

GHOUL KEEP

and the

GHOUL LANDS



Labyrinth Lord
Compatible Product



GHOUL KEEP AND THE GHOU LANDS

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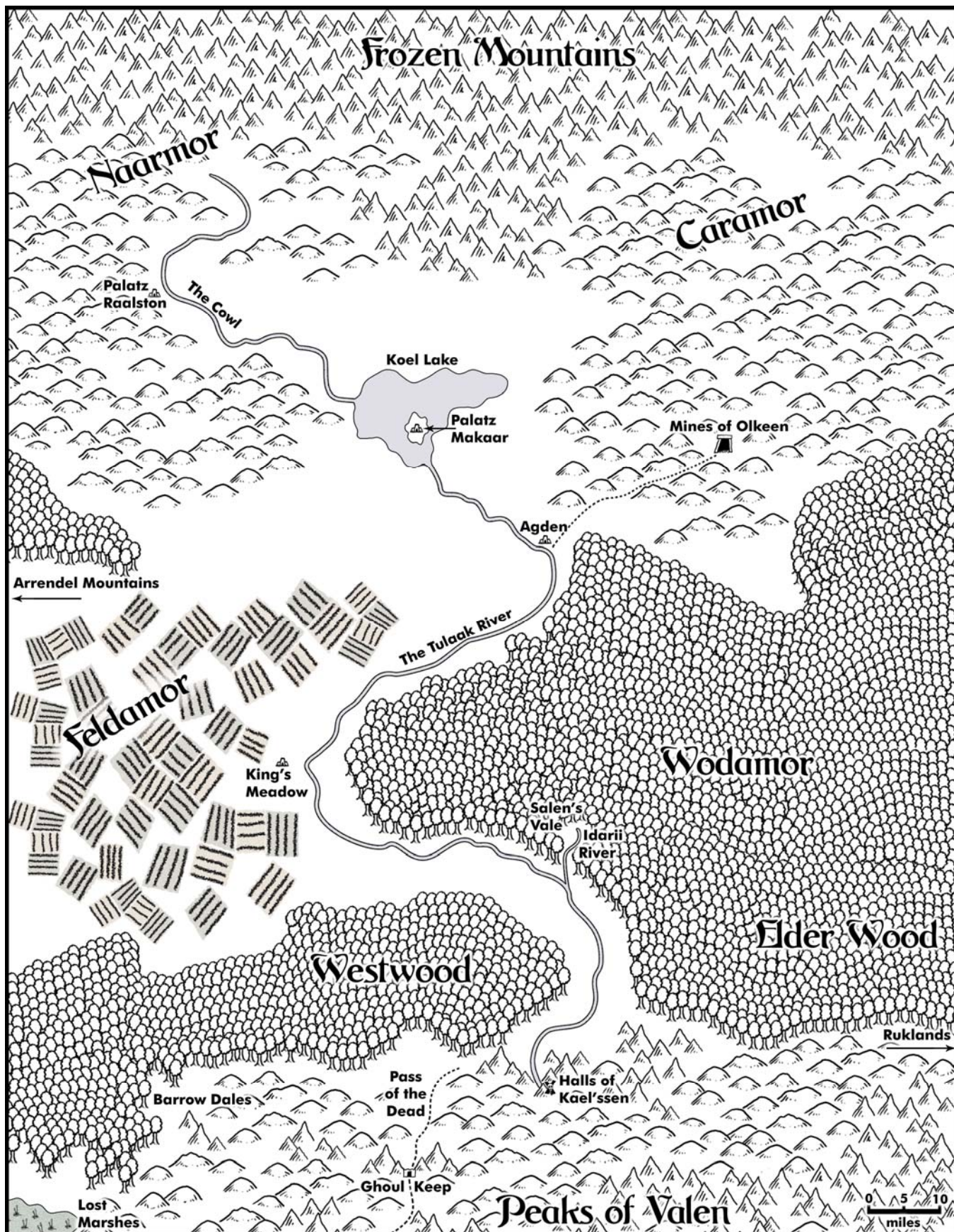
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GHOUL KEEP AND THE GHOU LANDS

"A kingdom? Bah! A kingdom of ghouls perhaps. Nothing living dwells beyond the Pass of the Dead. You'd best seek your fortune elsewhere."

—Sir Ethan Chambliss of Dolmvay

Introduction

Ghoul Keep and the Ghoul Lands is a sandbox supplement for the *Labyrinth Lord*™ RPG that details an isolated kingdom located north of the Duchy of Valnwall. The people of the Ghoul Lands are ruled by the Ghoul King Lorrigan Makaar, a powerful undead creature who has slowly amassed an army of undead to invade the living lands in the south.

Ghoul Keep a.k.a. Morakaal

Ghoul Keep, a.k.a. Morakaal, is a forbidding mountain fortress that blocks the northern reaches of the Pass of the Dead in the rugged mountain range known as the Peaks of Valen. It is an ancient structure, comprised of fused bone walls, angular towers, sharp battlements, and lofty spires whose peaked windows flicker with ghostly green light.

The elite soldiers of King Lorrigan Makaar's horde dwell here, including evil humans, ghouls, and an abominable race of ghoul-human hybrids known as gahouls. These forces regularly patrol the lands north of the pass, searching for those who would try to enter or escape the Ghoul Lands, but seldom venture far south of the keep's walls for fear of a mystical barrier known as the Cursed Ward of Valen (see pg. 22) that brings death to any undead attempting to cross it.

The dreaded halls of Ghoul Keep are further detailed on pg. 55.

The Ghoul Lands a.k.a. The Kingdom of Makaar Mor

The people of the Duchy of Valnwall believe Ghoul Keep marks the start of an undead wasteland known only as the Ghoul Lands. In fact, the entire Ghoul Lands is actually an isolated human kingdom named the Kingdom of Makaar Mor that lies in a fertile valley beyond the Peaks of Valen. The Kingdom of Makaar Mor is further detailed on pg. 3.

Using Ghoul Keep and the Ghoul Lands

Ghoul Keep and the Ghoul Lands is designed for the *Chronicles of Amherth*™ Labyrinth Lord setting, but with a little work, it can easily be incorporated into any existing campaign. The isolated nature of the Ghoul Lands means the Kingdom of Makaar Mor can be dropped into any mountainous region as an established realm, a rumored territory, or perhaps even a "lost world" type valley that is discovered via a hidden mountain pass.

The characters can be native-born adventurers or travelers from a distant realm. Information on the different types of adventurers and adventures found throughout the Kingdom of Makaar Mor are detailed further on pg. 23.

Note: *Ghoul Keep and the Ghoul Lands* was written for the low-fantasy *Chronicles of*



Amherth™ setting where magic items and high-level NPCs are rare, so the Labyrinth Lord may have to adjust some of the text accordingly.

Things to Remember

The following themes are important to keep in mind when running a campaign set in the Kingdom of Makaar Mor.

Isolation

The Kingdom of Makaar Mor lies in a broad valley that is bounded on all sides by impassable mountains. The only known entry into the valley lies through the dreaded halls of Ghoul Keep. Humans are the dominant (living) species with demihumans and especially humanoids being extremely rare. The people of Makaar Mor know little of the world beyond the keep and are distrustful of outsiders from the lands to the south.

Piety

The people of Makaar Mor follow the teachings of a ghoul worshiping cult known as the Cult of Rebirth. The cult is run by a male-dominated clergy that preaches piety, humility, self-sacrifice, aversion to magic, and ultimately death and “rebirth” as a ghoul. The cult holds a large amount of political power and is present in almost every part of daily life.

Wealth

The Kingdom of Makaar Mor has no traditional system of coinage. Wealth is measured by a combination of social status, valuable property (such as jewelry and fine clothing), and holdings. Most commerce is accomplished using the barter system, meaning that adventurers from other lands must learn how to haggle for items they desire.

Importance of Social Class

The people of Makaar Mor are divided by a social class system that is largely determined by birth. The nobility lie at the top, common craftsmen and tradesmen occupy the next rung, with common laborers lying at the bottom. Commoners are born to their trades and can

only change their station at the whim of a noble, usually by becoming an adventurer.

Adventurers are Heroes

Adventurers are given special treatment in the Kingdom of Makaar Mor. They are allowed to rise above their station and win fame, fortune, and property. A person cannot simply decide to become an adventurer, however; they must first become sponsored by a noble house. They must also profess loyalty to the state-run religion, the Cult of Rebirth. The process for becoming an adventurer is detailed fully later in this text.

Lorrgan Makaar

The Ghoul King Lorrgan Makaar is a ghoul-human hybrid who rules the Kingdom of Makaar Mor. His word is infallible. His will is law. His anger means death. The king is feared by nobles and commoners alike. He is seen as a dark and distant ruler whose name is best not spoken aloud, especially after nightfall.

Undead Rule the Night

The Kingdom of Makaar Mor is home to hordes of ravenous ghouls that dwell beneath the earth. At night, these ghouls creep forth from their underground warrens and roam the kingdom in search of living victims. The people of Makaar Mor conduct all business during the day and bar their doors at night. Anyone caught out in the open after dark seldom lives to see the light of day.

Take What You Will

The Ghoul Lands setting presented in this book may not be suitable for every group, campaign, or style of play. The Labyrinth Lord is encouraged to mine these pages for any NPCs, Factions, New Monsters, New Magic Items, or story ideas that can be ported over to his own game. In addition, the awesome maps of Ghoul Keep and the various settlements, towns, and cities of Makaar Mor provided by Tim Hartin of Paratime Design can be easily restocked and reused to better fit your game world. Enjoy!



THE KINGDOM OF MAKAAR MOR

"The land. . .its people. . .even King Lorrigan Makaan himself. All have
witnessed the glory of blessed Rebirth."

—High Priest Egren Imander

The Kingdom of Makaan Mor is an isolated human kingdom surrounded by rugged mountains on all sides. The valley's climate is humid throughout most of the year and the land is often shrouded in mist. The summers are hot and muggy, and the winters are generally mild, with only light snows and sleet in the coldest months.

Overall terrain ranges from boggy marshland and rocky hills in the northern reaches of the valley to lush crop fields and trackless forest in the south. The Tulaak River wends north-south through much of the valley, carrying travelers, crops, and trade goods throughout the kingdom.

The Kingdom of Makaan Mor is divided into five small provinces, each with a population of ten to twenty thousand living souls. Although the land is fertile enough to support a much larger number of people, low birth rates, mysterious disappearances, and customs of the Cult of Rebirth (see pg. 31) help keep the population down.

Standard of Makaan Mor

The standard of Makaan Mor is the skull-tree banner—a black, stylized great tree outlined in gray decorated with five hanging skulls on a black background. The tree symbolizes the Great Tree of Mor while the skulls represent the five provinces of Makaan Mor. Barons and nobles of Makaan Mor are required to fly the

skull-tree banner above their own personal standard as a sign of loyalty and respect.

Government

The hideous Ghoul King Lorrigan Makaan is the ultimate authority in the realm. He rules the Kingdom of Makaan Mor from his throne at Palatz Makaan, where he is attended at court by a number of human cultists and ghoul advisors. Human barons govern the five small provinces of Makaan Mor, and these barons are served in turn by various noble houses. Once a year, Makaan hosts an elaborate banquet during a festival known as the Festival of King's Tiding (see pg. 10) in which his barons, their vassals, and his most trusted servants (alive and undead) may air grievances and settle disputes. Otherwise, Makaan leaves the day-to-day ruling of the realm to his human subjects.

Military

The human soldiers of Makaan Mor wear archaic helmets, bronze breastplates, and carry round shields, heavy short swords, battle axes, spears, and short bows. In battle, elite soldiers ride upon horses or in chariots crewed by a driver, a spearman, and an archer. Copper and bronze weapons and armor are preferred over those of iron and steel, a holdover from the days of Mor's glory. Makaan Mor's true military strength, however, lies in the vast army of ghouls that prowl the network of caves and dungeons beneath the kingdom, only coming out at night in search of prey (see the **Caverns of the Dead**, pg. 21).



History

In ages past, when the great Kingdom of Mor fell into ruin, the sorcerer-baron Lorrigan Makaar fled to his ancient palace fortress, but was unable to escape the dark magics unleashed during the destruction of the Great City*. Makaar soon succumbed to a strange sickness that left him bedridden for days. Fearing their lord to be cursed, his followers began to desert him, one by one, until at last he was alone. When Makaar awoke from his fever, he found that he was no longer fully human. Lorrigan Makaar had become an unholy ghoulish creature of great power.

Makaar dreamed of restoring the Great Kingdom of Mor to its former glory and establishing himself as its king, but his vision was tainted by his undead mind. He renamed his small province the Kingdom of Makaar Mor and slowly amassed an army of ghouls to serve him. Makaar sent these ghouls out into the living lands to find fresh victims to bolster his ranks and to kidnap humans and bring them back to serve the kingdom.

These human subjects were allowed to exist in a dark parody of their former lives, working the land, practicing trades, and raising families. But they quickly learned to bar their doors and windows at night, for anyone caught outside after dark was fair game for Makaar's ghoulish horde.

All the while, the ranks of Makaar's undead army grew until at last, he drove his vast host of ghouls into the lands of what would one day become the Duchy of Valnwall. Those who willingly swore fealty to him were absorbed into the kingdom; those who refused were forced to join his ranks of undead.

These were dark times, and no one was safe from Makaar's depredations. It is said that he might have brought all of Amalor under his skull-tree banner had it not been for the intervention of the Vanhurr elves and the mythical hero Valen of Vay. According to legends, Valen defeated Makaar in single combat, but was unable to overcome the Curse of Mor and destroy the Ghoulish King completely. Instead, Valen split Makaar's body into six pieces (some say eight) and scattered them

across the continent (see the **Corpse of the King**, pg. 45).

Without their hellish leader, the armies of Makaar Mor fell into disarray and were driven back through the Pass of the Dead. It is said that Valen then gave his own life force to create a mystical ward that confined the undead to the valley of Makaar Mor. That ward was so powerful it exists even to this day (see the **Cursed Ward of Valen**, pg. 22).

Without their undead master, the Kingdom of Makaar Mor quickly fell into chaos and ruin as human barons waged war against one another, religious cults manipulated the faithful, and the leaderless army of ghouls preyed upon all.

Then, many years later, the severed head of Lorrigan Makaar was discovered by a traveling band of adventurers named the Seven Teeth. Makaar promised these adventurers vast power in exchange for returning him to his former stronghold, the crumbling fortress of Palatz Makaar. Once there, he gathered a legion of faithful servants and slowly restored order among the human denizens of his former kingdom. This done, he again began mustering his undead forces.

As Makaar's horde grew, searchers were sent out into the land to recover the rest of his remains. It is believed that should Makaar ever be fully restored, he could break the Ward of Valen and unleash his undead horde upon the unsuspecting people of the Duchy of Valnwall.

*See the Faster Monkey Games sandbox supplement *Lesserton and Mor* for more information on the Great City of Mor.

The Calendar of Makaar Mor

The calendar of Makaar Mor is not numbered in the way of the standard Xannen calendar. Instead, every year has its own name that is chosen at the end of the year by the High Priest of Rebirth. These names usually coincide with a significant event from the past year, such as the Year of the Great Harvest or the Year of the Falling Stars, but they may also be named after the deeds of a prominent hero, religious figure,

or noble family such as the Year of Caalon the Martyr.

The calendar begins centuries ago with the Year of Rebirth, marking the founding of the Kingdom of Makaar Mor after the fall of the Great City of Mor. Last year was named the Year of the Blue Dragon, after a series of devastating attacks on several western villages by the great dragon A'tan Hellise (see pg. 35). The current year is always known as the Year of Makaar Mor.

Like the southlands, each year has twelve months, each named after an ancient noble family, and each month has roughly 30 days. The names of the twelve months, in order, are as follows: Juuron, Froneia, Miels, Arlaan, Makay, Jae, Jal, Appersaan, Saleem, Oust, Nemor, Demor.

There are seven days in a standard week, most named after an animal or plant. The names of each day, in order, are as follows: Silence (the day of rest), Mare, Tree, Warsmoke, Thorn, Falcon, Spider.

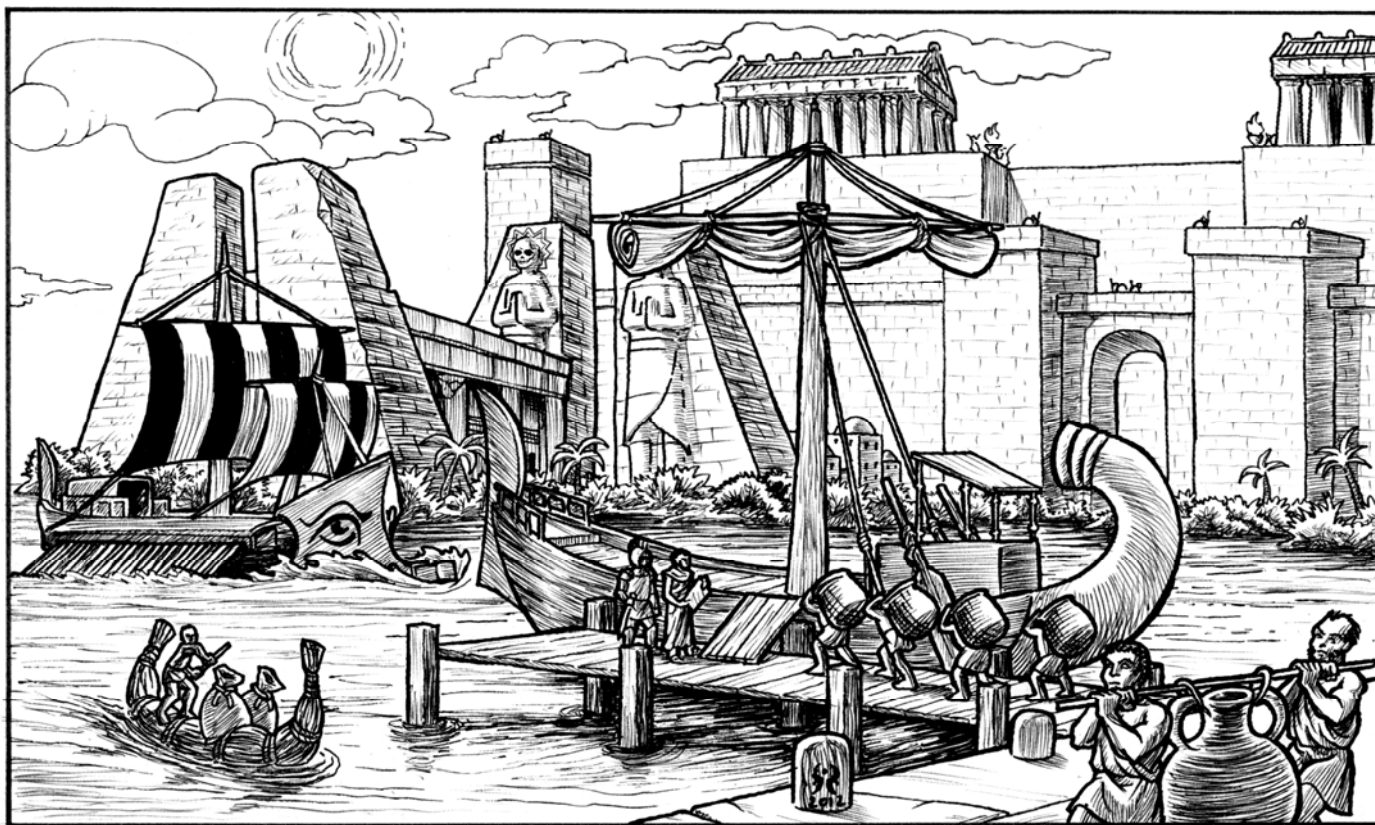
Languages

Everyone in the kingdom speaks the language of ancient Mor, with accents distinct to each province. Most gahouls and a few scholars, especially those among the Order of Scribes and the Priests of Rebirth, have also learned the languages of other lands.

Technology

The people of Makaar Mor live in a semi-Bronze Age, with household goods and common tools crafted of ceramic, wood, stone, and copper. Weapons, armor, and many other quality items are made of copper or bronze. Crude, cold-wrought iron weapons, tools, and other items (such as horseshoes) may also be found. Any steel weapons, tools, or items have been imported into the kingdom.

Innovations such as the yoke, saddle, stirrups, mills, irrigation, and glass working all exist. Goods are generally hauled overland in two-wheeled carts driven by oxen or mules. Commoners travel by foot while nobles prefer to





ride upon chariots or be carried upon elaborate litters.

A variety of riverboats and flat-bottomed barges may be found on the Tulaak River and its tributaries and offshoots. Most are equipped with stern-mounted rudders, banks of oars, and square sails that can only travel with the wind.

Architecture

The architecture of Makaan Mor can be visually stunning. The ancient palaces and keeps from the time of Mor were sturdily built and massive in size, and their ruins exist throughout the kingdom and beyond. Architectural style is characterized by narrow towers, sharp angles, segmented columns, rib-vaulted ceilings, domed roofs, arched windows, wide courtyards, and twisting passages, all decorated with bas-relief carvings. A few of these palaces and cities have been rebuilt or are partially inhabited, but today, most folk live in simple dwellings made from reused stone, mud bricks, baked clay shingles and tiles, and other materials at hand.

One feature common to every large settlement is the commoner's hall. The commoner's hall is a large, walled complex that doubles as a tavern, market, meeting place, and inn for travelers. The hall consists of a number of stalls, shops, common rooms, private chambers, and wide open courtyards. The gates to the hall are barred at night and remain closed until morning. See the **Agden Commoner's Hall** on pg. 98 for an example of a typical commoner's hall.

Tall statues, colorful murals, and elaborate mosaics depicting the Ghoul King Lorrigan Makaan and the Cult of Rebirth are another common feature found throughout the kingdom. These images serve as visible reminders to the common folk that their lives are not their own.

Commerce

The Kingdom of Makaan Mor is isolated from the rest of the world and few trade goods cross its borders. The kingdom is entirely self-sufficient, growing its own crops, harvesting its own lumber, practicing its own trades, and

transporting finished and unfinished goods throughout the realm.

Wealth for the common folk is measured in living arrangements, food, and time off from the day's work. Commoners spend several days each week working for their lord and are paid daily with token payments of bread, a meaty gruel, cloth, heating oil, and occasionally ale, wine, and rare spices. These wages are recorded by a nobleman's scribe (see **The Order of Scribes**, pg. 33), and may be held as "credit", doled out at the noble's estate, or redeemed in the local commoner's hall.

Most commoners also tend their own allotted lands or practice a craft such as hunting, sewing, or leatherworking, and may trade surplus food and goods at the local commoner's hall for meat, ale, wine, clothes, and other necessities.

Wealth among the nobles is measured in the size of their holdings and the span of their responsibilities. Nobles are judged primarily by the extent of the goods and services their common folk provide to the realm, as well as the extravagance of their own lifestyle. Jewelry and gold, silver, and copper coins are a status symbol the nobles use amongst themselves, placing an abstract coin value on goods and services.

The standard unit of trade among the nobles is an octagonal-shaped gold coin called the *galees*. The triangular silver coin is known as the *salaak*. The square copper coin is called the *cul*. These coins were all minted during the height of Mor's glory and can be found in ancient dungeons and ruins throughout the Ghoul Lands and beyond.

All coins and relics found within a province are the property of the noble class, and workers are richly rewarded for uncovering such items. King Makaan also pays handsomely in wealth and favors for recovered treasures of Mor, and it is said that he has amassed an enormous trove of wealth beneath the halls of Palatz Makaan.

The People

The people of Makaan Mor dwell in the shadow of Palatz Makaan, and their lives are



forever tainted by the ambitions of their undead master. The kingdom is divided into five provinces, each ruled by a provincial baron. These barons are in turn served by remnants of the ancient noble houses of Mor.

The bulk of the population lies with the common folk who live in a state of near serfdom, toiling away in fields, plying trades, living, loving, and dying for the pleasure of the highborn. Days are spent in the service of the realm. At night, however, the people of Makaar Mor, nobles and commoners alike, huddle in their homes and try their best not to hear the sounds (and sometimes screams) of those moving about in the dark.

Alignment

Despite the strangeness of their customs and beliefs, most common people of Makaar Mor live orderly, Lawful lives. Neutral alignments are also prevalent, especially among the nobles as well as those who dwell upon the Tulaak River (Mortulaakers). True Chaotic alignments are rare, but do exist. If the Labyrinth Lord incorporates secondary alignments into his campaign, few residents of Makaar Mor would be considered good, with most being neutral or evil.

Daily Life

Life in the Kingdom of Makaar Mor is built around service to the realm—the commoners serve the nobles who serve the barons who serve the Ghoul King Lorrigan Makaar. It is up to the barons to ensure that the nobles provide goods and services vital to running the realm. It is up to the nobles to ensure the commoners have enough food, shelter, and incentives to be productive at their assigned tasks.

A noble's morning is full of bookkeeping, hearing complaints, troubleshooting problems, and overseeing the common folk to keep everything running smoothly and up to speed. Many nobles delegate these tasks to their scribes and other trusted commoners. A noble's afternoons are usually spent in leisure pursuits, and many nobles tend to indulge to excess.

The common folk are divided into craftsmen or tradesmen (administrators, leatherworkers, merchants, farmers, shipbuilders, smiths, etc.)

and laborers (field hands, miners, sailors, house servants, etc.). Commoners are required to spend several days each week in service to their lord, usually tending the nobleman's fields or practicing their trades on his behalf, all for a token daily payment. Commoners spend the rest of the week maintaining their own households and tending their allotted lands.

A commoner's day is spent hard at work. The workday ends when the local temple bells ring two hours before dusk. At this time, workers are paid for their services and sent home to rest and to avoid the undead who rule the night. Most common folk are born to their trades and can only rise above their station at the whim of a noble or by becoming an adventurer (see pg. 23).

It should be noted that for various reasons, living women currently outnumber men five to one throughout the Kingdom of Makaar Mor. The higher ratio of females to males makes traditional gender roles impractical, and women can and do practice any trade or profession.

Appearance

The average man of Makaar Mor stands around five feet ten inches tall and weighs about one-hundred eighty-five pounds. Women average five foot six inches tall and weigh approximately one-hundred ten pounds. Commoners tend to be lean and fit from hard work. Nobles and priests lead more sedentary lives and tend to be taller, but softer and heavier than average.

Hair color comes in various shades of brown or red, with black considered a mark of strength and vitality, and blond considered unlucky. Eye color is brown, although shades of green and blue are not uncommon. Among the people of Makaar Mor, male facial hair is a mark of manhood and respect; upper lip hair is often shaved, but beards are worn neatly trimmed and squared off or waxed into points. Women shave their heads bald, except for a single scalp lock of hair that grows from the crown of the head and is never cut. This scalp lock is often braided and decorated with copper wire, beads, flowers, or small feathers.

