

The Book of Treasure Maps

by Paul Jaquays

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DUNGEONS & DRAGONS™



No. 113

FIVE Scenarios, Complete Adventures with Judges & Players Maps, Full Background & Accompanying Rumors Ready to add to Any Campaign

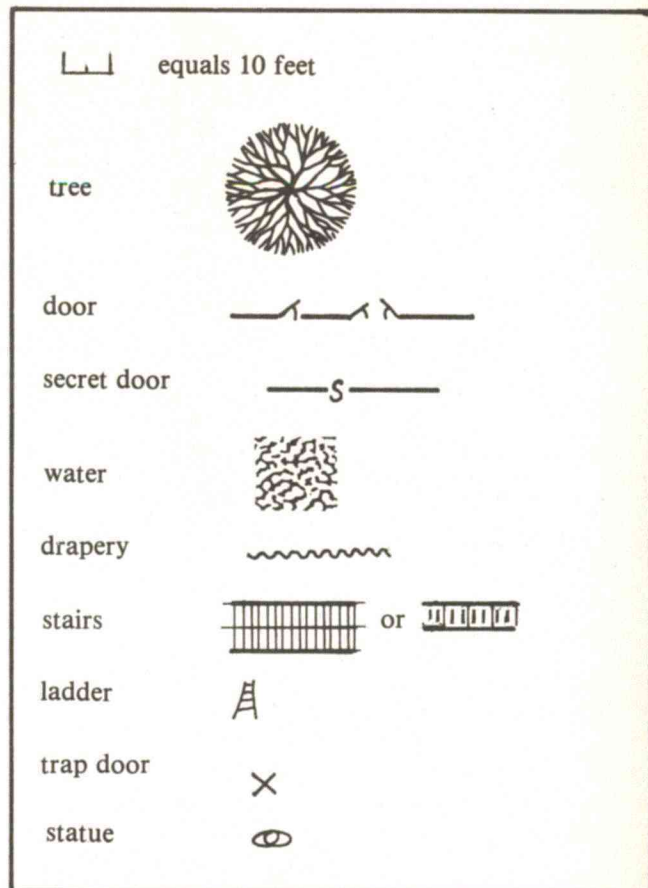
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Table of Contents

	Page
Introduction	4
Scenario One: The Lost Temple	
Judges Map	5
Players Map	6
Text	7
Scenario Two: The Tomb of Aethering the Damned	
Judges Map	11
Players Map	12
Text	13
Scenario Three: The Lone Tower	
Judges Map	19
Players Map	20
Text	21
Scenario Four: Willchidar's Well	
Judges Map	34
Players Map	Back Cover
Text	35
Scenario Five: The Crypts of Arcadia	
Judges Map	40
Players Map	41
Text	42
Judges Guild Products	51

Key to Judge's Maps

To conserve space, only one map key has been included. The scale on all maps is $\frac{1}{4}$ inch equals 10 feet, or 1 square equals 5 feet.



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The Book of Treasure Maps



By Paul Jaquays

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DUNGEONS & DRAGONS™

Judges Guild

Foreword, Introduction, Designer's Notes, Etc.

The **Book of Treasure Maps** is presented by Judges Guild as a playing aid approved for use with TSR's **Dungeons and Dragons™** fantasy role playing rules system. These aids have been devised to help the Judge enhance and improve his or her campaign, but not to take the place of the individual gamer's own imagination. The **Book of Treasure Maps** is a somewhat different collection of **Dungeons and Dragons™** adventures. Instead of providing a single, large dungeon or underground adventure complex; a selection of smaller "mini-dungeons" is herein presented. But, WAIT!!! Each of these scenarios has been keyed to a treasure map and located somewhere on the Judges Guild campaign maps. These treasure maps are designed to be easily photo-copied by the Judge and given to players when they discover the hoard in which the map is located. The maps are designed to look like just what they are, hand scrawled maps of underground complexes with adjoining texts and notes by the writer or subsequent possessors of the maps. Not all the maps are even "maps". "Willchidar's Well" makes use of a page of text torn from a book and "The Lone Tower" has an excellent map drawn on a magic shield. Some of the maps may be obscure, but they are designed to be so. This will encourage a little creative design work on the part of the Judge, by making it necessary to provide informants, etc. for the legends included with each scenario. Didn't I mention the legends? Well...each scenario has a set of legends, rumors, old wives tales and hard facts provided with it that might (stress "might") be obtained by asking around in bars or by bribing the local populace (sometimes players may wonder why the freedom of information act hasn't reached fantasy gaming).

As mentioned earlier in this pastiche, the treasure maps are designed to be photocopied. This has been done so the Judge doesn't have to rip pages out of the booklet or constantly let his players take possession of said booklet while they try to hand copy the map or refer to it during the course of their adventuring. To ease the conscience of those of you who would photo-copy these maps anyway, Judges Guild has granted permission to copy the treasure maps for non-commercial purposes as defined in the copyright laws of the United States of America.

The Judge's maps should be fairly self explanatory. The more complex maps, such as "The Lone Tower", will have information enclosed in the text of the adventure to help locate which level is superimposed over the other or how does one get from level "A" to level "E" without teleporting? A single map key has been provided that will contain all the relevant material to each set of maps.

The difficulty of these scenarios is probably about medium-duty. That is to say, low level characters may find themselves getting stomped while high level characters will probably clean the places out; but without obtaining any really fantastic treasures.

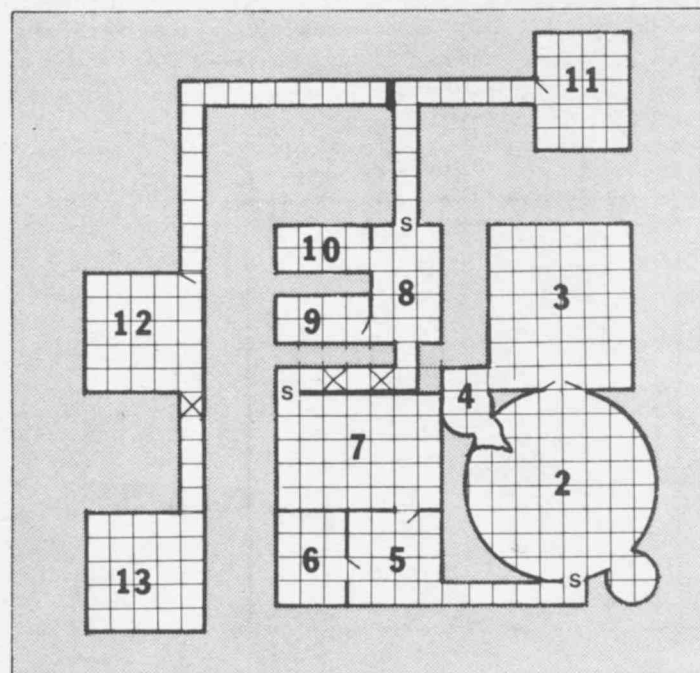
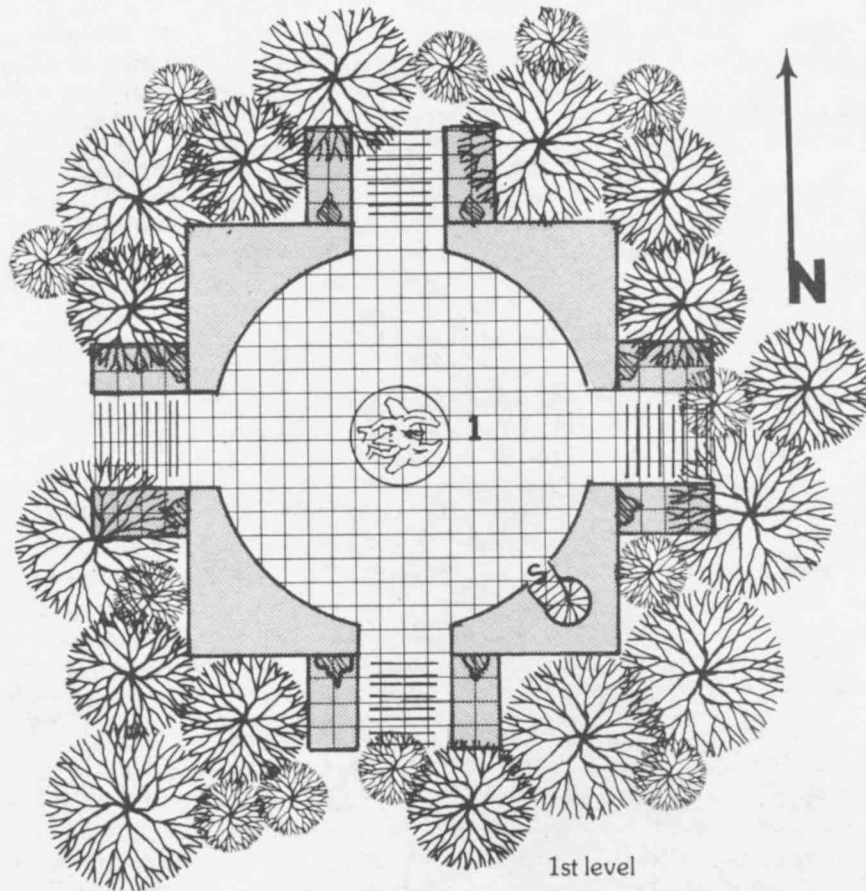
A note about the location of these adventures: All the scenarios in this booklet, with the exception of "The Crypts of Arcadia" have been located on the Judges Guild campaign maps. The treasure maps have been written to reflect this and either visually or verbally they will refer to locations on these maps. The description of each adventure will contain the map that the scenario is located on, the Judges Guild product it came from and the specific hex location of the adventure. If you do not use the Guild maps, you may want to redraw or rewrite the treasure maps before letting your players use them, since the maps will make references to areas and locations that are possibly not in your campaign. These scenarios may also be used just as easily without any attending treasure maps as per any other adventure scenario.

As a last word, I would like to acknowledge Arrow Graphics of Jackson, Michigan for their patience and help in doing some of the typesetting and process camera work on this booklet, **Dark Tower**, **Caverns of Thracia** and various articles for **The Dungeoneer**. To Mike Lyons, Kim Mohny and Pam Yother; Thanks.

As a last, (and final) word; I would like to dedicate this booklet to that near epitome of tolerance, my room mate, Randy Cox, who has had to put up with ink stains in the sink, reference books in the dining room and typing early on Saturday mornings.

Paul Jaquays
August 1979

The Lost Temple



THE JOURNAL OF VALAN THE BOLD

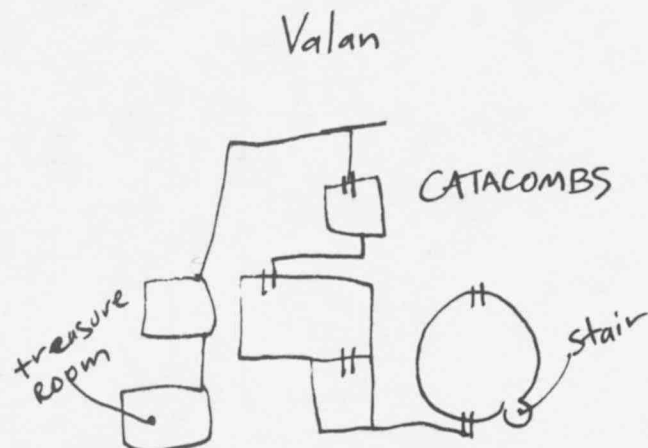
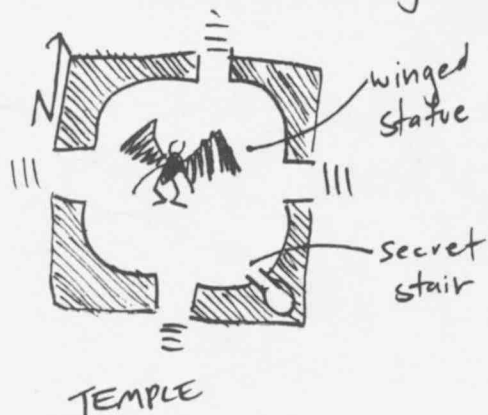
I write this missive in hopes that it reaches you, my brother. I fear that soon I shall join my comrades in death in this far land. Should you seek this great treasure which I have found, be wary. For I was the only living soul to escape. Know, O' brother mine, that I and 30 other reavers set out from Longshipshavens on a southward journey to harry the Altamirs. Several months found us at Ludgates on the west coast of the Strait between Oncha and the Isles of the Blest. Our captain, Redgate Spearthingersson wanted to see the City State of The World Emperor and we, the crew agreed to sail with him, although wary of unknown seas. With only crudely copied maps to guide us, we sailed into the sea of Five winds. We soon put in at Flaking to purchase pitch, but a fracas ensued and we sailed out, leaving a third of our crew dead in the smoking ruins behind us. We crossed open water and put in at Greenwax where we staged two weeks and saw two more men die of wounds sustained at Flaking.

In our eagerness to be underway (Greenwax was boring, no loose women) we put out ahead of a storm, which overtook us and drove us off course for two or three days. When at last the storm blew out, we had lost another 4 sailors (bold warriors all). We headed north again, soon striking land and coming upon the village of Lenap. There, we used the last of our pillage to repair the storm damage to the ship and procure rations. We heard local tales and the most exciting told of a lost temple in the Dangerous Jungle, accessible only by the Dark River. The tales told of a shining shield and a magic sword.

Redgate decided that he must have them. The men murmured against this, but we were short on loot. Eager for easy booty, we headed up the Dark River.

It was a perilous passage and another pair of bold fighting men lost their lives. At the source, we found it, A temple almost hidden by the jungle.

Inside was a huge statue of a winged demon, with gem-like eyes. We left two men to procure the gems while Captain Redgate found a secret door in the South East wall that led us deeper. Down we spiralled. Guided by luck or intuition we discovered the secret entrances that led deeper and deeper into the temple's catacombs, til at last we found the treasure vault. There were chests filled with gems and jewelry, a strangely-shaped shield and a glowing sword that none of us dared touch. Suddenly, as we stood there, something appeared in a flash of brimstone. Like both a snake and a woman it was, but then all was in darkness. I heard the death screams of my companions. Fear overtook me and I ran until I reached the chapel, only to find my comrades there were torn and rended, lying in pieces about the room. I went mad and fled into the jungle, contracting in the weeks that followed a strange fever which even now kills me. I and an elven companion are striving to reach the Holy cities. She will attempt to bring this letter to you. Below is a map of the temple. Bewarned my brother of its guardians.



Scenario One: The Lost Temple

This is the first in a series of unconnected adventures in this booklet that are keyed to be used with an enclosed treasure map. Judges Guild grants permission to photocopy these treasure maps for non-commercial use as per the purposes of the United States Copyright Laws. **The Lost Temple** is located on the **Lenap Campaign Map Ten**, from Judges Guild product No. 67, **The Fantastic Wilderlands Beyond**. The exact location is Hex No. 2314 on the west bank of the Dark River.

The following legendry is available concerning the Lost Temple. Villages close to the temple will have 1 - 3 pieces of information, while it is doubtful that any sources farther than 100 miles distant would have any knowledge at all. Work it out this way: Multiply the distance from the temple to the information source by 5% for each hex of separation. Subtract the number obtained from 100%. Roll under the resulting number on a d100. If this is done, the source will have 1 - 3 pieces of information concerning **The Lost Temple**.

Roll 1d4 to determine the amount of legendry known.

- | | |
|----------------------------|---|
| 1) 1 piece of information | 4) 1 piece of information, but it will be the opposite of what is listed (twist a lie into truth and truth into falsehood). |
| 2) 2 pieces of information | |
| 3) 3 pieces of information | |

An (F) following a statement indicates that it is false.
Roll on a d8 as indicated above.

- | | |
|--|--|
| 1) A demon haunts the temple. | 6) Do not trust the villagers along the Dark River. |
| 2) The temple has long since fallen to ruins. (F) | 7) A demon's amulet is hidden somewhere in the temple. (F) |
| 3) Beware of the undead. | 8) If you seek death, seek to wrest the eyes from their lodging. |
| 4) The vapors are vapors of healing. (F) | |
| 5) There are gems in the statue's eyes that are worth a king's ransom. | |

The temple is all but hidden by the overgrowth of the jungle. It is ancient. Incredibly ancient. The stone is beginning to weather away and any surface decoration is now long gone. In another millenium or so, it will probably come crashing to the ground. The only exterior features that are still visible are 8 giant, stone gargoyle faces that flank each set of stairs as they rise into the temple. The stairs go forward 20', but only rise 10'. From the outside the temple appears to be a 90' square cube of black stone. From the inside it has a 75' high domed ceiling.

- 1) **The Main Sanctuary of the Temple.** It is lit only by sunlight that filters through the 20' high door openings located at the 4 cardinal compass points. The area seems to be unnaturally quiet. Located in the center of the room is a 20' diameter pedestle that is 10' tall. Squatting on top of the pedestle is a cleverly carved giant statue of a winged, gargoyle like creature. If the thing stood up, it would be at least 25' tall (see illustration). Its eyes appear to be huge diamonds, worth at least 50,000 GP each. Scattered about on the floor of the room are the bones of at least two men. There are fragments of rusted armor still attached to some of the pieces.

Along the southeast wall, is a secret door that appears to be part of the stone wall. It opens up on a stair that spirals counter-clockwise down to the next level. It goes down a total of 50'.

