

DRAGONSFOOT

Voices of the Three

A Castles & Crusades adventure for
4-8 player characters of levels 1-3

by Cynthia L. Seiffert

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BACKGROUND

Thirteen years ago, a young man named Alastair Silverdale worked his magic. Colorful lights and unusual sounds often emanated from his prominent castle in the center of the town of Waldmitte. Although Alastair was of wealthy means, he often strolled the streets of town, frequenting the local establishments. It was in this way that he met and fell in love with Alice Walmsley, who worked in her father's potion shop, The Blue Bottle.

After an appropriate time of courting, Alastair wished to ask for Alice's hand in marriage but felt he lacked the perfect engagement gift. He left on a quest for a Star Ruby, as it is a symbol of luck and also signifies the infinite heavens from which he felt Alice must have come. He wrote Alice often, telling of his adventures and ever-increasing wealth.

After two years, the letters stopped. Alice waited anxiously for word of her loved one for a year, but none came. Finally she gave up and accepted an offer of marriage from Erasmus Pember, the weapons shop owner.

Before these nuptials could occur, however, Alastair returned to Waldmitte. Upon learning of his bride-to-be's engagement, he flew into a rage, killed both Alice and Erasmus, gathered his riches, and fled from Waldmitte with the bodies.

The townspeople gave up searching for the wizard long ago. Legend has it Alastair is hiding in the catacombs called "Todesheim" to the south of Waldmitte, bemoaning his loss and casting untoward spells on the bodies in an attempt to bring them back to life. Adventurous types sometimes come seeking the three, and more importantly Alastair's missing wealth, but none have succeeded.

WALDMITTE (Middle of the Forest)

This is a farming community (cattle, grain, and herbs). It is located on a main road and therefore frequently sees visitors. The area for about a half mile around the town has

noticeably younger vegetation than surrounding areas (e.g. saplings rather than established forests). Waldmitte has experienced some night stealth raids by goblins, but they generally leave readily once spotted.

A narrow main road runs south through Waldmitte, meandering through light woods and tall brush. The area is littered with rock outcroppings, and taller rock formations can be seen to the east beyond the trees. About ten miles down the road, a dirt path intersects, leads to the east, and then runs south along the rock formations. It is along this path that Alastair fled and stumbled upon what he thought was a cave. What he actually found was much more than that...

IMPORTANT RESIDENTS OF WALDMITTE

Stuart Walmsley is Alice's father. He owns The Blue Bottle, which is the only potions shop in town. Alice and her father used to run the shop together, but since her death Mr. Walmsley works there alone. He is about 60 years old and is very hard of hearing. He absolutely refuses to talk about Alice's death and disappearance. If anyone mentions her,



he will demand that person leave the store immediately.

Juliana Pember works in The Silver Sword, one of two weapons shops in Waldmitte. She is Erasmus's 16-year-old sister. Juliana will speak freely about her brother, although her memories of his death and the events surrounding it are that of a 6-year-old. She makes it a point to approach newcomers and ask for their help in locating and retrieving his body for proper burial. The Silver Sword is directly next door to The Blue Bottle.

Gretchen Duffield is in her mid 40s and is the waitress and barmaid of the local inn and tavern, The Restless Boot. The Restless Boot is in the center of town and is where the farmers and other locals come to socialize and celebrate. Although her father, Ollie Duffield, owns the place, Gretchen generally runs the establishment since he is in poor health. Ollie occasionally tends bar when he is feeling up to it. Gretchen would be willing to hire someone to help around The Restless Boot.

Clyde Figshead, a man in his 30s, is the town blacksmith and also owns the Waldmitte stables. He is sly, and always on the look-out for a way to make quick money. His prices are a bit steep, but since he has no competition he gets away with it. Clyde is not above blackmail or bribery, and will likely require a fee in exchange for any information he provides. He knows the way to Todesheim, where Silverdale is believed to have gone.

Dirk and Damon Leggett own the local grist mill. They are twins, in their 20s, and share a zest for life as well as a very strong link with each other. Although they work hard for their living, they can be found at The Restless Boot nearly every day after dark, often until closing. The twins are amiable folk who love to share a tale or two, particularly if the ale is flowing in their direction.

Yorgi Keel is the head of the local guard. He is strict but fair, and takes it personally if trouble occurs in Waldmitte. He is the only paid guardsman in town, and is in charge of organizing 25 volunteer guards from the



citizenry. The old Silverdale mansion serves as his headquarters and watchtower.

He is a 3rd level lawful good human fighter. His vital stats are: HP 22, AC 16. His primes are Str, Int, Cha. His attributes are Str 14, Dex 13, Con 10, Int 10, Wis 10, Cha 16. He wears scale mail, carries a large steel shield, and wields a spear, long sword, or dagger.

Rumors: Some of these rumors are true, some are not. The CK should roll a d20 as many times as he sees fit to determine which rumors the adventurers hear while in Waldmitte.

1. Alastair stole the bodies to bring them back to life.
2. Alastair has brought the bodies to life and holds them captive in Todesheim to this day.
3. Alastair is dead.

4. Alastair still wanders the cavernous Todesheim bemoaning his loss.
5. Smoke is sometimes seen coming from Todesheim's opening.
6. Goblins are seen coming and going from Todesheim.
7. There are huge beasts that come and go from Todesheim, bigger than a man.
8. Alastair's goodness was tainted when he murdered Alice and Erasmus.
9. Great treasure can be found in Todesheim.
10. Alastair went away for years in order to find a suitable engagement gift for Alice.
11. There's a war going on in Todesheim.
12. A number of adventurers have gone in, but only one has returned.
13. The one who returned could no longer speak -- his tongue had been cut out.
14. Screams can often be heard from the rocks around Todesheim.
15. Man-eating plants live in Todesheim.
16. Corpses rise from the ground around Todesheim.
17. Alice and Erasmus didn't really die, they just appeared to be dead.
18. Alastair performed hideous spells and rituals on the bodies to make them come back to life.
19. Alastair took all his riches with him into Todesheim, including the engagement gift.
20. No one has seen Alastair, Alice, or Erasmus alive in 10 years, although some say they've seen their ghosts.