Among the common folk, tattoos are inked on the scalp, neck, arms, and torso. Most

tattoos consist of designs representing family names, religious faith, and sometimes the province most important to the wearer. These designs are often linked by "filler" such as stars, suns, moons, and flowers (on women) or stripes, thorny vines, predatory animals, and lightning bolts (on men).

Dress

The common men of Makaar Mor wear rough-spun tunics belted at the waist while women wear long, slitted dresses that clasp at the shoulders and belt at the waist. Men and women prefer to go barefoot or wear sandals that lace up the calf, and only wear boots when traveling long distances. Heavy cloaks are worn by both men and women during colder months.

The provincial barons and noblemen tend to wear more elaborate clothing, capes, and robes, with hems and lapels decorated in the archaic style of ancient Mor. The common people of Makaar Mor usually avoid wearing bright colors and excessive jewelry as such items tend to attract the attention of roving undead.

Arms and Armor

Arms and armor tend to be dictated by social class. Nobles seldom wear armor or bear weapons other than a knife. In times of conflict, they may don ceremonial armor and carry round bronze shields, spears, and short swords, but they typically prefer to let their soldiers handle any trouble that might arise.

Commoners are not allowed to wear armor or carry or train with weapons other than those used for hunting (axes, short bows, knives, spears, etc.). After several past rebellions, the Barons of Makaar Mor have learned to strictly enforce this ban, with only soldiers and sponsored adventurers (see pg. 23) being exempt from these restrictions.

Among the soldiers, common armor includes bronze breastplates (AC 6), studded leather, and leather armor. Helmets provide protection to the head and nose, and are often decorated with horns or feathers. Shields tend to be round and made of bronze or wood.





Common weapons include spears, short bows, javelins, short swords, and daggers. Long swords and crossbows are uncommon and long bows are practically unheard of outside of Wodamor Province. Weapons and armor tend to be made of copper, bronze, or low quality iron. Steel weapons are rare, usually imported from outside the kingdom, and thus their bearers may be looked upon with suspicion.

Customs and Attitudes

The people of Makaar Mor spend most of their time working and looking forward to the Day of Silence which marks the end of the work week (see pg. 4) or the various festivals that occur throughout the year (see pg. 9). Large families are the norm, with the older females generally having the largest say in important decisions.

Workdays are filled with noise and commotion. The commoners are especially fond of loud chants and songs that make the workday go by faster. Skilled musicians are held in high esteem—common instruments include the drum, horn, lyre, and pipes. Music is typically discouraged after dark as it attracts undead. Only the most fortified nobleman's complex or commoner's hall would dare to play music at night, and even then, most folk keep a wary eye on the doors and windows.

Piety is stressed from birth, and the Cult of Rebirth plays an important role in the lives of the people. Church bells ring an hour before dusk and an hour before dark to warn villagers of the coming night. Once inside their homes, the villagers quickly douse any lights and retire to bed. Many stuff wads of cloth in their ears to drown out the sounds as roving ghouls and ghosts as they wake from their daily slumber and begin searching for victims.

Ghouls are known as the "Reborn". According to the priesthood, becoming an undead ghoul is the greatest form of service to the realm. Great care is taken to preserve those who have passed on so that they may be reborn whole. A brief memorial is held on the day of the person's death, and the ceremony is attended by the entire village or even the entire province in the case of an important noble. The body is then left upon a shrine located in the caves beneath the local temple and is gone the

following morning, having been "reborn" into the King's legion of ghouls. Despite their upbringing, there are many in the kingdom who secretly do not wish to be reborn.

The cult promotes the practice of polygamy and encourages women to bear many children, with the firstborn male of each woman being taken away at birth to be indoctrinated into the ways of the cult (see the **Festival of Rebirth**, pg. 10).

Religion

The Cult of Rebirth is the primary religion practiced by the people of Makaar Mor. Homage is also paid to the Great Tree (Weiren), which was the patron deity of the Kingdom of Mor and was said to hold all of creation within its boughs. A small cult of sorcerers known as the Cabal of the Great Skull worships Lorrigan Makaar himself.

The practice of any other religion is strictly forbidden and is punishable by death. In recent years, adventurers of the Red Hilt have brought the precepts of the Church of Law and Order into the realm, but anyone caught in possession of a "holy hilt" is tortured to death and turned into a reaver ghoul.

Festivals

Festivals involve great feasting, music, dancing, and games such as wrestling, chariot races, and feats of strength. There are five major festivals celebrated over the course of the year. Each province, village, or community may also celebrate smaller festivals, at the Labyrinth Lord's discretion.

Festival of Planting

This festival marks the start of spring. It occurs just after all the fields have been plowed and is celebrated by two days of rest before the crop seeds are planted. The local nobles supply extra food and alcohol for the noonday feasts, and the afternoons are spent drinking and dancing. In the evening, just before dusk, it is common to sacrifice an animal in the fields. In times past, the local Priest of Rebirth might demand a human sacrifice after a particularly harsh winter.



Feast of Mor

This festival marks the start of the summer months, and celebrates the Great Kingdom of Mor, a place where, according to legend, everyone prospered. In honor of the festival, the common folk are given the day off and, according to custom, the provincial baron and the local nobles are supposed to work in their place. In reality, however, the nobles usually pay volunteers twice the normal amount to dress in fine clothing and do their share of the chores. The Feast of Mor is celebrated by a noonday feast, drinking, and dancing.

Festival of Rebirth

This three-day festival occurs after all crops have been harvested from the fields and is held to honor the founding of the Cult of Rebirth. A human sacrifice and subsequent rebirth as a reaver ghoul takes place each night. The festival ends on the night of the Blood Moon, also known as the Hunter's Moon, which marks the first full moon after the fall harvest. On this night, the Cult of Rebirth takes the firstborn male child from each woman to the Temple of Rebirth at Palatz Makaar to be indoctrinated into the ways of the cult.

The Time of the Crawling Horde

Not a true festival, the Time of the Crawling Horde marks the breeding cycle of the graheem queens (see pg. 53). The people of Makaar Mor spend this time fortifying their homes and fighting off graheem scouting parties. A noonday feast and dance is held approximately two weeks after the last reported graheem attack, in order to celebrate the survivors.

Festival of King's Tiding

This festival occurs at the end of the year and is held in honor of King Lorrigan Makaar. The nobles host an elaborate feast at which gifts are given to the common folk. Gifts of goods and services are also exchanged among close friends and relatives. The nobles and their entourages then travel to Palatz Makaar to celebrate the unlife of the king and welcome the new year.

Once every decade or so, a young adult male is chosen to be the next host for the Corpse of the King. This person is taken to Palatz Makaar

and treated as royalty for an entire year. At the next King's Tiding Festival, his body is decapitated and handed over to King Makaar.

Geography of Makaar Mor

Listed below are some of the major terrain features of Makaar Mor. The Labyrinth Lord should not feel constrained by these details. Any number of mountain peaks, hills, forests, lakes, and rivers may be found throughout the Ghoul Lands and these may be placed, named, and detailed by the Labyrinth Lord, as needed.

Waterways and Swamps

Koel Lake

Koel Lake is a large body of water that lies at the heart of the Kingdom of Makaar Mor. The crumbling fortress of Palatz Makaar rests on a small island in the middle of the lake, and the ruins of its ancient city extends beneath the lake's waters and up onto the shores beyond.

The Tulaak River

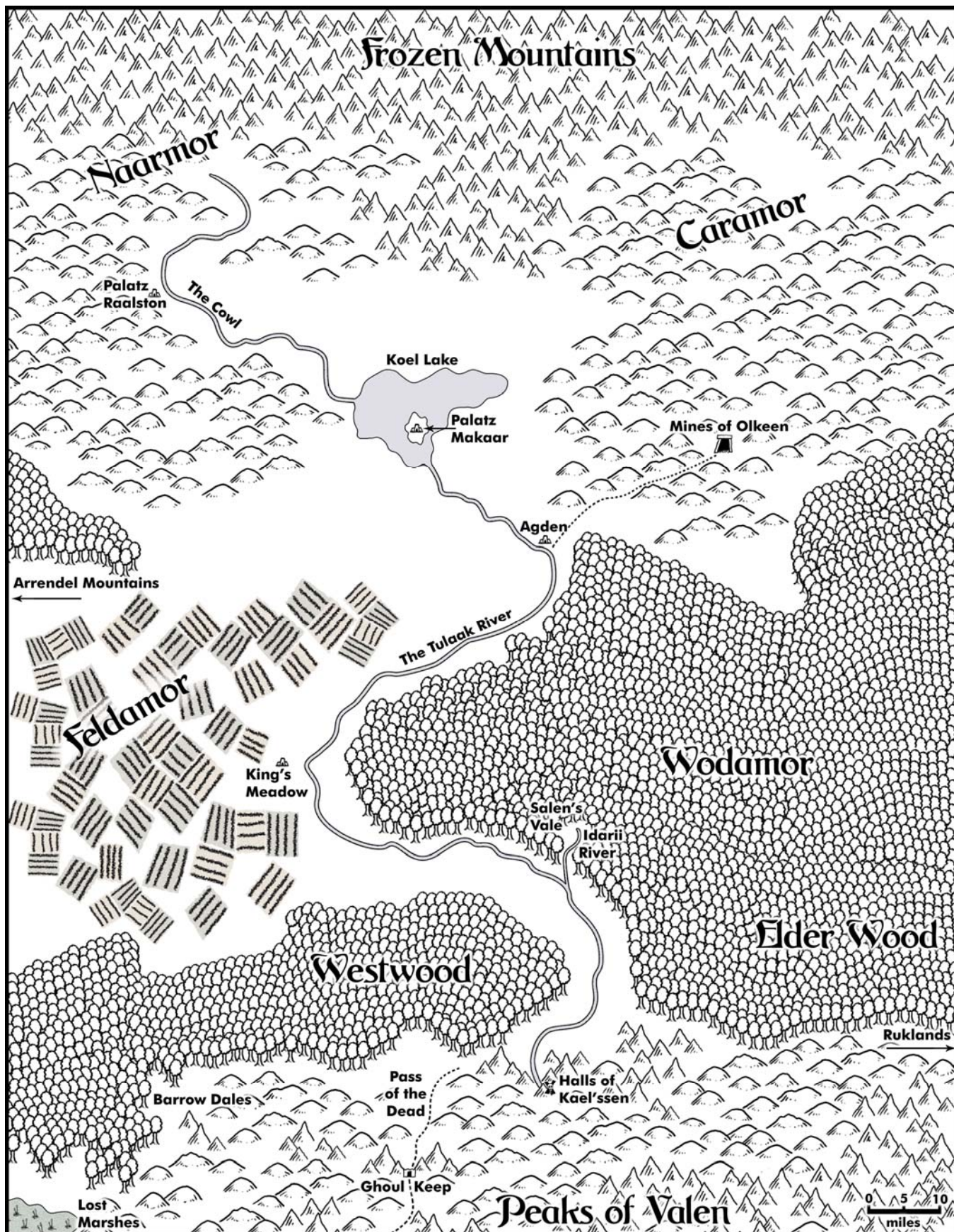
The Tulaak River spills out of Koel Lake and wends south through the Kingdom of Makaar Mor. It is a clean, slow-flowing river that spans a half-mile across at its widest point. The banks along much of the Tulaak slope gently into the water and are dotted with palms, date trees, and other foliage normally found in more subtropical regions. Most winds blow from the south to the north, allowing river vessels to travel upstream with the warm breeze or downstream with the current. The river eventually disappears underground into the Halls of Kael'ssen, although few travelers ever venture that far south.

The Cowl

The murky waters of the Cowl seep through Naarmor Province and drain into Koel Lake. The Cowl is notorious for its dangerous undercurrents, hidden debris, and quicksand bogs.

The Idarii River

The Idarii is a swift-flowing stream that passes by Salen's Vale and flows into the





Tulaak. Its waters are cool and clear, but can be treacherous to those unfamiliar with its current, especially after a heavy rain.

Mountains and Hills

The Cursed Peaks of Valen

The Cursed Peaks of Valen stretch east-west in a jagged line along the southern border of the Kingdom of Makaan Mor and make up the northern border of the Duchy of Valnwall. Named after the legendary hero Valen of Vay, the mountains are impassable except through the Pass of the Dead (see pg. 21). The mountain range is known simply as the Peaks of Valen to the people of the Duchy of Valnwall.

The Arrendel Mountains

This barren mountain range runs north-south along the western border of the Kingdom of Makaan Mor. Its craggy peaks are devoid of natural passes, although rumors persist of ancient underground tunnels that have been lost to time. A few small humanoid tribes (kobolds, ruks, ogruks, etc.) dwell on and beneath the foothills. These tribes are terrified of undead and only rarely send raiding parties into the lands of Feldamor. Scattered flocks of wyverns dwell along the higher peaks, preying upon hardy mountain goats, sheep, and unlucky adventurers. The Arrendel Mountains are also home to the great blue dragon A'tan Hellise, who is said to dwell amidst the ruins of an ancient dwarven kingdom.

The Barrow Dales

The sparsely forested hills and broken lands south of the five provinces are known as the Barrow Dales. This region is filled with ancient earthen burial mounds and the ruins of fallen castles, all of which swarm with ghouls, ghosts, bonewraiths, and other undead. The common folk of Makaan Mor are forbidden to venture into the Barrow Dales, and only the most desperate or adventurous would dare. Most adventurers from the southlands seldom make it past the Barrow Dales, and many believe this undead-haunted wilderness is all that remains of the ancient Kingdom of Makaan Mor.

The Frozen Mountains

The great Frozen Mountains in the north act as a natural barrier to the Kingdom of Makaan Mor. White bears, mountain goats, ogruks, graheem, and other cold-loving creatures dwell in these bleak frozen lands.

Forests and Swamps

The Elder Wood

Deep within Wodamar Province lies the Elder Wood—an ancient temperate forest of great danger and mystery. Legends tell of changing paths, trees that talk and move about, plants that devour unwary travelers, mischievous faeries, and fierce tribes of evil elves. The Elder Wood is said to be hidden by magic and may only be discovered by those who are welcome or invited. The forest is one of the few places in the kingdom that is free of roving ghouls.

The Lost Marshes

The Lost Marshes are a vast, humid swamp that lies in the southwest region of the Kingdom of Makaan Mor. Its cypress bogs are filled with natural and supernatural dangers and legends say that a piece of the Corpse of the King lies somewhere within its fetid waters. The Lost Marshes are also home to the evil hag known as Brinda the Swamp Witch.

The Westwood

The Westwood is a wide expanse of untamed temperate forest that begins west of the Tulaak River and stretches to the foothills of the Arrendel Mountains. It is largely uninhabited by humans, but may house a variety of monsters and ruins, and can be used as the site of almost any remote wilderness adventure. Otherwise, the Westwood is remarkable only for its proximity to the mountains and the Lost Marshes.

Major Settlements

The Kingdom of Makaan Mor contains six major settled areas. Other smaller settlements and villages may be found scattered throughout each Province, usually centered around the estate of a local nobleman. The Labyrinth Lord

should feel free to insert new settlements as needed.

Palatz Makaar

King: Lorrigan Makaar (see pg. 28)

Standard and Colors: skull-tree banner (black, white, gray)

Population: c. 500 (living), undead (?)

At the heart of the Ghoulish Lands lies Palatz Makaar. Here, the Ghoulish King Lorrigan Makaar rules from a magical throne made of the skulls of his enemies (see the **Skeletine Throne**, pg. 45). The palace is home to Makaar's elite guard of warrior, shadow, and sorcerer ghouls. Several ghouls also haunt the crumbling halls, whispering dark advice into the king's ear. The Holy Temple of the Cult of the Rebirth is located

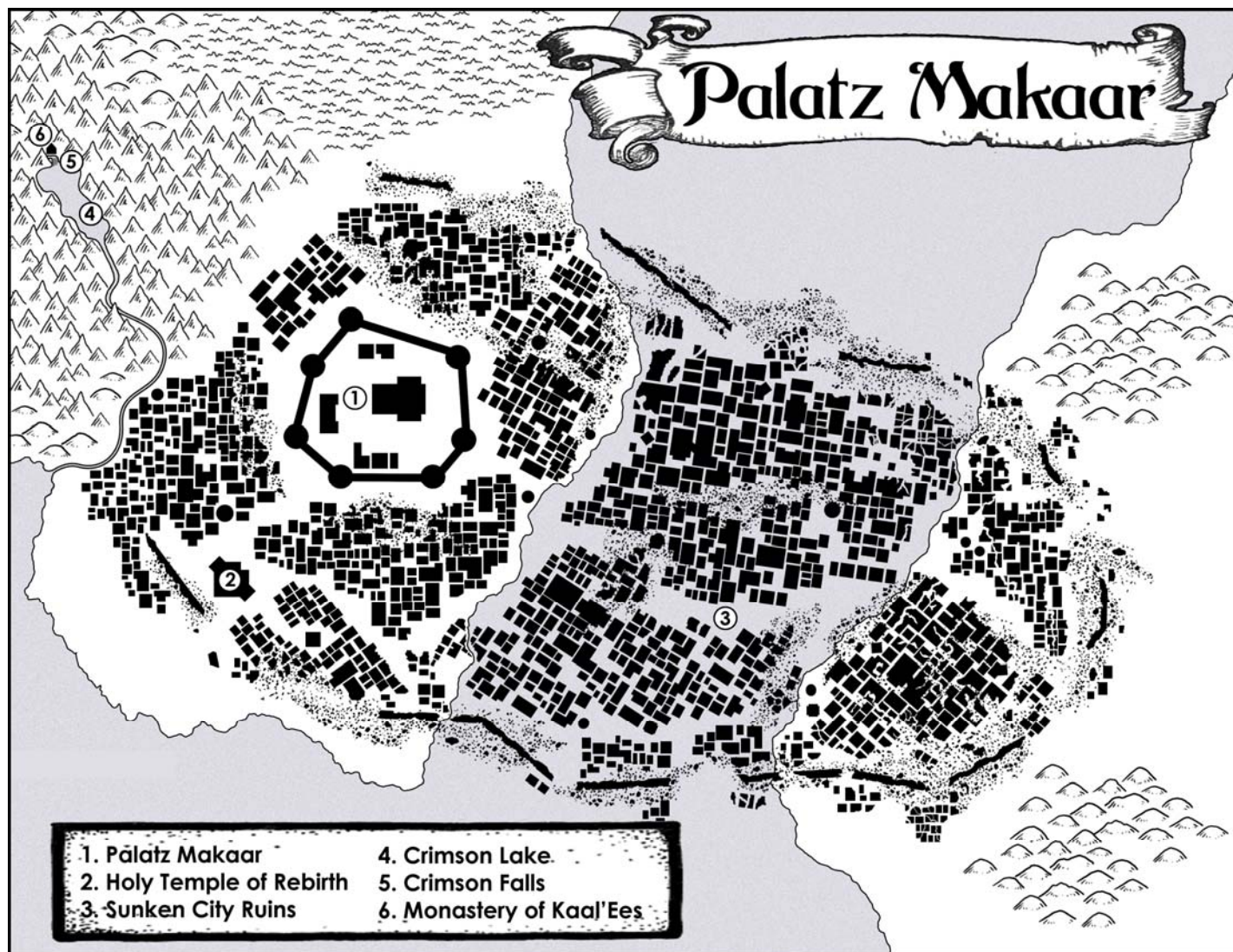
on the broken palace grounds, attended by various servants, acolytes and priests, under the command of the High Priest Egren Imander (see pg. 31).

Prominent Features

The following features may be found in the area of Palatz Makaar.

The Sunken City

Koel Island was once part of a peninsula that housed the city of Makaar. Ages ago, a mysterious cataclysm shook the peninsula, plunging much of the city into the lake. The Sunken City Ruins are filled with ancient crypts, underwater monsters, tribes of ghoulaki (see pg. 49), and hoards of lost treasure.





Monastery of Kaal'ees

Located on the side of Mount Owaki, this ancient fortress is the stronghold of the Order of Scribes. The monastery may only be accessed by a natural staircase that winds up and around the mountainside. A bridge along the stair provides an awe-inspiring view of the Crimson Falls (see below).

The monastery's outer walls are round in shape and built around a slender central tower that stands 100' tall. Most of the other buildings inside the complex are round with domed roofs. The monastery is a place of peace and learning and its libraries and training facilities extend deep beneath the mountain. The central tower occasionally hums with strange vibrations and may possibly be the site of a hidden lailon.

Crimson Falls

The Crimson Falls flow from the side of Mount Owaki and into Crimson Lake. Its blood-red waters are drinkable, but leave a slightly coppery aftertaste. The waters' color is the source of many legends and rumors, including human sacrifices, ancient curses, and magical facilities left over from the time of the Ancients.

Crimson Lake

Crimson Lake is a large body of water that lies in the mountains west of Palatz Makaar. Like the falls, the lake's waters are blood-red in color. The Crimson River flows out of Crimson Lake and winds south through the mountains, although the waters lose their coloration long before reaching Koel Lake.

Naarmor Province

Naarmor Province marks the unofficial northern border of the Kingdom of Makaar Mor. This bleak province is dominated by a large expanse of low hills and boggy marshland that lies in the shadow of the Frozen Mountains. Temperatures tend to be cooler here than in the rest of the kingdom. The soil is unsuitable for large scale farming, and only coarse grasses and shrubs thrive in the wild.

The folk of Naarmor live in small family clans, herding pigs and fishing and frogging in the numerous small lakes, peat bogs, and streams scattered throughout the region. Most commoner dwellings are made of cut stone

taken from old ruins and roofed with sod. Nobles usually live in fortified manor homes or the ruins of older castles and keeps.

Naarmor acts as a buffer to the dreaded graheem hordes which creep down from the mountains in the north every year to feed on humans and undead alike. A few small tribes of humanoids, trolluks, and other monsters dwell deep amidst the boggy marshlands and ancient ruins. Unlike the other provinces, the people of Naarmor are expected to carry and train with weapons, and Makaar's most powerful ghoulish warriors tend to come from the lands of Naarmor Province.

Palatz Raalston

Baron: Dane Raalston (see pg. 29)

Standard and Colors: stylized black wolf's head superimposed over jagged white mountain peaks on a blue banner (black, white, blue)

Population: c. 2,500

Palatz Raalston is a small village located within the walls of a crumbling palace that lies half submerged in a boggy marsh. The palace is ancient and dates back to the time of the Kingdom Mor. Legends say its leaning towers are haunted by ghosts and that its underwater dungeons crawl with the restless dead of generations past.

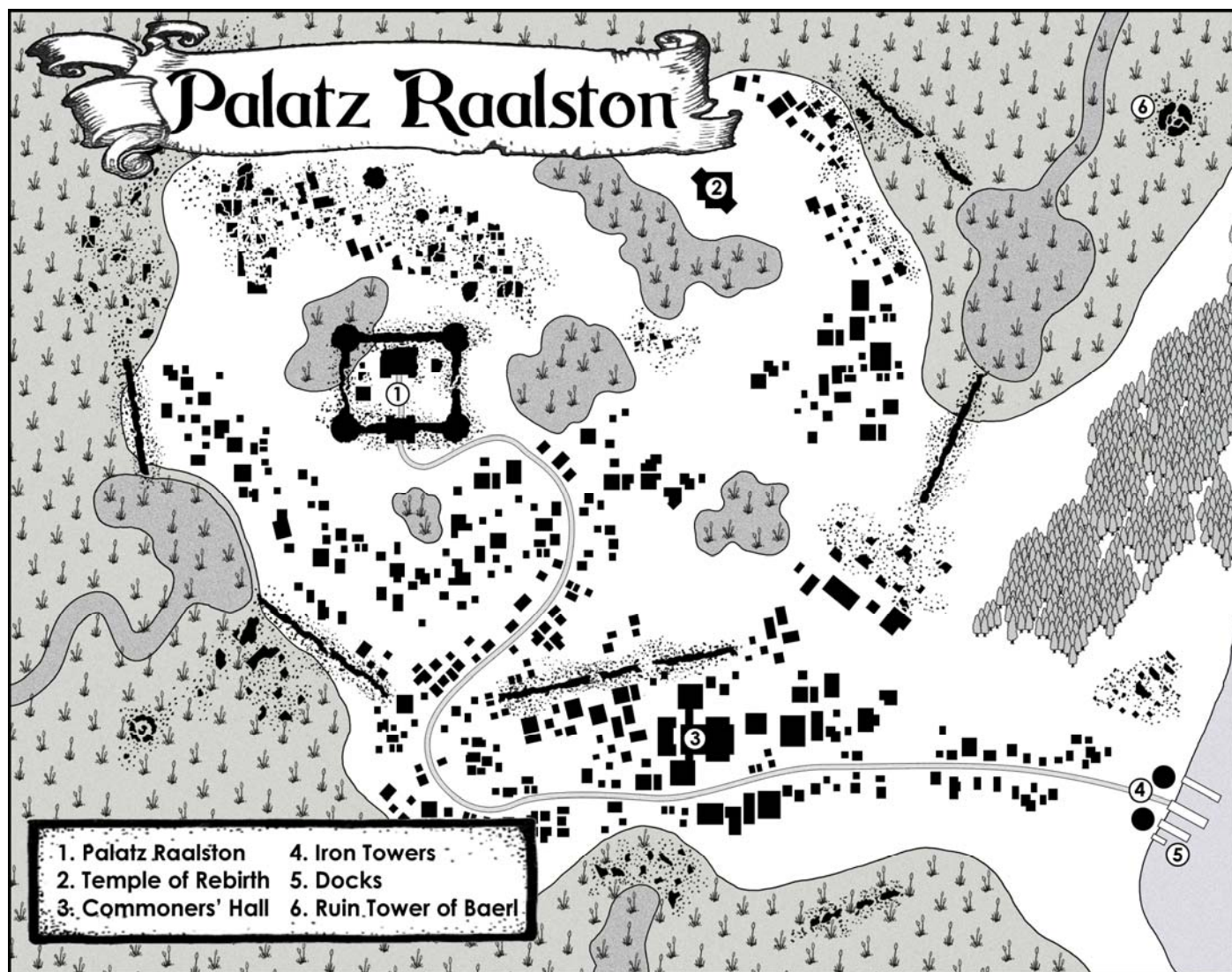
The local Temple of Rebirth is located at the edge of the palace grounds in an ancient stone tower that was once dedicated to some long-forgotten god. Baron Dane Raalston rules Naarmor Province from the throne room of Palatz Raalston.

Prominent Features

The following features may be found in the area of Palatz Raalston.