If an attempt is made to relieve the statue of its crystalline eyes, the creature will animate. Giant Statue, AC: 0, Move: 12", HD: 14, Damage: 7 - 42, attack only once per every other round, HP: 60. Edged weapons only do half damage. It is immune to fire, magical and otherwise. It will attack until there is nothing living in the temple, then return to a squatting position on the pedestle.



- 2) **A Circular Room:** This room is empty, except for a beaked, stone head on the north west wall. A sulferous vapor constantly floats out of the eyes and mouth of the sculpture. The vapor is mildly poisonous and will cause loss of 1 - 6 Strength points for 6 turns if inhaled deeply (causes nausea). There are a pair of bronze-bound, wooden doors on the north wall that will crumble into splinters if touched. The secret door appears to be part of the wall.
- 3) **Room of the Fractured Frescoes:** The walls of this room were once gaily decorated with bright fresco paintings. However, now the plaster has faded and crumbled to dust on the floor. Some patches still remain, but they do not appear intelligible. The plaster once disguised a secret door into Room 4, but no longer.
- 4) **Alcove of the Oracle:** In this small chamber, a person gifted with prophetic ability would sit and inhale the vapors until he or she was almost violently ill, upon which the power of prophecy would come on them and they would speak into Room 2, making it appear that the stone head was speaking.

- 5) **Malignant Mold:** This room and the hallway leading up to it from the east are filled with yellow mold. AC: 9, HD: Not applicable, Damage: 1 - 8 plus 10' x 10' x 10' cloud of poisonous spores. Special ability: The colony of mold will attack psionically (Strength 48) with id insinuation or fire off its spore clouds at will.
- 6) **Skeletons:** Sealed into this room are 10 skeletons, AC: 7, Move: 6", HD: 1, Damage: 1 - 6, HP: 4 (x3), 6, 7 (x4), 8. If the door is opened, they will attempt to burst out and attack every living creature they can find. The door itself is locked.
- 7) **An Empty Chamber:** The secret door in the north wall appears to be a part of the wall.

The Hall Between 7 and 8: has 2 pit traps. The first (west) is 20' deep and will do 2d6 of damage to anyone falling in. The second is 40' deep and will do 4d6 of damage to anyone falling in. Both traps will open on a d6 roll of 1 - 4.

- 8) **A Vacant Vault:** This room is basically empty. The secret door in the north wall is 3' in diameter and is 4' off the ground. It is hidden behind a 4' diameter bronze plaque that depicts an beneficent looking old man. The plaque is attached at the top and will swing to either side. Any person standing in front of the opening will be hit by a crossbow bolt for 1 - 6 points of damage. The door to Room 10 is ripped off its hinges and the door to Room 9 is sealed with a green wax seal.
- 9) **A Sealed Spectre:** This room contains a spectre. A very hungry spectre. AC: 2, Move: 15"/30", HD: 6, Damage: 1 - 8 and 2 level energy drain, HP: 32. In a stone chest against the west wall is the following: 800 GP, four 500 GP diamonds, one 50 GP crysocola, two 100 GP aquamarines and a bronze dagger (worthless).
- 10) **An Empty Crypt:** This room appears to have been ransacked at some point in time. There are jumbled, dusty bones lying about the room and a few scattered coppers on the floor. The door into this chamber has been ripped off its hinges and lies on the floor.

The Hall Between Room 8 and Room 11: The west-bound passage has been sealed off and made to appear as if it never existed. Thus it seems that the hall only leads to Room 11. If the new construction is detected it will be but the work of a few turns to break down the seal.

- 11) **A False Treasure Trove:** In order to protect itself from further human incursions into its treasure trove, the demon has sealed up the west-bound passage and placed a mock treasure in this room. Lying about on the floor are the dessicated bodies of 3 warriors. They are long dead. Against the east wall is a huge box. The box is locked and there is a wax seal on the lock. If the wax seal is broken, all torches and lanterns and light spells in the room will be extinguished or *dispelled* (no saving throw) and an arcane chuckling will be heard (*magic mouth*). Opening the chest will set off a 5d6 *fireball* in the center of the room. Inside the chest there appears to be 1000's of gold pieces, several finely wrought pieces of jewelry, a magic sword and a strangely shaped shield. They are all *phantasmal forces* and will disappear when touched. At that point a *magic mouth* will speak: "Fools, did you think that I would leave my valuables where thieves such as you could find them? They are gone and so should you!"
- 12) **The Outer Chamber:** This room has a stasis field on it that will be broken when the door opens. Lying about on the floor will be 6 bleeding bodies of men in viking garb. They have been badly mutilated. One of them bears a shield with a red gate painted on it. The secret door in the south wall is hidden so as to appear as part of the wall.

Demon Hoard: This is the treasure trove of the temple. It belongs to a Type V demon named Rahmenah. Against the south wall is a large stone chest, capable of holding the following: 4 living skeletons, AC: 7, Move: 6", HD: ½, Damage: 1 - 6, HP: 3 (x4); 9 matched 1000 GP rubies; a non-magic sword with an enameled silver head of an old man on the pommel (it looks to be a very fancy sword worth 1300 GP, however, due to poor craftsmanship of the blade, it is -1 hit probability and only has value as a dress sword); a string of rose quartz beads worth 900 GP, and a wooden and carnelian sword sheath worth 1200 GP. There are also 10 wooden chests containing 1000 GP each and a shield shaped like a crescent moon (magic +2). The bottom of the stone chest is false and if removed, the following will be revealed: 5 small rectangular boxes. Each one is lined with lead and they are all identical. Four of them may be opened safely, but the 5th will explode for 3d6 points of damage to all within a 10' radius. The character holding the box will take double damage, rolling constitution or less on a d20 reduces to normal damage. Regardless of which box is opened last, it will explode. The explosion will also destroy the contents of the box, if any.

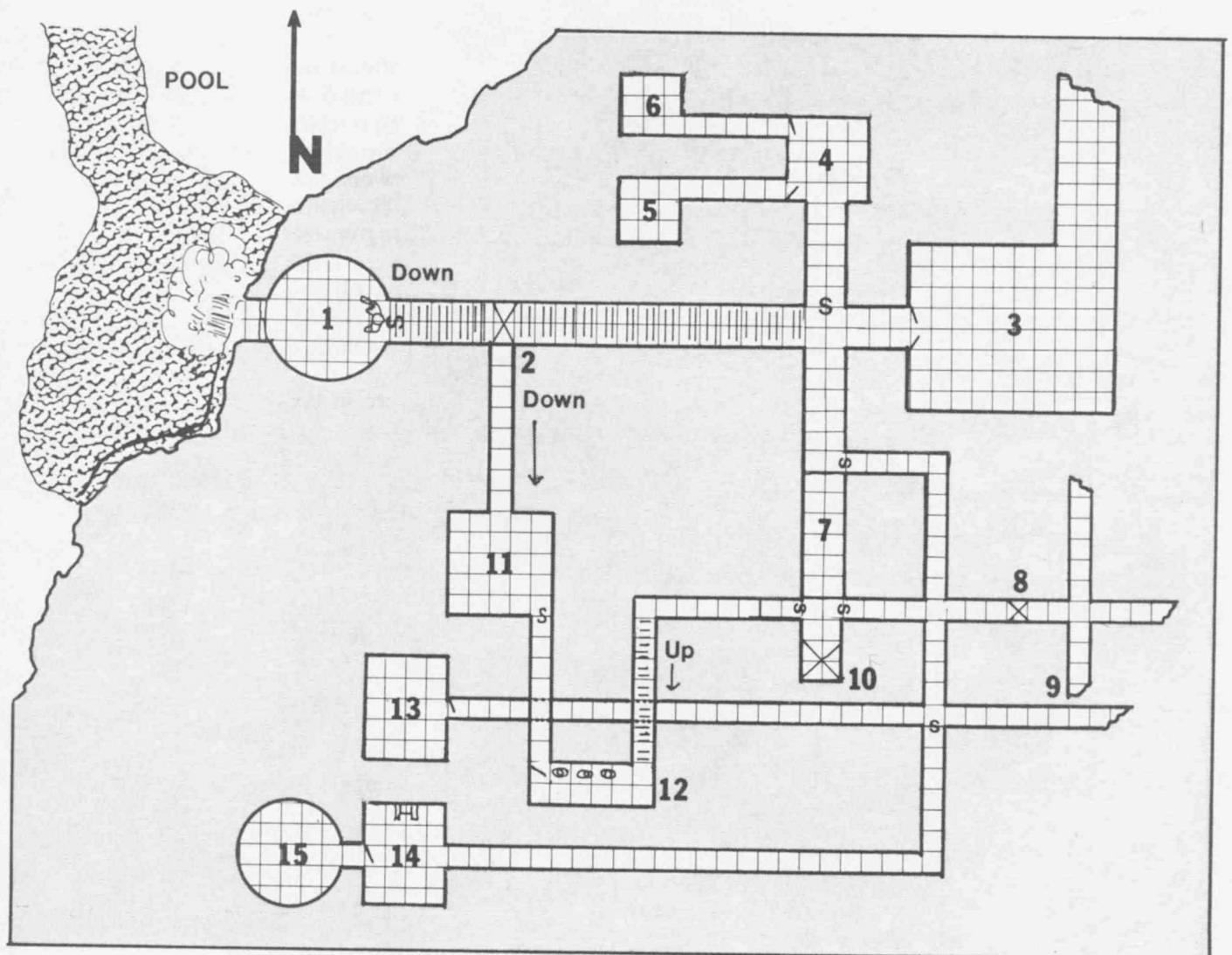
- Box 1) Treasure map (map from this booklet may be used).
- Box 2) Wand of Illusion - 35 charges.
- Box 3) Empty
- Box 4) Empty
- Box 5) Scroll: Protection from Lycanthropes.

If the treasure is disturbed, the demon Rahmenah will appear almost instantaneously. Rahmenah: Align: CE, AC: 7, Move: 12", HD: 7, Damage: Construction for 2 - 8 and 6 weapons: 2 Maces for 1 - 6 each, 3 Swords for 1 - 8 each and a magic Sword (see below). The demon is immune to non-magic weapons and is 80% magic resistant. Psychic Strength is 130 and attack modes are *psionic blast*, and *psychic crush*; defenses are *mind blank*, *thought shield* and *mental barrier*; Innate powers, usable once per melee round are: *infravision*, *teleport* (no error), *darkness 5' radius*, *open gate* (50% chance), *charm person*, *levitate* (as per an 11th level MU), *read languages*, *detect invisible objects*, *cause pyrotechnics*, *polymorph self* and *project image*.

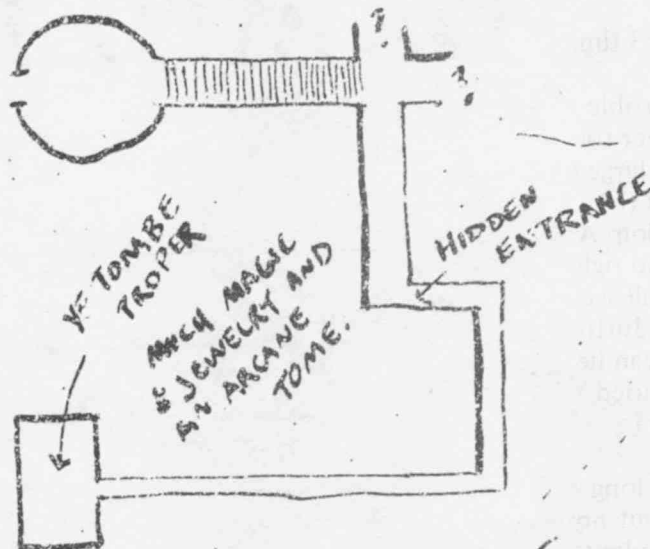
Rahmenah use the Chaotic Evil magic sword, Holy Terror. It is a +1 sword, +3 against Clerics (+4 against Lawful Good Clerics). It has an Intelligence of 10 and an Ego of 12. It speaks Common and Red Dragonish in addition to its alignment. It has the special abilities of being able to *detect magic*, note shifting walls and locate secret doors.

If Rahmenah sees that he is outclassed he will teleport elsewhere in the dungeon and attempt to summon brother demons (see **Eldritch Wizardry**, supplement 3, page 33).

THE TOMB OF ÆTHERING THE DAMNED



MAP OF THE TOMBE OF AETHERING. WHO IS CALLED DAMNED



COPYED FROM THE
ORIGINAL.

I, NORVAL RYDER, MANSERVANT OF THE DAMNED
ONE, HAVE TRANSCRIBED THIS MAP OF HIS TOMBE.
IT IS HIDDEN SOMEWHERE NEAR THE YOTING PEAKES
IT IS NOT YET FINISHED AS I WRITE THIS.

N.R.

Scenario Two: The Tomb of Aethering the Damned

The tomb of Aethering is located on the **Elphand Lands Campaign Map Nine**, from Judges Guild product No. 67, **The Fantastic Wilderlands Beyonde**. The exact location in Hex No. 1911, near the river. The tomb of Aethering is not well known. There is a base chance of 60% that any intelligent creature living in Hex 1911 will have 1 - 2 pieces of legendry concerning the tomb. For each hex of distance from 1911, subtract 5%. There will always be a 5% chance of someone knowing something about the tomb, regardless of the distance. To determine if an NPC has information concerning Aethering's tomb or whether a library might contain a reference, find the percentage chance as detailed above (libraries will have a +15% chance of having information), then roll under this percentage on a d100. If the roll is made, the informant will have 1 - 2 pieces of information as detailed below (libraries will always have 1 - 3 pieces of legendry).

Roll 1 - 2 times on a d10 (1 - 3 times for libraries).

- 1) Aethering died of a horrible rotting disease.
- 2) There are at least 2 other tombs in Aethering's complex.
- 3) During construction, a large hall had to be sealed shut.
- 4) The tomb is unguarded (F).
- 5) During his last expedition, Aethering discovered a sealed book that he never opened.
- 6) The place is haunted, no right thinking humanoid would go near there.
- 7) "Through water, ye shall seek your quest."
- 8) The tomb is hidden by Jutting Peaks mid-day shadow.
- 9) Far up the river Kukulcan lies Aethering's fane.
- 10) Treasure untold lies buried with the dead man. A king's ransom in gold. . . nay, twice a king's ransom in gems and jewelry. (F)

The tomb was carved long ago by the servants of Lord Aethering in preparation for his death. He wished to be remembered, but not to have his body disturbed. Nor did he want to pass certain portions of his legacy on to his descendants. However, one of his servants managed to copy a portion of the plans. Unfortunately for him, the plans were changed somewhat thereafter. The servant later lost the map while drinking too much in some far-flung tavern, unable to raise the necessary money to finance a group of adventurers to plunder his master's tomb.

The tomb entrance is hidden behind a waterfall that flows down from the mountains into a deep, cold pool and then flows on to become a tributary of the Kukulcan River. The river was redirected after the map was made and the waterfall was caused to form a disguising veil over the entrance to the tomb. A narrow and slippery path leads along the face of the rock wall, behind the falls and into the shallow opening that houses the tomb's doors.

- 1) **The Outer Room:** The doors to this room from the outer world are made of heavy stone and are intricately carved with images of demons and dragons. In the center of each door valve is the face of a Type II demon. Rapping the right hand face with any object will cause the door to open. Because of the weight of the doors, they will be openable only as *wizard-locked* doors. Treat the opening as if overpowering a spell cast by a 4th level Magic User. The doors are not actually *wizard-locked*. They are so heavy and so poorly balanced that it just seems like *wizard-locking*. The room is circular, has a 30' ceiling and is carved out of the living rock, as are all the rest of the halls and rooms in this complex. The room is devoid of any ornamentation except for a grim looking statue of an ogre against the east wall. The statue seems to be wonderfully carved, considering the time period it was created during. The statue is actually a real Ogre, turned into stone by the evil Aethering to guard the opening. The Ogre does not know that he is a guard. He will just be mad when he is turned back into flesh, so mad in fact that he will begin to smash anyone he sees. However, the Ogre might not fight if convinced that the group has nothing to do with Aethering and that they are going to loot his tomb. If promised at least an equal share he may chose to wreak his revenge on his long-dead master. The Ogre is named Grunch. He speaks Ogre and has a 45% chance of understanding Common. He does not like Dwarves and may eventually attempt to kill all Dwarves in the adventuring group. He has a Constitution of 17 for determination of stone to flesh survival. Also, the following permanent spells were cast on Grunch before he was stoned: *Shield, haste, protection from normal*

missiles. All spells will have a duration of 2 turns. AC: 5, (4 with shield spell, 2 against missiles), Move: 9" HD: 4 + 1, Damage: 1 - 10 with club, HP: 30. If Grunch (when in stone form) is touched, or the wall behind him (east wall) is touched, then he will turn from stone to flesh and must make a saving roll based on Constitution.

The east wall disguises an opening. It is hidden by a 1" veneer of stone that exactly matches the wall, making it secret. Grunch does not know of it, nor does the map detail it. The map just shows an opening. If 20 Hit Points against an AC: 2 are dealt to the section of wall, it will crumble and reveal a 10' wide stair going down.

Wandering Monsters

Parasites and lower forms of life seem to infiltrate everywhere, regardless of efforts to seal them out. After the door from Room 1 into the rest of the dungeon has been breached, any of the three following types of monster may be encountered as per a normal wandering monsters roll. To determine which creature is met, roll a d10.