TODESHEIM KEY

Generally speaking all rooms and corridors are rough-hewn rock with just enough lit torches along the walls for a human to be able to see. All doors are wood with metal hinges and ring pulls; they are unlocked unless otherwise noted.

Green veins of rhizome-like matter course through the rock, not simply growing on the walls, but rather an intimate part of them. This plant life extends around the mouth of Todesheim and a few feet out onto the forest floor. Leaves and vine-like tendrils (up to 3 feet in length) sprout from these veins, as if the walls have arms. The vines are generally close to the wall but will extend toward anything they sense as warm (e.g. animals, humanoids, fire, etc). There are dense populations of the vines around the torches, some tendrils even winding around the sconces. The vines are harmless but will grow around anything that remains close enough to the wall for a day or more, particularly if it is warm.

Since the rock and vines are so intimately a part of each other, the walls will fall if the vines are destroyed or pulled off somehow. A successful DEX check (CL 1) is necessary to avoid this falling rock for any character within 10 feet of the wall. If failed, the character sustains 1d4 damage.

Tunnel openings, 2-3 feet in diameter, are scattered along the corridors and most of the rooms. These lead to a complex tunnel network within the walls, where the fire beetles reside. Unless otherwise stated, there is a 25% chance that 1d4 fire beetles will emerge from these tunnels; check every 15 minutes. There are no tunnel openings to be found in Alastair's domain (areas 43-45 and 47-50).

There are several areas where the floor has collapsed to the level below. The area around these holes is crumbling, and anyone within one foot of such a hole must make a successful DEX save to avoid falling and sustaining 1d6 damage.

Random Encounters

The following are random encounters that might occur in Todesheim. 1d6 is rolled every half hour of in-game time; if a 1 is rolled, roll a d12 on the table below to determine the type of encounter. These will not occur in areas 16-24, 43-45, or 47-50 and the surrounding corridors.

D12	Encounter
1-2	Spiders (medium, 1-2)
3-5	Fire Beetles (4-6)
6-8	Giant Ants (workers, 3-5)
9	Constrictor Snake (1)
10	Goblin on Patrol with one Worg
11	Goblins on Patrol (1-3)
12	Kobolds on Patrol (1-3)

Area 1: The entrance to Todesheim is difficult to discern through the dense vine growth. Just inside the opening is a flight of stairs leading down, also thick with vines on the floor, walls, and ceiling. The bottom of the stairs open into a room threaded with these same vines. A multitude of fire beetle holes at various heights interrupt the green webwork along the walls.

Area 2: This room is empty except for one goblin. He was on patrol when nature called and is relieving himself in the southwest corner with his back to the door. If alerted by the PCs making a large amount of noise or in some other way, the goblin will attempt to hide, then run back to headquarters to alert the others (via Area 9). If he doesn't notice the PC's, he will continue on patrol when he's done with his business.

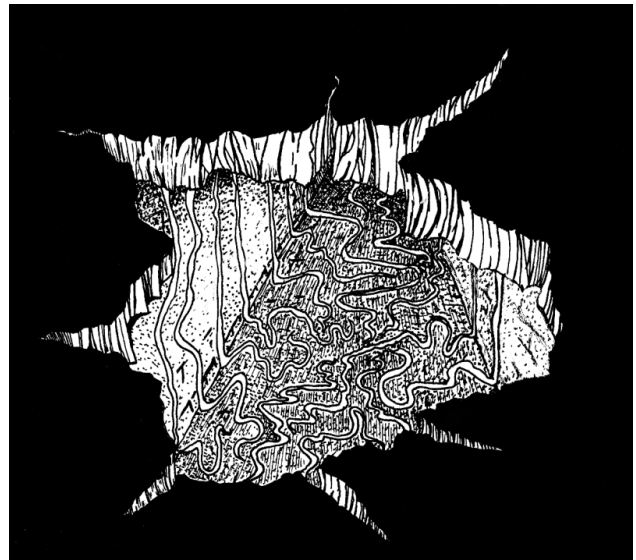
Area 3: This room has an unusually large number of fire beetle holes for its size. There is a 50% chance there are 1d4 beetles present in this room, and if none are present, a further 50% chance per 15 minutes that 1d4 fire beetles arrive.

Area 4: Trophy Room: A horrendous smell meets anyone opening the door to this room. The east half of the room contains row upon

row of wooden stakes, pushed into holes drilled into the floor. Upon these stakes are kobold heads, all in various states of decay. The ones furthest to the back are mostly dried skin on skulls. In the front are a few with blood that is still tacky to the touch. Anyone entering this room without proper protection from the stench must succeed at a CON save or vomit.

Area 5: A green gem, about the size of a dime, is embedded in the south wall. A player must carefully examine the wall to find it. When the gem is touched, it fades out of existence and a wall appears across the north opening. The room shakes, and anyone in the room gets a strange feeling in his stomach. After about a minute, the wall with the gem in it slides back, revealing a corridor (Y). The room has descended one level. The "elevator" resets in 10 minutes; when it does, the wall with the gem slides back to create a dead end. The trigger on this side is to pull the torch arm on the east wall nearest the secret door.