The Iron Towers

The Iron Towers are a pair of thick, featureless 60' tall towers made of solid, rusty iron. The first floor of each tower is occupied by baronial soldiers. A strange set of sliding double-doors in each tower is assumed to provide access to an upper level staircase, but these doors are sealed by ancient magic and have never been opened. The towers have been



known to hum with power during certain times of the year. During thunderstorms, electricity often crackles back and forth between the tops of the two towers. The people of Naarmor believe this to be a sign of strength, power, and good luck in battle.

The Ruined Tower of Baerl

According to legend, Baerl of Raal was a baron of great renown until he betrayed his people and fled from the graheem during the Time of the Crawling Horde. Baerl's own soldiers laid siege to the tower and finally set it on fire. The ruins of the tower's lower levels and dungeons are still intact and sometimes house brigands, monsters, and lost treasure.

Mortulaak Province

Mortulaak Province encompasses the entire waters of the Tulaak River. Mortulaakers live on floating docks and large sail and pole barges, trafficking food and supplies up and down the river in service of the kingdom. In general, the size and condition of the vessel denotes the status of its owner. Mortulaakers tend to be brash, self-serving, and full of mischief, having developed a reputation as swindlers who are not to be trusted. The craftiest shadow ghouls are said to come from the ranks of Mortulaak Province.

The Glory Sun

Baron: Baron Captain (see pg. 30)

Standard and Colors: red ship's steering wheel on a white background (red and white)

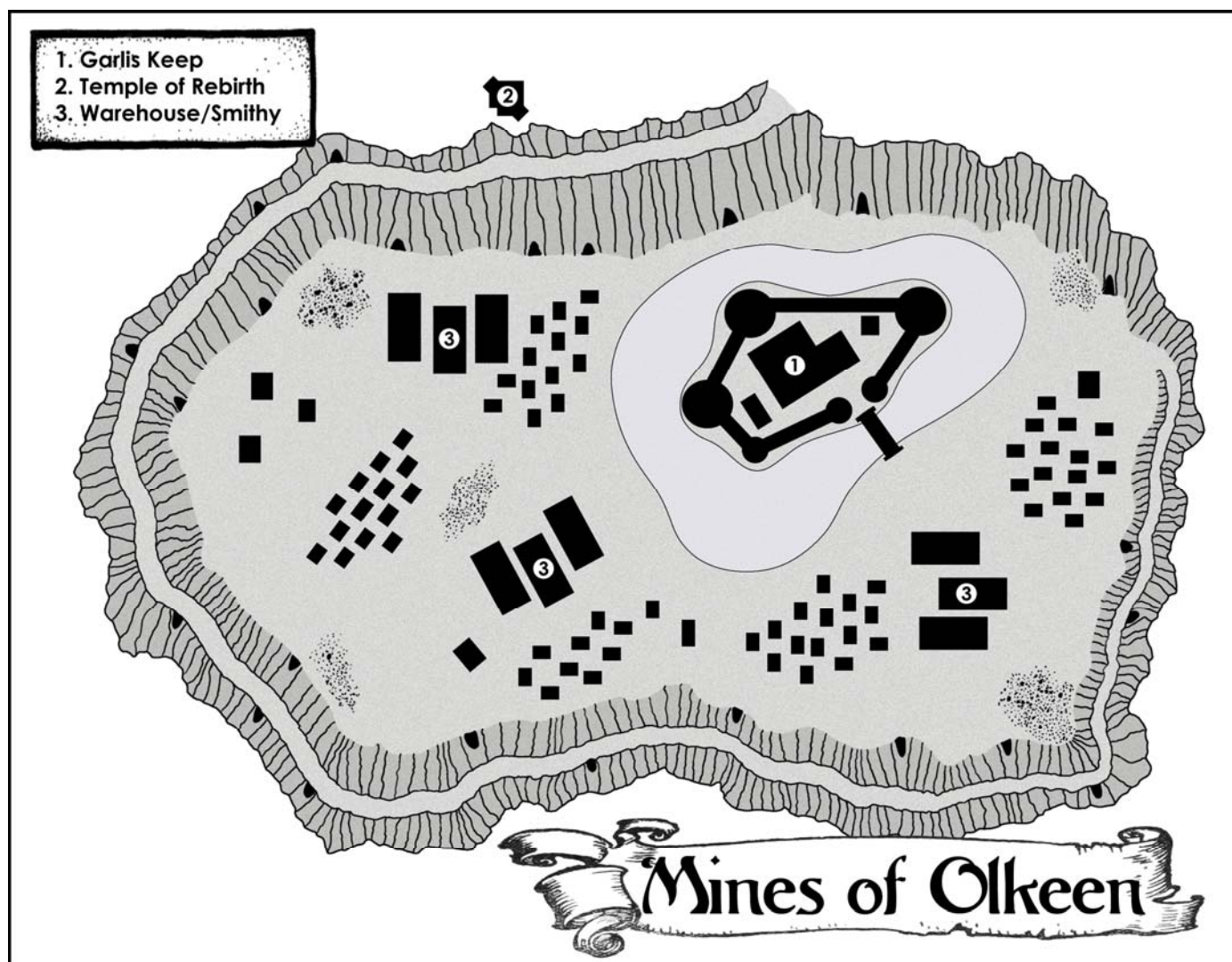
Population: c. 1,000

A marvel of times past, the Glory Sun is an ancient paddlebarge that runs on wide sails and a massive rear paddlewheel powered by long-forgotten magics. Its many cramped levels house gambling dens, pleasure chambers, and all sorts of precious (and some say illegal) cargo. The Glory Sun possesses a number of strange defenses and capabilities, and some believe the vessel may actually be alive (see **Warmachten** in the *Chronicles of Amherth*™ setting). The Glory Sun is captained by Baron Captain and serves as the traveling hub of Mortulaak Province.

Caramor Province

Caramor Province is a large expanse of rocky hills that is rich in ores such as iron, copper, tin, silver, and gold, making it one of the most important provinces in the Kingdom of Makaar Mor. It is also one of the most barren, and all crops have to be transported in by Mortulaakers.

There are several mines scattered throughout the hills, the largest of which are the prison Mines of Olkeen. The mines are full of danger, both natural and supernatural, and it is not uncommon for miners to go missing. The common folk here dwell mainly in barracks-style stone lodges or in cave complexes attached to the mines, while nobles live in rough, fortified towers and keeps.





Caramor has been the site of frequent rebellions, but the malnourished, poorly equipped commoners are rarely capable of prolonged resistance and these uprisings frequently end in brutal crackdowns and public displays of torture and execution.

The Mines of Olkeen

Baron: Garlis Alur (see pg. 30)

Standard and Colors: bronze skull outlined in white on a black background (bronze, white, black)

Population: c. 10,000+

Olkeen is a collection of caves nestled in a large rocky quarry with a freshwater pond on the bottom. Olkeen is more of a prison camp than a village, and the kingdom's most vile prisoners are sent here to toil away in the mines before their "rebirth". The kingdom's most skilled smiths also dwell in Olkeen, and copper, iron, and tin from the mines are used to make tools, cookware, and other household goods. Copper, bronze, and iron ingots are also smelted here to be shipped abroad to make weapons and armor for armed forces such as baronial soldiers, the Knights of the Cold Host, and Makaar's growing army of ghouls.

The Mines of Olkeen bustle with activity as commoners toil throughout the day and a steady stream of ore and rocks is transported to the surface by donkey cart. The local commoner's hall is located inside a former mine cave. The local Temple of Rebirth is located atop the tallest cliff, overlooking the entire quarry. Baron Garlis Alur rules Caramor Province from his stronghold of Garlis Keep a.k.a. Garlikaal, a fortified castle that lies on an island in the freshwater pond.

Agden

Noble: Ulek Ariaas (see pg. 31)

Standard and Colors: stylized silhouette of a black castle outlined in white on a dark blue background (black, white, blue).

Population: c. 500(?)

Agden is a small, walled settlement that lies on the rocky shores of the Tulaak River at the start of the Olkeen Road. Agden was once a bustling port city that controlled most of the

trade along the Tulaak River. The current settlement is built amidst the ruins of the older city and its bleak walls are filled with narrow streets, cramped courtyards, and dangerous underground sewers.

Agden serves as an overnight camp and rest stop for caravans bound to and from Olkeen, traveling adventurers, and rowdy Mortulaakers. It has garnered a reputation as a den of thieves, where all manner of vices may be found in (and beneath) the town. Only a small portion of the Old City is currently occupied, and rumors of lost treasure throughout the ruins have led many adventuring companies to their doom. The greedy nobleman Ulek Ariaas dwells in Castle Agden, a fortified keep overlooking the town.

Prominent Features

The following features may be found in the area of Agden.

Agden Commoner's Hall

The Agden Commoner's Hall is a bustling commoner's hall that is detailed further on pg. 98.

Old City Ruins

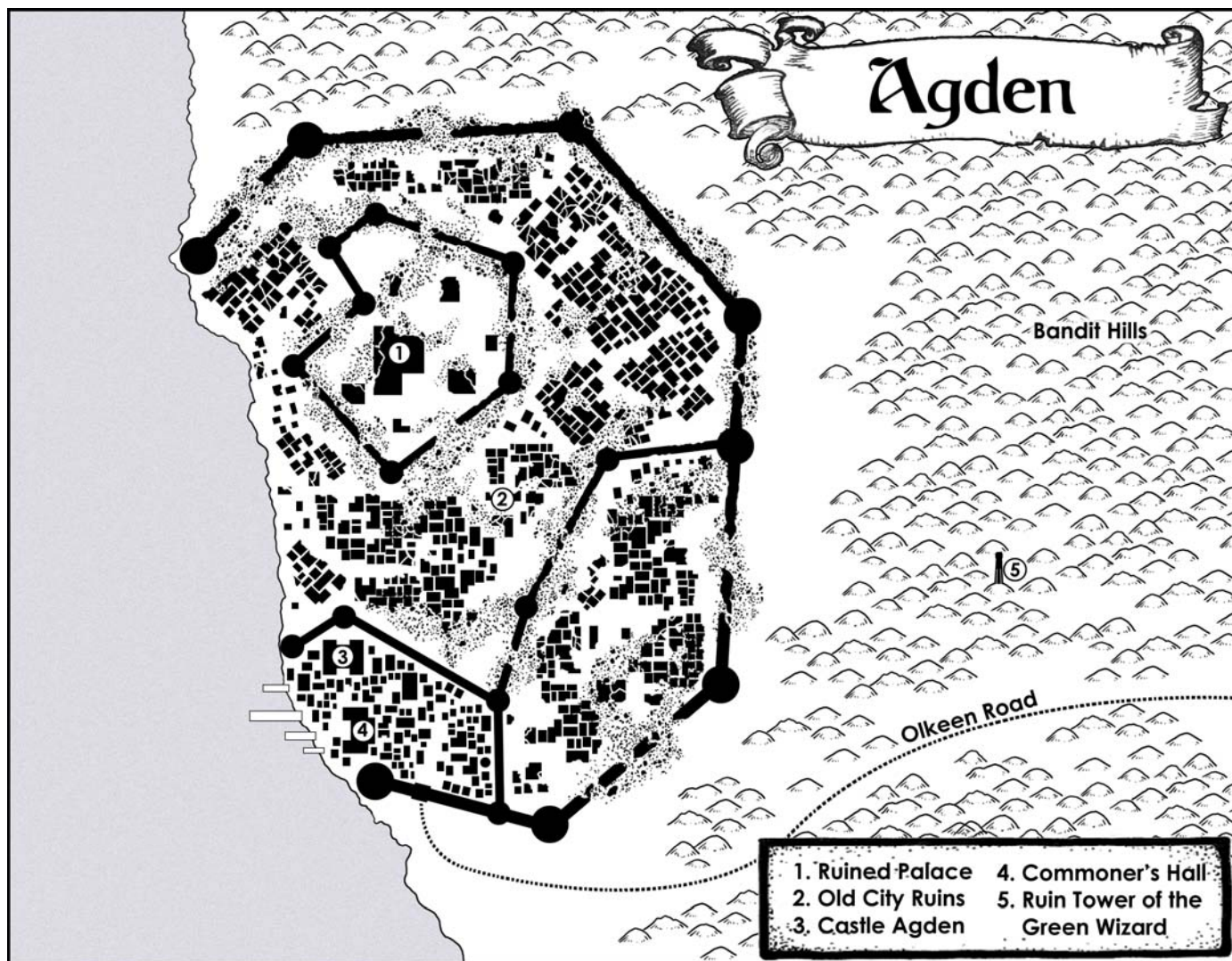
The ruins of the Old City are filled with crumbling arenas, ancient manors, forgotten tombs, overgrown plazas, murky sewers, and hidden cellars and dungeons. Hordes of reaver ghouls occupy many of the older buildings, but the Old City is ripe for adventure, with stores of lost treasure still hidden throughout the ruins.

Ruined Palace

This ruined castle was once the seat of baronial power until Caramor's armies were crushed during the War of False Kings. The castle has been occupied many times since, usually by monsters, brigands, or delusional nobles. Like the Old City, the Ruined Palace and its dungeons are ripe for all kinds of adventure.

Bandit Hills

These rocky hills are home to several bands of lawless brigands who have been known to attack and rob travelers, caravans, and small parties of adventurers. The nobleman Ulek Ariaas occasionally sends soldiers or adventuring companies into the hills seeking



retribution for the latest attacks, but there are those who believe that at least some of the brigands are secretly in his employ.

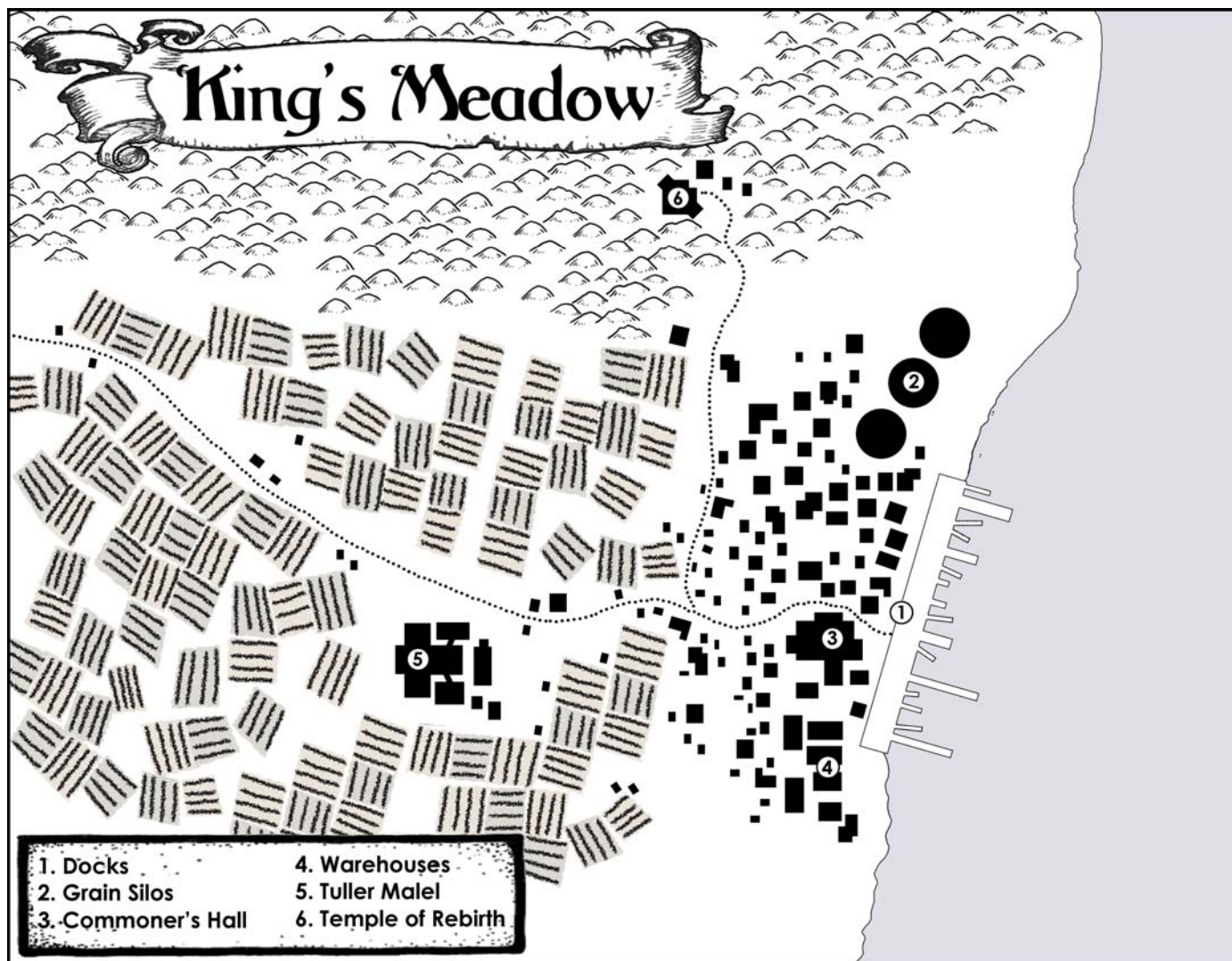
Ruined Tower of the Green Wizard

The Ruined Tower of the Green Wizard is an ancient tower that is the source of many dark rumors and legends. According to some, the Province of Caramor was once believed to have been as verdant and green as the forestlands of Wodamor. It is said that the Green Wizard came to the area long ago and siphoned the life-energy from the land in order to power his own evil sorcery. The Green Wizard disappeared long ago, but his tower remains standing and is filled with magical treasures, strange monsters, and deadly curses and traps. It is said that the tower is constantly changing so that no two trips inside are ever quite the same.

Feldamor Province

Feldamor Province is the lifeblood of the Kingdom of Makaar Mor. The folk here are farmers who grow the majority of the crops that are redistributed throughout the rest of the realm. They work hard to tend the orchards and fields and are rewarded for their efforts with ample food, shelter, ale, wine, and grain alcohol. Feldamor's primary exports include wheat, barley, flax, lettuce, beans, onions, grapes, oranges, apples, and tomatoes, but other types of vegetables and fruits (such as bloodfruit, see **New Flora**, pg. 46) are also grown.

Feldamor is divided into plantations that are managed by various noble houses. The common folk of Feldamor dwell in simple, thatch-roofed stone cottages on these plantations, while the



nobles live in elaborate malels (manor homes). Feldamor Province is the richest Province in the Kingdom of Makaan Mor, and its people are the most content.

King's Meadow

Baron: Emjen Tuller (see pg. 30)

Standard and Colors: white sickle with three white stalks of wheat on a light green field (white and light green)

Population: c. 5,000

King's Meadow is a small collection of cottages, shops, granaries, and warehouses that lies on the banks of the Tulaak River. Farmers and herders from all over the province transport their goods here, to be shipped up and down the river. The local Temple of Rebirth

lies on a small rocky hill north of the village. Baron Emjen Tuller rules Feldamor Province from Tuller Malel, a fortified manor home located on the outskirts of King's Meadow.

Wodamor Province

This wild, untamed woodland is home to some of the finest craftsmen in the land, practicing trades such as carpentry, leatherworking, and boat building. The people of Wodamor are said to be the proudest in the kingdom. Many secretly despise Makaan and his host of ghouls, and some have even begun conspiring with creatures of the Elder Wood to hunt and destroy the undead.

Salen's Vale

Baroness: Coris Hunter (see pg. 30)

Standard and Colors: stylized brown tree on a forest green background (brown and forest green)

Population: c. 750

Salen's Vale is a small cluster of shops and cottages built around the Tree of Sial—one of the few great trees left standing in the kingdom. A winding staircase makes its way up and around the tree and several buildings are nestled within its twisting branches. The local Temple of Rebirth is a stone building that lies in a grove of twisted, dead trees near the vale, but most people of Wodamor secretly worship the Great Tree of Mor (Weiren). Baroness Coris Hunter rules Wodamor Province from her stronghold of Hunter's Loft located in the upper boughs of the Tree of Sial.

Prominent Features

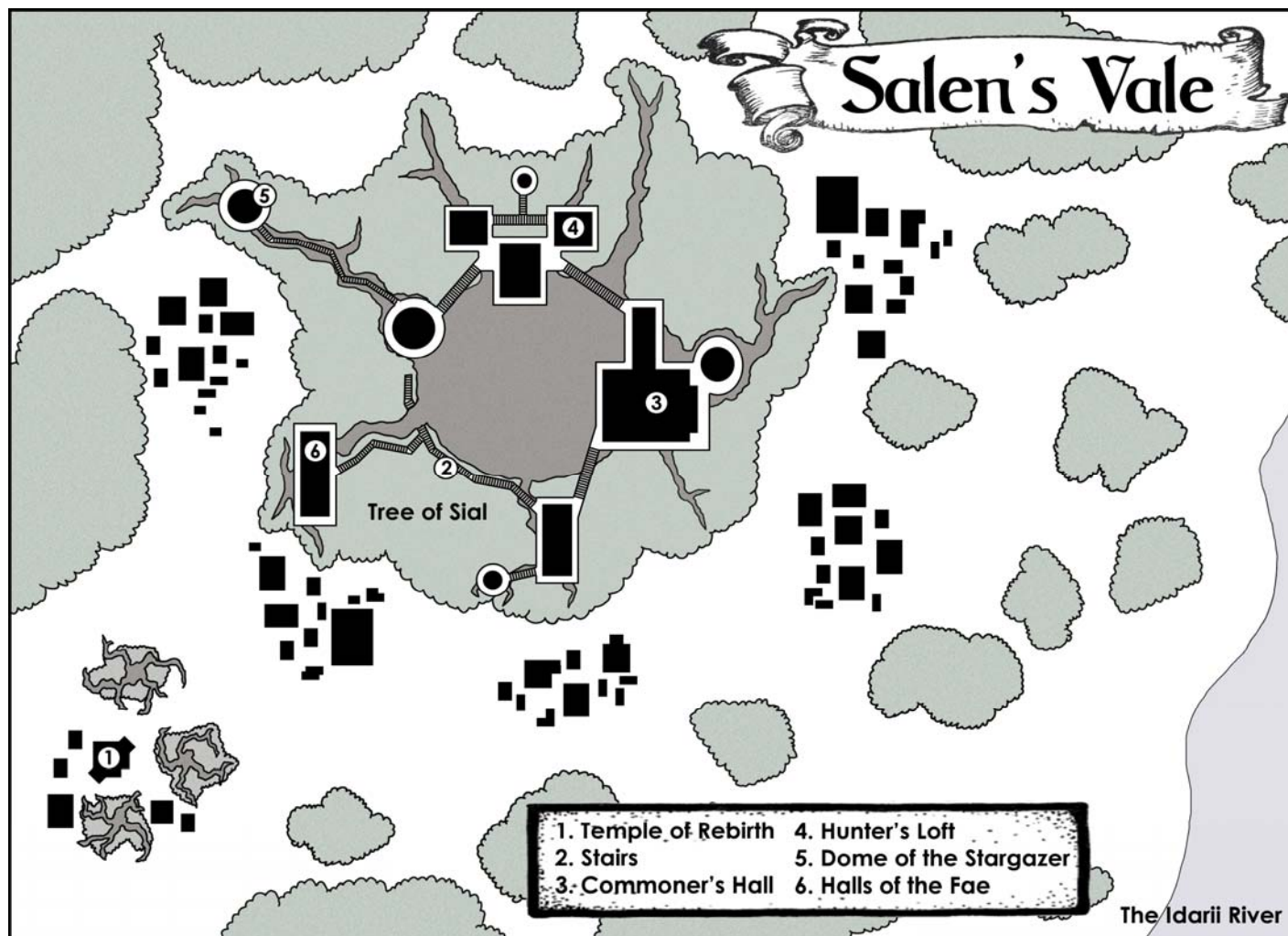
The following features may be found in the area of Salen's Vale.

Halls of the Fae

The walls of this remote dining and meeting hall are ornately carved with forest scenes depicting animals, elves, and faeries. According to legends, this large hall was once used to entertain members of the faerie courts. The hall is well maintained, but has been empty for ages and is shunned by most folk. Those who have been inside have reported strange whisperings, colored lights, and shadows that move at the edge of one's vision.

Dome of the Stargazer

This ornately carved domed building sits atop one of the tallest boughs of the Tree of Sial. An opening in the roof provides a clear view of the night sky. According to legends, the Dome of





the Stargazer was once used to assist with meditation, prophecy, and magical forest rituals.

Other Regions of Note

The Pass of the Dead

The Pass of the Dead is a mountain pass that winds north-south through the Cursed Peaks of Valen (see pg. 12). The southernmost regions of the pass are actually a collection of smaller passes that eventually come together at the gates of Ghoul Keep (see pg. 55). The Pass of the Dead is the only known route from the Duchy of Valnwall into the Kingdom of Makaar Mor. The formidable Keep Ethelstan guards the largest southern pass and its riders vigorously patrol the surrounding countryside.

The Caverns of the Dead

The Kingdom of Makaar Mor is riddled with natural cave systems and ancient underground catacombs and ruins. These trackless warrens are home to the bulk of Lorrigan Makaar's ghoul horde. The entrances to these complexes are clearly marked with Makaar's skull-tree standard, and the people of Makaar Mor avoid these areas at all costs. The Labyrinth Lord is free to present the Caverns of the Dead as a series of undead lairs, organized dungeon fortresses similar to Ghoul Keep, or perhaps even one huge megadungeon built amidst the ruins of an ancient civilization.

The Halls of Kael'ssen

The Halls of Kael'ssen is an ancient mountain complex whose main entrance lies on the north side of Mount Kael. This entrance consists of an enormous stone archway carved into the side of the mountain. The Tulaak River flows through the archway and into the mountain. Makaar's skull-tree standard is carved into the rock face on the side of the mountain. The Halls of Kael'ssen house a large number of ghouls, ghosts, and other undead. The Labyrinth Lord is free to flesh this underground complex out, as needed.

The Ruklands

East of the Kingdom of Makaar Mor lies the Ruklands, a wide expanse of forested hills and mountains overrun with ogruks, trolluks, and various ruk tribes. The denizens of the Ruklands live in fear of the undead hordes of the Ghoul Lands and avoid the Ward of Valen at all costs.

Travel

The Tulaak River is the fastest and safest way to travel throughout the kingdom, as ghouls seldom venture upon water. Adventurers who agree to serve as ship's guards often receive free or discounted passage, depending on recent pirate activity. Otherwise, travel rates must be negotiated.