- 1 - 4) Gelatinous Cube: AC: 8, Move: 6", HD: 4, Damage: 2 - 8 + special.
- 5 - 8) Ochre Jelly: AC: 8, Move: 3", HD: 5, Damage: 2 - 12.
- 9 - 10) Carrion Crawler: AC: 3/7, Move: 12", HD: 3 + 1, Damage: Paralysis.

Roll Hit Points for the above creatures as necessary.

- 2) **Pit Trap and Slide:** A 10' wide stair descends 100' into the depths of the earth. At the position indicated (25' - 30") is a counter balanced pit trap. It is slightly stuck, but each character passing over it will increase the base chance of 10% by increments of 10% per being passing over it. Grunch, the Ogre, and any creatures of a similar size will count as 2 characters. Thus if one character passed over the trap and it failed to open on a 10% chance, the second person passing over would have a 20% chance of activating the trap. Walking in tandem (side by side/double file) will increase trap's opening chance by only 15% per time. Once the trap is sprung, it will jam shut, unopenable. The trap opens up on a slippery slide that swiftly deposits victims, unharmed in Room 11 to face the 2 giant lizard zombies that lurk therein. The slide is too slick to be re climbed.
- 3) **The Worship Hall of the Dead:** This is a sumptuously furnished chamber containing various well-preserved pieces of furniture. If these items are hauled out and carefully carried back to civilization, they would fetch a total of 10,000 GP. However, any damage incurred along the way would lower their value. There are a total of 20 pieces of furniture ranging from 6 ornate chairs to a huge oaken table. Most of the items will require at least a cart or a wagon to remove. On the north wall is a set of shelves containing the preserved heads of 100 men and women. The heads are pickled in large glass canisters, sealed with wax. If *Speak with Dead* is used, the heads (all dead at least 100 years, this will require at least an 11th level Cleric) can answer any question as per a sage, 95% ability. This may require speaking with many of the heads. Lining the rest of the walls of this room are mummified, zombie-like soldiers in various kinds of armor. The men are actually dead and will not come to life unless an *animate dead* spell is cast upon them. The corridor leading off to the north is a hastily sealed passage. Possibly the builders had discovered something that was better off left undiscovered. (This is an excellent opportunity for a Judge to expand on this scenario by including his own material.)
- 4) **Secret Burial Vaults:** The door to this chamber is disguised as a normal wall. Only if searched for, will the clever joints between door and living stone be revealed. Attempting to open the door will have a 1 - 4 chance on a d6 of releasing a spear trap that will hit for 1 - 6 points of damage. Trap may be evaded by rolling Dexterity or less on d20. The walls of the hall leading to this room and of the room itself are covered with a plaster that contains obscure fresco paintings. It seems that they show a funeral procession, but then again maybe it is a religious ceremony. On the north wall is a huge image of the demon prince, Orcus. His eyes seem to watch any who enter the room. The doors into Rooms 5 and 6 are not locked, but they are sealed with a wax signet.

- 5) **The Crypt of Aethering's Son:** This is the burial place of Aethering the Damned's only son, who was rumored to have disappeared long before the evil lord's demise. Staked spread eagle on the west wall is the mummified body of Aethering's son. It has been spiked through the wrists, ankles and abdomen. The thing is a mummy and still alive. Although it can't move, it will snap and glare at any intruders. Around the thing's neck is an amulet of some apparent worth. It is a cursed amulet. So powerful is the curse, that any attempt to remove it will have a 40% chance of causing insanity in the wearer. The curse of the amulet is as such: The amulet can not be removed by the wearer. It can be removed by someone else, but the wearer will immediately die, since his life force has been contained in the amulet. If the amulet is then placed on the body again, it will come to life until the wearer dies normally, in combat or of old age or whatever. Upon natural death the wearer will become a mummy, with all the hit dice and benefits and curses thereof. If the amulet is successfully removed by *remove curse*, it will take 1 - 2 life levels (experience levels) with it. Removal of the levels will never kill, instead a victim may be reduced as low as a level 0, non-adventuring character. All attacks will become -1 (off of a 1st level fighter's base chance) and hit dice must be re-rolled. 500 Experience points will be required to reach 1st level again. All skills, spells, etc. will be lost. If the amulet is removed from a mummy, the mummy will irrevocably be destroyed, no saving roll, no resurrection possible. Thus Aethering's son will be destroyed if the amulet is removed. The amulet is known as **The Talisman of Eternal Life**. It may be worth as much as 10,000 GP if the right buyer is found.
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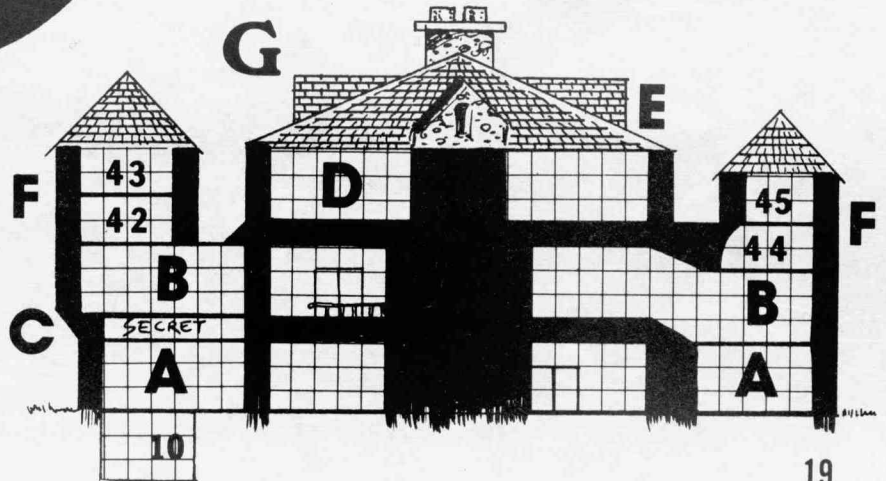
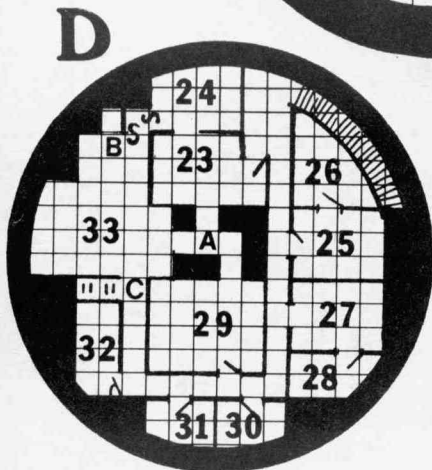
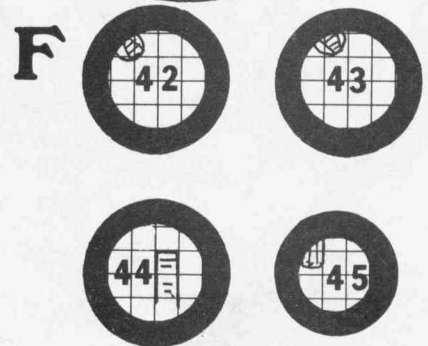
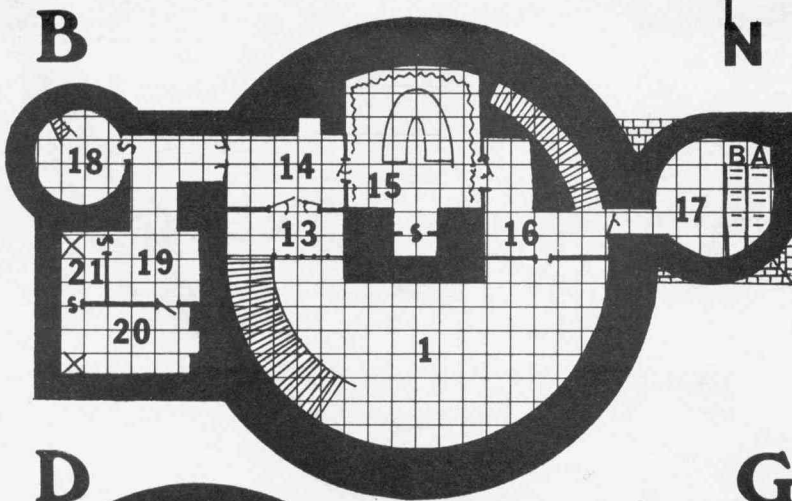
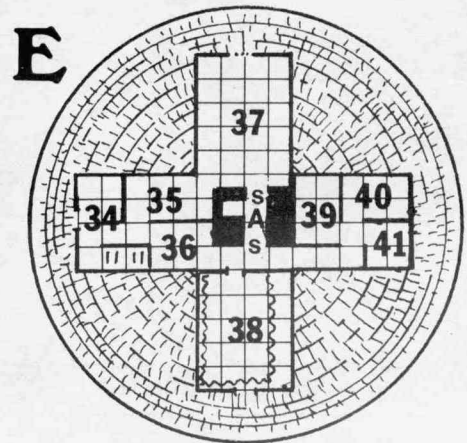
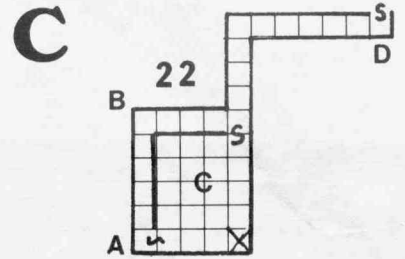
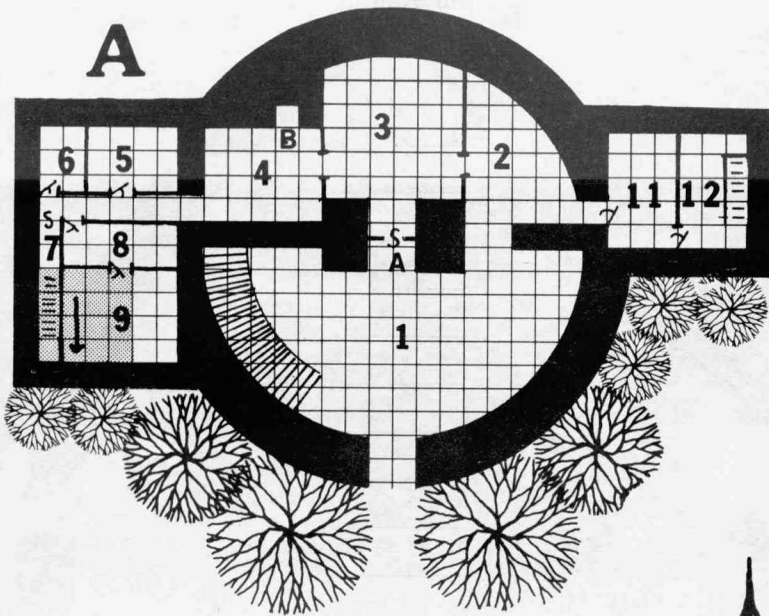


- 6) **The Crypt of Aethering's Wife, Anasia:** There is a vat of liquid in the center of the room. The vat is 5' across and appears to be about 2' deep. The liquid is silvery gold in color. If looked into, the image of a very beautiful woman with long golden hair will appear to be reflected in the liquid, like a mirror. The liquid will then appear to ripple and the character's own image will appear in the pool. However, the character will then have taken on the image of the woman in the pool (for male characters, this involves a sex change). This is a very subtle change and will not be noticed by the character, nor will it require a Constitution saving roll. The character will be allowed a save against magic at -2 due to the subtlety of the magic. There is an additional 35% chance that the spirit of the dead woman will possess the body, retaining all her memories and those of the victim's. This is done by subtracting the victim's Intelligence from Anasia's and multiplying by 10%, then rolling under that number on a d100. The statistics for Anasia's body are as follows (if change is only physical, then Wisdom and Intelligence scores will be ignored. Charisma will equal the average of Anasia's and the Character's): STR: 9, INT: 17, WIS: 11, DEX: 16, CON: 12, CHAR: 17. Anasia is normally AC: 8, Move: 12", HD: 6d4, Damage: by weapon type, HP: 15. Spells: *charm person* (x2), *magic missile*, *sleep*, *invisibility*, *wizard lock*, *slow spell*, *fireball*. Anasia is also chaotic evil and is very much interested in looting Aethering's tomb, since she has a fair idea of what the magic book that he found will do. If she possesses the body of a character, she will disguise the fact and act as if she were the person possessed. Any discrepancies would be attributed to the stress caused by the physical change. Her goal is to remove several items from the treasure trove of Aethering and then ditch the party of adventurers. Unfortunately, she does not know the layout of the tombs. Although she died young, she has a fairly good idea of what went on in the world because of the way in which she died, since she was entrapped in the vat while on an adventure with her husband. A character so trapped in the pool will be entrapped for 1 - 100 years, during which time they can be seen and see out, but can not leave the pool and possess a new body. Her particular entrapment lasted 65 years, during which which she was entombed in the crypt and her husband (later remarried) would come and visit her often, not realizing that she was not really dead. Remember: Anasia will not reveal that she is a 6th level Magic User unless she absolutely has to (in situations of life or death).
- 7) **Mire of Flame and Fire:** This 30' section of floor (between the secret doors) is of extremely sensitive nature. It will be much warmer than the rest of the dungeon, so much so that mere body heat will cause the floor to ignite into flame doing 1d6 of damage per round to creatures trapped in the flames. Once ignited, the flames will burn smokelessly for weeks. At either end of the flame area are secret doors. They appear to be hidden as parts of the wall.
- 8) **Pit O' Spikes:** This trap will open as per a regular trap on a d6 roll of 1 - 4. The pit is 10' deep and the bottom is covered with spikes. 1 - 4 will strike the poor soul who falls in (striking as per a spear +2 used by a 7th level fighter). The spikes will do 1d6 of damage and there is an addition 15% chance per spike that the poison on them will still be active (+2 save) and will do an additional 1 - 6 points of damage plus effects similar to a *slow spell* for 1d20 +5 turns, if the save is not made.
- 9) **Strange diggings:** There is a skull of some weird creature embedded in the stone wall, as if it was uncovered and then suddenly the discoverers quit digging. If the skull is touched, the toucher must save vs. magic or come under the effects of a *fear* spell. The excavators of the crypt came this far and all fled, refusing to return to this section even under the penalty of death. Inside the skull of the creature is its petrified brain, which has formed into a strangely shaped amethyst crystal worth 3000 GP.
- 10) **Insidious Teleport Trap:** There appears to be a pair of doors at the end of this hall. The doors are fake, but the trap in front of them is decidedly not. If an attempt is made to open the doors, the teleport trap will work and will send victims to a point directly over the pool in front of the tomb and about 20' - 30' in the air (i.e. SPLASH!). The trap will work 1 - 10 times. All things in the 10' square area marked by the "x" will be teleported.
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- 11) **Lair of the Zombie Lizards:** These creatures will normally be encountered only if the trap above (2) springs and brings 1 - 2 victims sliding downward (see Room 2 for further details on trap). The room is featureless and there is a pile of what appears to be rotting debris in the southeast corner (blocking a secret door). The debris will coagulate in 1 - 2 melee rounds into a pair of giant zombie lizards: AC: 7, Move: 6", HD: 3, Damage: 1 - 6, HP: 7, 9. The lizards guard no treasure.
- 12) **Three Animated Statues:** Three, man-like statues stand here and seem to radiate a strange glow (*continual light*). The statue on west end has a head like a featureless sphere. The center statue is that of a naked female but with the head of a cobra. The east statue is of a male with a cat face having one cyclopean eye. If the room is entered farther than 5', the statues will attack. The statues will not leave the room or pursue down the stairs immediately. They will wait and pursue slowly, sensing all life within the tomb complex. They will also not attack Anasia or a character bearing the form of Anasia. See Room 6 for details. Statues: AC: 1, Move: 6", HD: 5, Damage: 1 - 10 + special, HP: 30. Special powers: The sphere-headed statue's touch causes complete amnesia for 1 - 20 turns if saving throw vs. magic is not made. The cobra woman's touch is a deadly poison that will cause death in 1 - 6 melee rounds if a save is not made. If a save is made, then the character merely becomes ill and loses half his or her Strength and Constitution until the poison passes from the system in 10 - 60 turns. The single eye of the cat-headed statue will cast a searing heat ray that will do 1 - 6 points of damage if a save vs. death ray is not made. It may attack one creature per round in this manner. The eyes of the statues are as follows: Sphere head has no eyes, but upon its destruction, the head (if intact) will become a crystal ball and can be used for clairvoyance. The eyes of the cobra woman become a matched pair of 1000 GP emeralds. The eye of the cat-cyclops becomes a ruby valued at 3000 GP that seems to have an inner glow of some sort (Judges may make anything of this).
- 13) **A False Crypt:** This appears to be the tomb of Aethering. There is a seemingly ornate sarcophagus placed along the west wall and several chests and urns set carefully along the north wall. Guarding the room are 6 living skeletons: AC: 7, Move: 6", HD: ½, Damage: 1 - 6, HP: 2, 3, 4 (x2), 3, 3. In the sarcophagus is the crumbling skeleton of a man. The statue wears jewelry that appears valuable, but in fact is only worth a total of 100 GP. In the chests and urns are 200 GP and 20,000 SP. There is a crossbow trap set over the sarcophagus that has a 40% chance of hitting anyone opening the coffin unless precautions are taken, doing 1 - 6 points of damage.
- 14) **Entry Room to the True Crypt:** This room is devoid of physical trappings except for the door in the west wall, the throne on the north wall, a mean looking wight and 4 zombies. The door will not open by any means, unless the throne is sat in by a living creature. Currently, the wight is sitting on the throne and is flanked by the 4 zombies. Wight: AC: 5, Move: 9", HD: 3, Damage: 1 level of energy drain, HP: 24. Zombies: AC: 2 (Plate and Shield), Move: 6", HD: 1, Damage: Swords for 1 - 8, HP: 7, 4, 6, 5. There is no treasure in the room.
- 15) **The True Crypt and More Undead:** This is the actual resting place (if it can be called rest) of the long dead Aethering the Damned. The floor of this room is made of dirt. Lying against the west end of the room is the moldering corpse of Aethering. He has become a mummy, AC: 3, Move: 6", HD: 5 + 1, Damage: 1 - 12 + rotting disease, HP: 31. Special abilities: Immune to normal weapons. Magic weapons only do half damage. Vulnerable to fire. Initial sight of mummy may paralyze with fear (save vs. magic). A group numbering over 5 may add +2 to the roll since there is supposed safety in numbers. To the north and south of the door are a pair of Ogre zombies: AC: 5, Move: 6", HD: 3, Damage: 1 - 10, HP: 20 (x2). These creatures will attack if the room is entered. If one of the ogre zombies is destroyed, a fresh one will clamber up out of the dirt floor. There will always be 2 ogre zombies in the room as long as the mummy is still "alive". Once the mummy is destroyed the zombies will continue to fight, but they will not regenerate out of the floor. The room appears empty, but if the center of the dirt floor is dug up, a stone floor will be discovered about 2' down in the dirt. If enough area is cleared away, then a trap door will be unveiled. The trap door opens up on a shaft that descends downward 20' to a room of the same dimensions as the one above it (circular, 25' diameter). Against the east wall is a statue of Aethering in his prime. He appears as a fighting man decked out in Plate Mail and sumptuous robes. In the center of his forehead is a blue gem that is worth 3000 GP. In his right hand, he clutches a jeweled sceptre worth at least 4000 GP. Against the west wall is a