Area 6: This is a crumbling hole in the floor. A look down reveals a corridor with vines on the floor. Stone debris from the hole litters the greenery. Anyone who gets within one foot of the hole must make a successful DEX save to avoid falling and sustaining 1d6 damage.



Area 7: The goblin Ufdarg is completely naked and suspended over the hole (Area 6), each hand and foot tied with rope to a ring in the floor. Four fire beetles are moving toward the hole to dine on Ufdarg. Ufdarg is in league with the Kobolds to unseat Drizgolk as leader under the agreement that they will then share Todesheim peacefully, and the kobolds will be given more space. Ufdarg attempted a coup against Drizgolk. He was captured and Drizgolk ordered him to be chained there and left for the fire beetles. If rescued, Ufdarg will provide information to the PCs about the goblin headquarters and Alastair's domain as revenge. He will also provide the scroll (from area 14) for the PCs to use if he's convinced they can rid Alastair's area of the phantoms. He will request the retrieval of his belongings. He will let the PCs have the treasure.

Area 8: Crumbling Hole: A look down reveals two crumpled kobold bodies, one atop the other. Players who get within one foot of the hole must make a successful DEX save to avoid falling and sustaining 1d6 damage.

Area 9: Trap Door: This drops directly into the the living/sleeping quarters of the goblins (Area 30). It is concealed by the vines on the floor, which are a little thicker in this area, but the door can be lifted easily enough. A rope hangs by a ring from the bottom of the trap door and is used by the goblins to come and go.

Area 10: This room is empty except for a secret door on the south wall, which spins around when pushed on. It leads to Area 11.

Area 11: There is a skeleton wearing leather armor in the southeast corner of this room. The armor is in great disrepair.

Area 12: Trap Door: Opens into a 5 foot by 5 foot cylinder of slippery viscous liquid. If a PC tries to walk with this liquid on his feet, a DEX check (CL 2) is required to determine whether the PC can maintain balance. A DEX check (CL 2) is also required if a character wishes to hold any object in a hand covered in the material. Significant effort is required to wash

the liquid off. Soap speeds up the process. At the end of the corridor, as a lure, is a pile of 10 gold pieces.

Area 13: Crumbling Hole in the Floor: A look down reveals a dark patch on the floor below (blood stain). Players who get within one foot of the hole must make a successful DEX save to avoid falling and sustaining 1d6 damage.

Area 14: There is a secret door on the north wall of the room. The door slides open when one knocks on a certain stone outside the door. The door closes 30 seconds after opening. Immediately inside the door is an arrow trap. Another arrow trap is set just inside the door on the east wall. Pressure on the floor trips the trap. Two arrows fly out of the wall, one at approximately 2 feet above the floor (kobold head height), the other at approximately 3 feet above the floor (goblin head height). A successful DEX save (CL 2) means that the arrow misses. If unsuccessful, 1d6 damage results.

Old tapestries and broken pieces of furniture line the walls, and a crystal chandelier hangs from the ceiling in the middle of the room. There is a desk in the SE corner. In the middle drawer of the desk is a scroll- Ufdarg's scroll. This is Ufdarg's desk. There is nothing else of interest in the desk. One of the tapestries hangs over the doorway nearest the desk. Ufdarg has used this as an "escape" to the secret door which leads to Area 15. The secret door is a sliding door triggered by pushing one of the stones to the left of the door. It slides silently and closes 30 seconds after opening.

Upon Ufdarg's scroll is written one spell- *Free Spirit*: (3rd level cleric spell) Releases a spirit bound to a location or object. The spell will not force the spirit to leave, but will merely break the hold the location or object has on the creature. Once the spell resolves, the effect is permanent unless another spell is cast to bind the spirit once again. CT 1, R 50 ft, SR yes (h), Comp V, S, DF

Area 15: This room has a crumbling hole in it. A rope ladder is bolted to the floor near the hole, and can be thrown down for access to the level below. Ufdarg uses this as his access to the Kobolds.

Area 16: The Shrine: This room is in a perfect circle, approximately 45 feet in diameter. There are 8 doors along the walls, evenly spaced around the circle, at compass points: N, NE, E, SE, S, SW, W, NW. A trap door (A) pushes up into the exact center of the room, but is concealed by plant life. The entire room is a field of numerous kinds of flora, some up to three feet tall and very dense.

Midway between the trap door and the N door is a glass dome containing a bed (B) with exquisite linens and pillows. Lying among these is a woman with fair skin and long blond hair flowing around her shoulders. The woman is pleasant to the eye, but would not be thought of as particularly beautiful. She is wearing a wedding dress and holds a bouquet of flowers to her bosom in her slumber. (CK Note: This is Alice Walmsley. She is dead, with no heartbeat or other signs of life, but her body has been perfectly preserved through Alastair's magic.)

The dome is locked (Open Lock at CL 2). Once unlocked, it can be opened by turning a latch at the base of the dome and lifting the lid.

The following plants are plentiful and distributed so thickly throughout The Shrine that one cannot take a step without touching them. Many other varieties of plants are also present, to be described as seen fit by the CK.

Leafy Spurge- This plant is 1-2 feet in height, has a very straight stalk and elongated leaves. The top third of the plant has small yellow-green flowers. A milky substance is present inside the leaves and stalk. There are hairs on the stalks and leaves which cause severe skin irritation for 1d6 hours. Leather armor or better will protect from this effect, but robes or other clothing will not. When a player steps into the Leafy Spurge a CON check is made. Failure means the subject is unable to concentrate to fight or cast



for one round due to skin irritation. Re-roll check each round.

Entangling Vines- These vines are of the same type present throughout the rest of Todesheim. However, these vines have been enchanted to protect Alice. *Entangling Vine* functions per Entangle spell.