The Old Road is all that remains of an ancient road and the ruins of several bridges that line the western shore of the Tulaak. A few taverns and small settlements lie along the Old Road, but the road is traveled mainly by groups such as the Cult of the Rebirth, the Knights of the Cold Host, and wandering bands of adventurers. Very few others dare to brave the wilderness after nightfall.

A gravel road named the Olkeen Road leads from the town of Agden on the banks of the Tulaak River to the Mines of Olkeen. Caravans upon this road are frequent by day, and the local baron maintains several enclosed rest stations along the way in case his people run into trouble and must seek shelter before dark.

A well-maintained gravel road named the Morakaal Road leads from the banks of the Tulaak River to Ghoul Keep. Occasional supply caravans use this road to travel back and forth from the river to the keep, but they seldom linger long in the shadow of Kael'ssen.

A number of well-worn paths and some hard-packed dirt roads connect nearby settlements, however, commoners are generally forbidden from leaving the area around their villages as the nobles wish to ensure that every villager is accounted for before nightfall.

THE CURSED WARD OF VALEN

"Go in peace, father. And know that I shall not rest until I have found a way to break the Cursed Ward of the Enemy and lead our armies to victory in the living lands of the south."

—Arkaan Makaar, Warden of Ghouls Keep

It is said that the legendary hero Valen of Vay gave his life to defend the living lands from Makaar's undead horde and that his death created a mystical ward through which no undead may pass. The ward forms an uneven border through the hills, forests, and mountains surrounding the Kingdom of Makaar Mor, and manifests as a wavy haze that resembles heat rising off stone.

Any undead that tries to cross the barrier bursts into white flames and suffers 1d10 points of damage per round until dead. This effect reportedly takes place even if the undead attempts to go over or under the ward, or attempts to use powerful magic (*teleport*, *dimension door*, *gate*, etc.) to bypass the barrier. This ward is known simply as the "Ward of Valen" or the "Blessed Ward of Valen" to the people of Valnwall.





ADVENTURING IN THE GHOUL LANDS

"There is wealth and adventure to be found in the Kingdom of Makaar Mor, it's true. There is also a dark price to be paid. One cannot hope to walk in the shadow of Palatz Makaar and come away unscathed, as I well know."

—Ellis Tratham, former cleric of Law and Order

Adventuring is a time-honored profession in the Kingdom of Makaar Mor. Nobles, barons, and even King Makaar himself place great value on ancient jewelry, coins, pottery, tapestries, and other relics of the long-forgotten past, especially those left over from the Great Kingdom of Mor. Adventurers are crucial to the recovery of these items and therefore receive special treatment throughout the land.

Wealth and Adventurers

Adventurers in the GhouL Lands are often considered heroes and are treated to hospitality from nobles and commoners wherever they go. Lodging at the commoner's hall is often free, although most adventuring companies may be expected to pay for food and other services. On occasion, the arrival of a renowned adventuring company may be celebrated by a great feast, and the adventurers may be invited to stay the night in the house of a local noble or provincial baron. The adventurers are in turn expected to reward their host with gifts of items and/or services—an adventurer's wealth is often measured more by what he can afford to give away rather than the size of his own personal hoard.

An adventurer's appearance often reflects his level of success. Therefore, adventurers prefer items that are aesthetically pleasing such as expensive jewelry, fine clothes, gilded weapons, and engraved armor instead of common coins.

The Kingdom of Makaar Mor has no system of coinage and most transactions are accomplished through barter. Adventurers may trade common items collected on adventures for food, goods, and services. The Labyrinth Lord can either assign a gp value to the trade items or consult the **Equipment** section in the *Labyrinth Lord*™ core rulebook to determine the value of the goods. The Labyrinth Lord should keep in mind that it is illegal for commoners to make or own weapons and armor, so the market for these items is very scarce.

Adventurers may also request a special writ of wealth known as a *pless* (pl. *plessa*) in exchange for traded goods and services rendered. A *pless* may only be written by a scribe and consists of a rolled piece of parchment decorated with special pictographs, arcane symbols, and numbers, which may only be verified by another scribe. These symbols depict the value of the writ as well as the writ's lawful owner. The cost for a writ of *pless* is equal to 5% of the *pless*'s total value, although nobles typically pay this fee when dealing with adventurers. Attempting to forge a *pless* or redeem the *pless* of another is a serious crime, with the offender usually being shipped off to the Mines of Olkeen.

More important to King Makaar than monetary wealth, however, is the recovery of the remaining pieces of the Corpse of the King (see pg. 45). These enchanted artifacts are hidden throughout Amalor, and anyone who can return one to the GhouL King can expect wealth and power beyond their wildest imaginings.

Native-Born Adventurers

Most adventurers are commoners who were dissatisfied with their lot in life. In order to become an adventurer, a commoner must first gain approval from a nobleman or noble house. The adventurer is then bound to that noble and must hand over one half of all treasure recovered to his sponsor. Adventuring parties made up entirely of commoners may only adventure in the province of their sponsor, and can expect a measure of hospitality from local nobles and officials. Sponsorship of a party of adventurers is considered a commodity that may be bought or traded among nobles anywhere in the kingdom.

In some cases, young noblemen, especially bastards, decide to ply their trade as adventurers. Unlike commoners, these nobles may choose and/or change their sponsors by "buying out" their own contracts for a predetermined fee. An adventuring party that contains at least one nobleman is only required to hand over one-quarter of all treasure recovered to their sponsor. These adventuring parties are allowed to adventure all over the kingdom, however, an additional tax of one-quarter of all treasure recovered must be paid to the local provincial baron when adventuring outside the province of one's sponsor.

Foreign Adventurers

Adventurers from other realms are uncommon, but not unwelcome in the kingdom, so long as they abide by local customs and laws. Visiting adventurers are required to go before a provincial baron in order to obtain approval to adventure in the kingdom. These adventurers are allowed to adventure anywhere in the realm, with taxes equal to that of a nobleman adventuring party, above.

Foreign adventurers may be treated with suspicion at first, but can eventually win friends and allies through their good deeds. Adventurers must always be careful to watch their step, however, as the Cult of Rebirth is quick to take action against perceived dissidents and heretics. Tales of free kingdoms,

benevolent pagan gods, and lands that are not overrun by holy undead are considered dangerous fantasies that only serve to poison the minds of the simple common folk. Foreign adventurers are warned first, with severe penalties coming later.

Most foreign adventurers enter the Ghoull Lands through the Pass of the Dead and become sponsored by the Baron of Feldamor or one of his nobles. Although language barriers may present problems, the language of Mor is not difficult to learn, especially for those interested in the history of the Great City.





Human Adventurers

The people of Makaar Mor have grown up with tales of heroes who can outwit or outfight their enemies, so adventuring fighters and thieves are treated with respect and friendship. These same tales cast almost all magic as evil and manipulative, so human clerics and magic-users are automatically viewed with fear and suspicion.

Clerics are warned against preaching the worship of heathen gods and magic-users are forbidden to cast spells upon the general populace. Clerics of Rebirth are not allowed to cast any spell or use any magic item that animates or controls undead. No cleric is allowed to Turn any type of ghoul. Clerics who identify themselves as followers of Law and Order are immediately taken prisoner and held for sacrifice.

It should be noted that visiting humans tend to be much taller and broader than the people of Makaar Mor. If the optional Ability Checks are used (see the *Labyrinth Lord*™ core rulebook), these adventuring humans receive a +1 bonus to all Charisma checks when interacting with NPCs native to the kingdom.

Demihuman Adventurers

Very few demihumans or nonhumans dwell in the Kingdom of Makaar Mor and most humans believe they are either the stuff of fairy tales and legends or bogeymen used to scare young children. Local myth and folklore often depicts elves as evil tricksters who steal children in the night and dwarves as ruthless fighters that burrow into homes to murder and pillage. Halflings are often mistaken for children or stunted humans instead of a separate race.

An adventuring party that contains one or more demihumans is initially treated with suspicion, although good deeds and/or good roleplaying may overcome these fears, at the Labyrinth Lord's discretion.

Adventurers and the Undead

In addition to being sponsored by a noble, all adventurers must undergo the Ritual of Cleansing. This ritual may only be conducted after nightfall by a Priest or High Priest of Rebirth and involves lengthy prayer, meditation, and a vow to honor King Makaar and his undead host.

The ritual attracts a horde of 2d6x10 ghouls over the course of the night. These ghouls begin arriving in groups of 2d6 and completely encircle the priest and adventurers by the end of the night. The ritual culminates with the adventurers being touched or bitten by the most powerful ghoul present (usually a warrior or shadow ghoul, but occasionally a gahoul).

In addition to possible paralysis, the ghoul's touch or bite leaves a black imprint on the adventurer's exposed flesh that is known as the Mark of Makaar (this mark automatically causes 1d6 points of damage if the character touched is an elf). The mark allows the characters to roam freely at night, without fear of being attacked by Makaar's undead. However, ghouls, especially reaver ghouls, tend to be attracted to those bearing the mark, and the characters may often find their nightly camp encircled by ravenous undead.

Slaying any type of ghoul causes 2d10 points of fire damage to the marked adventurer and permanently removes the mark's protection. Once this happens, the character can never again undergo the Ritual of Cleansing.

Ghoul Lands Adventure Seeds

The Kingdom of Makaar Mor is filled with opportunities for adventure, including exploring ancient ruins, fighting monsters, and overcoming undead. The following adventure seeds are unique to the Kingdom of Makaar Mor. More adventures involving Ghoul Keep may be found on pg. 96 and the Agden Commoner's Hall on pg. 111.

Bride of Makaar

The priests of Rebirth have decided to honor a girl from Wodamor Province by making her the newest Bride of Makaar. Knights of the Cold Host were sent to retrieve the girl, but in a foul act of treason, the child's parents hid her deep in the wild and have refused to disclose her location. The characters may be sent to locate the parents or come upon them as they are being tortured by knights.

Do the characters assist the knights when asked for help finding and retrieving the girl, do they side with the common folk and help defend the girl, or do they sneak her into the living lands beyond Ghoul Keep?

The Crawling Horde

Winter has come early this year, and with it, the breeding cycles of the graheem queens. Can the characters help the unprepared villagers

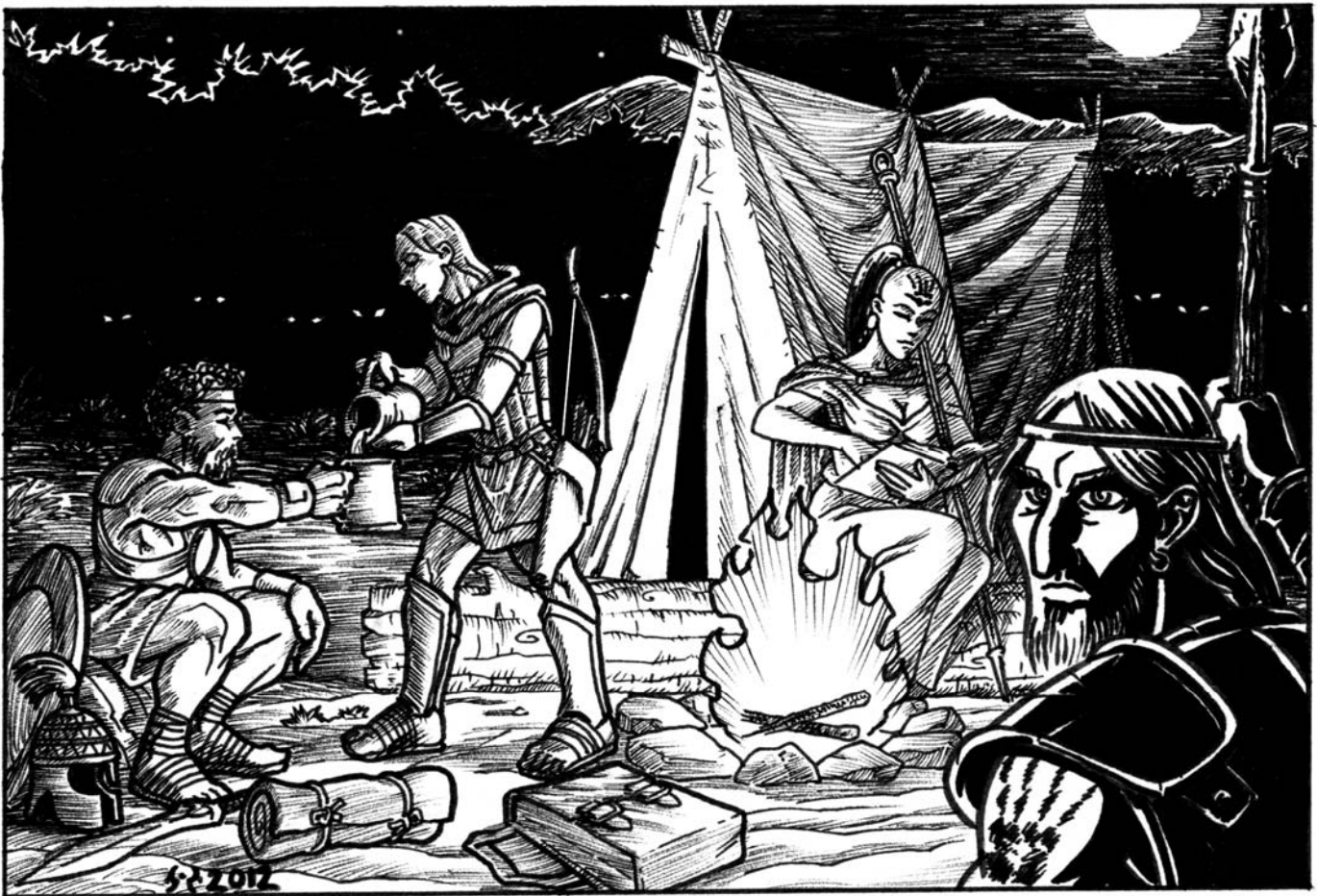
defend themselves and their homes against the crawling horde?

King's Tiding

The time has come for Lorrigan Makaar to transfer his ghoulish head and arm to a human body. A young adult male was selected for the honor, and for the past year has been treated like royalty at Palatz Makaar. As the Festival of King's Tiding approaches, however, the boy has begun to search for a way to escape his grim fate. Are the characters contracted by Makaar's enemies to kidnap the boy during the feast or do they earn the Ghoul King's favor by thwarting such an attempt? Or perhaps the boy is a friend of one of the characters and sends word asking for their help.

Overthrow the King

The characters decide to pit their might against that of the Ghoul King Lorrigan Makaar.





At low levels, they may slay ghouls and harry Makaan's servants, at mid levels they may work to thwart some of Makaan's long-term plans, and at higher levels they may seek out and challenge Makaan himself. The outcome of this conflict could change the politics of the Ghoul Lands forever.

Rescue

The Black Choke has kidnapped a friend or relative of the characters from Valnwall and the party must follow the slavers into the Ghoul Lands to rescue their loved one. Is the person being held at Ghoul Keep to await a mass drowning and "rebirth" or has he been sold to a noble or baron from another province?

Refugees

The characters encounter a motley band of refugees living in the wilds of the Barrow Dales. Do they turn these deserters in to the local baron or do they lead them past Ghoul Keep and into the free lands of the south?

Spies Like Us

Characters from the Valnwall are hired to venture into the Ghoul Lands in order to gauge the strength of Makaan's forces and gather intelligence on his plans. This scenario can take place over several months, and during this time, the Labyrinth Lord may incorporate any number of the other adventures listed in this section.

The Enemy of My Enemy

The characters are contacted by agents of a powerful creature or NPC such as the evil wizard Mar Druun, the blue dragon A'tan Hellise, or the vampire lord Wukrael Qalor. The characters may be asked to engage in intrigues against the kingdom, trade knowledge or magic, or join forces in an all out war. This adventure seed also ties nicely in with the **Overthrow the King** adventure seed, however, once Lorrigan Makaan has been vanquished, the characters must also find a way to contend with their new "ally".

The Ward is Broken

The characters hear a rumor that the Cursed Ward of Valen has begun to fail and that a

number of ghouls are finding their way into the Duchy of Valnwall. If they locate the route the ghouls are taking, do they attempt to restore the ward to its full power or do they attempt to enlarge the breach and perhaps compromise the entire enchantment?

The Word is Spread

The characters are asked (by agents of the Church or by the Keepers of the Old Law) to help spread the faith of Law and Order throughout the kingdom. This treasonous act instantly marks the characters for death, but may be enough to spark a rebellion among the many who live in constant fear of the ghouls who rule the night. A religious uprising may tie in nicely with the **Overthrow the King** adventure seed.

True Rebirth

The characters hear a rumor, receive a vision, or discover an ancient text suggesting that a gahoul who passes through the Cursed Ward of Valen shall become fully human. A gahoul such as Arkaan Makaan may use this information to send spies into the southlands in search of the Corpse of the King while one such as Morrow Makaan may use it to escape both the kingdom and her undead nature.

The Great Prophecy

It is said that Lorrigan Makaan once received a powerful vision while seated upon the Skeletine Throne. This vision, which came to be known as the Great Prophecy, states:

"At the darkest hour, during the Night of the Red Spear, in the hidden Land of Broken Dreams, the Blood of Valen shall meet the Blood of Makaan, and all the realm shall be united under the Sword of Kings."

Many believe the Blood of Valen refers to a descendant of the great hero, Valen of Vay, while the Blood of Makaan refers to Lorrigan Makaan or one of his gahoul abominations. The Sword of Kings is believed to be the legendary Sword of Valen.

Countless interpretations of this prophecy have cropped up over the years, and the Labyrinth Lord is free to determine its true meaning.



GHOU L LANDS NPCs AND FACTIONS OF NOTE

"Death Brings New Life."

—King Lorrigan Makaar

The following NPCs and factions may be encountered anywhere in the Kingdom of Makaar Mor.

King Lorrigan Makaar

The ghoulish sorcerer-king Lorrigan Makaar was a fearsome undead creature until his power was broken by the heroic efforts of Valen of Vay (see **History**, pg. 4). Makaar's body was sundered into six pieces (some say eight), and these pieces were scattered across the continent of Amalor.

Makaar's severed head and ghoulish right arm were recovered many years ago and dark magics were invoked to join them to the body of a human victim. Makaar soon found that as the years passed, the human body aged and must be replaced by a new one. The new host body is chosen by the High Priests of Rebirth, and is always an excellent male specimen, usually a teenager chosen for his youthful strength and vigor (see the **Festival of King's Tiding**, pg. 10).

The host body revitalizes Makaar's darkest wants and desires. He slakes his thirst for blood by engaging in mortal combat with a variety of captured foes, and satisfies his other needs with a private harem made up of dozens of young wives. Afterwards, Makaar enters a period of respite where he is content to spend most of his time locked in his studies or seated upon the Skeletine Throne. While seated upon he throne, he sometimes enters into long periods of meditative slumber that can last for weeks or even months, and during this time, he is subject to prophetic visions.

Makaar's personality is complex and occasionally unpredictable. He despises being trapped within his own realm and seldom leaves the halls of his palace because of it. There are times, usually as his human host body begins to fail, when Makaar grows weary of his own existence. At these times, he may become subtly involved in plots and intrigues in an effort to relieve his boredom.

Despite his undead nature, Makaar does not wish to rule a land made up entirely of undead. His ultimate goal is to conquer all of Amalor and restore glory to the lost Kingdom of Mor. To do that, he must first break the Cursed Ward of Valen, and to do that, he knows he must recover all the lost pieces of the Corpse of the King. Only the full might of his sorcerous power can free him from the Ghou Lands. His forces are relentless in the search for his remains and anyone who can recover a lost piece will be richly rewarded.

King Lorrigan Makaar: AL C; MV 120' (40'); AC 1 (*armor of the king + shield of the king + Dex*); HD 18; hp 140; #AT 1; Dmg 1d6+2 (*lance + Str*), 1d8+3/+5 (*long sword of the unliving + Str*), 1d4+2 (*dagger + Str*), or 1d3 (*bite*); S 17, D 16, C 18, I 17, W 16, Ch 6; SV MU18; SA spells, bite requires saving throw vs paralysis at +2; ML 10; XP 11,250.

Spells (commonly memorized): 1st: *detect magic, feather fall, magic missile, read magic, sleep*, 2nd: *arcane lock, continual light, knock, strength, web*, 3rd: *blink, dispel magic, fireball, lightning bolt x2*, 4th: *fear, fire shield, remove curse, wall of fire, wall of ice*, 5th: *animate dead, cone of cold, conjure elemental, wall of stone*,

6th: anti-magic shell, death spell, disintegrate, globe of invulnerability, 7th: grasping hand, mass invisibility, statue, summon demon, 8th: clenched fist, mass charm, mind blank, power word blind, 9th: crushing hand, meteor swarm

The Barons of Makaar Mor

The Barons of Makaar Mor are the provincial rulers of the Kingdom of Makaar Mor. Although their family titles are hereditary, their individual lives depend upon their continued service to the realm. This means they tend to be impatient and heavy-handed rulers who stop at nothing to ensure that quotas are met and shipments run smoothly.

The Barons of Makaar Mor are allowed to train soldiers, enforce laws, and grant boons and property to their subjects. They answer

only to King Makaar, however, their decisions are heavily influenced by the High Priests of the Cult of Rebirth.

Baron Dane Raalston

Baron Dane Raalston is the ruler of Naarmor Province. He is a large, stubborn man who is respected and feared by all in the north. He is quick to mete out punishment for any slight, but is otherwise known to be fair and honest in his dealings with others. Raalston keeps a household guard of fifty battle-hardened soldiers, and can call up to ten times that many in just a few days.

Baron Dane Raalston: AL N; MV 120' (40'); AC 5 (studded leather + shield + Dex); F5; hp 41; #AT 1; Dmg 1d6+2 (hand axe + Str), 1d4+2 (dagger + Str), 1d6+2 (spear + Str); S 17, D 15, C 16, I 11, W 13, Ch 13; F5; ML 11;





XP 800; *potion of healing*.

Baron Captain

Baron Captain is a hereditary title given to the ruler of Mortulaak Province. It is his job to ensure the safety and timely delivery of crops and other precious cargo traveling up and down the Tulaak River. The current Captain is a crafty and intelligent rogue whose dashing good looks and charm have made him a hit with common and noble women alike. He is an accomplished sailor and wily fighter who has shattered several organized bands of river pirates.

Baron Captain: AL N; MV 120' (40'); AC 5 (leather armor + shield + Dex); T6; hp 22; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d6 (short bow); S 13, D 17, C 15, I 14, W 15, Ch 13; SV T6; SA backstab, thief skills; ML 10; XP 1,320; pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls 92%, hide in shadows 37%, hear noise 1-4; gold necklace with baronial crest (700 gp), three emerald studded earrings (350 gp), six gold bangles (50 gp each), three gold rings (75 gp each).

Baron Garlis Alur

The pot-bellied Baron Alur is a harsh whipmaster who rules Caramor Province with an iron fist. Alur is a disgusting boor of a man who mercilessly bullies his subjects and keeps the best food and drink for himself. Alur maintains a bodyguard of over one hundred of the largest and strongest men in the province, buying their loyalty with wealth and other pleasures.

Baron Garlis Alur: AL N; MV 120' (40'); AC 7 (leather armor + shield); F3; hp 24; #AT 1; Dmg 1d6+1 (flail + Str), 1d4+1 (dagger + Str); S 15, D 10, C 16, I 10, W 10, Ch 9; SV F3; ML 8; XP 80; key to slave collars.

Baron Emjen Tuller

Baron Emjen Tuller rules Feldamor Province. He is a fat, miserly baron who excels at crunching numbers and indulging in excess. He rules from his fortified manor home which is located just outside of King's Meadow. Tuller maintains a small force of soldiers that are used to guard his estate and provide security from those who would withhold crops and/or plunder the wealth of Feldamor.

Baron Emjen Tuller: treat as Lawful 0-level human with Intelligence 15.

Baroness Coris Hunter

The Hunters have ruled Wodamor Province for countless generations. They have a reputation for fierce independence, with each Hunter growing more insolent than the last. Coris believes the time has come to rise up against the evil that is Lorrigan Makaar and destroy the undead plaguing the realm. She has forged a secret alliance with the Keepers of the Old Law (see pg. 33) and the Nahaluu elves, and provides aid and succor to any who slay undead.

Baroness Coris Hunter: AL L; MV 120' (40'); AC 2 (chain mail + shield + Dex); F5; hp 33; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger), 1d6+1 (*longbow*+1); S 12, D 16, C 13, I 15, W 13, Ch 15; SV F5; ML 10; XP 650.

Nobles of Makaar Mor

The wealthy noble families of Makaar Mor are scattered throughout the five provinces. These nobles own land and/or oversee services that are crucial to running the province. The nobles see to the needs of the common folk in their care and answer directly to the baron and his advisors.

Nobles may mete out punishment for minor crimes such as theft, assault, possession of a weapon by a commoner, and insolence. Punishments include flogging, half rations, and confiscation of property. In some cases, repeat offenders may be sentenced to harsher penalties or traded to a nobleman in another province for a commoner of equal or lesser value. This is how many troublesome subjects end up spending the rest of their lives in the Mines of Olkeen.

Major crimes such as murder, treason, worship of false gods, and slaying any type of ghoul may only be adjudicated by a baron or one of his appointed advisors. The punishment is almost always death by hanging, strangulation, or drowning, with the offender's lifeless body being handed over to the Cult of Rebirth.

Unless noted otherwise, commoners and nobles of lesser status (including adventurers)



must address higher-ranking nobles as Lord or Lady.

Noble houses of Makaar Mor include such prominent names as Appersaan, Ariaas, Ilaem, Imander, Miels, Raalston, Telsem, Tuller, and Wennow.

Ulek Ariaas

The nobleman Ulek Ariaas is the eldest cousin of Baron Garlis Alur. He is a crafty and intelligent miser with oily black hair, a pointed beard, and a fondness for gold jewelry. Ariaas has assembled a large force of loyal men-at-arms that he claims is necessary to protect the supply caravans traveling to and from the Mines of Olkeen. In reality, Ariaas is planning a coup that would leave Alur dead and him in charge of the province. Ariaas never goes anywhere without a personal guard of six soldiers (treat as 3rd level fighters).

Ulek Ariaas: treat as 0-level human with Int 16, Wis 16, six gold rings (50 gp each), four gold and ruby earrings (250 gp each), three gold and silver bracelets (150 gp each), snakeskin belt with emerald eyes (200 gp), fine clothing with gold threads (250 gp), and bejeweled dagger (150 gp).

The Cult of Rebirth

The Cult of Rebirth is a small, but powerful force in the Kingdom of Makaar Mor. The cult hierarchy is divided into high priests, priests, and acolytes. Only a few of these are spellcasting clerics—most true clerics are encouraged to form adventuring companies in the cult's name.