stone box containing 3000 GP, all in 100 GP ingots. On top of the stone chest sits a skull that appears to be made of some kind of crystal and might be worth as much as 5000 GP. If the large stone box is moved aside, then a hole will be revealed in the ground. The moment that the box is completely moved from the hole (1' in diameter) an invisible stalker will spring out of the hole and randomly attack one being until it kills him or her and then disappear back to its own dimension. Invisible Stalker: AC: 3, Move: 12", HD: 8, Damage: 1 blow for 4 - 16 points of damage. Inside the hole is a book. The cover alone is worth 10,000 GP in gems and gold. The book is a **Book of Infinite Spells**, as per the magic item. The Judge should determine which spells are on the book's pages. This is the book that Anasia (Room 6) desires.

The Lone Tower





Scenario Three: The Lone Tower

This scenario is located on the **Tarantis Campaign Map Four** from Judges Guild product Number 18, **Wilderlands of High Fantasy**. The exact location of the tower is in Hex 3522 in the Forest of the Crying Wood. The tower is located near the junction of the two branches of Deercreek Stream. There is very little known about the Lone Tower, also called Clearmoon Castle. Locals will clam up and refuse to talk when the name of the tower is mentioned. Money might loosen lips but it might take a lot to loosen them sufficiently. Only the villagers of Willowsfen and Urillus-Elos would have information about the Lone Tower. Any given villager will have 1 - 4 pieces of the rumors, information and legends listed below, concerning their local bit of superstition. A piece of information followed by (F) indicates that the information is false. There is a 25% chance that the villager will know this and will reveal it if paid better for his knowledge. The locals will require double normal hiring rates to go anywhere near the tower and triple to quadruple rates if it is within several days of a full moon happening. Roll 1 - 4 times on a d10. Each piece of information will usually have to be bought separately.

- 1) The tower is also called Castle Clearmoon.
- 2) It appears only upon nights of the full moon.
- 3) It is haunted.
- 4) On nights of the full moon, villagers, cows and travellers have been known to disappear forever or to be found drained of blood or with their throats torn out. The bodies are always burned and the ashes blessed and mixed with holy water, garlic and belladonna before being buried with a holy symbol.
- 5) A foreign holy man once sought to purge the castle on a night of a full moon. He, and a dozen villagers never returned.
- 6) A local seer has had visions of glowing crystals and golden metal buried beneath the floors.
- 7) There have been no rumors of attacks on villagers for several moons now (F). (Note: If it is indicated that one villager says this particular phrase, then all the villagers will say the same thing. Chances are they may be speaking the truth but more obviously they are scared of the creatures lurking in the dark woods and just want to be left alone to deal with their own troubles.)
- 8) Dark bat shapes have been seen outlined against the moon.
- 9) Wolves have been seen prowling the woods, wolves with strangely glowing eyes.
- 10) A beautiful maiden has often visited the village, but she always disappears on nights of a full moon. (If this legend is spoken by an old man or woman, he will further relate that he/she remembers seeing the woman when he/she was just a child and that she seems little older than he/she remembered.)

The map that locates the Lone Tower or Castle Clearmoon is somewhat different than the normal treasure map. It is written in moon runes on a +1 shield. These moon runes are writing and drawing that are visible only under the light of a full moon. Otherwise, the shield is blank, even if a *detect magic* is used. A *detect magic* will get a positive indication but will not make the map appear. Only moonlight will do that. Another quirk about the map/shield, is that there is normally visible on the shield an image of the moon. This moon image will change as the moon changes, going through an entire lunar cycle (new to full), following the moon itself.

The map itself does not show the location of treasure within the castle. In fact, it only shows the location of the castle, making no reference to treasure other than "Here be the lost treasure of The Lone Tower".



Personalities

The Werewolf: Selena, Lady Clearmoon. In human form, she is a 9th level chaotic evil Cleric (Judge should make her a Cleric of some CE god in his or her campaign). AC: 9, Move: 12", HD: 8, Damage: Mace for 1 - 6 points of damage, HP: 34, spells: *cure light wounds (x2)*, *detect good*, *hold person (x2)*, *silence 15' radius*, *cause disease*, *continual darkness*, *speak with dead*, *cure serious wounds*, *protection from good 10' radius*, *raise dead (x2)*. In Werewolf form, the Lady Clearmoon is AC: 5 (immune to all but silver and magic), Move: 15", HD: 4, Damage: Bite for 1 - 8, HP: 25.

While in human form, Lady Clearmoon appears as a young woman of great beauty and charm, dressed in rich clothing. She has hair that seems to be the color of platinum and sparkles like polished metal. In Werewolf form, she appears as a large, silver wolf with glowing green eyes (See illustration). She will have a gold wolf's head talisman with emerald eyes on her person. It is the controlling device for the wolf summoner in Room 33. With it, she may summon 1d6 of wolves per melee round, who will appear out of the machine and come to her aid. She will usually be attended by 2 - 20 wolves and 1 - 4 wolf weres (see below). Wolves: AC: 7, Move: 18", HD: 2 + 2, Damage: Bite for 2 - 5, HP: roll as needed. Wolf weres: These are lycanthropic wolves who become humans under the light of a full moon. In their human form they are immune to all weaponry except silver and magic. They will also be using armor to further protect themselves against harm and will use normal steel weapons in combat. In wolf form, treat the wolf weres as normal wolves. In human form they are as follows: AC: 4, Move: 9", HD: 5 (treat as 5th level fighters), Damage: Sword for 1 - 8 points of damage, HP: 31, 27, 39, 16. 50% of the wolf weres will be female.

When the castle is entered for the first time on the night of a full moon, Lady Clearmoon will be located in one of the following places: These situations will vary, depending on various factors and occurrences in the individual game and are up to the Judge as how they should be played).

Roll on a d20:

- 1 - 10) Outside in the forest, prowling for victims.
- 11 - 15) In Room 20, her lair.
- 16) Room 29.
- 17) Room 15, feasting on the remains of a victim.
- 18) Wandering about in the castle.
- 19) Room 4.
- 20) Room 43, tormenting the crazed old Cleric.

Remember the following: When the moon is full, Lady Clearmoon will be in wolf form, and the wolf weres will be human. Otherwise she appears as a beautiful and stately woman of wealth. When it is indicated that she is in a certain location, she will be at that place for 1 - 20 turns, then become a wandering monster.

Random Encounters

The following are random encounters that can be made in Lone Tower. If a creature is killed, it will not appear in its lair. On the other hand, if a creature is killed in its lair, it will not be randomly encountered. Encounters followed by an asterisk (*) indicate that a description follows below. Otherwise, refer to the numerical map location following the name of the creature(s). Encounters are given by map levels.

Levels A - B - D (Roll on a d10)

- | | |
|---|---|
| 1) Lady Clearmoon and entourage (see Personalities above).
2) The Flesh Golem (44).
3) The Lost Ghost (39).
4) Rat Pack (*).
5) A cold wind that extinguishes all torches, lamps and fires. | 6) Wolf Pack (*).
7) Insane laughter permeates the air for several moments.
8) Pack of wolves and wolf weres (*).
9) Giant Spider (*).
10) Simultaneous appearance of two of the above. |
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Level C (Roll on a d8)

- 1 - 6) The Lost Ghost (39).
 7 - 8) Lady Clearmoon (Personalities)

Level E (Roll on a d4)

- 1) Rat Pack (*).
 2) Milo Nightfellow, vampire (38).
 3) Zombies (37).
 4) The Lost Ghost (39).

Level F (Rooms 42 - 43) (Roll on a d4)

- 1) Lady Clearmoon (Personalities).
 2) The Lost Ghost (39).
 3) Cold Wind (see A - B - D, No. 5 above).
 4) Insane Laughter (see A - B - D, No. 7 above).

Random Encounter Descriptions

Levels A - B - D

- 4) Rat Pack - 4 - 24 giant rats, AC: 7, Move: 12", HD: 1/2, Damage: Bite for 1 - 3 + 5% chance of inflicting a serious disease, HP: roll as needed.
- 6) Wolf Pack - 2 - 20 Wolves, AC: 7, Move: 18", HD: 2 + 2, Damage: Bite for 2 - 5, HP: roll as needed.
- 8) Pack of Wolves and Wolf Weres: See wolf pack above and add 1 - 4 wolf weres, either in human or wolf shape, depending on the phase of the moon. In human shape, see the statistics for wolf weres listed under Personalities. In wolf shape, treat as normal wolves, albeit slightly more intelligent.
- 9) Giant Spider - AC: 4, Move: 3"/12", HD: 4 + 4, Damage: 2 - 8 + deadly poison, HP: 22. This spider is a stalking spider that makes no web. It will often drag victims off to its lair in Room 24 on level D.

Level E

- 1) Rat Pack - See A - B - D No. 4 above. These Rats are under the control of the vampire, Milo Nightfellow and will attack all intruders with ferocity, regardless of the odds.

About The Lone Tower or Castle Clearmoon: Judges Notes

There are some odd quirks about Castle Clearmoon. The first should be to explain the map on the shield. It is only visible under the light of a full moon when the lines and letters seem to glow with a silvery light. The shield is +1 magic and has an image of the moon on it that actually matches the changes in the phase of the real moon. If used at night, under the light of the moon, the shield becomes +2 and under a full moon, it is +3.

The map of The Lone Tower itself is put together as follows: "A" is the ground level. The shaded area under Room 9 is Room 10 (see cross section "G"). "B" is the second level up. "C" is the secret crawl space located under Rooms 19, 20, and 21. "D" is the third level up. "E" is the attic level. "F" is the two towers, 42 and 43 being the west tower and 44 and 45 being the east tower. "G" is the cross section map of the entire complex. The scale for the map is 1 square = 5'.

The Lone Tower has a distorted time sense. It only appears physically on nights of the full moon, otherwise, it occupies a different dimension, plane or time sequence. Since it only appears on nights of a full moon, the month intervening seems to pass as only a day for the occupants. Thus every night for the occupants of The Lone Tower is a night of a full moon. When the moon shines full the time sense of the castle synchronises with that of the "real world" and the occupants of the castle are unleashed. If an occupant of the castle does not make it back in before the moon set, then they are merely trapped in the "real world" until the next full moon. It happens occasionally, giving birth to the local legends of an immortal silver-haired woman. The castle has been appearing and disappearing for about 400 years. Killing Lady Clearmoon will take the curse off the castle. It will then occupy real-time permanently and the lost ghost may go on to what ever reward or punishment is waiting him.

Lady Clearmoon has been seeking a lover to turn into a were-wolf. If she is attracted to a high charisma male (and only high charisma males are attractive to her), she will attempt to capture him and turn him into a werewolf by infecting him with her disease.

The wolves and wolf weres will obey Lady Clearmoon to the death if necessary, since due to her evil nature and clerical powers, she has been granted the ability to raise animals and lycanthropic animals from the dead, but not humans.

Level "A"

- 1) **The Entry Room:** There is a 20% chance that this room will contain 1 - 6 wolves, AC: 7, Move: 18", HD: 2 + 2, Damage: Bite for 2 - 5, HP: 11, 7, 15, 12, 5, 10. A curving stair ascends 20' to balcony on the west side of the fireplace. The room is well furnished and there are several carpets on the floor and tapestries on the wall depicting the usual mythological hunting scenes and pictures of fantastic animals. The 5 tapestries are worth about 100 GP each and weigh 50 lbs. apiece. "A" marks the location of the large fireplace. The chimney can be climbed all the way to the top by rolling a character's Strength or less on a d20 (Thieves subtract their level from the die roll). Failure causes 1d4 of injury due to fall. There are various secret entrances and exits along the way that are not secret from inside the chimney. Since most of the castle occupants seem to prefer their meat raw on the hoof, the various fireplaces are hardly ever used.
- 2) **Antechamber of the Guardian:** This blank, featureless room is guarded by a tall black statue, carved in the guise of a wolf-headed man and splendidly muscled. The statue is carved of a dense, black wood that will not burn unless torched with magical fire. Even then the damage will only be half. Dousing the creature with oil and then lighting it will do no damage unless at least a half dozen pint containers of oil are used. The damage done will equal that normally caused by a single container of ignited oil. Statue: AC: 4, Move: 6", HD: 8, Damage: 2 - 16 every other round, HP: 40. If the statue is attacked it will begin moaning. This moaning will be very loud and after 2 rounds, will summon 1d6 of wolves every melee round (this is possible, since the moaning throws into high gear a magic device possessed by the werewolf. It is a device of monster summoning that permanently summons wolves and places them under the control of the user. The device is bulky and can not be moved about by one person. See Room 33.). The eyes of the statue are 200 GP (each) aquamarines.
- 3) **The Main Kitchen:** This room is normally empty. There is a 10% chance of a wandering monster being in here, though. The kitchen contains various pots and pans and kitchen utensils, as would be found in a well-to-do household. All are in good condition, approximate value 50 GP for the whole lot.

- 4) **Food Preparation Area:** This is a room where food was prepared for the house, to be lifted up to the various dining and living quarters via "B" the dumb waiter. The dumb waiter is large enough for several persons to stand in, but it will only lift 500 lbs. It operates magically, using a permanent *levitation* spell. There is a series of buttons marked 1, 2, and 3, inside the waiter and a summoning button outside. If the wall of the waiter next to the buttons is searched for secret openings (Elves will not "notice" this unless they look for it) is a secret panel that when opened, reveals two more buttons, marked "S" and "B". Pressing the numbered buttons will cause the waiter to rise or descend to the indicated floor. Pressing "S" will take the waiter to the secret crawl space (Level "C") and pressing "B" will take the occupants down to a secret escape tunnel, 50' below the surface of the ground. The tunnel runs north for a 1000' and surfaces in a copse of trees. The dumb waiter connects Rooms 4, 14, 22, and 33.

There will be 6 zombies in the room (former villagers and adventurers) AC: 8, Move: 6", HD: 1, Damage: 1 - 8, HP: 6 (x2), 7, 4, 4, 6.

- 5) **Servants Quarters:** This room contains about 30 zombies who will just stand around and do nothing unless they are attacked. The room can be entered and its contents pilfered and the zombies will do nothing, since they have not been programmed. However, they will defend themselves. Zombies: AC: 8, Move: 6, HD: 1, Damage: 1 - 8, HP: roll as needed.

The room contains a box in which are a dozen musty, mildewing books. One of the books has 3 1st level spells written in it: *ventriloquism*, *sleep*, and *magic missile*. Another book has a tattered piece of parchment in it that seems to have been used for a book mark. If unfolded, the parchment is a map of the castle (no secret entrances or area are marked, nor are room contents). If exposed to direct sunlight, this parchment will crumble to dust. If the dust is then mixed with holy water, it will form a weak (1 - 4 points) Potion of Healing. On the map is the following poem in a lawful tongue:

Parchment aged sees Sol's bright Light,
Dust becomes as time takes Flight.
Powder mixed with Water Holy,
Blessed draught heals Some, not Wholly.