Leafy Spurge and Entangling Vines coexist and are actually intertwined throughout the entirety of The Shrine. It should be assumed a player comes into contact with both Leafy Spurge and Entangling Vines the instant he steps into the room

Areas 17-24: SPOKES OF THE SHRINE

Area 17, 19-22: Each has 1d4 non-preserved bodies, some cut up, some not. The bodies range in condition from skeletons with no flesh on them to dry skin clinging to bone. None are freshly dead. These bodies are the remnants of Alastair's experimentations.

Area 18: Alastair's sleeping quarters- There is a straw mattress on the floor, a table and chair, and a wooden trunk. The trunk is trapped with a poison needle on a spring lock (CL 5). The poison does 2d6 damage and memory loss occurs for 1d4 hours. A successful CON check results in 1d6 damage and 1d2 hours of memory loss.

Inside the trunk are an empty scroll case and a metal box containing the following gems:

- jasper (33 gp)- opaque bluish brown
- moonstone (45 gp)- translucent white with pale blue glow
- star rose quartz (100gp)- translucent rosy stone with white "star" center
- blue quartz (5 gp)- transparent pale blue
- rhodochrosite (10sp)- opaque light pink
- moss agate (10 gp)- translucent yellow-white with greenish "moss" markings

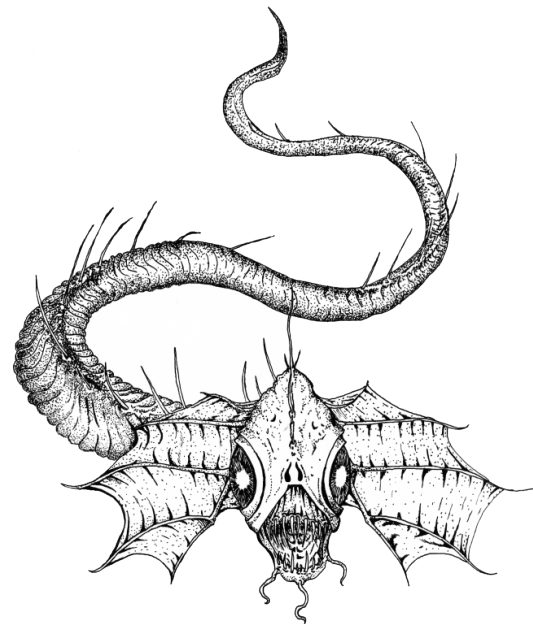
Area 23: (D) Alastair Silverdale's body is here, hanging by a rope, chair kicked out from under, neck broken, perfectly preserved. There is a litter of decaying and dried flowers on the floor around him. He has "the" engagement gift, a brooch, pinned into his skin on the left side of his chest. The whole left side of his chest is covered in dried yellow pus and has a nasty odor. The area immediately surrounding the brooch is especially putrid. (CK Note: Alastair pinned the brooch to himself as a way to have Alice close to his heart. The piercing became infected, but Alastair refused to remove it because of a sense of obligation, as well as self-torture. When he could no longer take the pain, he killed himself.)

Description of the brooch (a star ruby set in ivory): Translucent red gem with a white star in

the center set in a whitish filigree leaf pattern brooch. The gem is believed to bring good luck and reminded Alastair of the infinite heavens from whence Alice must have come. The ivory reminded him of her skin. The piece in total is worth 1000gp, the gem separately is worth 800gp.

Area 24: There are three bodies in this room, all perfectly preserved and clothed, but headless (male elf-ranger, female human-fighter, male human-druid). These are the bodies that go with the heads by the column in Area 50. No personal belongings remain beyond their clothing.

Area 25: Waterfall: This is a 20-foot waterfall which appears to originate from a slit in the wall.



Area 26: Underground River: This quickly moving river has cut its way through solid rock over eons of time. A sharp and immediate drop off awaits anyone foolish enough to step in. The turbulent surface of the water prevents viewing into the water. Rope fish reside in these swiftly moving waters.

Area 27: The river disappears through a slit in the floor.

Area 28: The five worgs housed here serve as guards to the goblin headquarters. Some bones and fragments of Fire Beetle shell (hard bits of material with jagged edges) are scattered about. There will always be at least one worg present; others are on patrol with the goblins.

Area 29: Goblin Living/Sleeping Area: The floor of this room is nearly covered with straw mattresses. The only clear area is around a fire pit in the middle of the floor. Clothing and some weapons are hanging on hooks along the walls.

Twenty goblins are present in this room, cooking, eating, drinking, gambling, etc. They are all soldiers, and will not hesitate to attack if intruded upon. A third of the goblins are intoxicated, however, and will have difficulty fighting. DEX, CON, and WIS attributes are decreased by 2 while they are in this state.

Area 30: Goblin Living/Sleeping Area: This area also contains numerous straw mattresses, a fire pit, and clothing and weapons hanging on the walls. A small wooden chest sits in the SW corner. It is locked. It contains a sling shot, a red robe, and a small animal skull.

Four goblins and Drizgolk are seated around a small table near the fire pit, speaking quietly and intently. If overheard (by an elf or a successful WIS check) it will be discovered they are discussing the layout of the dungeon and their desire to rid the SE corner of the magic that dwells there.

Area 31: Drizgolk's Headquarters: A wooden desk and chair take up much of the space in this small room. A faded tapestry hangs on the wall over the desk, and a number of threadbare pillows are piled in the SW corner. A hollow in the ratty pillows suggests someone recently sat or slept here.

There is also a small chest in the room. It is rigged with a spring trap (CL 5). The chest

contains: 23 gp, 100 sp, 1000cp, and a **Ring of Free Action** (enables the wearer to move and attack freely and normally whether attacked by a web, hold, or slow spell, or even while under water. Melee weapons work normally under water, but hurled do not).