Three High Priests advise the provincial barons and vote upon matters important to the faith. Local Priests of Rebirth oversee the spiritual needs of the local community, while acolytes assist the priests. The cult also keeps a number of servants to assist with rituals and perform menial tasks.

The cult celebrates many rituals and holy days throughout the year, most of which involve human sacrifice and rebirth. The weekly Ritual of Silence is a ceremony that takes place on the Day of Silence (see the **Calendar of Makaar Mor**, pg. 4), a day of rest where the faithful are expected to speak little and spend

time reflecting on the glory of unlife. Other common rituals are performed for funerals, births, weddings, and more.

The cult promotes distrust of wizardly magic. Healing magic is generally frowned upon while death-reversing magic (*animate dead*, *reincarnate*, *raise dead*, etc.) is considered heresy. The Ghoul King Lorrigan Makaar is, of course, above reproach.

The cult's symbol is a skull inside a stylized sun.

High Priest Egren Imander

High Priest Egren Imander is an oily-haired, hook-nosed cleric with a preference for jewelry, especially rings and earrings. Imander lives in Palatz Makaar where he advises the king and oversees the spiritual needs of the people of Mortulaak Province, traveling along the Tulaak River on an elaborate religious galley. He is the most important member of the Cult of Rebirth and is one of Makaar's most trusted advisors.

Imander is a spellcasting cleric who is wary of other spellcasters. He does his best to ensure that spellcasting priests either remain loyal to him or are sent on the most dangerous missions for the cult.

High Priest Egren Imander: AL N; MV 120' (40'); AC 8 (Dex); C5; hp 26; #AT 1; Dmg 1d6 (quarterstaff) or by spell; S 12, D 13, C 14, I 15, W 16, Ch 13; SV C5; ML 9; XP 800; *ring of spell turning*, platinum holy symbol of Rebirth (200 gp), five gold earrings (15 gp each), three gold and silver necklaces (140 gp each), ten bejeweled gold and silver rings (250 gp x 2, 150 gp x 6, 100 gp x 2), five gold and silver bracelets (200 gp each), fine clothing.

Spells (commonly used): 1st: *cause fear*, *cure light wounds*, *light*, 2nd: *curse*, *hold person*, 3rd: *dispel magic*

High Priest Cael Belwig

High Priest Cael Belwig lives in a fortified temple located in Naarmor Province where he oversees the spiritual needs of the people of Naarmor and Caramor. He is a thick-bearded man with a barrel chest and a glint of mischief in his eye. Belwig was born on the Tulaak River, but feels most at home among the people of Naarmor, where he tries to inject some mirth



and laughter into their grim halls. He often sits in on war councils with Baron Raalston during the Time of the Crawling Horde.

High Priest Cael Belwig: AL L; MV 120' (40'); AC 5 (bronze armor + shield); F3; hp 22; #AT 1; Dmg 1d6+2 (mace + Str); S 16, D 12, C 17, I 12, W 13, Ch 13; SV F3; ML 9; XP 110; *potion of healing*, holy symbol of Rebirth.

Note: If this product is being used as part of the *Chronicles of Amherth™* setting, treat Belwig as a latent spellcaster.

High Priest Zollis Marth

High Priest Zollis Marth lives in a sprawling temple outside of King's Meadow in Feldamor Province, where he oversees the spiritual needs of the people of Feldamor and Wodamor. He is a cunning and ruthless man who constantly manipulates the self-indulgent Baron Tuller to his own ends. In fact, many whisper that High Priest Marth is the actual ruler of Feldamor Province. Marth has begun to suspect that Baroness Coris Hunter is working against the interests of the realm and is trying to find proof of her treason.

High Priest Zollis Marth: treat Marth as a 0-level human with Intelligence 17 and Wisdom 16.

Holy Executioners

The Holy Executioners are fanatical servants of the Cult of Rebirth that are responsible for carrying out cult-mandated executions. These fearsome men and women are trained from birth in the ways of unarmed combat, especially joint locks and chokeholds. It is their duty to make executions quick and painless, so as not to damage the body. A Holy Executioner may be recognized by his shaved head, lack of facial hair, and the plain bronze collar that adorns his neck. Holy Executioners swear a vow of silence (some of the most fanatical even have tongues removed) so they may not pass on the secrets of their training.

A Holy Executioner accompanies each high priest wherever he goes, acting as a personal bodyguard (two accompany High Priest Egren Imander). Holy Executioners sometimes accompany adventurers, in order to stamp out the worship of false gods and destroy ancient

shrines and temples. A Holy Executioner often travels in the company of Knights of the Cold Host and their arrival strikes fear in the hearts of all.

Note: If the Labyrinth Lord allows the monk class in his campaign, the Holy Executioners may be treated as monks. Otherwise, treat them as fighters.

Cabal of the Great Skull

The Cabal of the Great Skull is a loosely organized band of dark wizards who specialize in black magic, particularly necromantic magic. The cabal worships Lorrigan Makaar as the embodiment of the ancient death god Hallux (Hool), and its followers believe the king will reward their loyal service by turning them into gahouls. The cabal is led by a ruthless magic-user named Mar Druun. Cabalists often find themselves at odds with the interests of the Cult of Rebirth. The cabal's symbol is a black skull superimposed over a stylized white dragon on a black background.

Mar Druun

Mar Druun is the tall, gaunt leader of the Cabal of the Great Skull and one of the most powerful magic-users in the kingdom. Druun has dedicated his life to the unprecedented goal of becoming a gahoul and has forged a bond with Dala Makaar in the hopes of winning her father's favor. Druun suspects Dala of manipulating him to her own ends, but so far he has been content with the attention she shows toward him.

Mar Druun: AL C; MV 120' (40'); AC 5 (*robe of protection*+2 + Dex); MU7; hp 20; #AT 1; Dmg 1d6 (quarterstaff), 1d4+1 (dagger of withering) or by spell; S 9, D 14, C 10, I 17, W 16, Ch 12; SV MU7; ML 9; XP 1,840; *dagger of withering* (42 charges), *potion of teleportation*, silver and onyx circlet with cult symbol (125 gp), fine clothing.

Spells (commonly memorized): 1st: *magic missile*, *read magic*, *sleep* 2nd: *arcane lock*, *web*, 3rd: *haste*, *lightning bolt*, 4th: *wall of fire*.

Knights of the Cold Host

The Knights of the Cold Host are an order of human knights charged with rooting out



dissidents, uncovering treason, and keeping peace and order throughout the realm. Most of the knights are fighters, however, several thieves, magic-users, and clerics also make up their ranks. The knights are fanatical followers of the Cult of Rebirth and are completely devoted to King Makaar. They typically travel mounted in groups of five to twenty. An elite guard of six knights mounted upon wyverns accompanies the king whenever he leaves Palatz Makaar. The Knights's symbol is a black skull superimposed over a crossed black sword and spear, with a stylized sunburst behind.

The Church of Law and Order

The Church of Law and Order (Rangeth) was founded in the Duchy of Valnwall. Its priests and clerics worship the concepts of law and order, but also venerate various saints. They tend to see things in terms of right and wrong and good and evil, even though life tends not to be so black and white. Church doctrine claims that magic corrupts the soul, and its priests are quick to link magic to any harmful events.

The symbol of Law and Order is the "holy hilt", a sword with a wide crossguard thrust into the ground, marking the line between Order and Chaos. The sword also represents the legendary Sword of Valen, which was used by St. Valen to defeat the Ghoul King Lorrigan Makaar. Visually, this symbol resembles a white cross, and many warrior priests and clerics wield heavy maces shaped like a cross into battle.

The Keepers of the Old Law

The Keepers of the Old Law are a Lawful religious sect founded by the legendary Martin of Lones. Martin was once a member of the Red Hilt adventuring company. His party was decimated by ghouls while traversing the Barrow Dales. Martin alone survived, but rather than return to the lands of Valnwall, he decided to spread the word of the Church of Law and Order throughout the Kingdom of Makaar Mor. The cult survives in secret, a light against the darkness. It has no organized leadership and exists only in the hearts of those who recognize

the holy hilt of Law and Order. The Keepers' symbol is a red sword hilt on a white background.

The Order of Scribes

The Order of Scribes, a.k.a. the Scarabi Order, is a monastic order with great responsibility. Scribes are entrusted with managing the resources of the barons and nobles, and advising them on matters of the realm. A single scribe may work for several lesser nobles, an important nobleman may have one scribe in his employ, while a baron may have several. A small sect of scribes are not bound to anyone and instead travel the realm in the service of the Order, sometimes joining up with bands of adventurers.

Scribes are trained at the Monastery of Kaal'ees (see pg. 14) where they master the skills of diplomacy, writing, and advanced mathematics. Scribes are also trained in combat, but they never wear armor and prefer less lethal weapons such as quarterstaves and clubs. It is said that scribes possess a number of mystical abilities such as the ability to dodge or deflect missiles and even catch and hurl them back upon their attackers, but this is not true of all scribes. Scribes are always neutral in alignment.

Scribes are feared and respected by most commoners, possessing a mythical reputation that stems back to their former role as royal peacekeepers and ambassadors. Many believe they once dabbled in dark magics. Scribes are experts at gathering information, however, they tend to avoid petty intrigues and only use information to benefit the Order. The Scribes are one of the few groups who may travel safely at night without bearing the Mark of Makaar (see pg. 25).

The Order's hierarchy consists of a Council of Elder Scribes, Master Scribes, Scribes, and Apprentice Scribes. Most scribes are chosen at an early age, after developing an affinity for academic learning. A scribe is said to be incorruptible, receiving a +4 bonus to all saving throws vs mind-affecting spells and spell-like abilities (*charm person, suggestion*, etc.). The Order's standard is a stylized scarab inside a braided circle.



Note: If the Labyrinth Lord allows the monk class in his campaign, the Order of Scribes may be treated as monks. Otherwise, treat them as thieves.

The Black Choke

The Black Choke is a vile band of organized slavers who kidnap humans from the southlands and sell them to the cultists of Ghoul Keep. These human slaves are usually slain en masse and turned into ghouls, although a few are allowed to retain their humanity for a time, to better serve their undead masters.

Members of the Black Choke identify themselves with black braided leather collars that are usually worn about the neck or arm, or clipped to the belt or pack. A few longtime members of the Black Choke have even tattooed the collar onto their skin.

The Black Choke never travels farther north than Ghoul Keep and many are unaware of the true extent of the Kingdom of Makaar Mor. The Black Choke is hated and reviled throughout the Duchy of Valnwall and there is a standing bounty of 250 gp for any members of the Black Choke that can be brought in alive to Dolmvey for questioning.

Makaar's Brood

Makaar has created many abominable offspring in his years as king. These ghouls/human hybrids are known as gahouls. (see **Gahoul**, pg. 52). Most gahouls prefer to dwell underground in the Caverns of the Dead, but a few have taken an active role in the ruling of the kingdom.

Gahouls tend to be their own worst enemies. Although some gahouls forge alliances with one another, most fight amongst themselves in their efforts to win their father's favor, and it is quite easy for an unsuspecting party to get caught up in their unholy intrigues.

denotes a **New Magic Item (see pg. 41).

Arkaan Makaar

At approximately 300 years of age, Arkaan is the oldest living gahoul in the kingdom. He has taken charge of Ghoul Keep and devoted

himself to finding a way through the Cursed Ward of Valen so that he may lead his father's armies south. Arkaan is completely loyal to his father and exists only to serve him. Many people of the southlands incorrectly believe he is actually King Lorrigan Makaar and that Ghoul Keep is the heart of the kingdom.

Arkaan Makaar: AL N; MV 120' (40'); AC 1 (plate mail + *Shield of the King***); F9; hp 72; #AT 1; Dmg 1-8+5 (*long sword of wounding*+3 + Str), 1-4+2 (dagger + Str), 1d8 (heavy crossbow) or 1d3 (bite); S 16, D 12, C 16, I 14, W 13, Ch 15; SV F9; SA bite requires saving throw vs paralysis at +2; ML 10; XP 5,900; *potion of undead healing***, *scroll of warding (magic)*, gold and silver Warden of Ghoul Keep medallion and circlet (1,500 gp for the set), fine clothing.

Dala Makaar

Dala Makaar is a gahoul sorceress who lives in an ancient tower near Palatz Makaar. Dala has made herself one of her father's most trusted advisors, but in reality, she seeks to learn his ancient sorceries and supplant him. Dala is active in the Cabal of the Great Skull and is intimately involved with its leader, Mar Druun. With his unwitting help, she has slowly begun eliminating those in the kingdom who are most loyal to her father. Unknown to Dala, Makaar is well aware of her intrigues. He has not been challenged in some time and looks forward to the ensuing confrontation.

Dala Makaar: AL C; MV 120' (40'); AC 5 (*ring of protection*+1 + Dex); MU7; hp 23; #AT 1; Dmg 1d6+1 (quarterstaff + Str), 1d4+1 (dagger + Str) or 1d3 (bite) or by spell; S 13, D 17, C 15, I 17, W 16, Ch 17; SV MU7; SA spell, bite requires saving throw vs paralysis at +2; ML 9; XP 3,590; *staff of fire balls (32 charges)*, *ring of gaseous form (17 charges; acts as potion)*, *potion of undead healing x 2***, *scroll of spells (blink, charm monster, dispel magic, fire shield, invisibility)*, *robe of feather fall (as spell)*, spellbook.

Spells (commonly memorized): 1st: *burning hands*, *magic missile*, *read magic* 2nd: *arcane lock*, *web*, 3rd: *hold person*, *protection from normal missiles*, 4th: *fire shield*.



Jaheen Makaar

Jaheen is the leader of the Knights of the Cold Host. He is an excellent tactician and soldier, with a knack for rooting out dissidents. Jaheen is known for his fairness with the common folk, but shows no mercy against those who plot against the realm. Jaheen is currently planning a campaign into Wodamor Province on behalf of High Priest Zollis Marth to investigate rumors of treason.

Jaheen Makaar: AL N; MV 120' (40'); AC 2 (*chain mail*+1 + shield + Dex); F7; hp 55; #AT 1; Dmg 1d6+1 (lance + Str), 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d6 (light crossbow) or 1d3 (bite); S 15, D 13, C 15, I 14, W 13, Ch 16; SV F7; SA bite requires saving throw vs paralysis at +2; ML 10; XP 2,540; *cloak of truth* (*treat as a detect lie spell*), *potion of undead healing***.

Urgen Makaar

Urgen is Jaheen's second in command. A giant among men who stands almost seven feet tall, Urgen is a competent leader who obeys Jaheen's orders without question. Urgen is perceived as a ruthless killer, but in fact takes no pleasure from murder or wanton destruction. He simply places no value on life, human or otherwise.

Urgen Makaar: AL N; MV 120' (40'); AC 2 (plate mail + shield); F5; hp 48; #AT 1; Dmg 1d6+3 (lance + Str), 1d8+3 (long sword + Str), 1d4+3 (dagger + Str) or 1d3 (bite); S 18, D 12, C 17, I 10, W 10, Ch 13; SV F5; SA bite requires saving throw vs paralysis at +2; ML 11; XP 800; *potion of giant strength*.

Morrow Makaar

Morrow is a ghoul thief who has begun to question her lot in life. She is a self-taught scholar who is well versed in the history of the Ghoulish Lands, the Great City of Mor, and even the Duchy of Valnwall. Morrow spends much of her time exploring the Barrow Dales or consulting with her brothers Arkaan and Treits (see pg. 91) at Ghoul Keep. She has a lust for adventure and a thirst for knowledge. Her natural curiosity may lead her to tag along with a willing group of adventurers, especially those from another realm.

Morrow Makaar: AL N; MV 120' (40'); AC 5 (leather armor + *shield*+1 + Dex); T6; hp 22; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger), 1d6 (short bow) or 1d3 (bite); S 12, D 17, C 13, I 14, W 15, Ch 16; SV T6; SA backstab, thief skills, bite requires saving throw vs paralysis at +2; ML 9; XP 1,820; pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls 92%, hide in shadows 37%, hear noise 1-4; *elven cloak and boots*, *potion of undead healing***; thieves' tools.

Other Denizens

A number of other powerful creatures dwell in the Kingdom of Makaar Mor.

A'tan Hellise

Said to be centuries older than Makaar himself, the great blue dragon A'tan Hellise dwells somewhere in the foothills of the Arrendel Mountains. It is said that Hellise bears a great hatred for Lorrigan Makaar, and some believe the undead dragon he rides was either her former mate or one of her children. Whatever the case, she has been known to discretely aid adventurers and/or manipulate events throughout the kingdom in order to thwart Makaar's plans. The Labyrinth Lord should feel free to detail the location of her lair and the contents of her hoard, as needed.

A'tan Hellise (blue dragon): AL C; MV 90' (30')/fly 240' (80'); AC -1 (natural); HD 9; hp 67; #AT 3 or 1; Dmg 1d6+1/1d6+1/1d10 (claw/claw/bite) or by lightning breath weapon; SA breath weapon, spell; SV F9; ML 10; XP 3,100.

Spells (commonly memorized): 1st: *charm person*, *dancing lights*, *detect magic*, *magic missile*, 2nd: *darkness globe*, *invisibility*, *ray of enfeeblement*, *strength*.

Wukrael Qalor

Qalor is an elder vampire who is extremely intelligent, but also arrogant and vain. Qalor was old when Lorrigan Makaar was still human and young. Trapped in the valley by the Cursed Ward of Valen, he will not be satisfied until he alone rules the Kingdom of Makaar Mor.



Qalor has tried several times over the centuries to destroy Lorrigan Makaar. Outmatched by Makaar's sorcerous powers, Qalor uses vampire minions and human servants to sow discontent and cause uprisings throughout the realm. Over a decade ago, he was defeated by Jaheen Makaar and forced into a healing slumber. Qalor recently awoke and has begun to establish his brood in another attempt to divide and conquer the kingdom.

Wukrael Qalor (vampire): AL C; MV 120' (40')/fly 180' (60'); AC 2 (natural); HD 9; hp 54; #AT 1; Dmg 1d10 (strike) + life drain; SA immune to *charm*, *hold*, and *sleep* spells, immune to normal weapons, ½ damage from cold and electricity attacks, regenerate 3 hp/round, assume *gaseous form* at will, *shape change* into bat at will, summon bats/rats or wolves/dire wolves, *charm gaze* (as *charm person*) at -2 penalty; SV F9; ML 11; XP 7,300.

Brinda the Swamp Witch

Brinda's mother was a healer in Feldamor Province until the Cult of Rebirth branded her a witch and sentenced her to Death and Rebirth. After her mother's death, the traumatized young girl developed a hatred for the cult that drove her to practice dark magic. This magic eventually corrupted her body and soul, turning her into a withered crone with pointed teeth, long claws, and a taste for human flesh. Brinda was driven from her village and found refuge in the Lost Marshes. Brinda hates undead, particularly ghouls, and she may help adventurers who oppose the Cult of Rebirth. She is a skilled herbalist who can brew any type of potion. The price for her services are steep, however, and usually involve fresh human meat.

Brinda the Swamp Witch: AL C; MV 120' (40'); AC 5 (natural); HD 8; hp 40; #AT 1; Dmg 2d6 (claws); SA immune to normal weapons; SV MU8; ML 10; XP 1,560; *2d4 random potions*.

Nonhuman Realms

Very few nonhumans dwell within the borders of Makaar Mor. Those who wish to play a nonhuman that is native to the region may choose from the following tribes or work out an alternate back story with the Labyrinth Lord.

Nahaluu Elves (pr. Na-HA-loo)

The Nahaluu are a small, reclusive band of elves that dwell deep in the Elder Wood of Wodamor Province, near its border with the Ruklands to the east. Like the Elder Wood itself, the Nahaluu village is protected by magic that makes it impossible to find unless one is a friend of the tribe. The Nahaluu elves usually avoid contact with humans, although some adventurous Nahaluu occasionally meet and/or trade with the people of Wodamor Province, and a few have even forged an alliance with Baroness Coris Hunter.

Kabardin (pr. Kah-bar-DEEN)

Kabardin is a small dwarven enclave located beneath the hills to the southeast, on the borders of the Ruklands. The dwarves of Kabardin are reclusive and unfriendly to strangers. Kabardin is an outpost of the much larger dwarven kingdom of Gundamark, which lies deep beneath the Cloudbother Mountain Range to the southeast. The dwarf lord Drogon Kolb rules Kabardin.

Holk

The Holk are halfling gypsies who wander the kingdom in caravans of brightly colored wagons, putting on small carnivals and fairs that showcase music, storytelling, games of chance, acrobatics, freak shows, and trained animal shows. Halflings are considered by many to be stunted humans and not a race of their own. As such, they are often looked upon with pity or scorn and are seldom taken seriously.

A Holk fair brings news from other parts of the kingdom and provides a welcome diversion for many weary villagers, so the halflings are tolerated by most nobles despite their reputation as tricksters and petty thieves. Each caravan is made up of an extended family, ruled by an elder patriarch. Wayward humans are occasionally allowed to join the caravan, provided they abide by clan customs and provide needed services.

Adventuring Companies

A number of sponsored companies such as the Unbroken Tree, the River Bend Cabal, and the Brothers of the Spear may be encountered in the wilds of Makaar Mor. These companies



seldom accept new members, but may be willing to trade information, gear, or perhaps even ally with other adventuring companies, at least for a short time.

The Unbroken Tree

The Unbroken Tree is an adventuring company made up entirely of nobles who trace their ancestry back to the time of Mor. They tend to be haughty in their dealings with others, especially common folk. The standard of the Unbroken Tree is a stylized brown tree whose branches run together in a series of loops, on a green background.

Darae Appaerson

Darae Appaerson is the illegitimate daughter of the former Baron Captain, who was killed by river pirates shortly after she was born. She was raised among various river folk nobles and eventually decided to form an adventuring company. Darae grew up with privilege and is accustomed to being treated with respect. She is honest and brave, but can be impatient and quick to anger. Darae despises pirates and brigands.

Darae Appaerson: AL N; MV 120' (40'); AC 4 (bronze armor + shield + Dex); F5; hp 29; #AT 1; Dmg 1d8 (long sword), 1d6 (spear), 1d4 (dagger); S 12, D 15, C 10, I 13, W 13, Ch 15; SV F5; ML 9 (11 vs. pirates); XP 350; *potion of water breathing*, gold necklace (125 gp), three gold and silver rings (35 gp each), sable cape (150 gp), gold arm ring (250 gp), gold earrings (15 gp), gold wire woven into braided scalplock (50 gp).

Jemen Utradi

The first son of a priest of Rebirth, Utradi became an adventuring cleric rather than follow in his father's footsteps. Utradi is well mannered and polite, but has little patience for rudeness and boorish behavior. Utradi has strong ties to the Knights of the Cold Host, and may call upon them in times of need.

Jemen Utradi: AL L; MV 90' (30'); AC 4 (bronze armor + shield + Dex); C3; hp 18; #AT 1; Dmg 1d6+1 (mace + Str); S 15, D 12, C 15, I 10, W 13, Ch 14; SV C3; SA spell, ML 11; XP 110; *scroll of spells (command x 2, hold person)*, silver holy symbol of Rebirth (60 gp).

Spells (commonly used): 1st: *cure light wounds*, *cause fear*, 2nd: *delay poison*.

Orrs Ilaem

The youngest son of a Naarmor nobleman, Ilaem is loud, boisterous, and always ready to fight. Ilaem has little time for things he cannot see or touch, and he is often at odds with Jemen Utradi over what he feels are useless prayers and rituals. Ilaem and Utradi recently had a major falling out over the observance of a holy day and Utradi has refused to cast any type of healing spell upon him until he repents.

Orrs Ilaem: AL N; MV 120' (40'); AC 6 (bronze armor); F3; hp 23; #AT 1; Dmg 1d10+2 (two-handed sword + Str), 1d6+2 (spear + Str), 1d4+3 (*dagger*+1 + Str); S 16, D 10, C 15, I 10, W 12, Ch 8; SV F3; ML 11; XP 95; two-handed sword with ornately carved hilt (60 gp), gold arm ring (150 gp).

Danton Relleer

Relleer was born to a noble house in Naarmor, but decided to try her hand at adventuring after her family's holdings were devastated by a graheem attack. Relleer is a skilled archer and tracker who keeps to herself, seldom speaks, and prefers to scout alone, well ahead of the company. Relleer's life was recently changed by a chance meeting with Baroness Coris Hunter in the wilds of Wodamor, and she has secretly found comfort in the teachings of the Keepers of the Old Law.

Danton Relleer: AL N; MV 120' (40'); AC 6 (studded leather + shield); F3; hp 20; #AT 1; Dmg 1d6 (short bow), 1d8 (long sword), 1d4 (dagger); S 10, D 16, C 12, I 10, W 12, Ch 13; SV F3; ML 10; XP 65; studded leather with family crest (60 gp), wooden shield with family crest (20 gp), gold necklace (75 gp), snakeskin belt with ruby snake eyes (250 gp), Red Hilt holy symbol (kept hidden in pack).

Banela Telsem

The daughter of a nobleman from Olkeen, Telsem served as one of the baron's chief officers for a short time before deciding to begin her adventuring career. Although still young, she is wise and levelheaded beyond her years.

Banela Telsem: AL N; MV 120' (40'); AC 4 (bronze armor + shield + Dex); F3; hp 21; #AT



1; Dmg 1d8 (long sword), 1d6 (dagger), 1d6 (light crossbow); S 12, D 14, C 13, I 13, W 14, Ch 13; SV F3; ML 9; XP 80; long sword with emerald in pommel (175 gp), gold and silver necklace with silver Cult of Rebirth pendant (220 gp), two gold arm rings (175 gp each), fine clothing.

The River Bend Cabal

The River Bend Cabal is an adventuring party made up of several nobles and commoners. The Cabal is unusual in that it freely admits magic-users and nonhumans into its ranks. It specializes in exploring ancient ruins and investigating supernatural occurrences. The standard of the River Bend Cabal is a stylized blue river surrounded by mystical runes and symbols on a white background.

Delvar Miels

Miels is a magic-user from a Feldamor noble house whose estranged grandfather secretly taught him magic. Miels had a huge falling out with his family when they learned of his studies and he decided to form an adventuring company after being cut off from his inheritance.

Delvar Miels: AL N; MV 120' (40'); AC 6 (*cloak of protection*+2 + Dex); MU5; hp 16; #AT 1; Dmg 1d6 (quarterstaff), 1d4 (dagger); S 10, D 13, C 10, I 17, W 14, Ch 13; SV MU5; SA spell; ML 9; XP 650; *potion of plant control*, *potion of treasure finding*, *scroll of spells* (*comprehend languages*, *read magic*, *locate object*, *clairvoyance*, *tongues*), sable fur-trimmed cape (120 gp), gold necklace (120 gp), two gold rings (50 gp, 35 gp), gold arm ring (275 gp), spellbook (*arcane locked*).