- 6) **A Second Servants Chamber:** This room is empty and the furnishings scattered about. There is evidence of violence and much residue of blackened, long-dried blood.
- 7) **A Secret Entrance:** Hidden in the wall is a door to a stair that leads down to a small cellar (Room 10).
- 8) **A Storage Room:** This room contains various linens and cleaning equipment as would be found in a manor house. The linens are all in good shape, although a few are moth-eaten. There are several sets of silk sheets, including some of various colors. The sheets would be worth 40 GP each if sold at a market.
- 9) **A Second Storage Room:** The door to this room is locked and a wax seal placed over it. If the seal is broken in any way, a small air elemental will be released and will fight any in the storage room for 3 melee rounds before returning to its plane. Elemental: AC: 2, Move: 36", HD: 8, Damage: 2 - 16, HP: 39. The room contains foodstuff. Enough for 1 man to live comfortably for 5 years. The food is all dried or sealed in airtight jars. There is a 5% chance that any sealed jar may cause food poisoning if not checked or purified first. Food poisoning will cause loss of half Strength for 1 - 3 days and do 1 - 8 points of damage per day if a save vs. poison is not made.
- 10) **A Cellar of Putrefaction:** The remains of Lady Clearmoon's victims are tossed down into this cellar for her "clean-up crew" to take care of. There are hundreds of bodies down here. Most are no more than skeletons, since the ghouls take care of the mess, but some are still fairly fresh. There are 6 ghouls that work over the remains of their leige Lady's repast. Ghouls: AC: 6, Move: 9", HD: 2, Damage: 2 Claws for 1 - 3 each and a Bite for 1 - 4, HP: 8, 9 (x2), 10, 12, 14. If the bodies are searched (remember that this room smells of rot and decay to the point that each melee round, a character must make a saving throw of equal to or under his or her constitution on a d20 or start

vomiting for 1 - 6 melee rounds, during which he or she will be entirely incapacitated. The "dry heaves" will not stop a character from fighting, but they will reduce hit probability by 2.), the following will be found after 1 - 20 melee rounds: 800 CP; 100 SP; a gold bottle with a portrait of a king who has been dead at least 100 years worth 1600 GP; and a platinum bracelet studded with 19 rose quartz stones worth 2200 GP. The jewelry will be rather hard to detect, since it is covered with filth.

- 11) **An Abandoned Work Room:** This was formerly a work room of the servants, now empty.
- 12) **A Furniture Storage Room:** There are several large pieces of rich furniture in this room, covered with dust cloths. Included are a pair of thrones, a small table, a bookcase, two large, decorative urns and a locked cabinet. Inside the cabinet is a solid silver sword with a temper like steel (making it non-magic +1) and 10 silver arrows, along with a silvered dagger. There is a note with them that reads as follows: "I, Lachlan Lord Clearmoon, fear that my beautiful wife has become an evil shape-changer and brought down a horrible curse upon this house. If the worst comes, I have prepared these weapons secretly. The sword, Silver-Tongue is made of solid silver, but has the sharpness of steel. The arrows are made of silver, and are magiked to slay a wolf instantly, but not a shapechanger. The daggers, also magiked, will make the bearer immune to the dread disease of lycanthropy, although they will work for but one being. I have made two of these and keep one on my person. I fear she will slay me soon, but I will not rest until the curse is lifted from this house."

It is possible to be hidden amongst the furniture as per a thief of equal level hiding amongst the shadows. A thief will have his ability to hide in shadows doubled if using the furniture for cover. It is also possible to hide under the stairway.

Level "B"

- 13) **The Balcony:** The double doors leading into Room 14 are made of oak and have an image of "the-man-in-the-moon" carved onto each door. A railing protects the unwary from falling over the edge into Room 1. If the door is touched by flesh or gloved hands, a magic mouth will howl like a wolf, alerting all within.
- 14) **The Waiting Room:** This room is nicely furnished with several small chairs and a small bookcase containing several books of mediocrity poetry and a few illuminated religious manuscripts. The dumbwaiter shaft is in the north of the room and it has a pair of doors carved with moons and a summoning button next to it.
- 15) **The Dining Room:** This room is empty unless there is a feast going on (see random encounters). If occupied, at any point during the adventure, there will always be 1 or 2 wolves in here worrying over any remaining carcasses. There is a secret door on the back of the fireplace that leads into the chimney shaft (see Room 1). The walls are hung with rich burgandy draperies. At the north end of the table (the "U" shape) is a crystal decanter that will always be filled with a rich vintage red wine, regardless of how much is poured out. If the decanter is broken, wine will spill and explode all over and unlimited gallons of wine will begin to appear out of nowhere filling a 10' x 10' x 10' space each melee round until the words "enough wine" are spoken. At that time the wine will stop flowing forever.
- 16) **A Hallway with a View:** A cursed wolf were occupies this hall. His curse is to remain continually human. He wears chain mail and is armed with a Light Crossbow and Two-handed Sword. He will fire down on intruders from the small cross-bow port in the south wall of the hall. Wolf were (named Talon) AC: 5, Move: 9", HD: 5, Damage: Crossbow for 1 - 6 or Two-handed Sword for 1 - 10, HP: 28. Talon can only be hit by silver or magical weapons. He will defend the hall to the death because he believes that his mistress can and will raise him from the dead (and so she can. For such purposes, his constitution is 17).

The stair ascends 20' to level "D".

- 17) **Room of the Sealed Sarcophagus:** Along the east wall of this tower room is an ornately carved stone sarcophagus. It appears to be carved of some grey-blue stone. All over it are symbols of death and carvings of skulls and bones. The sarcophagus is strangely locked and sealed with a wax seal. The seal even has a death's head on it. Attempting to break the seal will cause a great flash of light and smoke at the place where the toucher is standing and when the smoke clears, instead of the toucher, there will be a moldering pile of dusty bones and crumbled rags along with rusty metal. The items are extremely decayed. Unless the debris that was once a man is searched closely, lead players on to think that this was actually their companion, now shriveled to dust and ash. However, what has really happened is that the toucher has been transported to the interior of the sarcophagus and the last victim has been teleported into the toucher's place amid great confusion. Inside the box, time progresses at a normal rate, so that, if the incident occurs during what would be daylight, or after moon set, one turn would actually equal 5 hours and a round would equal 30 minutes. There is no non-magical way out of the box from the inside and once the trap is fired it takes 12 turns to regenerate. Also remember that the actions of persons on the outside of the box will be slowed down by a factor of 30 to a person inside the box and the actions of person inside the box will be speeded up by a factor of 30 to those outside. The box is also permanently silenced, so no sound will go in or out.

Stairway "A" descends 15' to Room 12. Stairway "B" ascends 15' to Room 44. There is a steep ramp connecting Rooms 16 and 17 (see cross section G).

- 18) **The West Tower:** Behind a cleverly concealed secret door is this first room of the west tower. The walls are damp stone and the south wall is a gray ooze: AC: 8, Move: 1", HD: 3, Damage: 2 - 16, HP: 12. A wooden ladder is the only access to the upper levels of the tower. The ladder goes all the way to the trap door (locked) that separates Room 42 and 43. There is a locked wooden box against the north wall containing Lady Clearmoon's priestly robes and vestments (these robes would be for a chaotic evil religion of the Judges choice).
- 19) **The Outer Room:** This is the outer chamber of the Lady Clearmoon's private apartments. The floor of this room and the hall to Room 14 are richly carpeted. There are several ornate chairs about the room and exquisite paintings adorn the walls, showing idyllic pastoral scenes and gods romping. The door to Room 20 is locked and has a 6 dice poison on the latch.
- 20) **The Lady's Bed Chamber:** This room is furnished with white fur for carpeting, white walls, white velvet wall hangings, a bright white marble fireplace and a sumptuous fur covered bed. Everywhere there is gold trim that sparkles in the light of a globe hung from the ceiling (*continual light*). Another interesting feature of the room is that there are quite a few lawful good religious symbols spread about on the floors in the carpet, hanging on the walls and lying on furniture. Lying on the bed is an extremely large white wolf with glowing red eyes. This is the great white wolf: AC: 3, Move: 18", HD: 9, Damage: Bite for 2 - 12, and paralyzing eye beams (save against magic), HP: 53. The wolf speaks common and will warn intruders to come no farther or he will slay them where they stand (bluff). The wolf can hit two characters per round with his paralyzing beams in addition to biting. Elf touch will not negate the paralyzation, but the touch of a good Cleric will, although the cleric can be affected by the beams also. The cleric, however, gains a +4 on his saving throw. The wolf is actually under a curse and if a *remove curse* or a *dispell evil* is cast upon him, he will revert to his normal form. He will claim to be a minor incarnation of the wolf-god Thunderwind and that he is on a mission to destroy the wolf summoning device and whomever is in possession of it. He will aid characters up until this act is completed. Instead of killing wolves, he will paralyze them or merely wound them. If any characters kill the wounded or paralyzed wolves, Thunderwind will say nothing, but will take note of it for later, appearing now and again to torment and possibly kill those responsible for killing wolves. When he reappears it will be in his full incarnation of the wolf god: AC: -5, Move: 24", HD: 22, Damage: Bite for 2 - 20, eye beams that either paralyze or do 2 - 20 points of heat damage striking twice per round in addition to biting, HP: 100, plus magic use as a 9th level Magic User and an 8th level Cleric. In relation to wolves, Thunderwind is lawful good. As far as humans are concerned, he is neutral, possibly neutral evil. Thunderwind may only be affected by +1 or better magic weapons.

Under the bed is a chest containing 1000 GP, 4 matched moonstones worth 500 GP each and that glow as bright as torches if the moon is out, and a book of devotions to the god that Lady Clearmoon serves.

In the southwest corner of the room is a trap door, hidden under a pile of rugs, that leads down to the crawlspace below.

- 21) **A Velvet Prison:** This is the room where the Lady Clearmoon takes the few possible candidates for lovers that she finds. It is accessible through secret doors in both the south and east walls and via trap door in the north west corner that leads down to level "C", the crawlspace. The prison has a set of strong iron chains that are attached to the west wall. For a prison, it is nicely furnished, with carpeted floors, tapestried walls, and a plush sleeping couch. There is also a tub of marble along the east wall that is capable of holding a large body. It is the Lady's intention to horribly wound a victim and have her wolf were's bind and hold him until she can become human to heal his wounds, preserving the man's life while infecting him with lycanthropy.

Level "C"

- 22) **The secret Crawlspace:** This is a crawlspace located beneath Lady Clearmoon's chambers. The ceiling is approximately 5' high, but since the lady is only a little over 5' tall, this doesn't bother her much. The walls are made of heavy unfinished oak and the doors are cunningly hidden into the construction of the walls.

A) At this point, there is an access to Room 21 above. A short ladder is on the wall.

B) The same as "A" above.

C) The Lady's treasure vault. In several sacks are 3000 gold pieces, exacted as tribute from passing caravans and neighboring villages, virtually begging them for over 4 centuries. A box contains a gold ruby necklace worth 2400 GP, a silver dagger (removed from the corpse of her now-dead husband and a match for the one in Room 12), worth 5 GP, a helm of gold sculpted to look like a snarling wolf (for decoration only, no protective value) worth 200 GP, a set of 4 goblets (crusted with dried blood) made of onyx and platinum worth 400 GP each, and a set of 10 matched finger rings each set with a different gemstone and having a total value of 10,000 GP. Disturbing the treasure will cause 5 wolves to teleport in. The wolves seem normal, but their teeth are poisoned and the wounds they cause will not heal normally (must be magically healed) and will continue to cause 1 HP of damage per round until healed. Wolves: AC: 5, Move: 18", HD: 2 + 2, Damage 2 - 5 + special (see above), HP: 15 (x5). The wolves will fight to the death and when they die, they dissolve into mist.

In the southeast corner of the room is a trap door that leads down to Room 9 on level "A".

D) This secret entrance is an access point to the dumbwaiter. Hidden in the masonry is the summoning button. It must be found as per a secret door (There is a 30% chance that the dumbwaiter will be here).

Level "D"

- 23) **An Abandoned Guestroom:** All the guests are gone, at least the invited ones. There is a great deal of dust in the room and except for a few disturbing things the room would merely appear abandoned. scattered about are various bones; rat, wolf and human, some covered with much dust, some fairly fresh. Also, hanging from the ceiling are several cocoon-like masses of webbing. If opened up, they will reveal a paralyzed, barely sentient victim. There are about 10 rats, 2 wolves and a man trussed up in this fashion. The man has gone insane, his mind destroyed by a combination of fear, poison and confinement. He will gibber fearfully if approached and will devour anything if released from paralyzation, including dead rats, and living or dead characters. The ceiling is heavy with cobwebs.

- 24) **Spider Lair:** The giant spider resides here. AC: 4, Move: 3"/12", HD: 4 + 4, Damage: 2 - 8 (victim bitten must roll Constitution or under on d20 for each bite or be paralyzed), HP: 22. The spider is tolerated by the occupants of the castle and occasionally, Lady Clearmoon comes in to this suite of rooms to free any of her wolves that may have been captured. Lady Clearmoon was once captured while in human form, but when the moon became full, her were form healed her of the poison's effects and she almost killed the spider in her were-fury. There are more bones scattered about the room and a few more of the cocoons hang from the ceiling, containing a wolf and 4 rats. There is a 60% chance that the spider will be in this room. Its favorite hangout is the dark depths of Room 1's ceiling (where it merely watches).
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- 25 - 28) **Rat Dens:** These rooms are filled with piles of junk and furniture. About 30 giant rats have taken up residence in these rooms. AC: 7, Move: 12", HD: ½, Damage: Bite for 1 - 3 + 5% chance of contracting a serious disease, HP: roll as needed. There will be 1 - 4 rats in each room. If attacked they will begin to emit a high-pitched squealing that will summon 3 - 12 additional rats. If the rats are badly outclassed, they will flee and leave what ever treasure they have pilfered from Lady Clearmoon's stores in Room 26. Please note that the clutter in the rooms will add 2 points to the attacking rats' armor class. Treasure in Room 26: A large box containing 25 bags with 100 CP each. Box, bags and coins are marked "Treasury of Tarantis". A second box containing 15 bags of 100 SP each also marked "Treasury of Tarantis".
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- 29) **Lair of the Wolf Weres:** There will usually be at least 1 wolf were in the room, a female who is quite comely until she smiles, which will reveal a mouth full of sharp, canine teeth. She will be AC: 8, Move: 12", HD: 3, Damage: Teeth for 1 - 3 or weapon for 1 - 8 (sword), HP: 12. This wolf has a very, very odd curse to her. She is named Girmaker. One bite from her is enough to cause the victim to make a -3 saving throw against poison and cause a special kind of lycanthropy. If the victim fails to save then he (usually a male) will undergo transformation when the moon is next full, becoming a female for the duration of the full moon. In normal wolf form, Girmaker is a male wolf. There is a 25% chance that the were form of a victim so affected will have the razor sharp teeth. This form of lycanthropy is curable as any normal lycanthropy. The wolf weres have no special treasure. The room itself smells very much like an animal den. The "A" in the center of the fireplace indicates that secret passages interconnect the three rooms: 23, 29, and 33.
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- 30 - 31) **Empty Rooms:** Both these chambers are devoid of occupants, although the rooms smell of wolf excrement.
- 32) **A Ransacked Storeroom:** This looks like it may have once been a store room of some kind. However, its contents, formerly linens and clothing has been shredded and ransacked beyond any kind of possible use except as fire starter.
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- 33) **The "Play Room":** This was once a meeting hall of some kind, with a large fireplace, billiards table, a dumbwaiter and bar. Now it is the location of Lady Clearmoon's wolf summoning device. The device is set against the west wall of the room and appears as a 5' square cube. On each of the faces of the cube is a 4' diameter green circle. The wolf's head device possessed by Lady Clearmoon allows the device to be controlled mentally, summoning permanently 1 - 6 wolves per round. Even if the control medallion changes hands, the wolves will remain unswervingly faithful, even unto death, to the one who summoned them. The device takes at least three men to move (not lift. . . . move!!) and can not be easily transported except by wagon. When activated, wolves will pour out of all open and unblocked sides, except the top one. The top one is always the circle on the top of the cube, regardless of which one that may be. The top one is special. It is the only circle which is entered, not exited. If one is wearing the wolf god, taking on the aspect of a wolf. If one enters it without the medallion, he or she will be polymorphed into a wolf and may exit by an open face. As a wolf, the character will still retain the power of speech and thought, but will not be able to use weapons (the use of spells is debatable and should be left up to the individual Judge's discretion). All statistics will be those of a wolf. It will not be possible for a character so polymorphed to advance in levels. Possessing this artifact (the wolf summoning device) will eventually turn the character evil and will cause lycanthropy, i.e. werewolfism. This device is the goal of Thunderwind, the wolf god. He would like to see it destroyed since it "uses" his people, the wolves. The area marked "B" is the dumbwaiter. The summoning button is to the left of the opening, which is concealed by a pair of doors marked with man-in-the-moon faces. The "C" designates the location of a boarded-over stairway. If the boards are pried back, a steep ladder-like stair will be revealed that is filled with garbage, junk, broken furniture, dead bodies and all sorts of filth. If this is cleaned out the stair will be climbable. It should take about 6 man-turns.
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Level "E"

- 34) **A Zombie Guard:** There will always be one zombie on guard at this point, armored in plate mail and carrying a huge halberd. The thing will probably not be able to get an attack in, but it will make an awful lot of noise clanking about, attempting to repel intruders, and in doing so, notify the rest of the level of the intrusion. Zombie: AC: 3, Move: 6", HD: 2, Damage: 1 - 8, HP: 12. The construction of this level is heavy wood and things tend to creak a bit. This room used to be a small office and guardroom.
- 35) **A Vacant Chamber:** This room is basically empty. Its construction is similar to the rest of the level, i.e. rough wood.
- 36) **A Widened Passage:** Also empty. There are several paintings hanging on the walls up here, though. The "A" is the chimney shaft. There are no fireplace openings on the south side of the chimney, but there is one on the north side in Room 37. Remember, this chimney is negotiable right up to the top (see Room 1 - "A" for details).
- 37) **Storage Room of the Undead:** There are 10 zombies in here armed with swords and wearing chainmail. Zombies: AC: 5, Move: 6", HD: 2, Damage: 1 - 8, HP: 10, 8, 5, 9, 11 (x3), 2, 6 (x2). If their master, Milo Nightfellow, the vampire is attacked, these moldy travesties of soldiers will come to his rescue. If the room they are in is entered, they will also attack. The window out of the room is barred.
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- 38) **Vampire!!:** Along the east wall and hidden by a black drapery is a rather plain coffin. The inside of it is filled with earth. This is the daily (or monthly as the case may be) resting place of Milo Night-fellow, vampire extraordinaire. AC: 2, Move: 12"/18", HD: 9, Damage: 1 - 10 + two levels of energy drain, HP: 63. He may *charm person* with his gaze (-2 from victims save vs. magic), become a bat or gaseous at will, regenerate 3 hit points per melee round, *summon* the giant rats from Rooms 39 - 41, *summon* 3 - 18 of Lady Clearmoon's wolves (when summoned they will serve him in deference to her), plus, he also has 18/76 Strength. Milo is very gracious, and will make no attempt to reveal that he is a vampire. He may even seek to aid adventurers on any quest they may be making in the tower, since he would like to get his hands on Lady Clearmoon's wolf control talisman. The room itself has black carpeting, worked with gold designs. There is a large desk and several chairs. The south window is boarded shut, but will not be obvious, due to the black drapery that hangs on all the walls.