Area 32: Waste Room: When the door to this room opens, the smell of dung, urine, and waste food explodes from within. This room serves as a bathroom for all the goblins as well as a trash can for all waste products.

Areas 33-35 and Corridors in the Immediate Area: The lighting is lower here. In most places the vines create a thick mesh covering on the walls, but at irregular intervals whole chunks have been ripped out. The floor is littered with a tangled web of dead plant life, and parts of the walls have crumbled in the places where the vines once grew. Dark stains adorn the floors. (CK note: The kobolds used to live in this area, but the goblins defeated them and pushed them out. Once the kobolds are completely gone from Todesheim, the goblins will ready this area for habitation by the rest of their clan.)

Area 33: A table lies shattered on the floor among a scattering of broken arrows.

Area 34: A small table lies upended along the N wall. Pots and cooking utensils have been flung everywhere, and ornate but faded tapestries line the walls. The charred remains of a cooking fire occupy the center of the room. Tapestries conceal the door out of Area 34 and the door at the other end. Tapestries also cover the walls of the concealed corridor.

Area 35: Broken furniture and straw mattress bedding all but cover the floor here. The same types of tapestries as in the other rooms in this area hang from the walls. Broken spears and arrows litter the floor.

Area 36: There is a hole in the ceiling in the SW corner of this room. There are two kobolds directly underneath the hole, headless, bodies bent at odd angles, one on top of the other.

Area 37: Bright torchlight emanates from this room. Vines tightly encircle the sconces, twine themselves along the walls, and create a thick woven mat of green upon the floor, which extends into the hallway about three feet.

Area 38-42: Kobold Residence: These areas are packed full of grief-stricken, dirty, and wounded kobolds. Their numbers have been significantly diminished, and they would be ready to flee were it not for Ufdarg's promises to help them retain a part of Todesheim when he becomes Goblin Leader. The numbered areas are as described below.

The hallways around these areas are littered with straw mattresses, cooking pots and utensils, sleeping and lounging kobolds, and some of their personal effects. Some of the kobolds are currently killing time throwing cards into a helmet on the floor. This is simply the overflow since there is not enough space to house them all in the rooms.

All the males will fight, females will fight if their lives or their children are threatened, children will fight as a last resort and at ½ effectiveness.

Area 38: Kobold Sleeping Quarters: This is the sleeping quarters for twenty kobolds, comprised of 3 extended families (8 male, 6 females, 6 children). There are straw mattresses, personal effects, and weapons strewn about the place. Two of the males are training the children to use weapons in the narrow end of the room.

Area 39: Kobold Cooking Area: This has been set up as a communal kitchen area. There is a small table at the W end of the room, and on it are some pots and utensils. A pot is set on a low fire with a clear broth and very little aroma coming from it. Two female kobolds (from Area 41) are preparing a meal.

Area 40: Vorg's Office: Vorg is the leader of the kobolds. He is very proud to have his own space, however small it may be. A small table, one chair, and a trunk are the only things in this cramped room. On the table is a crude map

that shows what the kobolds know of Todesheim.

The trunk is locked (CL 2), but not trapped. It contains personal clothing, 4 gp, 2 sp, and a leather belt. The belt is actually a **Girdle of Femininity/ Masculinity** (This appears to be a normal leather belt, but when buckled on it will immediately change the gender of the wearer to the opposite. There is a 10% chance the girdle will eliminate all sex from the wearer. Once the curse has been activated, the belt then becomes a regular belt, no longer magical. The gender switch is permanent and no non-magical means can dispel it. A *Wish* spell has a 50% chance of changing the gender back, or a deity or other such powerful being may be able to do so.)

Area 41: Kobold Sleeping Quarters: More straw mattresses, weapons, and personal kobold effects inhabit this room. It is home to another 2 extended families (5 males, 7 females, and 12 children). Five of the females and six of the children are present. The remainder of the children are playing in the hallways, and all of the males are on patrol.

Area 42: Kobold Waste Area: This area has been designated for garbage, feces, and other waste. It is repulsive, and anyone entering requires a CON check to avoid vomiting. This room is also home to one *Fleshcrawler*.

Areas 43-45, 47-49 and the Surrounding Corridors: These areas are strangely devoid of vines, fire beetles, and any other living entity. A magical essence seems to swirl in the air, although it is impossible to identify its source. The goblins avoid this area completely, and the kobolds passed through only when necessary to reach other areas of Todesheim. They do not come here at all now that the goblins have killed so many of them.

Some of the walls have crumbled due to lack of support from the vines. The adventurers will occasionally need to climb over decent amounts of rubble (up to 5 feet high) to get



through. The lighting is dimmer as there are fewer torches here.

Area 46: Fire Beetle Lair: Ten fire beetle tunnels empty into this room, with 1d4 fire beetles present at any one time. For every 10 rounds, there is a 25% chance an additional 1d2 fire beetles will emerge from the tunnels.

Area 50: Alastair Silverdale's Domain: This is a large L-shaped room of strikingly white marble on the walls, ceiling and floor. A single row of round, blood-red marble columns (20 feet tall) runs down the entire length of both legs of the L, from floor to ceiling. Each column has a square base and crown. An ornate leaf pattern runs the height of each column, beginning at the crown and spiraling around the column to the base. This leaf pattern is the same striking white of the walls, in bas relief.

Upon close inspection, there is a small concave chink in the center of the north wall beyond C, about 5 feet off the ground. This

hole is where the coins are to be put. (Refer to C below.)