Spells: 1st: *comprehend languages*, *detect magic**, *floating disc*, *magic missile**, *read magic*, *scribe*, *shield*, *unseen servant*, 2nd: *arcane lock*, *continual light**, *detect invisible*, *false gold*, *false trap*, *locate object*, *stinking cloud**, 3rd: *clairvoyance*, *infravision**, *summon monster I*, *tongues*.

*indicates memorized spells

Cerdon Henjari

A commoner by birth, Henjari is a novice magic-user that Miels has taken under his wing. The gaunt, unattractive Henjari is self-serving

and power hungry, having suffered years of bullying at the hands of his older brothers and cousins. Miels recognizes Henjari's flaws, but is trying to lead him in the right direction. Unbeknownst to Miels, Henjari eventually plans to steal his master's spellbooks and leave the company. Henjari hopes to one day join the Cabal of the Great Skull.

Cerdon Henjari: AL C; MV 120' (40'); AC 9; MU1; hp 2; #AT 1; Dmg 1d4-1 (dagger - Str); S 8, D 12, C 10, I 15, W 14, Ch 6; SV MU1; SA spell; ML 7; XP 13; three garnets (15 gp each), spellbook.

Spells: *comprehend languages*, *detect magic*, *magic missile**, *read magic*, *shield*.

*indicates a memorized spell

Carsa Alis

Alis is an adventuring thief who grew up among river rogues aboard the Glory Sun. She is friendly, fun-loving, and fond of harmless practical jokes. Alis and Miels have recently become intimately involved, putting her at odds with the jealous Cerdon Henjari.

Carsa Alis: AL N; MV 120' (40'); AC 4 (leather armor + Dex); T4; hp 15; #AT 1; Dmg 1d6+1 (*short sword*+1), 1d4 (dagger); S 12, D 18, C 13, I 14, W 14, Ch 16; SV T4; SA backstab, thief skills; ML 8; XP 410; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; *potion of healing*, *potion of heroism*; two pairs of gold earrings (50 gp), two silver bracelets (15 gp), gold ring (25 gp), thieves' tools.

Beryl ata Nahaluu

Beryl is a female elf of the Nahaluu Tribe who joined the cabal in search of lost knowledge and adventure. She is a kind, compassionate woman, who hides her disgust of undead and the Cult of Rebirth from her human companions. Her affinity with the creatures of the Elder Wood, particularly with a trio of wise treants known as the Oak Grove Society, has made her a valuable covert ally in Wodamor's budding rebellion. Nahaluu freely shares her magical knowledge with Miels, but is guarded and withdrawn around Henjari.



Beryl ata Nahaluu: AL L; MV 120' (40'); AC 4 (chain mail + Dex); E5; hp 23; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str), 1d6 (long bow); S 14, D 16, C 13, I 15, W 12, Ch 13; SV E5; SA spell; ML 9; XP 950; *potion of healing*.

Spells (commonly memorized): 1st: *burning hands, magic missile, read magic* 2nd: *arcane lock, web*, 3rd: *hold person, protection from normal missiles*, 4th: *fire shield*.

**indicates a memorized spell*

Parkus and Galeem Laeran

Parkus and Galeem are commoner brothers who were born a year apart. The older Parkus tends to be serious and taciturn while the younger Galeem is more open and friendly. The brothers are unfailingly loyal to one another.

Parkus and Galeem Laeran: AL N; MV 120' (40'); AC 6 (studded leather + shield); F2; hp 16, 15; #AT 1; Dmg 1d8+2 (long sword + Str), 1d4+2 (dagger + Str), 1d6 (light crossbow); S 16, D 10, C 15, I 11, W 10, Ch 13; SV F2; ML 10; XP 38; gold arm ring (125 gp), three gold rings (45 gp each).

Brothers of the Spear

The Brothers of the Spear is a newly formed adventuring company made up entirely of commoners. The company is poor and inexperienced, but eager for adventure. They are sponsored by Baron Tuller and may only be encountered in Feldamor Province. The standard of the Brothers of the Spear is a red spear point on a white background.

Walos Demkin

Demkin was the baron's head blacksmith until the day he discovered a secret treasure trove hidden deep in the palace dungeons. The sight of all that lost wealth kindled the spirit of adventure in Demkin's heart, and Baron Tuller granted his request to form an adventuring company. Demkin left his wife and four children in the baron's care, and periodically returns home with treasure and gifts for his family.

Walos Demkin: AL N; MV 120' (40'); AC 6 (bronze armor); F3; hp 27; #AT 1; Dmg 1d6+3 (*spear*+1 + Str), 1d4+2 (light hammer + Str), 1d4+2 (dagger + Str); S 17, D 10, C 16, I 13,

W 10, Ch 13; SV F3; ML 9; XP 95; gold arm ring (75 gp).

Sivas Pellan

Pellan is a pretty young woman who grew up in the kitchens of Baron Tuller's manor home in King's Meadow. Pellan became intimately involved long ago with the baron's blacksmith, Walos Demkin, and readily joined his adventuring company. The two are practically inseparable while on the road, but Pellan respects Demkin's relationship with his family when they return home.

Sivas Pellan: AL N; MV 120' (40'); AC 5 (leather armor + shield + Dex); T3; hp 10; #AT 1; Dmg 1d6 (short sword), 1d4 (dagger), 1d6 (light crossbow); S 9, D 16, C 13, I 13, W 12, Ch 15; SV T3; SA backstab, thief skills; ML 9; XP 95; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; gold necklace (100 gp), ruby ring (250 gp), silver wire scalplock net (25 gp), thieves' tools.

Pinnikin Topper

Topper is an orphaned Holk (halfling) who served as Demkin's chief servant, running errands, cleaning house, and helping him tend the forge. Topper is forced to wear outrageous fool's costumes and provide slapstick comic relief to the company.

Pinnikin Topper: AL N; MV 120' (40'); AC 7 (Dex); H2; hp 9; #AT 1; Dmg 1d4 (dagger); S 9, D 17, C 10, I 11, W 9, Ch 12; SV H2; SA halfling abilities; ML 6; XP 29; fool's clothing, personal effects.

Alan Tanner, Carvin Doel, Istan Berkane, Egren Hanalder, Delik Dembree

These five young men are sons of farmers, fishermen, and goat herders who Demkin talked into joining the company. They are eager to find treasure and adventure, and plan to make enough wealth and status to retire in comfort.

Alan Tanner, Carvin Doel, Istan Berkane, Egren Hanalder, Delik Dembree: AL N; MV 120' (40'); AC 7 (leather armor + shield); F1; hp 8, 7, 6, 6, 6; #AT 1; Dmg 1d6+1 (*spear* + Str), 1d4+1 (dagger + Str); S 15, D 10, C 13, I 10, W 10, Ch 12; SV F1; ML 9; XP 16; personal effects.



NEW EQUIPMENT

"Luthian is the finest charioteer in the kingdom. I wager one hundred sacks of grain that he can best any other team in a race through the ruins of the Old City."

—Ulek Ariaas, on the eve of the Race of Fallen Pillars

The following new equipment may be found in the Kingdom of Makaar Mor.

Nobleman's Carriage

A nobleman's carriage, a.k.a. a litter, is a wide, covered platform equipped with weight-distributing poles that is designed to be carried by two or more servants. The litter's occupants are hidden by sheer cloth and seated upon plush sofas or chairs. Most litters are ornately decorated with elaborate carvings inlaid with gold, silver, and precious gems. (500+ gp)

Chariot

Chariots are two-wheeled carts drawn by two or four horses hitched side-by-side. Chariots have limited mobility and are only usable on flat terrain such as plains, fields, or level roads. Although the introduction of the stirrup made chariot warfare obsolete, most nobles of Makaar Mor prefer the prestige of riding in a chariot (or being carried upon a litter) to that of sitting a horse. Two types of chariots are commonly found in the Kingdom of Makaar Mor—racing chariots and war chariots.

Racing Chariot

A racing chariot is constructed of light wood and is designed for one charioteer to move at great speed. The racing chariot has 2 shp and travels at a maximum rate of 210' (70') with two horses and 240' (80') with four horses. Once per round, the charioteer may make a to-hit roll at -4 to trample opponents in the chariot's path. This attack causes 2d4 hit points of damage per horse, however, the chariot sustains 1d2 shp of damage. (100+ gp)

War Chariot

A war chariot is constructed of wood and bronze, with a semicircular guard in front that provides cover bonus of -1 to-hit anyone in the cart. A typical war chariot holds three riders—a charioteer, an archer, and a spearman. The war chariot has 5 shp and travels at a maximum rate of 120' (40') with two horses and 180' (60') with four horses. Once per round, the charioteer may make a to-hit roll at -4 to trample opponents in the chariot's path. This attack causes 2d4 hit points of damage per horse, however, the chariot sustains 1 shp of damage.

War chariots may also be equipped with scything wheels. Anyone standing to either side of the chariot's path must make a saving throw vs. petrify or suffer an additional 2d6 hit points of damage. War chariots with scything wheels are particularly effective in pitched battles against light infantry and may require a morale check when deployed effectively. (500+ gp)

Bronze Armor

A suit of bronze armor consists of a bronze helm and bronze breastplate worn over a tunic of boiled leather. Leather forearm and shin greaves are also common. Bronze armor provides Armor Class 6. (100 gp)

Naarmor Pike

A Naarmor Pike is a type of pole arm equipped with a long slender spike, designed specifically to punch through graheem carapaces. The pike does 1d10 hit points of damage; 1d12 against graheem. (15 gp)



NEW MAGIC ITEMS

"Cast those infernal items into the fire. Magic is the birthright of King Lorrigan Makaar. All others who seek it only invite evil into their hearts."

—Folsen Mels, Priest of Rebirth

The following new magic items may be found throughout the Kingdom of Makaar Mor.

Potions

A typical potion requires the joint efforts of a spellcaster and an alchemist or herbalist. A recipe or sample of the formula must first be obtained in order to create a specific type of potion.

Dead Man's Draught

This thick brew of pulped zombie flesh and other loathsome ingredients makes the drinker appear to be undead to undead creatures of 4 Hit Dice or less. More powerful undead may make a saving throw vs. spells to see through the deception. The effects last for 1d6 turns.

Potion of Undead Healing

This foul concoction is made from the essence of festering corpses and acts as a *potion of healing*, but only for undead. Any living creature who drinks it must make a saving throw vs. poison or die.

Potion of Blood Poison

This vile mixture of snake venom, hemlock, foxglove, and other deadly ingredients saturates the drinker's blood with poisonous particles, forcing him to make an immediate saving throw vs. death magic or slip into a coma for 1d4 days and suffer a permanent loss of 1 Con. If the saving throw succeeds, any vampire who drinks the character's blood or attempts to drain the character's level must make a saving throw vs. poison or die immediately. If the saving throw is

made, the vampire must assume gaseous form and return to its crypt within six turns or die. The first *potions of blood poison* were brewed hundreds of years ago to help thwart an uprising led by the vampire lord Wukrael Qalor (see pg. 35).

Salve of Revival

This potent salve is capable of removing ghoulish paralysis when applied to a fresh wound. A typical jar contains 2d4 applications.

Vial of Wizard's Bane

This bronze vial is filled with blood taken from the heart of a magic-user, elf, or latent spellcaster. When poured upon the ground in a circle, the blood creates an *anti-magic shell*, with effects identical to the 6th level magic-user spell. The vial may be refilled with the warm blood from the heart of a dying magic-user, elf, or latent spellcaster.

Miscellaneous Magic Items

Many of the magic items created in Makaar Mor have an undead theme.

Cape of Entanglement

This magical cape may be thrown at an opponent up to 20' away to entangle him. The cape is extremely tough, requiring the equivalent of Str 20 to break free. The cape turns away attempts to cut it, so it must be chopped or hacked, with an effective AC of -9. Alternatively, the cape can be placed on the



ground or hung in the air, and will drop or entangle with a command word.

Chariot of Winds

This enchanted chariot is made of wood and bronze and designed to be drawn by a team of four horses. The chariot functions as a normal war chariot until the driver speaks a command word.

When the command word is spoken, the chariot, its riders, and the horses function as if under a *haste* spell for 1d4 rounds. At the end of this time, the driver may choose to *teleport* the chariot, its riders, and the horses to any open space within twelve miles. The chariot continues to operate as if under a *haste* spell for 1d4 rounds, after which time the horses expire from the exertion.

These chariots were used as shock troops by the sorcerer-baron Talev Kesaal during the War of the False Kings, when the Barons of Makaar Mor fought one another for the vacant throne. Only a few dozen chariots are believed to still exist.

Eyes of Mystos

The *Eyes of Mystos* are 2d4 human eyes that have been removed from a corpse and enchanted to produce an effect identical to an *arcane eye* spell. To activate, the eye must be crushed in the hand, releasing an invisible visual sensor that resembles a fiery eye to those capable of seeing into the ethereal plane. *Eyes of Mystos* are commonly found wrapped in oilcloth and placed inside a protective box or other solid container.

Glove of Spells

A *glove of spells* is a magic item made from skin stripped from the hand of a dead magic-user, elf, or latent spellcaster. The glove may perform one of the following spell-like effects per round as a 9th level caster: *burning hands* (1st), *shocking grasp* (1st), *knock* (2nd), *hold person* (3rd), and *interposing hand* (5th). A typical *glove of spells* contains 3d10 charges and each effect uses one charge.

Herkon's Ink

This magical ink was first imbued by a latent spellcaster named Herkon of Raal. When used

for tattoos, the ink bestows a permanent magical effect to the recipient. Only one effect is bestowed, even if the ink is used to create multiple tattoos. The Labyrinth Lord may choose an effect at random, roll 1d12 on the following table, or create a new effect, as needed.

1. -1 AC
2. +1 to-hit (melee)
3. +1 damage
4. +1 to-hit (ranged)
5. +1 to saving throws
6. +1 to physical Ability Checks (S, C, D)
7. +1 to mental Ability Checks (I, W, Ch)
8. +2 to-hit with one weapon of choice
9. +2 damage with one weapon of choice
10. +2 to one saving throw of choice
11. +2 to one Ability Check of choice
12. roll twice and choose the best effect

Holk Candle

These small enchanted candles are usually blue or purple in color. When lit, they produce a spicy aroma that gently repels undead of 4 Hit Dice or less, keeping them away from the area of effect (usually a campsite or small village). More powerful undead may make a saving throw vs. spells to resist the candle's effects. A single candle has a range of 50 yards in diameter and burns for a single night. The secret of crafting the candles is known only to a few Holk elders, who guard this knowledge with their lives.

Pipes of the Reborn

Once per week, these magical pipes may be used to summon 5d20 ghouls. The ghouls begin arriving in groups of 2d4 ghouls every other round and mindlessly follow the piper wherever he goes, as long as the music continues. The pipes may be played for up to two hours before the enchantment wears off. At this time, or whenever the piper chooses to stop playing, the ghouls attack any living thing in sight except for the piper and his companions. If the ghouls are not provided with an adequate feast before the music stops, the horde turns upon the piper and stalks him for the remainder of the night.

The first *Pipes of the Reborn* were crafted by Priests of Rebirth and given to Knights of the Cold Host to aid them in their missions. A number of these pipes have disappeared over



the centuries and the priests reserve the right to confiscate any that are rediscovered.

Seeker

A *seeker* is the decapitated head of a magic-user or latent spellcaster that has been enchanted to function as a *locate object* spell with a duration of 6 turns and a range of one mile. The *seeker* must be held by the hair and the holder must clearly visualize the object sought. The *seeker's* head then turns toward the object and recites the direction (north, west, southwest, etc.) in the gravelly voice of the dead.

Skull of Revelation

A *skull of revelation* is an enchanted human skull that glows with a ghostly greenish light whenever an invisible or ethereal creature comes within 20' of the holder. Once per day, the *skull of revelation* can be commanded to shine with a ghostly greenish light that illuminates an area 60' in diameter and functions as a *true seeing* spell. The first *skulls of revelation* were created during the War of Restless Spirits, when legions of incorporeal undead tried unsuccessfully to invade the Kingdom of Makaar Mor.

Necklace of Undead Control

This powerful bone necklace is adorned with five charms—a bone from an animated skeleton, the ear of a zombie, the claw of a ghoul, a piece of a wight's heart, and a vampire's fang. Each charm has 1d4 charges and acts as a *potion of undead control* for that type of undead. The *necklace of undead control* was crafted in secret by sorcerers of the Cabal of the Great Skull who had grown tired of the Cult of Rebirth's meddling in their affairs.

Mask of Friendship

This grisly mask is made from human skin and hair sewn together. The mask provides the wearer with a magical +1 bonus to all Charisma checks. If the character is a spellcaster, the mask imposes a -1 penalty to all creatures trying to resist the wearer's *charm person* or *charm monster* spell. *Masks of Friendship* have been put to use by various cult leaders, and the mark of the representative cult is often burned into the mask's forehead.

Teeth of War

The *teeth of war* are a collection of 3d6 enchanted human teeth inside a bag made from human skin. When thrown upon the ground, the teeth sprout into 1d4 skeletons that obey the commands of the summoner.

Skeleton (1d4): AL C; MV 60' (20'); AC 5 (bronze armor + shield); HD 1; hp 5; #AT 1; Dmg 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 13.

Wood Demon Necklace

A *wood demon necklace* is an enchanted necklace that consists of a silver chain (worth 20 gp) and five pendants made from the finger bones of a single elf. Each of these pendants is dipped in gold (worth 1 gp each) and inscribed with the name of a spell in the language of magic. To invoke the effects of the spell, the spell's name must be spoken and the finger bone must be plucked off and thrown to the ground.

Upon finding a *wood demon necklace*, the Labyrinth Lord should roll 1d6-1 to determine which fingers bones, if any, remain. Common spell effects are described below, with range, duration, and effects equal to that of a 12th level caster.

- 0 None
- 1 Thumb: *Teleport* (5th level)
- 2 Index: *Lightning Bolt* (3rd level)
- 3 Middle: *Polymorph Others* (4th level)
- 4 Ring: *Geas* (6th level)
- 5 Little: *Reduce* (1st level)

The first *wood demon necklaces* were crafted by Yari Makaar (see pg. 91) during the Year of the Forest Rebellion to punish the elves of the Elder Wood for assisting the rebels of Wodamor Province. The Nahaluu Elves consider anyone in possession of such a necklace to be an enemy of the tribe.

Shroud of Preservation

The hem of this sheer piece of cloth is embroidered with the Cult of Rebirth's skull-in-



sunburst standard. Anything placed beneath the shroud ceases to spoil. The shroud was designed to preserve the bodies of the dead prior to the Ritual of Rebirth, but others have been known to put the shroud to less spiritual uses.

Armor and Shields

Magic armor and shields are often worn by intelligent undead.

Shield of the King

This round bronze shield is engraved with the Ghoul King Lorrigan Makaar's skull-tree banner. The shield functions normally as a *shield* +1. In addition, each of the skulls is actually a solid piece of crystal that can, if the bearer desires, negate the damage from a single blow. The skull becomes murky and gray after being used in this manner. When a *Shield of the King* is found, the Labyrinth Lord should roll 1d6-1 to determine how many of the skulls remain clear.

Armor of the King

These ancient bronze helmets, bronze breastplates, and red capes were created specifically for the Ghoul King's most powerful leaders. The armor functions normally as *armor* +1 (AC 5). If the wearer is an undead creature, the armor adds +1 to its Hit Dice total for purposes of Turning Undead only.

Weapons

Magic weapons are often wielded by intelligent undead.

Scarabi Staff

A *Scarabi Staff* is a sturdily built enchanted quarterstaff constructed from layered strips of wood, bone, and bronze. The staff functions normally as a *quarterstaff* +1. In the hands of a true scribe, it functions as a *quarterstaff* +3. When used to parry attacks, including missile attacks, the staff provides a -2 to the character's Armor Class. The staff can also be used to deflect a number of successfully parried missile attacks equal to the scribe's level back upon his attackers. This requires a normal to-hit roll at -4 for each attack (magical bonuses from the staff do not apply). If successful, the

attacker is struck by the missile for normal damage.

Scarabi Staves are unique items that are crafted by scribes as part of their final testing. The ornate head of each staff is distinct to its creator and is easily recognizable to other scribes. *Scarabi Staves* often have long histories and may occasionally be passed down from elder scribes to an honored apprentice. A non-scribe in possession of a *Scarabi Staff* is looked upon with distrust. In ancient times, more militant factions of the Order of Scarabi would recover lost staves by any means necessary.

Spear of Rot

The broad head of this magical spear is always covered with gore, blood, and rot grubs. The spear functions normally as a *spear* +1. If a natural 20 is rolled during combat, the spear deposits 1d4 rot grubs onto the flesh of its target. The rot grubs attack normally.

Rot Grub (1d4): AL N; MV 10' (2'); AC 9; HD 1 hp; hp 1; #AT 1; Dmg special; SA burrow into flesh and kill victims within 1d3 Turns if *cure disease* spell is not cast; SV 0-level human; ML NA; XP 5.

Spinal Whip

The *spinal whip* a.k.a. the "back lash" is an enchanted whip made from the vertebrae of several ghouls. The whip causes 1d4 hit points of damage in combat. In addition, any creature struck by the whip must make a saving throw vs. paralyze, or become paralyzed for 2d4 turns. This paralysis may be cured with *cure light wounds*. Elves are immune to the paralysis effect and the paralysis cannot take effect on humanoids larger than ogres.

Sword of the Unliving

This magical sword burns the hands of any living being that touches it for 1d4 hit points of damage. In the hands of an undead creature, it functions as a *sword* +1/+3 vs. *living creatures*. If an undead wielder rolls a natural 20 to-hit against a living creature, the target must make a saving throw vs. death magic or suffer the effects of a *life drain* attack.



NEW TEKLA RELICS

"The answer to the world's greatest mysteries shall be revealed to he who sits upon the Skeletine Throne. One day, I, Mar Druun, shall claim that honor."

—Mar Druun, leader of the Cabal of the Great Skull

A number of legendary tekla relics may be found throughout the GhouL Lands. The Labyrinth Lord may assign additional powers, curses, and effects to these artifacts as needed.

Corpse of the King

The Corpse of the King is actually a collection of six (some say eight) different body parts that once comprised the body of the GhouL King Lorrigan Makaar. According to legend, these parts include the head, torso, arms, and legs of Makaar. Each piece can be made to magically graft itself onto the missing body part of a new owner, granting the bearer a host of dark powers.

The Sword of Valen

This legendary sword was wielded by the Outrider Valen of Vay and was used to defeat the GhouL King Lorrigan Makaar. Many legends surround the sword and its powers, but its whereabouts are currently unknown. Some say the sword was shattered in that epic battle. Others say it lies embedded in a stone, waiting for Valen's return, while others believe it is not embedded in a stone at all, but inside Makaar's missing torso, buried deep within the dungeons of the Tomb of St. Valen.

The Skeletine Throne

Crafted of the skulls of dead creatures, mostly humans, this enormous throne is said to be imbued with Lorrigan Makaar's power. It is a conduit of negative energy that drains one experience level from any living creature that sits upon it. Those seated upon the throne sometimes receive visions of the past, present,

and possible future. It is said that Makaar himself received the vision of the Great Prophecy (see pg. 27) while seated upon the Skeletine Throne.

The Horn of Traask

This magical dragon's horn was cut from the head of the King's Steed. It is black in color, inlaid with gold and silver and adorned with skull carvings. A blast from the horn causes all reptilian creatures within one mile (including dragons) to suffer the effects of a *cause fear* spell (no saving throw allowed).

Many years ago, King Maakar gave the horn as a gift to his gahoul son, Trajaan Makaar. Trajaan was killed in the Westwood by the great blue dragon A'tan Hellise and it is assumed the horn became part of her vast hoard.

The Fire of Valen

The Fire of Valen is an eternally burning torch whose white flame was said to have been siphoned from the Ward of Valen (see pg. 22). Any undead touched by the flame must make a saving throw vs death or bursts into white flames. The flames deliver 1d10 points of damage per round for 2d4 rounds.

The torch was last seen over a hundred years ago in the Year of the Forest Rebellion. Its owner, Hektor of the Vale, is believed to have passed the torch on to the Keepers of the Old Law, but it has not been seen since. King Makaar and the Cult of Rebirth would pay handsomely for its recovery.



NEW FLORA AND FAUNA

"Bind your wounds and tend the dead. These graheem were but the first of many. The rest of you go quickly and carry the word from hearth to hearth. The Time of the Crawling Horde has come, and we are ill prepared."

—Lord Cargian of Naarmor in the Year of the Summer Snows

New Flora

The following flora are native to the Ghoull Lands, but may have spread to other regions of Amalor and beyond, at the Labyrinth Lord's discretion.

Blackwood

Blackwood is a type of ironwood that grows black in color. Wooden weapons made from blackwood suffer a -1 penalty to hit, but do +1 damage. Blackwood groves may be found only in the deepest, darkest regions of the forest. Blackwood trees may only be cut and shaped by magic or magical weapons. Blackwood is sacred to the Cult of Rebirth and it is said that any nonbeliever who cuts down a blackwood tree is doomed to die a horrible death.

Bloodfruit

A bloodfruit is a large round fruit with a green peel and a juicy red pulp similar in texture to a grapefruit. Bloodfruit bushes sprout from fresh corpses or on ground where large amounts of blood have recently been spilled, such as slaughterhouses, places of blood sacrifice, or battlefields. The bloodfruit's bitter pulp leaves a coppery aftertaste on the tongue, but the bloodfruit itself is extremely nutritious—one fruit contains sustenance equivalent to one day's food and water. However, the bloodfruit juice is so potent that it temporarily dyes the character's bodily fluids red (tears, spittle, sweat, urine, etc.), permanently staining everything it comes into contact with.

Liverroot

Liverroot is a bitter-tasting root that resembles a withered sweet potato. Anyone who chews the root after drinking an alcoholic beverage induces a bout of projectile vomiting and must make a saving throw vs. poison. If the save fails, the character suffers 1d2 points of damage plus the temporary loss of 1 Constitution point for one day. If the save is successful, the character suffers 1d2 points of damage, but the root completely absorbs and expels the adverse effects of alcohol consumption (as determined by the Labyrinth Lord).

Corpsegrass

Corpsegrass is a coarse brown weed that grows wherever undead have been slain. Anyone slain on a patch of corpsegrass often returns as a corporeal undead. Anyone burned on a pyre kindled by corpsegrass often returns as an incorporeal undead. Corpsegrass is found primarily in the Barrow Dales.