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- 39 - 41) **More Rat Dens:** Another twenty giant rats inhabit these small cells. AC: 7, Move: 12", HD: ½, Damage: Bite for 1 - 3 + 5% chance of contracting a serious disease, HP: roll as needed. These rooms were formerly small prison cells. They don't have doors anymore, but the floors are still strewn with mildewy straw. Each room has a short description:
- 39) **A Mysterious Skeleton:** This room will have 1 - 4 rats in it. Scattered about the room are the gnawed-on bones of a human skeleton. There are a few scraps of rich cloth lying about also. It smells as if something died in the room. The skeleton is that of Lord Clearmoon, foully murdered by his wife, the werewolf when he tried to kill her and remove the curse from Castle Clearmoon. Because of a strong oath that he took, Lord Clearmoon never really died. He became a ghost or more correctly, a disembodied spirit, since he can not use the powers attributed to a ghost. He can however, become visible and can telepathically reveal his plight. He relates that only by the Lady's death may he and the castle be freed from their respective curses. He also knows all the locations of the treasures in the castle. He does have one difficulty in speaking though, he may not communicate unless he is within 10' of his bones (or a bone). He is often found wandering through the castle, passing through walls and the like and will often try to lead characters to his bones so that he may speak to them. He will also ask that, once dead, he and his wife be buried together on the castle grounds.

- 40) **Rat Hole:** 1 - 8 rats will be in this chamber. There is a hole gnawed in the floor boards that leads down to Room 25 on level "D". There are a few (4) gold coins scattered about on the floor.
- 41) **The Treasure Trove of Milo Nightfellow:** Hidden under several loose floorboards is the following: An iron box containing 2000 loose gold coins; a +1 ring of protection; a potion of speed; an arrow of direction; a scroll of seven 5th level spells: *conjure elemental*, *contact higher plane*, *feeblemind*, *magic jar*, *monster summoning III*, *teleport*, *wall of iron*; a scroll with two 8th level spells: *permanent spell*, *mind blank*.

Level "F": The West Tower

- 42) **A Chapel to an Evil God:** This is the place where Lady Clearmoon performs her evil worship ceremonies to the god she serves (again it should be mentioned that an appropriate evil god should be chosen from the Judge's own campaign). Against the south wall of the tower is a blood-stained block of stone with strange runes carved upon it. Hanging on the wall over it is a blood-splattered tapestry depicting the god. This room is connected to Rooms 18 and 43 by a ladder. The entrance to Room 43 is sealed by a locked trap door in the ceiling. The tapestry would be worth about 20 GP.
- 43) **A Crazy Cleric Incarcerated:** Decades ago, a holy Cleric named Kegan of Melhole roused up the locals to make an attack on the Lone Tower. It was unsuccessful and Kegan's "warriors" ended up as food for the Lady and her friends or as zombies. Kegan himself was captured and imprisoned, to be occasionally tortured until his mind snapped. Although it has been 60 years since he entered the castle, it has only seemed like 2 years. Kegan of Melhole: 5th level Cleric, Align: LG, AC: 9, Move: 9", HD: 5, Damage: 1 - 2 with Fists, HP: 19. He will have no spell casting ability unless he is treated with both *remove curse* and *cure disease* to cure his disability. The only access into this tower room is through the trap door to Room 42. The trap door is locked.

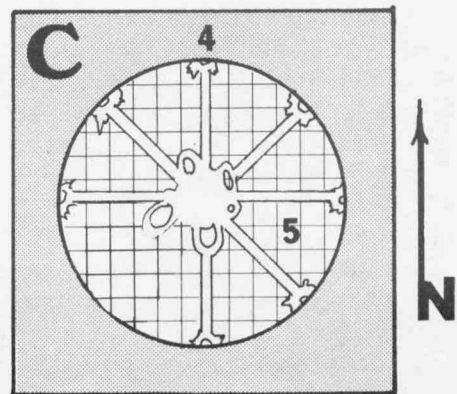
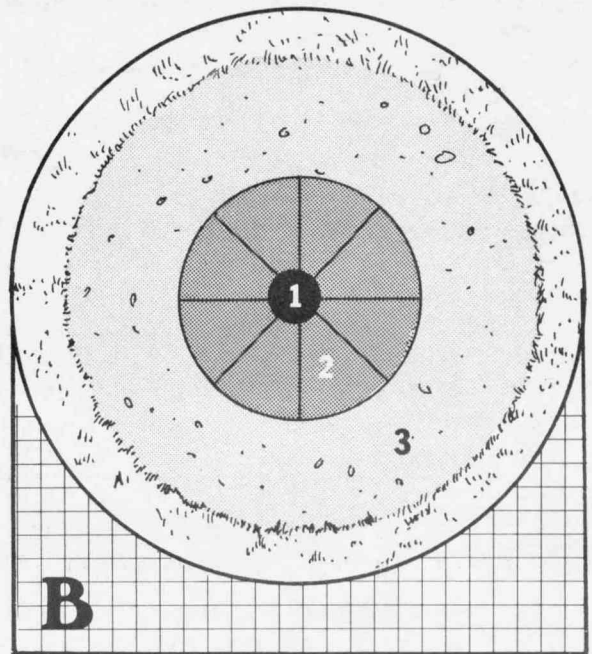
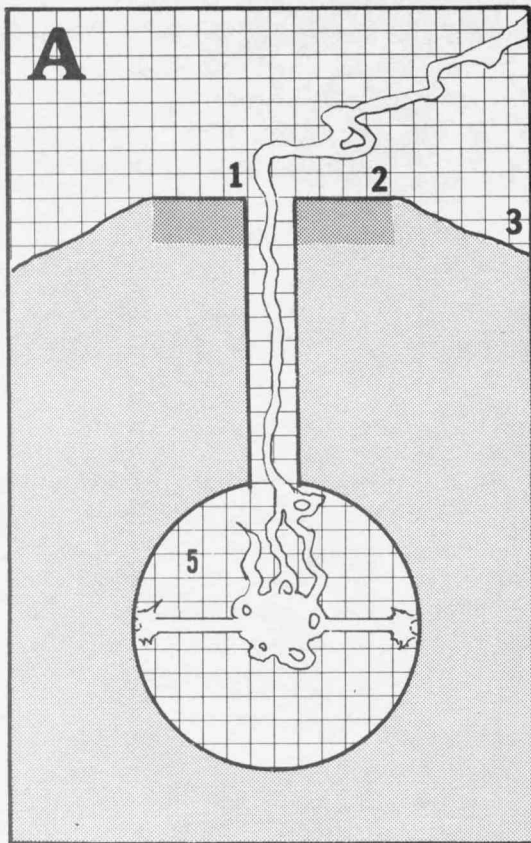
Level "F": The East Tower

- 44) **Library of the Golem:** This room is occupied by an intellectual Flesh Golem: AC: 9, Move: 8", HD: 9, Damage: 2 - 16 twice, HP: 40. The mind used to create this golem was that of a collegium lecturer. After several years, his personality and intellect surfaced in the golem, but this was long after the curse was laid on the castle. Since then, he has been mostly ignored and left alone while he pursues his only past time, reading. He has looted most of the libraries in the castle and has about 40 books and scrolls stacked up around the walls. On several occasions he has made long journeys to procure more books. However, he can never stay away from the castle more than a year before something draws him back. He has given himself the name of Philospos. If treated kindly and allowed to talk freely, he will act as a 75% ability sage, for free. If attacked, he may go berserk. Normal non-magic weapons have no effect on the golem.

Concealed in the ceiling of the room is a trap door, disguised to make it secret. Philospos is often found as a wandering monster.

- 45) **Chamber of Scrying:** This is the reason that Philospos the Golem is continually drawn back to his room. Over the years, as his former personality surfaced, he actually forgot that he was to protect this room from intruders. However, the *geas* on him, that was made into him, continually draws him back. If any characters attempt to enter the room above his (this room) he (Philospos) must make a saving throw against magic or attack the adventurers, regardless of whether or not he has befriended them. In the center of the room, on a draped pedestal is a glowing crystal ball of clairaudience and clairvoyance. It is set up so that any character or creature of any alignment or profession may use it. It will not function if it is removed from the room. The walls of the room can be made to act as 360 degree viewing screens if so desired.
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Willchidar's Well



The 'Player's Map' to this scenario is located on the back cover of the book.

Scenario Four: Willichidar's Well

This scenario is located on the **Isles of the Blest Campaign Map Twelve** from Judges Guild product No. 83, **Wilderlands of the Magic Realm**. The exact location of the well is in the northern part of Hex 3416 in the hilly area between the villages of Ashwood and Kentashar. The villagers in Ashwood and Kentashar will know nothing of the well and will only vaguely remember, if at all that many, many, many years ago a missionary party passed through their villages. However, in the library of a rather scholarly noble residing in the Overlord's City State (Judge should determine who and where and so forth to fit individual campaign) there are two books of importance to this scenario. The first is **Missionary Tidings of the Church of the Holy One**. It contains many boring descriptions of travels by innumerable monks and missionaries. However, one page has been torn out that must have described something interesting enough to be removed. The page that follows is badly stained and burned and seems to be illedgible. Anyone attempting to read it will have to make a saving throw vs. magic or go insane. The second book is called **Morgoth's Historie of Daemons and They're Like**. The book is incredibly old and well preserved. The parchment that it is written upon seems to be of some strange material. Studying it for more than a turn without casting *protection from evil* first will cause the reader to go into a coma (1 - 20 turns long) with a 50% chance of going insane. A passage in the book has been marked.

"...it was there, in the peninsula of a land on this plane that ends in the smaller peninsulas that mortals call the "fingers" that the princes and lords disposed of their charge. They did seal Lord Thulcondar in a sphere, bound by light and the power of his own amulet. Imprisoned was he for eternity for his crimes against the princes. Thulcondar, the vile, plague shaper, lord of the Abyss and patron of men was to be punished forever for seeking to destroy the power of the princes. No man yet discovered the place of Thulcondar's entrapment."

Thus reads the passage that describes, in brief, the imprisonment of the demon lord of mankind, Thulcondar. Other than this short paragraph and the page from the cleric's journal, there is no other mention in human memory of the scenario called "Willchidar's Well".

Thulcondar (Demon Lord)

Frequency	Very Rare
Number Appearing	1
Armor Class	-5
Move	18"
Hit Dice	100 Hit Points (22 Hit Dice)
% in Lair	35%
Treasure Type	F, O, Y
Number of Attacks	2 (special)
Damage/Attack	4 - 24 (+ special, see below)
Special Attack	See Below
Special Defenses	+2 or better weapon to hit
Magic Resistance	60%
Intelligence	Exceptional
Alignment	Chaotic Evil
Size	L (15' tall)
Psionic Ability	250
Attack/Defense Modes	All/All

In times long past, Thulcondar was ranked as one of the most high, but through political machinations he fell from favor to be captured and imprisoned by the demon princes and lords, exiled forever from the Abyss and bound to prevent any further treachery. (Actually, demons find nothing wrong with treachery, it was just that Thulcondar had the unmitigated gall to get caught doing it.) Since that time, man has had no patron demon and most likely, (considering the nature of demons) has not suffered in the least for the loss. Thulcondar is a fairly powerful demon. When in his corporeal state he will usually fight with his two-handed sword, "Wormbrand Soulstriker", who is actually a type IV demon in eternal service to the lord. Wormbrand's sole purpose in "life" is to provide the demon with life energy by stealing the souls from humans. The sword will operate as a +3 blade and will steal three life levels from a victim each time it strikes, transferring that power to his

demonic master. Wormbrand is chaotic evil of course and if any mortal should be so bold as to pick up the sword by the hilt, it will drain 6 levels of ability from him immediately, do 1 - 20 points of damage and attempt to possess the victim as if the sword was 17 Intelligence and 15 Ego. The sword also has the fol-



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lowing powers: *create illusion, cause fear, levitate, detect magic, read languages, dispel magic, polymorph self* (this would allow the sword to occasionally take on its own demonic shape or that of a human, etc.), *telekinese* 5000 GP, *project image*, use a *symbol of discord* twice daily, and have a 60% chance of *gating* in a type I - IV demon.

When freed from his long imprisonment, Thulcondar will not have Wormbrand. He must attempt to open a gate which will summon his servant to him (80% chance of doing so). If prevented from doing so, he will merely *teleport* out and attempt again. The reason that he needs his sword is that he needs human souls to power his own abilities. Right now he has a power reserve of 20 life levels. Each special ability that he performs costs him 1 - 2 life levels (roll odds or even each time a power is used, this represents the randomness naturally inherent in demons).

While in combat, Thulcondar has two attacks, one with his hands or sword and the other with his lightning breath. Each breath (costing him 1 - 4 life levels) acts as a 10 dice *lightning bolt* (as per the Magic User spell).

Thulcondar's other abilities include: *Infravision, darkness 10' radius, teleportation* without error, opening a *gate* and *summoning* a type I - IV demon (there are 100 type I demons, 50 type II demons, 30 type III demons and 20 type IV demons who still owe the demon lord vows of fealty), breathe lightning, a poisonous bite of 22d8 damage, *read languages, read magic, fly, telekinese* 10,000 GP weight, *dispell magic* as a 20th level Magic User and use spells like a 9th level Mage with the following spells currently in mind: *charm person, hold portal, magic missile, sleep, detect good, knock, pyrotechnics, suggestion, suggestion, waterbreathing, extension II, ice storm, polymorph self* (spells cost no life levels to use).

The demon also possess *magic jarring* as an inherent ability, but only on human beings (not Elves, Dwarves, Halflings, etc.). Instead of actually switching its mind into that of its victim, the demon switches only a portion of its mind. The demon is 18 Intelligence and may have up to 8 of these "semi-demon" servants. Each one is actually the demon, but has only the spell casting ability of the demon. Each time the demon possesses a victim, its intelligence is lowered by one point (the demon's, not the victim's). Each "semi-demon" will have the Intelligence of the demon at the time it was possessed along with all the victim's memories and abilities. The demon may "recall" the possession at any time and the Intelligence point will be returned. The death of a possessed victim will not harm the demon in any way, and the Intelligence point will merely be returned to the demon.

If Thulcondar is released upon the earth (prime material plane), he will seek to re-establish his primalness as lord of men and set up temples and religions dedicated to him, usually featuring human sacrifice, which immediately sends him the life levels he so desires. The demon lord will probably only stick around long enough to steal a few souls from the men who released him and then take off via *teleportation* to establish his hold. Once released upon the earth, his worship will spread like cancer.

Luckily for the prime material plane, several deities and near dieties have vested (if only selfish) interests in the lives of mortals. The demons even have a "police force" that was created for such an event. It is headed by a type VI demon (balor) who will appear a short distance from the well within 2 melee rounds if Thulcondar assumes solid form. The balor will immediately begin *gating* in demons to attempt to trap the rogue demon lord. If necessary the balor will even engage the lord in combat to prevent him from leaving the locale of the well. Should the demon police force fail, chances are that any survivors of the humans (Elves, Dwarves, etc.) who freed the demon will be *geased* by their personal deities to seek out and destroy the demon lord, even if it takes the rest of their lives.

Thulcondar appears to be a 15' tall, muscular humanoid (a little paunchy around the belly, which gets larger the more he gorges himself on souls) with a lizard like head and forked tongue. The demon has deer antlers and cow ears, flaming eyes and a row of spikes running down his back bone. He will usually be carrying his mighty two-handed sword "Wormbrand Soulstriker". Thulcondar may also vary his size from that of a halfling up to 15' tall with Wormbrand assuming proportionate size. Regardless of size, the demon will always do 4 - 24 points of damage.