Strange and morose noises seem to emanate from the walls themselves: doors banging, echoing footsteps, periodic cries and sobs from three voices (two male, one female). The cries are not intelligible speech, but the impression is one of pure frustration and sorrow. These sounds are made by the spirits of Alastair Silverdale, Alice Walmsley, and Erasmus Pember. The wizard is mourning Alice's death, and is further aggravated by the fact that despite succeeding in preserving her body in its pre-death state forever, he could not bring her back to life. The woman and her fiancé are simply sad and frustrated with their untimely demise, and the fact that their spirits are unable to depart this forsaken Todesheim. If seen, all three will appear as phantoms.

If the phantoms perceive the adventurers will help them, they will speak if spoken to but can only answer yes or no. If the phantoms feel

threatened in any way, or feel the adventurers will not help them, they will attempt to scare them off by wailing, moaning, crying, sobbing, and causing other various noises. They may also attempt to rush the adventurers if they perceive this will help scare them off, but will simply pass through without harming.

There is a ritual which, if performed, will free the spirits. It involves taking part of each of the three and blending them together

Important points of interest in Alastair's domain:

A: A blood-red marble altar runs the length of the wall. On it sit four wooden candelabras, with three burned-down red candles in each. In the center of the altar is an ornately carved wooden bowl, approximately 15 inches in diameter, and 6 inches high. If a player intentionally peers into the bowl, he will see what appears to be a human heart (perfectly preserved) and a dark stain on the bottom of the bowl. There are also some small dried up items (which are actually some sort of leaf), some sticks, and two bat skeletons.

B: Here, a human male (CK note: Erasmus Pember) hangs from a rope noose around his neck. He is clearly dead, but his body is in perfectly preserved condition. The neck is broken, and some internal organs are visible through a hole in his torso at the place where his heart should be. Upon closer inspection, it can be observed that his heart was cut out with a sharp implement, although not skillfully. A large dark stain is present on the floor under

the body. (CK Note: this is the heart in the bowl on the altar.)

C: This column looks like all the others, but actually conceals a door on the ceiling. There are three perfectly preserved severed heads around the base of the column, equidistant from each other. One is that of a male elf, with long golden hair; another is a human female with long black hair in braids and rather rugged features; the third is a human male with short dark hair and a tattoo of a leaf on the right side of his face. All have their eyes open and are smiling so widely their teeth show. It is a rather disturbing sight. In each mouth, although hidden from view by the teeth, is a coin- the elf has a copper, the human female a silver, and the human male a gold. These coins must be placed one atop the other in the correct order (from bottom to top- gp, sp, cp) in the space in the wall at the end of this hallway. When this happens, the column will spiral into the floor, stopping 10 feet from the ceiling, to reveal a 5-foot by 5-foot wooden door with a metal ring in the center. When the ring is pulled, the door will swing downward from hinges on the side closest the wall with the hole. There is a room above (Area 16). There is an inscription on the south side of the column, written in the same striking white, about 1/3 of the way up the column. It reads:

Heed the voices of the three.
Beware the way you choose.
For such is the way of unearthly bliss:
 the rich will be poor,
 the poor will be rich.

ROSTER OF FOES

Note to the CK: You should probably review the descriptions of the monsters below in the C&C Monsters & Treasure book; the statistics given here are somewhat abbreviated.

Drizgolk (goblin leader): HD 3d6, HP 9, AC 14, chaotic evil wizard. Prime attributes are mental. Spells per day: *Mage Hand*, *Light*, *Message*, *Ghost Sound*, *Charm Person*, *Magic Missile*, *Sleep*, *Unseen Servant*, *Pyrotechnics*, *Web*.

Ufdarg (goblin 2nd in command): HD 3d6, HP 12, AC 15, chaotic evil. Prime attributes are physical. He carries a short sword, two daggers, and a short bow with 12 arrows.

Vorg (kobold chieftain): HD 2d8, HP 9, AC 17 lawful evil. Attack: bite (1d2), crossbow, spear. Prime attributes are physical. Vorg carries a crossbow, spear, and 14 gold pieces.

Two days ago Vorg was surprised in his previous headquarters by a violent goblin attack. He fought back, trying to hold his home, but about 50% of his tribe has been killed or wounded. Vorg is desperately hoping Ufdarg will gain leadership quickly and follow through on his promise to allow his tribe to remain. If the goblins attack the kobolds again, or if Vorg learns of Ufdarg's capture, he will command his tribe to flee from Todesheim.

Goblins: HD 1d6, AC 14, chaotic evil. Prime attributes are physical. Attack as per weapon. Each carries one of the following: short bow, sling, or dagger.

Kobolds: HD 1d4, AC 13, lawful evil. Prime attributes are physical. Attack by bite (1d2) or per weapon. Each carries one of the following: dagger, short bow, or sling.

Worg: HD 4d8, AC 14, neutral evil. Prime attributes are physical. Attack: bite (2d4).

Fire Beetle: HD 1d10+2, AC 16, neutral, move 60 ft., size-small. Prime attributes are physical. Attack: mandible (2d4). Fire beetles have two glands above their eyes and one on their

posterior that glow red. This red glow will continue for 1-6 days after they are removed from the beetle. The glow radiates 10 feet.

Fleshcrawler: HD 3d8, AC 17, Neutral, Move 30 ft, 15 ft (climb), size- large, Attacks: 2 Bite (1d6), or 6 Claw (1d4). Special: Paralysis, Constrict, Death Throes, Animation. Saves: physical.