Ghostmoss

Ghostmoss is a luminescent green fungus that grows in places frequented by undead. Prolonged exposure to ghostmoss is beneficial to undead and detrimental to living beings. Undead heal 1d3 hp per day when exposed to ghostmoss. In living beings, ghostmoss causes skin pallor, daily weakness, and eventually the loss of 1 Constitution point per full month of exposure. Characters reduced to 0 Constitution die of fever, only to rise again as undead. Ghostmoss is most commonly found



underground, in undead haunts such as the Halls of Kael'ssen and the dungeons of Ghoull Keep. Ghostmoss blackens, withers, and dies in direct sunlight.

Purple Mushrooms

Purple mushrooms are a mildly hallucinogenic mushroom that provides limited protection against undead, but makes those who eat it more vulnerable to magic. Any character who eats a purple mushroom suffers a -1 penalty to Strength, Dexterity, and Constitution, a -2 penalty to all saving throws vs spells, and must consume twice the normal amount of food and water each day. However, the character receives benefits similar to an *invisibility to undead* spell. The effects (and penalties) last for several hours, and the duration may be extended by continuing to eat mushrooms. People under the influence of purple mushrooms also tend to hallucinate or have visions which may or may not be prophetic, at the Labyrinth Lord's discretion. Purple mushrooms grow in patches of 3d6 mushrooms that may be found in any dark, damp place, such as murky swamps, dense forests, and underground caverns.

Rotvine

Rotvine is a tough brown vine that resembles thorny patches of clinging ivy. Rotvine grows quickly around the corpses of the sick or recently dead, drawing sustenance from bodily fluids. Those who sleep around patches of rotvine often awaken to find themselves lightly ensnared, and suffer 1d2 points of damage before pulling free. Rotvine can be particularly dangerous around those who are ill or seriously wounded, and during the time of sickness known as the Year of the Plague of Quiet Nights it was not uncommon to find bedridden skeletons inside entire homes covered in rotvine.

Skulltree

A skulltree is a type of large oak tree whose boles resemble skulls. Only one skulltree may be found in any given area, usually growing alongside normal oaks. It is said that the undead ignore anyone who sleeps beneath the boughs of a skulltree at night. In reality, the character must make a saving throw vs spells.

If the save is unsuccessful, the character is attacked normally by roving bands of ghouls. If the save is successful, the character is treated as if he possessed the Mark of Makaar (see pg. 25) for that night only, and as long as he does not leave the protection of the tree. If multiple characters are present, the character with the best saving throw vs spells makes one roll for the entire party.

Animals

A large number of mundane animals live in the wilds of Makaar Mor. These animals having learned to avoid the roving packs of ghouls that scour the countryside at night. However, the stress caused by the presence of so many undead has lowered the birth rate of many wild game animals, particularly larger herd animals such as elk, moose, and deer, making their meat and trophies more valuable. The number of more aggressive wild animals such as bears, wolves, coyotes, cougars, bobcats, and boars is limited only by their food supply.

New Monsters

The following new monsters may be encountered throughout the Kingdom of Makaar Mor.

Bonewraith

No. Enc.: 1 (1d4)
Alignment: Neutral
Movement: 120' (40')
Armor Class: 2
Hit Dice: 8
Attacks: 4
Damage: 2d6 or 2d4
Save: F10
Morale: 12
Hoard Class: XXI
XP: 2,065

A bonewraith is an undead monster formed from the restless spirits of fallen soldiers. When fully formed (see below), a bonewraith stands about 10' tall and appears as a vaguely humanoid mass of old bones, rusted armor, and broken weapons. The ghostly spirits of countless fallen soldiers can be seen swirling throughout the bony mass. These spirits emit a cacophony of agonized screams that require all

with 30' of the bonewraith to make a saving throw vs. spells or suffer the effects of a *cause fear* spell.

A bonewraith may attack up to four times each round, and may alternate between melee and ranged attacks, as needed. In melee combat, the bonewraith attacks with limbs made of rusted weapons and jagged pieces of bone that do 2d6 hp damage. In ranged combat, the bonewraith attacks by launching a stream of bony splinters and old missile weapons such as broken spears or arrows at its enemies for 2d4 hp dmg.

Bonewraiths are unaffected by ordinary weapons as well as any spells or spell effects that do not affect undead. Bonewraiths are also immune to electrical- fire- or cold-based attacks.

A bonewraith is most commonly found on an ancient battlefield where it lies dormant (and sometimes buried) until disturbed by the presence of intelligent living creatures. Once roused, a bonewraith takes 1d6 rounds to fully form. During this time, it may be attacked normally. Once formed, the bonewraith attacks and pursues any living creatures nearby.

If a bonewraith is Turned or reduced to 0 hp or less, its bones fall to the earth and its spirit becomes dormant for 1d6 months, after which time it may remain in place or move its spirit to another old battlefield. A *bless* spell cast on the bonewraith during this time destroys the creature and frees the trapped spirits forever.

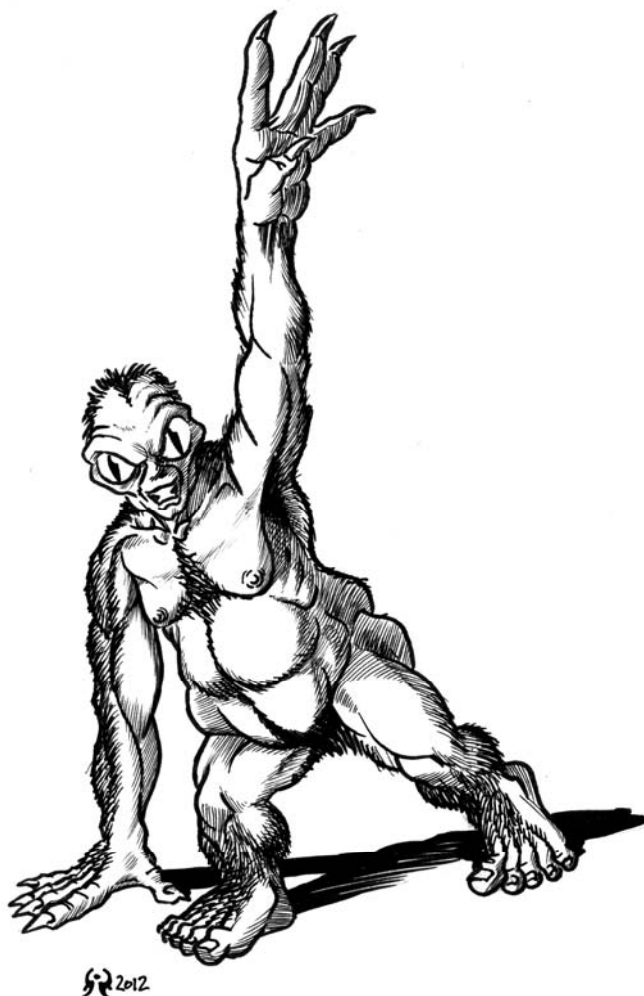
Gamork

No. Enc.: 1d2 (1d6)
Alignment: Chaotic
Movement: 60' (20')
Armor Class: 5
Hit Dice: 4
Attacks: 1
Damage: 1d12+3
Save: F10
Morale: 10
Hoard Class: XVIII
XP: 190

This relative of the doppelganger feeds on misery and suffering. It is a strange being that is able to imitate the shape of any humanoid up to 7' tall, although it cannot imitate a specific

person. In its natural form, the creature is 4' tall, with a squat body, long arms, and stubby legs that cause it to waddle when it walks. Its flesh is pale and covered with small black hairs, and its large, bulging eyes are yellow with slitted pupils. A gamork is hardy, with a natural strength not in keeping with its awkward appearance. Gamorks make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society.

Gamorks are usually found near places of great suffering such as slave camps, torture chambers, and houses for the mentally insane. They often try to pass themselves off as harmless old men, women, or children in order to get close to such places so they can feed at will. Gamorks revert to their natural forms when slain, and dissolve into putrid goo 1d6 turns later. They are immune to the effects of *charm* and *sleep* spells.



Ghoul

Ghouls are undead monsters that feast on the flesh of the freshly killed. Formerly human, these creatures now dwell in the Caverns of the Dead, a series of dungeons, caves, and warrens located beneath the Ghoulish Lands (see pg. 21). Lorrigan Makaar has instructed his ghouls to leave his subjects alone during the day. At night, however, they have free reign to attack anyone caught out in the open.

There are several different types of ghouls roaming the Kingdom of Makaar Mor.

Ghoul (Reaver)

No. Enc.: 1d6 (2d8)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 6
Hit Dice: 2 (turn as 3 HD)
Attacks: 3 (claw/claw/bite)
Damage: 1d3/1d3/1d3 + see below
Save: F2
Morale: 9
Hoard Class: XXI
XP: 47

Formerly human, but now flesh-eating undead mockeries of their former existence, reaver ghouls are fearsome enemies of all things living. Reaver ghouls attack with claws and a vile bite. Any successful attack requires the opponent to attempt a saving throw versus paralysis, or become paralyzed for 2d4 turns. This paralysis may be cured with cure light



wounds. Elves are immune to the paralysis of reaver ghouls, and the paralysis cannot take effect on humanoids larger than ogres.

Reaver ghouls will attempt to paralyze all members of a group, so that they can feast on their helpless bodies at leisure. All humans slain by reaver ghouls rise again in 24 hours as reaver ghouls, unless the spell *bleed* is cast upon their bodies. Reaver ghouls are Turned on the Turning Undead Table as undead of 3 HD, but the amount turned is calculated normally for 2 HD undead.

Reaver ghouls form the bulk of the undead horde of Makaar Mor.

Note: A rare breed of aquatic reaver ghouls known as the ghouliaqi have webbed hands and feet and can swim at 120' (40'). Most ghouliaqi dwell in the sunken ruins of Palatz Makaar, but they occasionally travel downriver to prey upon unwary Mortulaakers.

Ghoul (Warrior)

No. Enc.: 1d4 (1d6+1)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 6 or by armor type
Hit Dice: 3-5
Attacks: 1 (weapon) or 3 (claw/claw/bite)
Damage: by weapon type or 1d3/1d3/1d3 + see below
Save: F3-F5
Morale: 10
Hoard Class: XXI
XP: 110/300/800

Larger and stronger than other ghouls, warrior ghouls are the elite soldiers of Makaar Mor. Warrior ghouls are capable of communicating in their native tongue and utilizing tactics in battle. They wear armor and prefer to use weapons, particularly spears, broad swords, daggers, and axes. Warrior ghouls can also attack with claws and a vile bite. Any successful claw or bite attack requires the opponent to attempt a saving throw versus paralysis, or become paralyzed for 2d4 turns. This paralysis may be cured with cure light wounds. Elves are immune to the paralysis of warrior ghouls, and the paralysis cannot take effect on humanoids larger than ogres.

All humans slain by a warrior ghoul's weapons are given to the Cult of Rebirth. Humans slain by a warrior ghoul's claw or bite attack rise again in 24 hours as reaver ghouls, unless the spell *bless* is cast upon their bodies. Warrior ghouls are Turned on the Turning Undead Table as undead of 1 HD higher, but the amount turned is calculated normally for undead of their HD.



Ghoul (Shadow)

No. Enc.: 1d2 (1d4+1)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 6 or by armor type

Hit Dice: 3-5

Attacks: 1 (weapon) or 3 (claw/claw/bite)

Damage: by weapon type or 1d3/1d3/1d3 + see below

Save: T3-T5

Morale: 9

Hoard Class: XXI

XP: 135/355/950

Smarter and stealthier than other ghouls, shadow ghouls are the elite assassins of Makaar Mor. Shadow ghouls are capable of communicating in their native tongue and utilizing tactics in battle. They wear armor and prefer to use weapons, particularly short swords, daggers, and short bows. Shadow ghouls can perform thief skills as a 3rd - 5th level thief.

Shadow ghouls can also attack with claws and a vile bite. Any successful claw or bite attack requires the opponent to attempt a saving throw versus paralyze, or become paralyzed for 2d4 turns. This paralysis may be cured with cure light wounds. Elves are immune to the paralysis of shadow ghouls, and the paralysis cannot take effect on humanoids larger than ogres.



All humans slain by a shadow ghouls weapons are given to the Cult of Rebirth. Humans slain by a shadow ghouls claw or bite attack rise again in 24 hours as reaver ghouls, unless the spell *bless* is cast upon their bodies. Shadow ghouls are Turned on the Turning Undead Table as undead of 1 HD higher, but the amount turned is calculated normally for undead of their HD.

Ghoul (Sorcerer)

No. Enc.: 1 (1d2)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 6

Hit Dice: 3-5

Attacks: 1 (weapon) or 3 (claw/claw/bite)

Damage: by weapon type or 1d3/1d3/1d3 + see below

Save: MU3-MU5

Morale: 9

Hoard Class: XXI

XP: 135/355/950

Far more rare and intelligent than any other type of ghouls, sorcerer ghouls may be found anywhere in the Kingdom of Makaar Mor. Sorcerer ghouls are capable of communicating in their native tongue and utilizing tactics in battle. They do not wear armor and prefer to use quarterstaves and daggers in battle. Sorcerer ghouls cast spells as a 3rd - 5th level magic-user.

Sorcerer ghouls can also attack with claws and a vile bite. Any successful claw or bite attack requires the opponent to attempt a saving throw versus paralyze, or become paralyzed for 2d4 turns. This paralysis may be cured with cure light wounds. Elves are immune to the paralysis of sorcerer ghouls, and the paralysis cannot take effect on humanoids larger than ogres.

All humans slain by a sorcerer ghouls weapons or spells are given to the Cult of Rebirth. Humans slain by a sorcerer ghouls claw or bite attack rise again in 24 hours as reaver ghouls, unless the spell *bless* is cast upon their bodies. Sorcerer ghouls are Turned on the Turning Undead Table as undead of 1 HD higher, but the amount turned is calculated normally for undead of their HD.





Ghast

No. Enc.: 1d6 (1d6)
Alignment: Chaotic (evil)
Movement: 150' (50')
Armor Class: 4
Hit Dice: 4
Attacks: 3 (claws/claw/bite)
Damage: 1d4/1d4/1d8
Save: F4
Morale: 9
Hoard Class: VIII, IX, XI, XXI
XP: 190

These despicable undead creatures resemble ghouls, and are often found with them. However, ghasts are much more powerful. Their bite induces paralysis for 2d4 turns unless a successful saving throw versus paralyze is made; this paralysis is potent even to elves. In addition, ghasts have a horrible rotting stench, and any beings within 10' must save versus poison or become horribly sick and vomiting, suffering -2 to hit in combat. Ghasts represent such a powerful evil that *protection from evil* is ineffective against them unless combined with powdered iron. Cold iron weapons deal twice normal damage against ghasts.

Gahoul (pr. Ga-HOOL)

No. Enc.: 1d4 (1d6+1)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 6 or by armor type
Hit Dice: varies (Maximum Level 10)
Attacks: 1 (weapon) or 1 (bite)
Damage: by weapon type or 1d3 + see below
Save: as per class and level
Morale: 10
Hoard Class: XXI
XP: varies

Once in a great while, one of Lorrigan Makaan's human wives dies while giving birth to an abominable blend of human and ghoul known as a gahoul. These carnivores are born with a taste for human flesh that is gained by literally eating their way out of their mother's womb.

Gahouls are crafty, intelligent, and utterly evil. A typical gahoul can easily pass for an attractive human, with only the pallor of their

skin and the dry, cold feel of their touch giving them away.

A gahoul may be of any class, gaining experience, rising in levels, and wearing armor and using weapons applicable to their class, up to a maximum of 12th level. In addition, gahouls process their training at a slower rate, meaning they must accumulate twice the normal amount of experience points needed to reach the next level.

Gahouls are capable of communicating in their native tongue and utilizing advanced tactics in battle. They can command ghouls of any type, although warrior, shadow, and sorcerer ghouls receive a saving throw vs. spells to resist commands that are obviously suicidal.

A gahoul can also attack with its vile bite. Any successful bite attack requires the opponent to attempt a saving throw versus paralyze at +2, or become paralyzed for 2d4 turns. This paralysis may be cured with cure light wounds. Elves are immune to the paralysis of gahouls, and the paralysis cannot take effect on humanoids larger than ogres.

All humans slain by a gahoul's weapons or spells are given to the Cult of Rebirth. Humans slain by a gahoul's bite attack rise again in 24 hours as warrior (fighters), shadow (thieves), sorcerer (magic-users), or reaver ghouls (clerics and normal humans), unless the spell *bless* is cast upon their bodies. Gahouls cannot be Turned and receive a saving throw at +2 to any spells that normally affect undead such as *invisibility to undead*, even those spells and spell-like effects which do not normally allow a saving throw.

It should be noted that gahouls are creatures of free will, and many believe it is only their upbringing that forces them into chaotic and evil behavior.

Graheem

No. Enc.: 3d6 (10d8)
Alignment: Neutral
Movement: 90' (30')
Armor Class: 3
Hit Dice: 4
Attacks: 1 (mandible)
Damage: 2d6
Save: F2
Morale: 9
Hoard Class: None (VII)
XP: 190

Graheem are insectile creatures that resemble 12' long, white-furred cow ants with large black mandibles. Graheem are nocturnal creatures that prefer cold weather. They live mostly in the Frozen Mountains to the north, dwelling in hives that resemble small hills riddled with tunnels and living chambers. A typical graheem hive may contain thousands of workers, hundreds of soldiers, and one queen that can grow to enormous size, sometimes

reaching 30' in length.

Graheem are omnivores that subsist mostly on subterranean flora and fauna. They are efficient eaters that never consume more than their surroundings can handle.

Graheem attack with their long mandibles and fight until reduced to -4 hp. A graheem's carapace is extremely tough, enabling it to take only half damage from slashing type weapons (scimitar, axe, some polearms, etc.).

The graheem queen never leaves the hive and directs the entire colony from her chamber in its center. Once every few years, the queen enters a special breeding cycle and must feed for a month. This cycle always occurs in the winter months and during these times, hundreds of workers and soldiers are sent out into the Ghoulish Lands to collect food. Since the graheem are nocturnal and prefer to burrow underground, most of their victims are roving ghouls, however, a number of small villages and homesteads have also been targeted during





what has come to be known as the Time of the Crawling Horde (see pg. 10).

It is unknown how many graheem hives are located in the mountains to the north, but the kingdom usually suffers attacks from one to three different hives every year. Although the people of Naarmor Province bear the brunt of these attacks, the graheem have been known to range as far south as Feldamor Province in search of prey.

An organized attempt to eradicate the graheem was once undertaken by a gahoul named Paier Makaan. Paier led a force of warrior, shadow, and sorcerer ghouls into the mountains to infiltrate a graheem hive and kill the queen. The death of the queen sent the surviving graheem into a disoriented feeding frenzy that decimated the humans and ghouls of Naarmor Province. Since then, the people of Makaan Mor have learned to endure the Time of the Crawling Horde and developed tactics to limit the damage caused by the graheem horde.

Nightmount

No. Enc.: 0 (2d6)
Alignment: Neutral (evil)
Movement: 180' (60')
Armor Class: 6
Hit Dice: 4
Attacks: 3 (hoof/hoof/bite)
Damage: 1d6/1d6/1d6
Save: F4
Morale: 9
Hoard Class: None
XP: 135

A nightmount is a horse-like creature that has been specially created to serve Makaan's elite riders. Nightmounts are always black in color, with coarse manes, pupiless white eyes, and a mouth full of misshapen teeth. They are fierce creatures that take pleasure in battle and rending flesh from the living. Nightmounts are used by gahouls and by humans such as the Knights of the Cold Host.

Skark Hound

No. Enc.: 1d4 (2d4)
Alignment: Neutral (evil)
Movement: 150' (50')
Armor Class: 6
Hit Dice: 3+1
Attacks: 1 (bite)
Damage: 2d4
Save: F4
Morale: 9
Hoard Class: None
XP: 65

A skark hound is a dog-like creature that resembles a hulking black mastiff with large tusks and a wide mouth full of misshapen teeth. Skarks can be trained to track, hunt, and fight, and often accompany Knights of the Cold Host on missions.

Traask, the King's Steed

No. Enc.: Unique
Alignment: Neutral
Movement: 90' (30')
Fly 240' (80')
Armor Class: -1
Hit Dice: 10 (hp 80)
Attacks: 3 or 1 (claws/claw/bite or breath)
Damage: 1d8/1d8/4d8
Save: F10
Morale: 12
Hoard Class: XV
XP: 3,100

Lorrgan Makaan seldom leaves his palace stronghold, but when he does, he travels upon the back of an enormous undead dragon named Traask. Traask is fierce in battle, but is believed to be mindless and unable to speak or cast spells. Traask's body exists in a perpetual state of rot that acts as a *stinking cloud* spell to anyone within its area of effect. Anyone bitten by Traask must make a saving throw vs. poison or be attacked by 2d4 rot grubs that inhabit the ruined flesh of its mouth. Traask's breath weapon takes the form of a noxious cloud of putrescent poison gas.

Some say the dragon was once Makaan's archenemy, while others say it was once the mate or child of the great blue dragon A'tan Hellise (see pg. 35).

GHOUL KEEP

"The skies darkened, the earth shook, and the followers of Cursed Valen wailed as the Ghoul King conjured forth the dread walls of Morakaal to seal the Pass of the Dead."

—passage from the historical scrolls of the Kingdom of Makaar Mor

Ages ago, when the Ghoul King Lorrigan Makaar first raised his army of undead, he used ancient sorceries to erect a great fortress across the Pass of the Dead. Makaar named this castle Morakaal, but it came to be known by a more common name—Ghoul Keep. When Lorrigan Makaar was defeated, his forces retreated to the dark citadel of Morakaal and even the heroic powers of Valen of Vay could not breach its defenses.

The dreaded Ghoul Keep is an imposing mass of spiny walls, jagged battlements, and lofty spires that bars the Pass of the Dead. The keep was created magically and its walls are made from millions of bones that are fused together

and hard as stone. Up close, the sight of these walls is unsettling, and wind passing through tiny gaps between the bones produces an eerie, whistling effect that has been known to drive men mad.

Three levels rise above ground with a dungeon level beneath and cave complexes to either side. The keep's inner chambers are open and vast. Each upper level stands at least thirty- to fifty-feet tall, with rib-vaulted ceilings and arched passageways throughout. All doorways are arched and all doors are made of blackwood reinforced by bands of aged bronze. Unless otherwise noted, torch sconces line the walls every ten to twelve feet.





Ghoul Keep bustles with activity at all hours. During the day, human soldiers, acolytes of Rebirth, and browbeaten servants can be found throughout, performing activities common to most fantasy medieval castles. At night, the keep is home only to roving packs of reaver ghouls who have free run of the courtyards and open halls.

The keep has a number of normal and magical defenses to ward off invaders. It is manned by human soldiers during the day and warrior ghouls at night, so the descriptions for certain areas (such as guard posts) contain statistics for both groups. The Labyrinth Lord must decide who is on duty, based on when the characters enter the keep.

Level 1

The first level of Morakaal consists of two fortified gatehouses, four open inner wards, two towers, and the main part of the castle. Visitors are typically admitted to one of the sitting rooms in the main castle to await an audience with the Warden of Ghoul Keep or King Lorrigan Makaar, if he is present.

1. North Gate

The Morakaal Road leads from the Tulaak River to the North Gate of Ghoul Keep. An exterior portcullis and a pair of 50' tall arched double doors bar access to the keep's northern gatehouse. Attackers at the north gate are subjected to a murderous barrage of boiling oil, hurled rocks, spears, and crossbow fire from the defenders on the spiked battlements above (see **Level 3, area 9.**).

2. North Gallery

The vaulted ceiling here is lined with murder holes and trapdoors. See **Level 2, area 16.** for more details.

3. Guard Post

This chamber contains a table and chairs, a barrel of water, several light crossbows, and several crates of crossbow quarrels. The eastern wall is lined with arrow slits. A winch on either end of the chamber raises the northern and southern portcullises, respectively.

Soldier (8): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (4): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

4. Guard Post

This chamber contains a table and chairs, a barrel of water, several light crossbows, and several crates of crossbow quarrels. The eastern wall is lined with arrow slits. A winch on either end of the chamber raises the northern and southern portcullises, respectively.

Soldier (8): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (4): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

5. Outer Wards

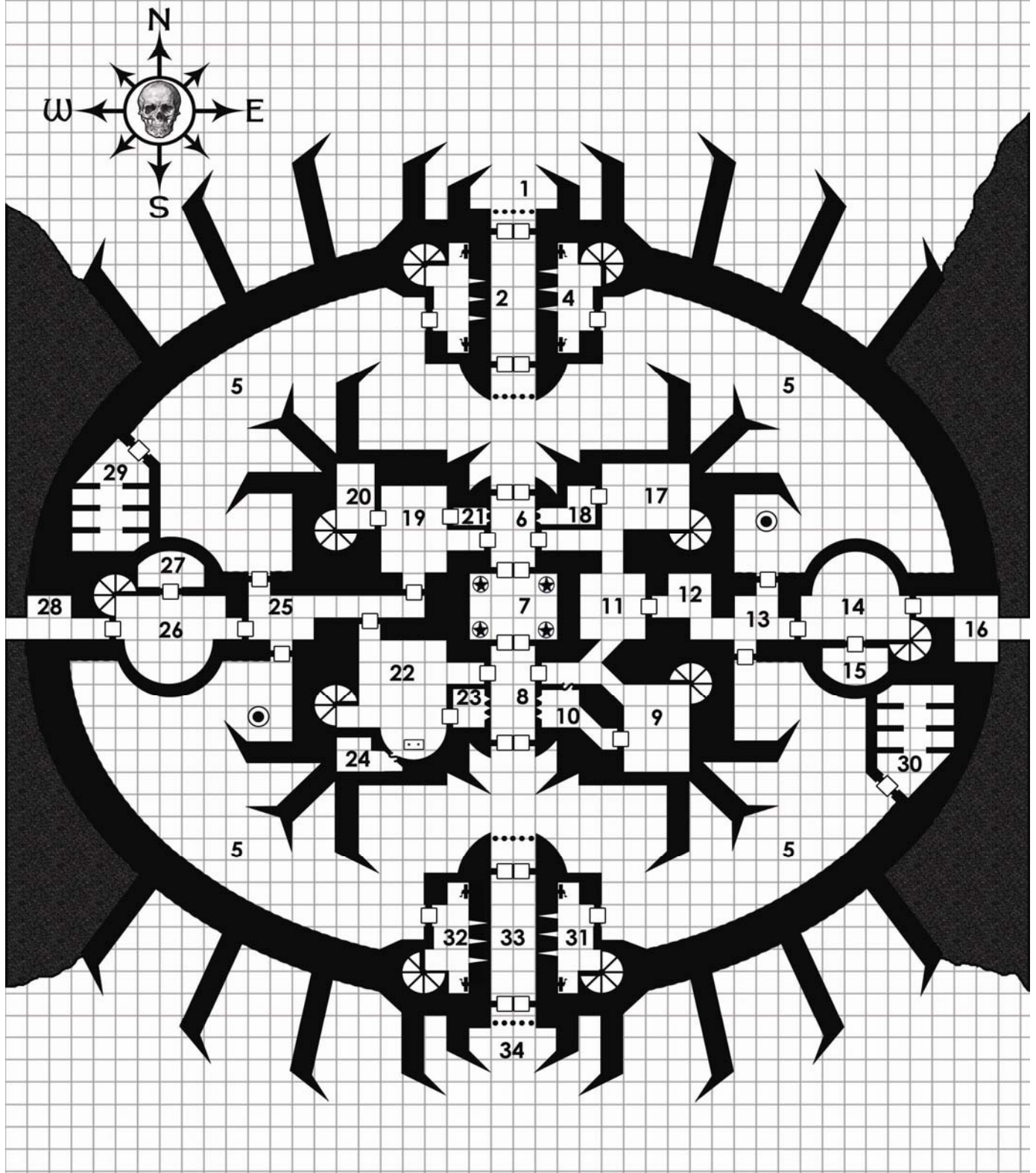
These open courtyards are lined with corsegrass. The wards are used for training (riding, combat, archery, etc.) and large meetings and assemblies. The few festivals celebrated at Ghoul Keep (such as the Festival of King's Tiding) are also held here on the corsegrass lawn. These areas are referred to as the Northwest Ward, Northeast Ward, Southwest Ward, and Southwest Ward.