Willchidar's Well

The well itself is situated in the highlands between the villages of Ashwood and Kentashar. The hills are usually avoided by the villages if at all possible and no one speaks to anyone about the plume of smoke that can be seen rising from the hills in the distance. The well is located in the center of a large gently sloping hill. Even from a distance, the top of the hill appears strange, being slightly flat at the crown and bald, with a plume of white vapor gently wafting heavenward. Upon closer inspection, the hill will appear to be made of three rings; one of the tall steppe grass; a second of the bald, plantless, baked earth; and a third of dark gray stone that surrounds a 10' diameter hole from which the vapor rises.

Map "A" - Cross section of the well. Scale: 1 square equals 5'.

Map "B" - Ariel view of well area. Section 3 is not to scale. Scale: 1 square equals 5'.

Map "C" - Horizontal section of area 5. Scale: 1 square equals 5'.

- 1) **The Horrible Hole:** This is a 10' diameter shaft which descends 60' to the ceiling of the globe where Thulcondar is imprisoned. The walls of the shaft are slick, polished and strangely waxey. No spike may be driven into the stone, which appears to have no seams; but is obviously not native, living bedrock. The pinnacle of vapor rises up from this hole. Any character breathing the rising air and not making a saving throw vs. poison will be nauseated by the putrid odor of this strange smoke and will be out of action due to vomiting which will cause a 1 - 20 turn loss of half a character's Strength and a 1 - 4 melee round inability to defend or attack due to constant retching and vomiting.

- 2) **The Circle of Stoney Protection:** This 50' diameter stone ring is composed of 8 pie-shaped wedges. Each wedge is 10' thick. Each wedge has a rune inscribed upon it that a Cleric of at least 6th level should be able to recognize as a variation of the *protection from evil 10' radius* spell, (Clerical version). Each rune combines with the others to form the whole spell. This spell serves to keep the demon at bay and outside of the stone circle if he is ever released. He can not breach the perimeter of the circle, nor can his spells or power reach inside to affect the protected. Unfortunately, the circle of protection is not good against any of Thulcondar's minions and they may enter and attack freely. If two or more of the runes are marred by human blood, the circle of protection will be broken until the blood is removed.

- 3) **The Dead Area:** This area is larger than is depicted on the Map (B). It is 500' in diameter. This is the area that has been killed over the millenia by the escaping vapor. Even the ground itself has been poisoned. Any character or being walking on the earth without heavily protected feet (heavy leather boots, armored feet, horseshoes, etc.), must make a saving throw vs. poison or take 1d8 of damage and lose the ability to walk for 1 - 6 turns. As a clue, there are various small animal skeletons scattered about the dead area. They look very old.

- 4) **The Demon's Amulet:** This artifact will look like a human skull made of black stone with golden deer antlers strung on a necklace of human knuckle bones. The amulet will give control over the demon.

- 5) **The Containment Vessel:** A large, reflective globe was designed to contain Thulcondar. The globe was 60' in diameter and sunken into the earth. A shaft was left open to the surface to let off the demon lord's excess energy. The demon himself was forced to assume a gaseous shape and then entrapped in light emanating from 8 gems set into the walls of the globe, all on a single geometric plane. The ball of vapors that is the demon appears as a billowing, substanceless mass of gas with occasional flare-like extensions licking off it and being reabsorbed into the substance of the mass. A single tendril of vapor rises up through the opening in the ceiling of the globe. The gas has the same odious smell as the vapors rising up out of the hole (see No. 1) but the saving throw against poison when in the globe is at -2 from the character's roll.

Over the centuries, earthquakes and other natural phenomena (like the sea covering this part of the continent for a while) have caused the southwest gem to work loose and fall to lie impotently on the floor of the globe. This has served to allow the consciousness of the demon lord to reawaken. In his present state, the demon may not move, cast spells or use any of his powers, except one, that of *magic jarring*. The demon may attempt to *magic jar* any creature entering into the globe area (No. 4). For this purpose, treat the demon as 18 Intelligence and 18 Wisdom. Once a creature is possessed the demon may use any of his Magic User or Clerical spells, but not any of his inborn abilities (no *gates*, lightning breath, *infravision*, etc.). If possible, the now possessed being will attempt to remove the other gems from their sockets. The demon knows that one of the gems is his demon's amulet (No. 4) but he does not know which one, for the other demon lords were able to disguise it well, making it appear just like a gem even to magical spells.

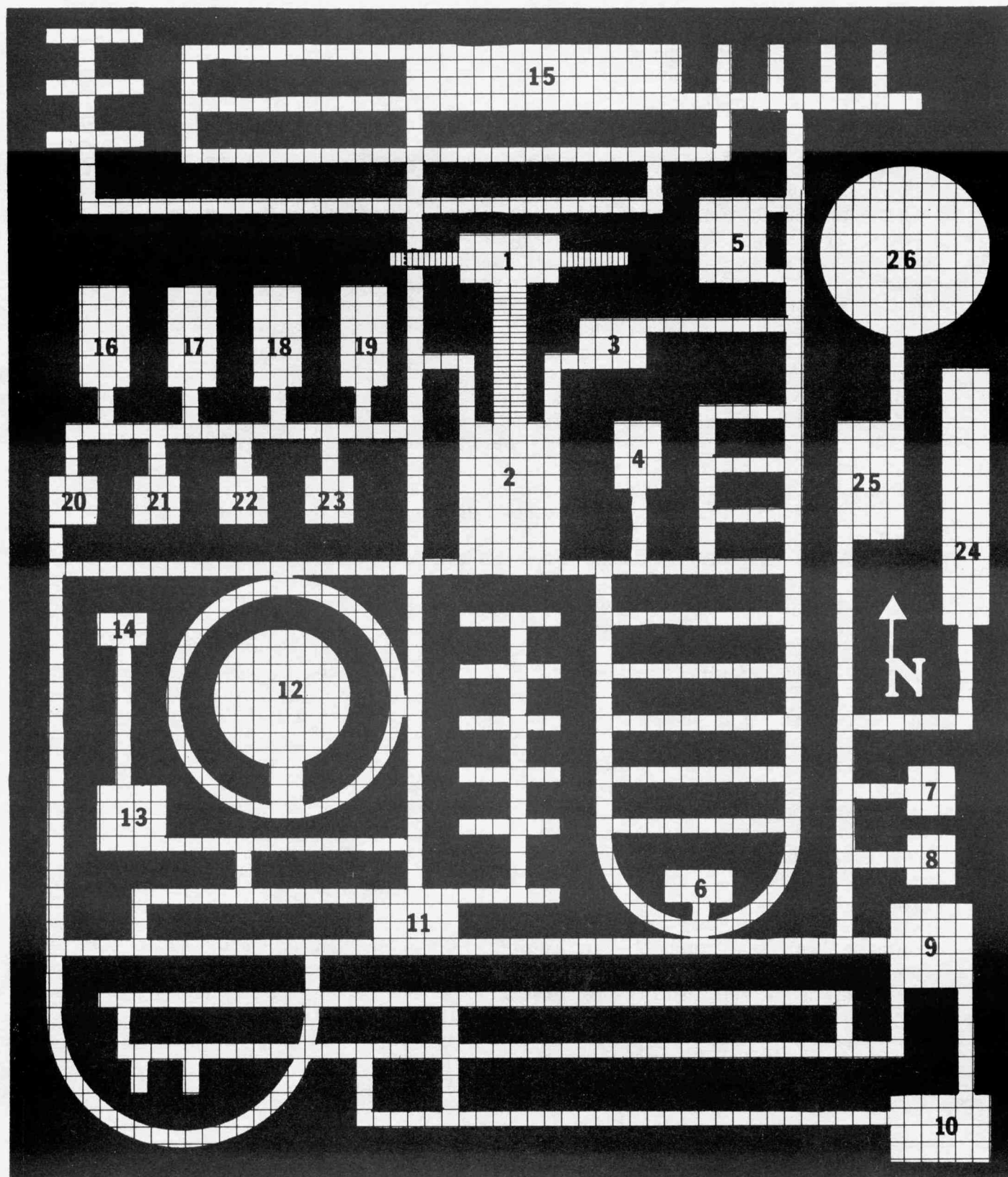
Once a second gem has been removed, the vapor ball in the center of the globe will gain substance and solidarity. It may also begin to attack any creatures in the globe area by using constricting tentacles of vapor that will do 1 - 8 points of damage each round. Even if the demon has possessed a human body(s) he may still control his original body. If a third gem is removed, the demon will gain his telekinetic abilities and *darkness 10' radius* ability, these may be directed from either a possessed body or from the gas vapors. The vaporous body also becomes more solid and will do 1 - 12 points of damage per round of constriction. Once the second gem is removed, the demon can be affected by weaponry and spells (imperviousness to normal weaponry and magic resistance are as per the demon's normal capabilities). However, in its present state, it can be affected by normal fire for normal damage and magic fire for double damage.

If a fourth gem is freed from its socket, the demon will instantaneously coalesce from the gaseous form into its normal shape (see illustration). At that point all the gems will pop from their sockets and roll down to the base of the globe. When the demon's amulet pops free, he will *telekinese* it to himself and *teleport* to the surface.

If at any time, the demon's amulet is freed from its socket (No. 5, the north gem), the demon will be immediately freed as above, and if the victim is not protected by protection from evil, the demon will *magic jar* the possessor. The demon may have up to 8 *magic jarred* victims at any given time. The demon may recollect his Intelligence at any time, in the space of a melee round. As previously stated, the demon will probably try to *gate* in his sword to resupply him with power. If there are no large amounts of human beings available, the demon will *teleport* to either Ashwood or Kentashar and destroy the population to replenish his power.

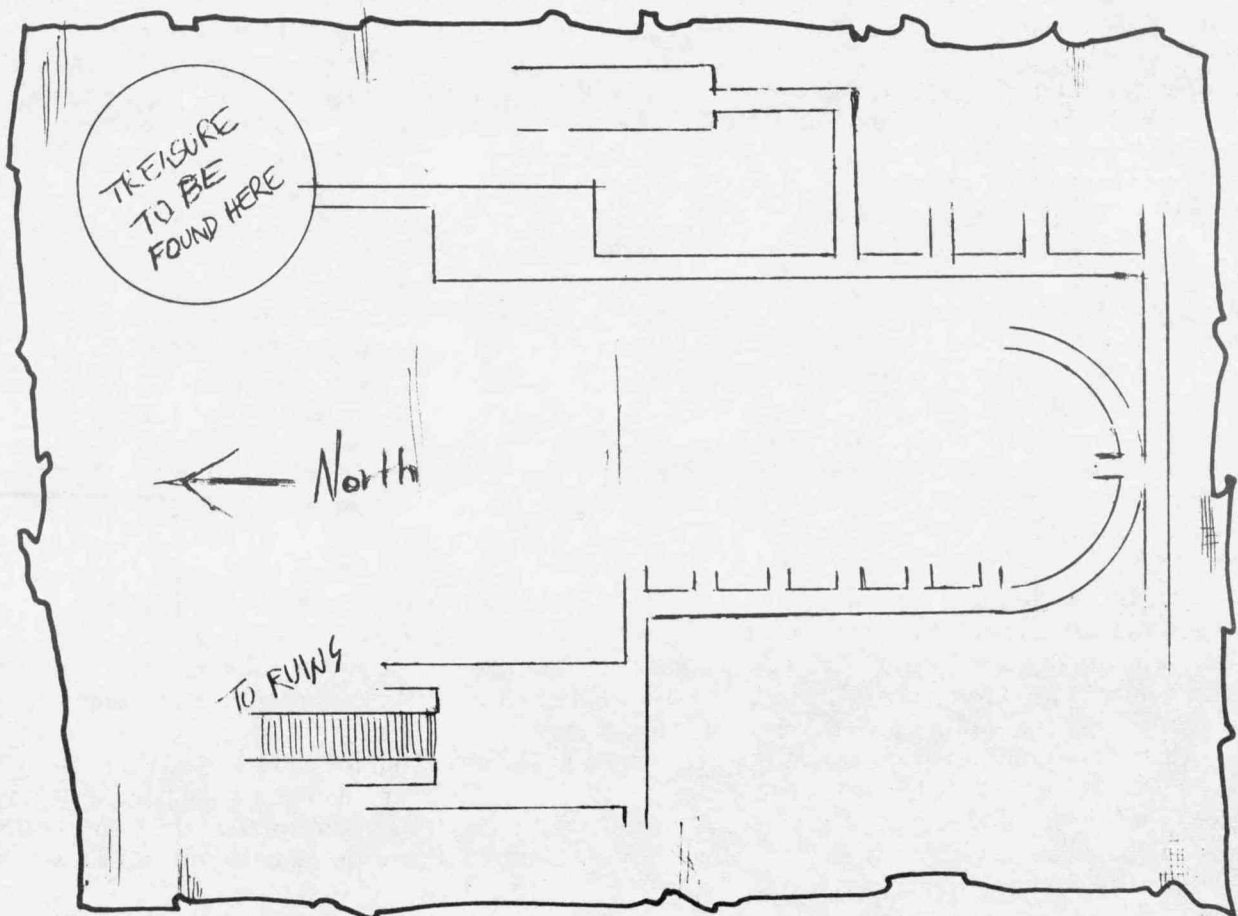
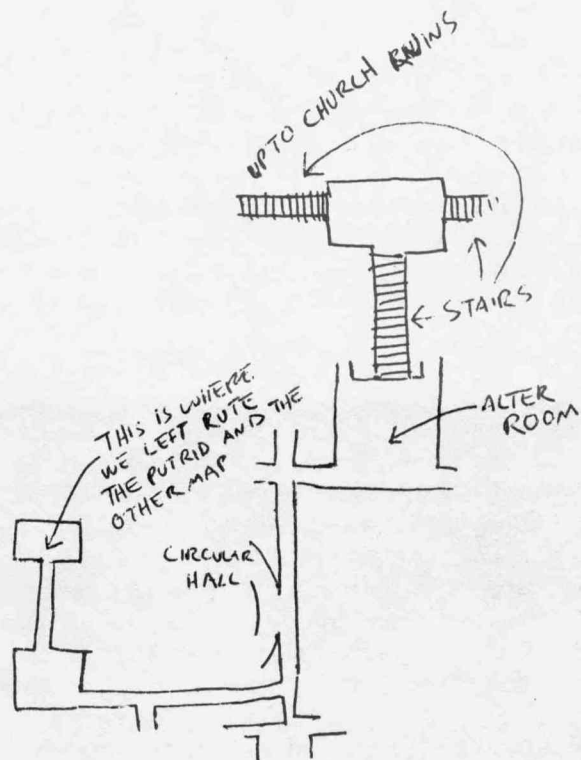
The gems that have held the demon in check for ages are as large as a man's fist. They seem to be no particular gem type, but when touched to a precious stone (not a semiprecious stone or rock) it will permanently become a faceted gemstone of that type. Thus if touched to a diamond, the gem would become a diamond. If touched to a ruby it would become a ruby and so on. The value of the stone would be as follows: Roll a d4 and multiply by 50,000 GP. If the gemstones are not touched to other gems, they will appear valueless. The demon knows the nature of the stones and is attuned to them. He will attempt to track down the stones wherever they are, in whatever plane and repossess them, either to use them as finances for his takeover of the prime material plane (wherein he is exiled) or for some kind of twisted revenge on a fellow demon lord or two. There are 7 gems and they have a total possible value of from 350,000 GP to 1,400,000 GP.

The Crypts of Arcadia



I, DIEHL MAGGOTTY, MADE THIS
 MAP TO REVEAL THE LOCATION OF
 RUTE THE PUTRID'S DEATH, WHERE
 HE WAS KILLED IN THE CRYPTS OF
 ARCADIA BY FOWL UNDEAD CREATURES.
 UPON HIS PERSON, RUTE CARRIED
 A MAP OF THE LOCATION OF VAST
 LOST TREASURE OF ARCADIAN,
 KINGS NOBLES AND PRINCES.

D.M.



Scenario Five: The Crypts of Arcadia

This scenario is not located on the Judges Guild campaign maps. It has been left up to the Judge as to where to locate this adventure on his or her own world, even if that world makes use of the aforementioned campaign maps. However, as designer, I would recommend that you read the following description of the history of the Crypts and place it accordingly. Also, it may be noted here that the format of the crypts is a bit different from other pre-designed scenarios that you may be familiar with. That is to say that the rooms and their contents are not "hard-keyed" as to which monster is where and who has what treasure (with the exception of Rooms 1 and 26). Each room will have a chart that will allow random determination of the room's contents along with a description of the room itself. More on this below.

A Short History of the Arcadian Crypts

In the very recent history of civilized man, a wandering Cleric claimed to have a vision of life after death in a paradisaal world he named "Arcadia". His cult was an offshoot of a major religion and was never accepted by that religion. However, his promises of life in paradise appealed to many and within the Cleric's lifetime a modest temple was constructed and the crypts beneath were dug. The Arcadian church had many converts, even amongst the high and mighty, all attracted by the promise of eternal life. The trusting Cleric never suspected the rites that had been revealed to him in his vision or doubted the special death rituals that had to be performed over the body of each believer. He lived in ignorance, right up to the time of his own death and subsequent undying. It seems that the entire Arcadian "religion" was a plot by a minor evil deity aimed at creating an army of undead to raise havoc on the prime material plane. The undead would dig the crypts deeper and create new "burial vaults" for their steadily expanding numbers. The Arcadian church progressed splendidly long after the death of its founder. Several missions were established in other large cities and villages and both the church and the plans of the evil god prospered as all the church's dead were brought to the home temple to be passed on into the paradise that was Arcadia. That was, of course, up until an inebriated member of a burial party accidentally wandered out of the "chamber of passage" into a side corridor and straight into a patiently waiting (the dead are always patient) group of zombies. Needless to say, a quick investigation revealed the truth about the crypts and the religion.irate former church members sealed off the crypts with a protective circle, razed the temple buildings to the ground and lynched what church officials they could get their hands on (actually the officiates of the church were just as duped as the worshippers). Since the "evil" churchmen would not reveal the location of all the treasure that had been sent to provide a good life for the departed in the afterworld, it was merely assumed that it had all been stolen.

