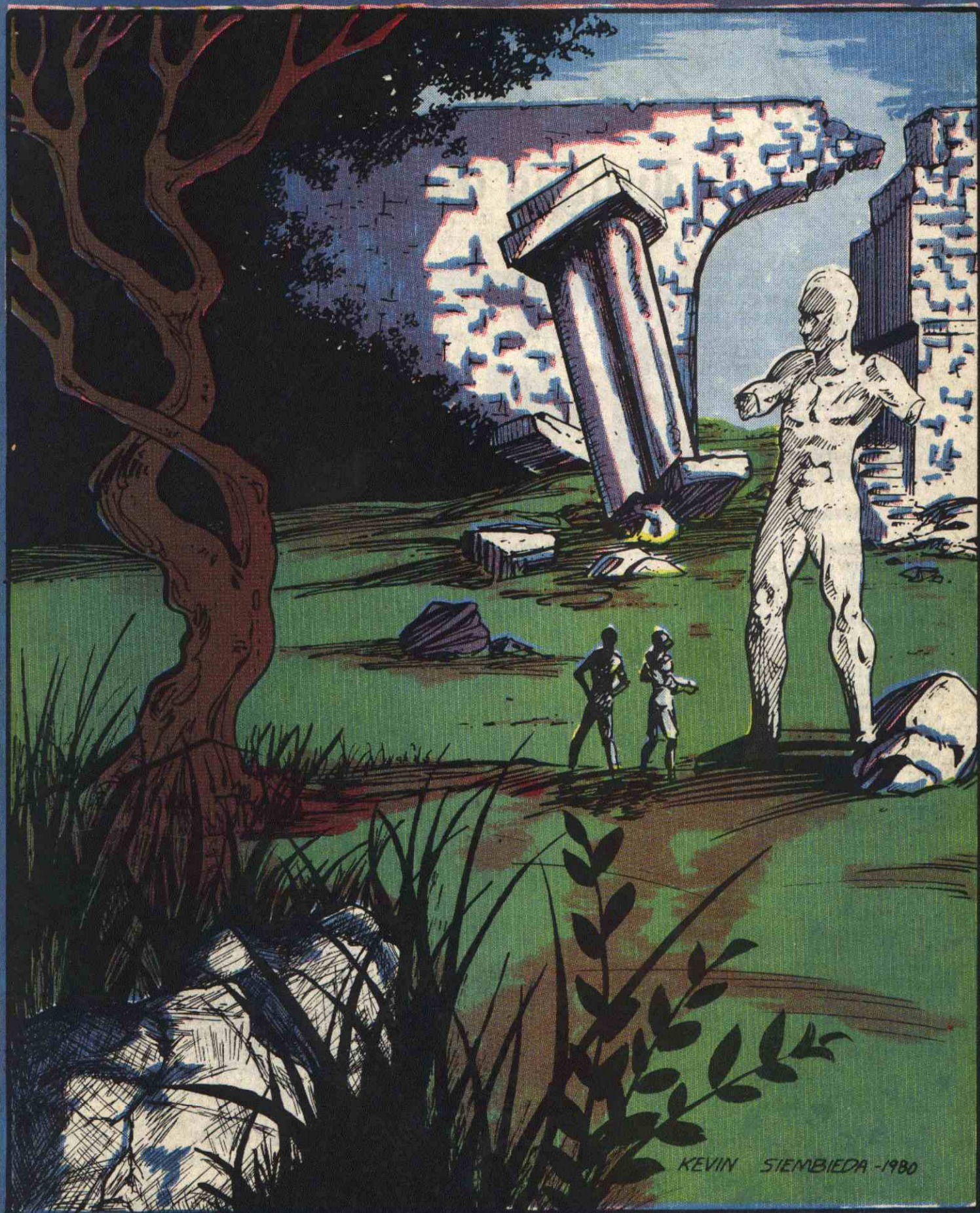
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