NEW MONSTERS

Rope Fish

No. Enc.:	3-6
Size:	Small (2-3 feet in length, 6 inch diameter)
HD:	2d6
Move:	60 ft. in water, 30 ft. on land
AC:	12
Attacks:	Bite (1d6), Tail whip (1d4), Special: Dive
Saves:	P
Int:	Animal
Alignment:	Neutral
Type:	Animal
Treasure:	Special, see below
XP:	10 + 2

Rope fish look very much like snakes. They can be found in any body of fresh water, including rivers, lakes, ponds, or aqueducts. They move in an S pattern and travel in small schools. They have light to dark brown scales over most of their bodies, with smooth rust-colored underbellies. Small fins located on either side just behind the head help to steer the rope fish.

Rope fish can survive and function at full capacity out of the water for up to 10 minutes. For the next 10 min after that they attack and move at half their normal abilities. After 20 min out of the water, they cannot move or attack, but can still exist for another 20 min. If returned to the water during this time, the rope fish revives immediately to full abilities. After 40 min out of the water, the rope fish will die.

Rope fish attack by biting prey or whipping the prey with the tail in an attempt to render it unconscious and therefore easy to eat. The rope fish cannot bite and use a tail whip in the same round.

Dive: With a successful bite attack the rope fish will dive to the bottom of the river, pond, etc. in an attempt to drown its prey.

Treasure: Rope fish are attracted to shiny objects and will eat them. It is extremely common to find coins, gems, and other small shiny objects in a rope fish's stomach when it is gutted.

The Journal of Alastair Silverdale

First Entry- *(writing is smudged in many places, slightly difficult to read)* "Oh sorrowful day! I weep as I write, unsure of where life will lead me now. You were my life, Alice, and now you are no more in life! And at my own hand! I can conceive of nothing so horrible as this! Oh, how is it you loved another?" *(Handwriting trails off, with a large ink blot at the end of the line.)*

Second Entry- "You will be mine again, Alice! And your lover will aid me in finding a way! He died for his sins against me. He was not worthy of you! Merely a tool he will be. Yes, merely a tool. I must begin!"

Third Entry- "I toil. I do not rest. I have fashioned a ritual, but it does not what it should. There is no life in him! There is only preservation! Why won't he breathe? I must have you back, Alice. Perhaps passion is the vital component. I will perform the ritual on you!"

Fourth Entry- "It is not enough. You are beautiful again, but it is not enough! Why do you resist me? Do you not love me? Impossible! Stop fighting me! You are mine,

Alice, you are mine! I will have you again. Stop fighting me!"

Fifth Entry- "A lucky day! The gods have shown favor and sent me more tools! You will be mine again, Alice!"

Sixth Entry- "It should be working! Why have the gods forsaken me? Why? Numerous tools, tool after tool, and none become quick. I went to find the best for you, Alice, and you forsook me also! Why did you not wait? You will be here forever now, forever I tell you."

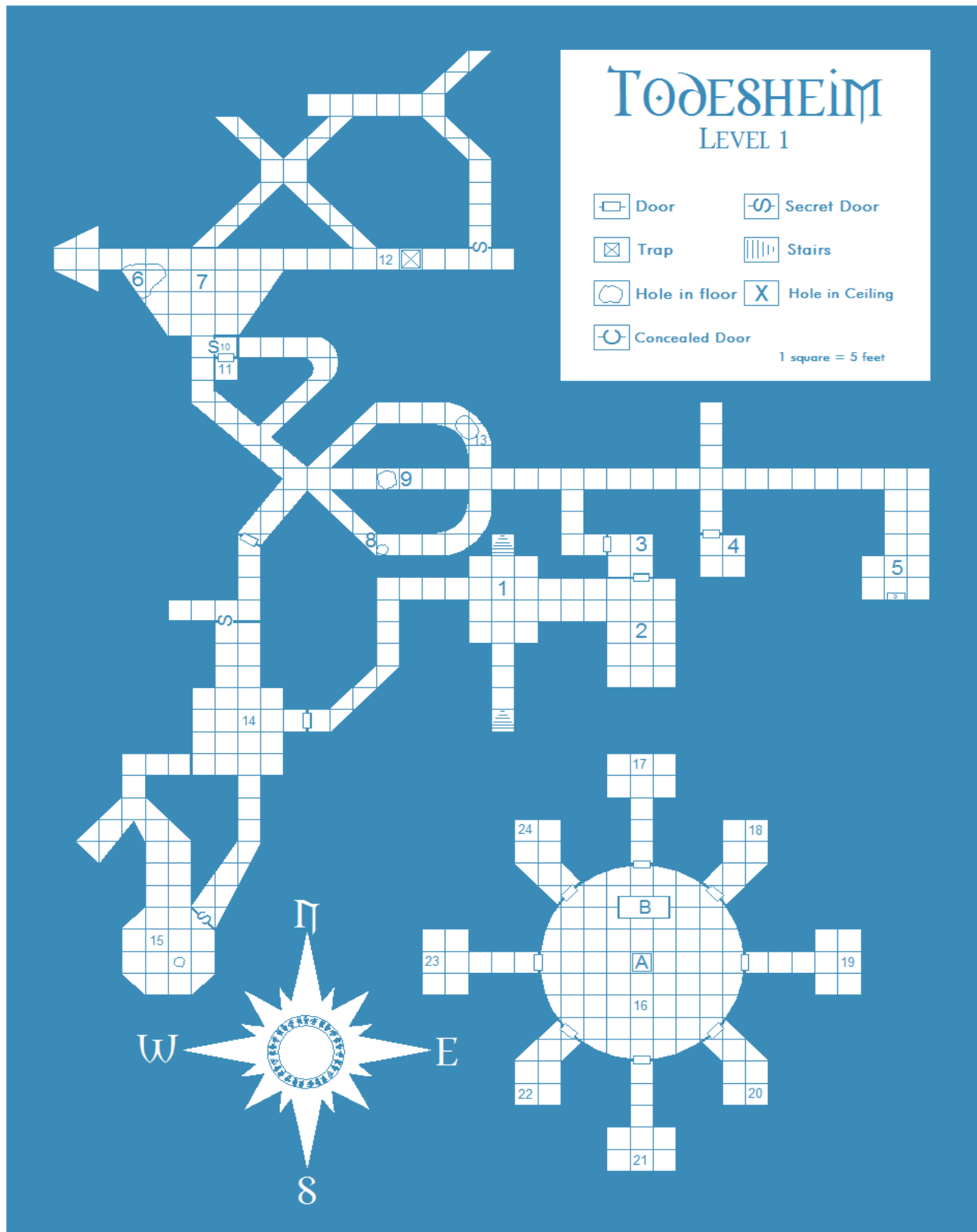
Seventh Entry- *(smudges in the ink, dark dots in a random pattern on the page, some with finger marks in them)* "I love you, Alice. Here, see? I wear the brooch for you; the ivory of your skin, the red vibrancy of your spirit, and the beauty of the heavens from whence you came. I have been a fool. I now know it. The treasure was you, not what I sought for you. And now I have lost you forever. What good are riches when one is poor in heart?"