If not for a guild thief on a routine research assignment, the tale of Arcadia would have ended there, as a pile of rubble on the outskirts of a large city and nasty collection of bad feelings toward organized religion. Rute the Putrid discovered a journal in a library containing the notes of a clergyman of the Arcadian church, who had sought to vindicate himself by spending months in prayer creating a map to the location of the lost Arcadian treasure. Rute quickly transcribed the map and sought guild assistance in purchasing the land on which the church stood. A small structure was erected over the opening to the crypts and the excavation began. At last, Rute opened the crypts and then took his own initiative, making an unauthorized trip into the catacombs. Instead of following the map, he did a little exploring of his own and was killed for his efforts. The only survivor of his exploits was a young thief named Diehl Maggoty, now an old man, too old to go adventuring. After escaping death, Diehl set fire to the building they had constructed over the crypt opening and told the guild that a trap had exploded while they dug and killed the rest of his party in the cave-in. While he could still remember specifics, the young Diehl made a map of the location of Rute's death. Diehl will often sit in a pub and tell of his exploits while a thief, expounding on the great thefts he had made. Actually, young Diehl was expelled from the guild immediately after the Arcadia job and has been a stable hand in the inn where he drinks himself senseless each night telling of his exploits (drinking at other people's expense, mind you).

All the above information is available for a price at the city's thieves guild to guild members. They know that Diehl lied and that he made a map. Only it took them 30 years to discover the fact. Diehl doesn't remember where he hid the map. The guild has already tried most of its best efforts on the man to no avail. If anyone discovers the map, they will be followed to the crypts and the thieves guild will bide its time until the moment is right and then claim what is "rightfully" theirs (by right of first theft). As a point of further information, the library in which Rute the Putrid discovered the original treasure map was destroyed by

fire (some believe set by Rute himself when he couldn't get back to destroy the individual book).

The treasure map of Diehl Maggoty (the top one of the two) is hidden in the lining of the old man's ratty vest. For the sake of a story the old man will be dying of a hacking cough the second time that he is encountered by a group of adventurers. We will assume here that the adventurers purchased the old geezer a few drinks to hear his stories (He will not tell stories without a few drinks in him. He has to be fairly drunk **not** to remember that someone from the thieves guild is always watching him). As he is dying he will fumble with his vest and mumble something about the map, wondering if its still there and so on. He will then ungracefully expire by coughing up goodly amounts of blood and die with his eyes open. Usually this will occur in a tavern.

If the old man's body is searched, the searcher will find 10 CP, 1 SP and several reminders of I.O.U.'s. If the vest is ripped open, a piece of soft, sweat-stained leather will be found in the lining. It will be the map that states "I, Diehl Maggoty, made this map. . . ." The thieves guild will be watching the old man at all times.

The Crypts of Arcadia

Each room will have an individual description. In addition, 5 Tables have been included to fill up rooms and corridors as the adventure progresses. The Judge may want to do this before the actual game begins. The charts are as follows: 1) Room Contents; 2) Special Encounters; 3) Monsters; 4) Found Items; 5) Random Encounters. On the individual charts, an item number surrounded by () indicates that it may only be encountered once. In the case of monsters, an undestroyed monster may be encountered additional times.

The really unfriendly part about this scenario is the random encounter system. In the Crypts of Arcadia, the undead have one programmed function: to destroy the living. As such, the longer that a group of adventurers spends in the crypts the more undead are attracted to them. Using the following chart each turn to determine if a wandering (actually attracted) monster is encountered. Check the turn record sheet enclosed with this adventure. Cross reference to the table below to determine the chance on a d6 of such an encounter occurring.

Turn	
1 - 3	6 on a d6
4 - 10	5 - 6
11 - 13	4 - 6
14 - 15	3 - 6
16 - 18	2 - 6
19 - 20	Automatic Encounter Every Turn
21 - 25	Automatic Encounter Every Half Turn
26+	Automatic Encounter Every Melee Round

Once an encounter has been determined, go to Table 5 and roll a d6. A roll of 1 - 5 means roll a d4 + 2; A roll of 6 means roll a d4 divided by 2. Follow directions included with each table.

Filling Rooms: Use Table 1, Room Contents. Roll a d10 for each room a party enters.

Table 1: Room Contents

1) Random Encounter (go to Table 5 and roll on a d6)	6) Monster (go to Table 3)
2) Monster (go to Table 3)	7) Reroll twice, ignoring rolls over 6.
3) Special Encounter (go to Table 2)	8) Reroll three times, ignoring rolls over 6.
4) Special Encounter (go to Table 2)	9) Empty
5) Found Item (go to Table 4)	10) Empty

Table 2: Special Encounters

Roll on a d10

- 1) Ghost of the Founding Cleric. This is not a "true" D&D Ghost, he is not evil. Instead, it is the wandering spirit of the Cleric who founded the Arcadian church. He may be communicated with telepathically only. He can not reveal the location of the treasure, but he can lead players to the place where Rute the Putrid died. If he is attacked, treat as a D&D ghost.
- 2) Mummy: AC: 3, Move: 6", HD: 5 + 1, Damage 1 - 12 + rotting disease, HP: roll as needed. There is a 50% chance that a mummy will have a 100 - 2000 GP value piece of jewelry disguised in its wrappings.
- 3) Spectre: AC: 2, Move: 15"/30", Damage: 1 - 8 + 2 levels of energy drain, HD: 7 + 3, HP: roll as needed.
- 4) Living Bone Heap: AC: 7, Move: 3", HD: 10, Damage: 1 - 8 but may attack up to 3 characters per round, HP: 61. The bone heap is a jumble of human skeletons that have fallen apart, but remained active. The heap crawls about the crypts collecting bits and pieces as it goes. Because it is so large it gets up to three separate (only one per character) attacks per round. At the center of the heap will be a found item (go to Table 4).
- 5) Vampiric Mist: AC: 7, Move: 6", HD: 5, Damage: 1 level of energy drain, HP: 26. The mist is an energy draining cloud of vapor that floats about the crypts. It is unaffected by normal or silver weaponry and magic weapons only do half damage. Fire (including torches) will do full damage. A torch will do 1 - 6 points of damage and a lantern 1 - 3. Magical spells will do full damage, but the creature is unaffected by *charm* or *sleep*.
- 6) Reroll twice, ignoring rolls over 5.
- 7) Reroll three times, ignoring rolls over 5.
- 8) Double size group of monsters. Reroll above, ignoring rolls over 5 (if 1 is rolled ignore doubling. If 4 or 5 are rolled, the creature is temporarily double its listed size in hit points and hit dice).
- 9) Yellow Mold: This will cover all surfaces of a room or cover all surfaces of 40' of corridor.
- 10) Green Slime: This will drip from the entire ceiling of a room or from the ceiling of 40' of corridor. HD: 2, Damage: turns flesh into green slime.

Table 3: Monsters

Roll on a d20

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- This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Table 4: Found Items

Roll on a d20

Items with the numbers surrounded by () will only appear once.

- 1 A rusted iron box (rusted shut) containing one of the following items (roll once on a d6):
 - 1) 1d6 gems worth 100 GP each.
 - 2) 100 Gold Pieces.
 - 3) A ring of invisibility.
 - 4) A doughnut shaped rock (basically useless).
 - 5) A glass jar containing a pair of perfectly preserved human eyeballs. If eaten, they will give the eater *clairvoyance* (as potion).
 - 6) 100 small, white pebbles.
- (2) A stone statue of a woman. It is so well formed that it may possibly be a person who has been turned into stone by magical means.
- (3) A +1 Dagger with a golden hilt.
- 4 A human skull that is still animated and will chatter and snap at any person entering the area.
- (5) A leg of some animal carved out of a brilliant red stone. The item is not magical, but a jeweler might pay up to 50 GP for it.
- (6) A rusted two-handed sword with a brass hilt worked to resemble a griffon.
- 7 An arrow scratched onto the wall. Roll a d20 to determine the direction it points. 1 - 2 means up, 3 - 10 means left, 11 - 18 means right, and 19 - 20 means down.
- (8) A carved stone sarcophagus, made of fine, white marble. The lid has been shattered. A corpse with a stake through its heart lies crumbling in the box.
- (9) A pentagram is drawn on the floor with a burned spot in the center.
- (10) A torn, green tunic, faded but of fine workmanship.
- (11) A small pile of 5 gold pieces.
- (12) A 10' tall, black stone obelisk with undecipherable writing upon it. The language will make no sense to either a *read language* or *read magic* spell. If checked for, evil can be detected.
- (13) An open-topped box containing 4 unbroken glass bottles. 6 more lie in shards. 3 of the bottles contain a rich wine. The 4th contains a winey tasting poison that is + 1 saving throw.
- (14) A large rock. This rock will block a corridor. The only way past is to climb over it.
- (15) A scroll, bound with a rich red ribbon lists the following inventory: "From Milord Ragcliff, 1000 pieces of golden coin, 11 rubys of some size, a golden mask, a dozen spears, 4 shields, 1 tiara of silver and diamonds, 9 rings, 110 various stones of value, a purported enchanted blade, a finely crafted helm and a fine silk tunic."
- 16 A ceramic urn, unbroken.
- (17) A lifelike funerary painting of a noble woman.

- (18) A severed hand that crawls along the floor, constantly dripping blood, which disappears in a turn. The movement rate is 1" per turn.
- (19) A mummified corpse of a man in long, clerical robes. The hands seem to be clutching a dark wooden box. Inside the box is a single diamond worth 1000 GP.
- (20) A statue of a soldier in plate mail. The statue is about half finished.

Table 5: Random Encounters
Roll on a d6 unless otherwise indicated

- 1) Cave in. If indicated, 20' of corridor or half the area of a room will be buried in rubble, making that area impassable. 1 man hour will be required to remove a 5' cubed volume of rubble. An additional man hour will be required to shore it up to prevent further collapse. Unshored walls have a 1 in 6 chance of collapsing each turn. If a cave-in is indicated, roll a d10. A roll of 1 - 7 indicates that the caved in area is old. A roll of 8 indicates a cave-in occurring immediately in front of an adventuring party. A roll of 9 indicates that the cave-in occurs behind the adventurers. A roll of 10 indicates that the cave-in occurs on top of the adventurers. Again, such a cave-in will block 5 - 20 (1d4 x 5') feet of corridor. Any character caught in the cave-in should roll under an average of his Strength and Constitution on a d20 or he will be crushed immediately.
- 2) Found Item (go to Table 4).
- 3) Special Encounter (go to Table 2. Roll a d8).
- 4) Monster (go to Table 3).
- 5) Monster (go to Table 3).
- 6) Monster (go to Table 3).

Room Descriptions

- 1) **The Recieving Room:** This is or was the entry to the crypts from the church above. The church is no more, but this room is fairly intact. The walls are scorched as if by fire and pitted by careless digging, but the paradisaical wall frescoes are still discernable, even though marred by time and the elements. Both entry ways into this room from the surface will be at least half-filled. The only occupants of this room will be a few regular sized rats and a couple hundred teeny-tiny spiders.
- 2) **Chamber of Passage:** Visible only to a detect magic, a permanent circle of protection from evil has been set up in front of the stair leading up to Room 1. It has been specifically designed to keep back any and all undead (the filling of the stairway with rubble also helped achieve that purpose). This room has badly scorched frescoes of beautiful landscapes and happy people in white robes. Wild animals are walking about with domestic animals. Large, and bright buildings are everywhere. The floor is made of inlaid white marble. There are sconces for emplacing candles and torches on the walls. There are barricades set up in front of the southeastern exit. The barricading has been removed from the southwestern exit. There is only a 10% chance of any occupants of any kind in this room.

The Corridors: The corridors of the crypts are lined with hundreds of niches carved into the walls. Skeletal bodies lay peacefully in the shallow holes. Once they are passed, however, a slight rustling or sighing noise will be audible. It will be some minutes before the dead rouse themselves, but if a corridor is passed back down within 3 turns of entering it originally, there will be 1 - 6 skeletons per 10' section of corridor and 1 - 4 zombies (see Table 3, Monsters for Statistics).

- 3) **Rough Stone Chamber:** There is nothing special about this room. Make normal check for room contents.
- 4) **A Side Crypt:** The walls of this crypt are lined with mortared field stone. There is a 40% chance that this room will be caved in. Make normal check for room contents.



- 5) **A Vault:** This room has two entrances and a high, barrel vaulted ceiling. There are several strange glowing lights up near the ceiling that will turn out to be patches of glowing fungus. Make a normal check for room contents.
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- 6) **A Special Crypt:** This room once had a door, now rotted away. It is made of shored-up earth. . . . the timbers look rotten. Any weight put against them will cause the affected wall to collapse (see cave-ins under Random Encounters). There will always be a special encounter in this room along with the normal room contents check.
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- 7 - 8) **A Matched Pair of Chambers:** Nothing unusual to distinguish these rooms. Make check for room contents as usual.
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- 9) **The Low-Ceilinged Room:** The ceiling of this room is only 5' tall. Any large characters will be forced to stoop and will be at a -1 hit probability for a number of melee rounds equal to their Intelligence subtracted from 18. There will always be a found item in this room (see Table 4). Make normal check for room contents.
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- 10) **The Far Room:** This room will always be empty. No undead may enter in to it.
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- 11) **The Central Dispatch Chamber:** This room is a central place for several of the passages in the area. Make normal check for room contents.
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- 12) **The Circular Dome:** This room has a high, domed ceiling made of cut stone. There will always be a special encounter in this room (no slime or mold). Make normal room contents check.
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- 13) **The Crumbling Room:** The walls of this chamber are made of shored-up earth. Even touching the south wall will cause it to crumble away and cave-in. The other walls will require a hard blow to crumble them. Make normal room contents check.
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- 14) **The Final Resting Place of Rute the Putrid:** The fleshless corpse of the luckless thief lies moldering in the northwest corner of this room as do the bodies of several other humans. Scattered around them are pieces of bones and occasional limbs that will shutter and vibrate if approached by living creatures. On the body of Rute is the second treasure map. A copy of the lower treasure map should now be given to the discovering adventurer. . . .there will be no other room contents.
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- 15) **The Long Hall:** Double all room contents found in this chamber. That is to say, that if monsters are indicated, then there will be double the number rolled. If a found item is indicated, then there will be two items and so on. Otherwise, make room contents check as normal.
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- 16 - 19) **A Set of Particularly Uninteresting Burial Vaults:** The walls of these chambers are made of stone block. Very solid. Make normal check for contents in each room.
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- 20 - 23) **Even More Uninteresting Vaults:** Each of these rooms are identical to the ones across the hall, except that they are smaller. There is only a 40% chance that they will have room contents. Otherwise, make normal check.
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- 24) **The Steepled Hall:** This long, narrow room will have only monsters in it and there will be double the indicated number. The ceiling is high and comes to a pointed vault. The walls are of fieldstone.
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- 25) **The Outer Room:** This room will always have two special encounters in it along with the normal check for room contents.
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- 26) **The Treasure Vault:** This large, circular, domed chamber will contain all the treasure that was left with the dead for their journey into Arcadia. It will always have a special encounter, monsters and a found item along with the treasure. The treasure consists of a large heap of boxes and bags containing coins, jewelry, gems, and magic items. There is also a lot of junk. The walls are lined with boxes of food stuffs. About 80% of the food is decaying or has been spoiled by vermin. The boxes contain 1 - 10 gems each. All the magic items have been put in a single box that sits amongst the spoiling food stuffs.

The total value of the treasure is as follows: 20,000 CP, 43,000 SP, 50,000 GP, 300 gems worth a total of 150,000 GP, 20 pieces of jewelry worth a total of 50,000 GP, a suit of +2 plate mail, a potion of oil of etherealness, a -2 cursed neutral longsword, a magic scroll with the 6th level spells: *part water*, *disintegrate* and *geas*, and a potion of frost giant control.

Remember that it takes a long time to search treasure and that the undead will be constantly attracted to the living. For the purposes of the scenario, there are an unlimited number of undead creatures in the crypts.

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Far south of even the barbarian Altanis we were, when we came upon it in the hills, halfway between the hamlets of Ashwood and Kentashar. It was a bald hill, bare of growth. A wide apron of stone about a deep well was its crown. Despite the odious, rising vapours, brother Willchidar allowed himself to be lowered into the hole. I wish that we had thought to detect for evil ere he entered, for when we drew forth our brother, he was dead. But we revived Willchidar with Holy prayers and fearfully he told us of a floating ball of mist in a huge, globe-shaped chamber, lit by hellish, glowing gems that were at least as large as a man's fist and seemed to focus their light on the mist. We fled that place of evil; but as night fell, brother Willchidar underwent a horrid transformation. Instead of our comrade, we had succeeded in reviving a demon! By the might of The Holy One alone, we