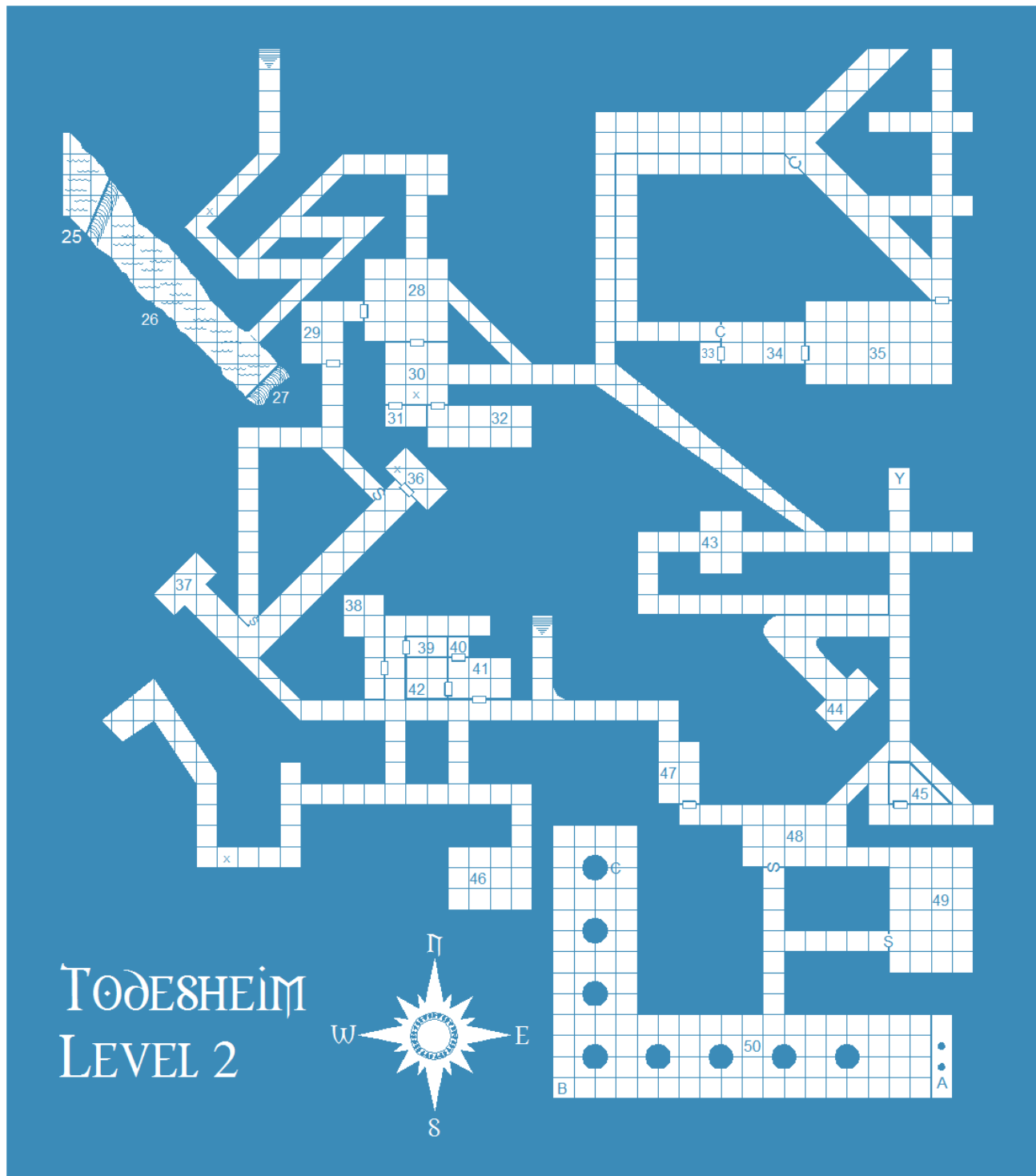
Eighth Entry- *(various marks and splotches and smudges all over the page)* "Pain! Oh, unending pain! I come now, my love . . ."

Ritual to Free the Souls:

A single sheet of paper is tucked into the back of Alastair's journal. On it is written the following: *Combine cut tangle vines, water, beetle shell in bowl. Add bone or flesh of each tormented soul and heat to bubbling. Pour over the intertwined bodies of tormented souls while saying the words of the spirit freeing.*

(CK Note: If the ritual on this page is used in tandem with the spell on Ufdarg's scroll, this spell can be used to free all the souls involved in the ritual.)





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Voices of the Three

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