6. North Entry

This grand hallway contains a large portrait of King Lorrigan Makaar on the west and east walls. A successful secret doors check reveals the eyes of the portraits are made of smoked glass and several arrow slits are artfully blended into the painting. See **area 18.** and **area 21.** for further details.

Ghoul Keep Level 1

1 Square = 20' x 20'





7. Chamber of the King

A forbidding statue of the Ghoul King Lorrigan Makaan occupies each corner of this chamber. The statues are enchanted so that Lorrigan Makaan is instantly aware of anyone passing through this chamber. In this way, the Ghoul King keeps track of those who enter his kingdom from the lands to the south.

8. South Entry

This grand hallway contains a large portrait of King Lorrigan Makaan on the west and east walls. A successful secret doors check reveals the eyes of the portraits are made of smoked glass and several arrow slits are artfully blended into the painting. See **area 10.** and **area 23.** for further details.

9. Mess Hall

This area contains several long tables and benches, and always smells strongly of food and ale. During mealtimes, this area contains 2d4 servants and 3d10 rowdy human soldiers. Otherwise, 1d2 servants may be found here cleaning up throughout the day.

Servant (1d2 or 2d4): treat as 0-level human with 2 hp.

Soldier (3d10): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

10. Guard Post

This guard post contains four light crossbows and a crate of crossbow quarrels. Arrow slits and a window of smoked glass allow guards here to see out into the **South Entry (area 8.)**. This guardroom is only manned during times of siege or when visitors arrive through the **South Gate**.

11. Common Hall

This room contains a number of tables, benches, and chairs. It is used during the day as an informal gathering place for Ghoul Keep's soldiers, acolytes, visiting retainers, and other human denizens. The Labyrinth Lord may decide if anyone is present here during the day. This chamber is empty at night.

12. Guard Post

This guard post contains a table, chairs, and a barrel of water.

Soldier (4): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

13. Lobby

This chamber provides easy access between the northeast and southeast wards of Ghoul Keep. Although it is usually unoccupied, 1d3 servants sometimes gather here to swap gossip and avoid abuse. Other denizens of Ghoul Keep occasionally use the lobby to trade important information and plot intrigues.

14. Eastern Tower

The ground floor of the Eastern Tower is lined with long tables and benches, and its walls are covered with tapestries depicting the dark glory of Makaan Mor. This chamber is used primarily to muster forces during times of siege, but may also be used as a common area for visiting entourages.

15. Armory

This armory is used by the human defenders of the Eastern Tower. It contains crates of light and heavy crossbows, crates of quarrels, bundles of spears, casks of oil, and casks of water. Captain Breg Almaan (see pg. 93), his lieutenants, and his sergeants possess the only keys to this armory.

16. Eastern Cave Guard Post

This guard post contains a table, chairs, and several pallets. It is always occupied by six human soldiers. These soldiers are fanatical devotees of the Cult of Rebirth who defend the entrance to the **Eastern Caves** (see pg. 83) with their lives.



Soldier (6): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

17. Sitting Room

This impressive chamber contains antique sitting room furniture including sofas, divans, benches, and chairs. A cabinet here contains a high quality serving set (decanter, goblets, silverware, plates, etc.) worth 50 gp. Those seeking an audience with the Warden of Ghoul Keep must wait here until called to the **Sitting Room** above (see **Level 2, area 3.**). This chamber is usually reserved for important human visitors, such as Barons of Makaan Mor, nobles, and adventuring companies.

18. Guard Post

This guard post contains four light crossbows and a crate of crossbow quarrels. Arrow slits and a window of smoked glass allow guards here to see out into the **North Entry (area 6.)**. This guardroom is only manned during times of siege or when visitors from the Ghoul Lands arrive through the **North Gate**.

19. Sitting Room

This impressive chamber contains antique sitting room furniture including sofas, divans, benches, and chairs. A cabinet here contains a high quality serving set (decanter, goblets, silverware, plates, etc.) worth (50 gp). Those seeking an audience with the Warden of Ghoul Keep must wait here until called to the **Sitting Room** above (see **Level 2, area 7.**). This chamber is usually reserved for traveling gahouls, Priests of Rebirth, Knights of the Cold Host, and other important nonhuman guests and their retinues.

20. Antechamber

This smaller chamber contains antique sitting room furniture including a blackwood table and several plush chairs. A cabinet here contains a high quality serving set (decanter, goblets, silverware, plates, etc.) worth (250 gp). This room is sometimes used by Arkaan, Yari, and Treits Makaan to informally meet with important guests.

21. Guard Post

This guard post contains four light crossbows and a crate of crossbow quarrels. Arrow slits and a window of smoked glass allow guards here to see out into the **North Entry (area 6.)**. This guardroom is only manned during times of siege or when visitors arrive through the **North Gate**.

22. Shrine of Rebirth

This chamber is used for holy days and for weekly devotions to the Cult of Rebirth. Attendance is mandatory and several services are held at different times throughout the day to ensure that every soldier can attend. One acolyte and 1d2 servants may be encountered here normally. On ceremonial days, the head priest Sel Temoth (see pg. 95), 2d4 acolytes, and 4d8 human soldiers are always present.

Acolyte (1 or 2d4): treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

Servant (1d2): treat as 0-level human with 2 hp.

Soldier (4d8): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

23. Guard Post

This guard post contains four light crossbows and a crate of crossbow quarrels. Arrow slits and a window of smoked glass allow guards here to see out into the **South Entry (area 8.)**. This guardroom is only manned during times of siege or when visitors from the southlands arrive through the **South Gate**.

24. Secret Chamber

This secret chamber contains a black antique armoire decorated with carvings of human skulls. Any character who opens the armoire must make a saving throw vs. death or die instantly and rise the following night as a reaver ghoul. Only a Priest of Rebirth may safely open the armoire (acolytes or followers of Rebirth receives a +2 bonus to the saving throw).



The armoire contains a ceremonial garrote made of braided silver wire (worth 200 gp), an ornately carved decanter and four goblets made of white gold (500 gp), a silver holy symbol of Rebirth (50 gp), and a set of ceremonial priest's robes.

25. Lobby

This chamber provides easy access between the northwest and southwest wards of Ghoul Keep. Although it is usually unoccupied, 1d3 servants sometimes gather here to swap gossip and avoid abuse. Other denizens of Ghoul Keep occasionally use the lobby to trade important information and plot intrigues.

26. Western Tower

The ground floor of the Western Tower is lined with long tables and benches, and its walls are covered with tapestries depicting the dark glory of Makaar Mor. This chamber is used primarily to muster ghoulish forces during times of siege, but may also be used as a common area for visiting entourage.

27. Armory

This armory is used by the ghoulish defenders of the Western Tower. It contains shields, bundles of spears, daggers, and casks of oil. The warrior ghoulish captain Cal Waruk (see pg. 91) possesses the only key to this chamber.

28. Western Cave Guard Post

This guard post contains a table, chairs, and several pallets. It is always occupied by two warrior ghouls who defend the entrance to the **Western Caves** with their unives (see pg. 77).

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

29. North Stable/Kennels

This combination stable and kennel houses twelve horses and twenty-two war dogs. The dogs are allowed to roam the keep by day, but are kenneled at night to avoid encounters with

wandering ghouls. Two servants dwell inside the stables.

A mounted patrol of six soldiers and eight war dogs patrols the northern reaches of the Pass of the Dead at all hours of the day.

Servant (2): treat as 0-level human with 2 hp.

Riding Horse (12): AL N; MV 240' (80'); AC 7 (natural); HD 2; hp 12; #AT 2; Dmg 1d4/1d4 (hoof/hoof); SV F1; ML 7; XP 20.

Guard Dog (22): AL N; MV 150' (50'); AC 6 (natural); HD 2; hp 9; #AT 1; Dmg 2d4 (bite); SV F2; ML 11; XP 35.

Soldier (6): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

30. South Stable/Kennels

This combination stable and kennel houses nine horses and nineteen war dogs. The dogs are allowed to roam the keep by day, but are kenneled at night to avoid encounters with wandering ghouls. The south kennels also contain a small smithy. The blacksmith and two servants dwell inside the stables.

A mounted patrol of six soldiers and eight war dogs patrols the southern reaches of the Pass of the Dead at all hours of the day. These riders occasionally skirmish with scouts and patrols from Keep Ethelstan (see the **Pass of the Dead**, pg. 21).

Blacksmith (1): treat as normal 0-level human with 4 hp and Str 17.

Servant (2): treat as 0-level human with 2 hp.

Riding Horse (9): AL N; MV 240' (80'); AC 7 (natural); HD 2; hp 12; #AT 2; Dmg 1d4/1d4 (hoof/hoof); SV F1; ML 7; XP 20.

Guard Dog (19): AL N; MV 150' (50'); AC 6 (natural); HD 2; hp 9; #AT 1; Dmg 2d4 (bite); SV F2; ML 11; XP 35.

Soldier (6): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1



(spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

31. Guard Post

This guardroom contains a table and chairs, a barrel of water, several light crossbows, and several crates of crossbow quarrels. The western wall is lined with arrow slits. A winch on either end of the chamber raises the northern and southern portcullises, respectively.

Soldier (8): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (4): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

32. Guard Post

This guardroom contains a table and chairs, a barrel of water, several light crossbows, and several crates of crossbow quarrels. The eastern wall is lined with arrow slits. A winch on either end of the chamber raises the northern and southern portcullises, respectively.

Soldier (8): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (4): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

33. South Gallery

The vaulted ceiling here is lined with murder holes and trapdoors. See **Level 2, area 19.** for more details.

34. South Gate

The southern gate of Morakaal exits directly into the Pass of the Dead. An exterior portcullis and a pair of 50' tall arched double doors bar

access to Ghoul Keep's southern gatehouse. Attackers at the south gate are subjected to a murderous barrage of boiling oil, hurled rocks, spears, and crossbow fire from the defenders on the spiked battlements above (see **Level 3, area 10.**).

Level 2

The second level of Ghoul Keep houses sitting rooms, guest chambers, and the main throne room where the Warden of Ghoul Keep (or King Lorrigan Makaar if he is present) holds court.

1. Throne Room

The Grand Throne Room of Ghoul Keep is designed to intimidate visitors. Tapestries depicting King Lorrigan Makaar, Ghoul Keep, and a war-torn land overrun by ravenous ghouls cover the walls. Thousands of human skulls make up each support column and cages for live captives dangle from the vaulted ceiling. A throne made from black dragon horns and bones rests on a dais on the southern side of the room. This throne is a normal throne, but many have mistaken it for the infamous Skeletine Throne of Makaar Mor (see pg. 45).

The Warden of Ghoul Keep holds court and entertains important guests here. When the king is present, the Warden stands on the dais to the right of the throne to demonstrate his loyalty and service.

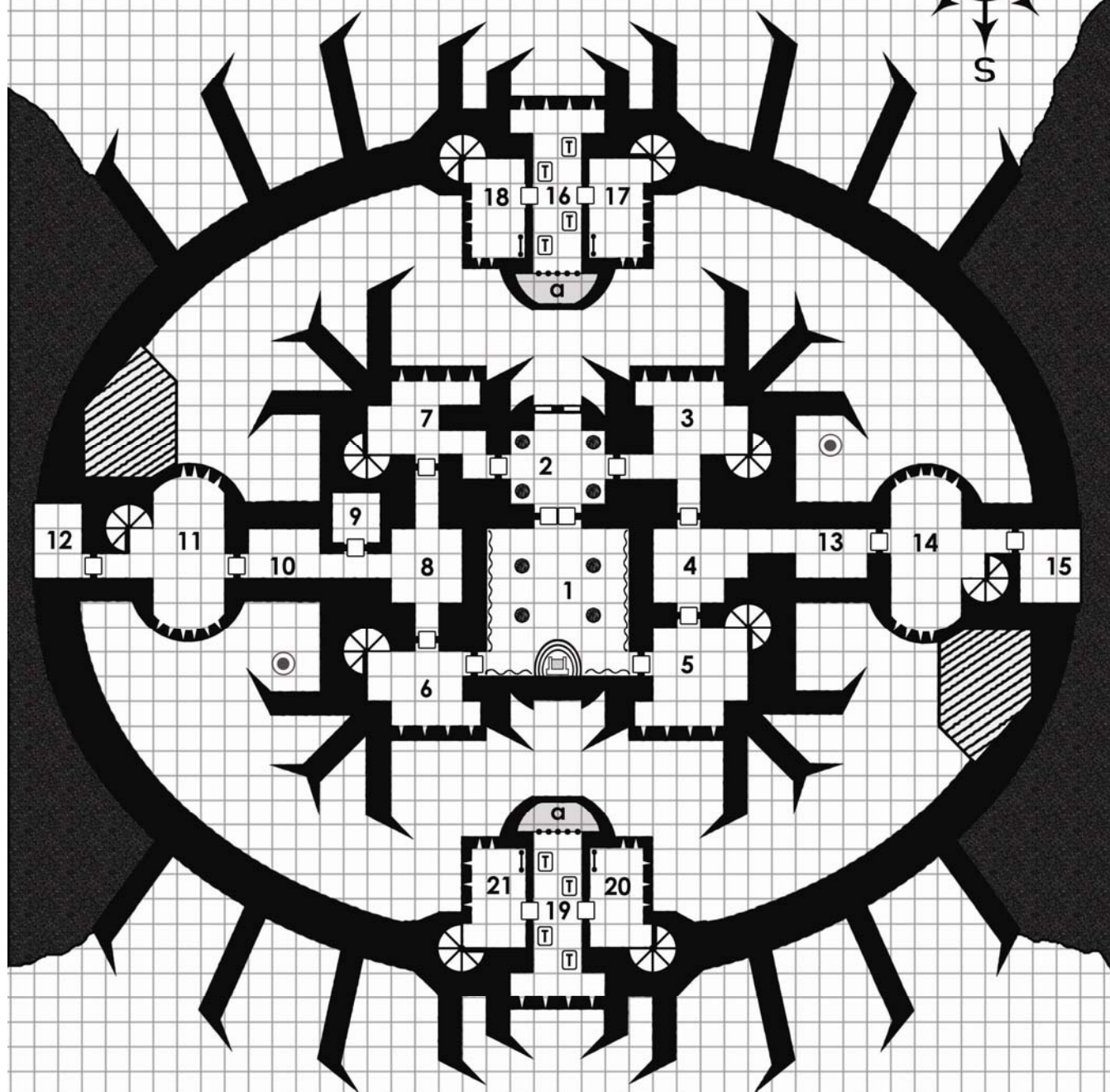
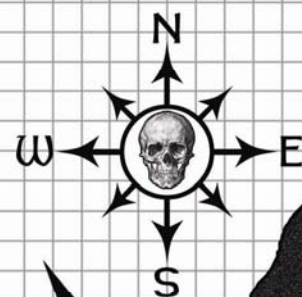
2. Audience Hall

This room is used for visitors to await an audience with the Warden of Ghoul Keep. Its walls and columns are made of fused bone and an enormous stained glass window depicting the exterior of Ghoul Keep dominates the north wall. An unsettling inscription above the double doors written in the language of ancient Mor reads "Death Brings New Life".

3. Sitting Room

This chamber is where visitors await a call to the **Audience Hall (area 2.)**. It contains antique sitting room furniture, including a table,

Ghoul Keep Level 2





plush sofas, chairs, and divans. A cabinet here contains a high quality serving set (decanter, goblets, silverware, plates, etc.) worth (50 gp). Antique suits of armor (bronze breastplate, leather kilt, bronze shield, spear, and short sword) line the walls. Four tall stained glass windows cover the northern wall. These windows may be removed during times of siege and provide -2 cover to archers within.

4. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

5. War Room

This chamber is used for war councils with visiting gahouls, barons, and other high-ranking officials. A large wooden table stained black dominates the center of the room. Four tall stained glass windows cover the southern wall. These windows may be removed during times of siege and provide -2 cover to archers within.

Locked bookcases inside this chamber contain several outdated maps of the lands south of Ghoul Keep as well as current, detailed maps of the Ghoul Lands and its Provinces. These maps would prove invaluable to adventurers and be worth thousands of gold pieces to the King's Army of Valnwall.

6. Warden's Sitting Room

This chamber is reserved for private meetings with the Warden of Ghoul Keep. It contains lavish antique sitting room furniture and its walls are decorated with expensive tapestries. A locked cabinet contains an antique silver serving set (decanter, goblets, silverware, plates, etc.) worth 1,000 gp. Four tall stained glass windows cover the southern wall. These

windows may be removed during times of siege and provide -2 cover to archers within.

7. Sitting Room

This chamber is where visitors await a call to the **Audience Hall (area 2.)**. It contains antique sitting room furniture, including a table, plush sofas, chairs, and divans. A cabinet here contains a high quality serving set (decanter, goblets, silverware, plates, etc.) worth (50 gp). Antique suits of armor (bronze armor, leather kilt, bronze shield, spear, and short sword) line the walls. Four tall stained glass windows cover the northern wall. These windows may be removed during times of siege and provide -2 cover to archers within.

8. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

9. Storeroom

This room contains extra linens, bedding, and cleaning supplies. It is used primarily by the servants of Ghoul Keep.

10. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA



cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

11. Western Hall

This large chamber contains several long wooden tables and benches that double as sleeping cots. It is used primarily to house the entourage of important guests staying in the **Western Guest Chambers (area 12.)**. During times of trouble, this chamber houses reinforcements for the defenders on **Level 2**.

12. Western Guest Chambers

This chamber is used to house important guests. It contains antique bedroom and study furniture including a bed, armoire, desk, and chair. The Labyrinth Lord may decide whether any guests and their retinues are present in the **Western Hall (area 11.)** and the **Western Guest Chambers**.

13. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

14. Eastern Hall

This large chamber contains several long wooden tables and benches that double as sleeping cots. It is used primarily to house the entourage of important guests staying in the **Eastern Guest Chamber (area 15.)**. During times of trouble, this chamber houses reinforcements for the defenders on **Level 2**.

15. Eastern Guest Chambers

This chamber is used to house important guests. It contains antique bedroom and study furniture including a bed, armoire, desk, and chair. The Labyrinth Lord may decide whether any guests and their retinues are present in the

Eastern Hall (area 14.) and the **Eastern Guest Chambers**.

16. Guard Tunnel

This chamber contains eight barrels of flammable oil, a barrel of spears, and several cases of crossbow quarrels. Trapdoors and murder holes in the floor allow defenders to attack those who enter the **North Gallery (Level 1, area 2.)**. Defenders at the trapdoors receive a -2 cover bonus while those at the murder holes receive a -6 bonus against attacks from below. A small winch here opens the portcullis to the **Balcony (area 16a.)**.

a. Balcony

A low bone rail lines the edge of this open balcony. Defenders here receive a -1 cover bonus against attacks from below.

17. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

18. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.



19. Guard Tunnel

This chamber contains eight barrels of flammable oil, a barrel of spears, and several cases of crossbow quarrels. Trapdoors and murder holes in the floor allow defenders to attack those who enter the **South Gallery (Level 1, area 33.)**. Defenders at the trapdoors receive a -2 cover bonus while those at the murder holes receive a -6 bonus against attacks from below. A small winch here opens the portcullis to the **Balcony (area 19a.)**.

a. Balcony

A low bone rail lines the edge of this open balcony. Defenders here receive a -1 cover bonus against attacks from below.

20. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

21. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

Level 3

The third level of Ghoul Keep contains the private chambers of King Lorrigan Makaar and the bulk of the castle's defenses.

1. King's Chamber

This chamber is reserved for King Makaar Mor during his infrequent visits to Ghoul Keep. It contains expensive tapestries and antique bedroom and sitting room furniture, all decorated with death-related motifs. Lorrigan Makaar keeps his treasure hoard deep within the bowels of Palatz Makaar so there is nothing of value kept in this room.

Two enormous stained glass windows dominate the north and south walls, each depicting Makaar Mor's skull-tree banner using white, gray, and black shards of glass. These windows are enchanted to be unbreakable by normal means. Upon command of the King or Warden, they glow with an unholy light that can be seen for miles. When this happens, all enemies of Lorrigan Makaar must make a saving throw vs spells or suffer the effects of a *cause fear* spell. Those who make the saving throw suffer a -1 to all actions (attacks, ability checks, saving throws, etc.) for as long as they remain in the vicinity of Ghoul Keep.

As long as the windows are activated, King Lorrigan Makaar can witness all events happening around the keep as if watching through a *crystal ball with clairaudience*.

The King's Chamber is always shrouded in darkness which helps to conceal six enslaved shadows. These shadows attack any who enter.

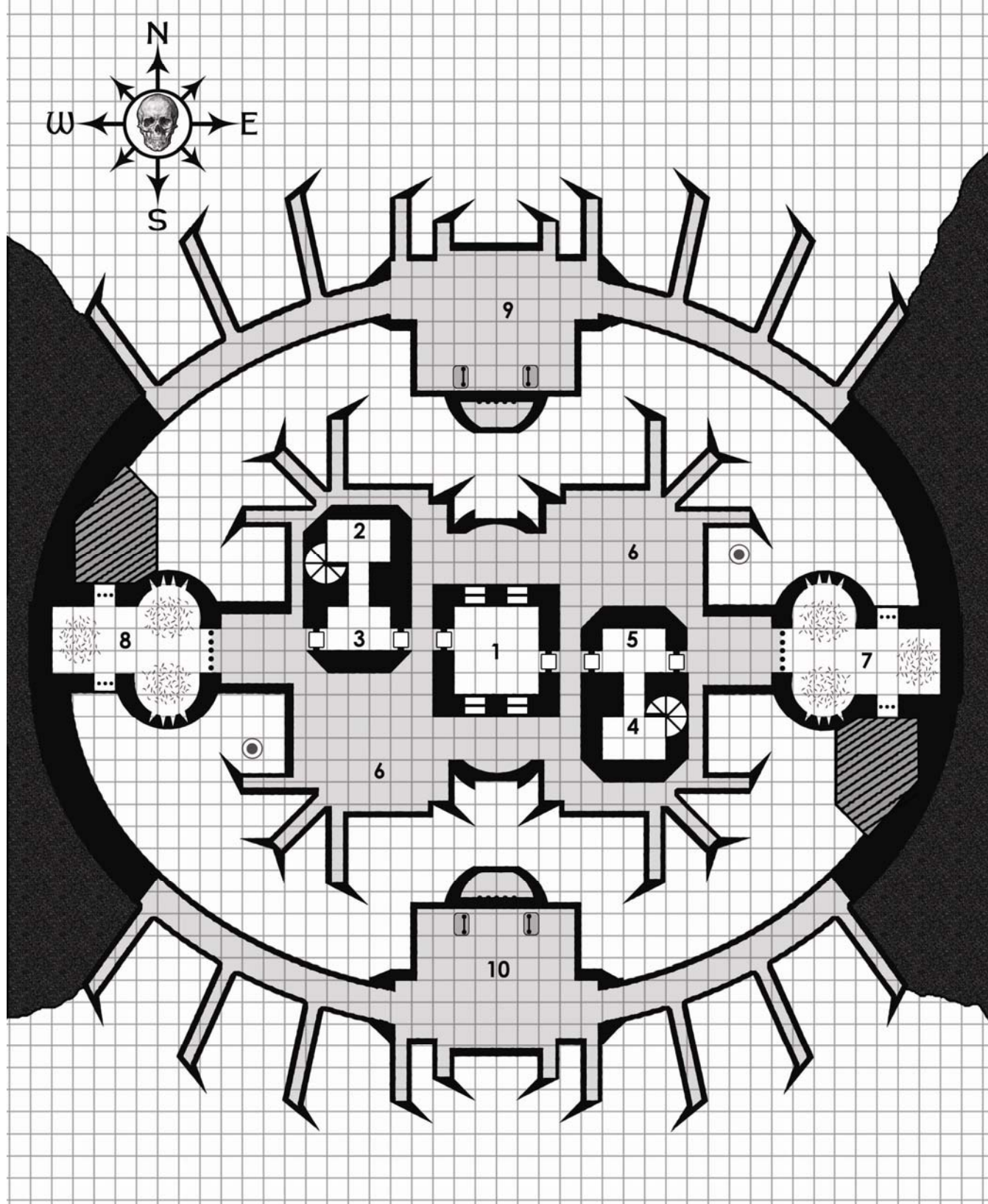
Shadow (6): AL C; MV 90' (30'); AC 7 (natural); HD 2+2; hp 10; #AT 1; Dmg 1d4 (touch) + Str drain; SV F2; SA drain 1 Str per touch, cannot be Turned, immune to *charm*, *hold*, and *sleep* spells, surprise on a 1-5 on 1d6; ML 12; XP 83.

2. Storeroom

This storeroom contains nonperishable foodstuffs, several casks of water and barrels of oil, dozens of spears, hundreds of crossbow quarrels, and dozens of ballista bolts.

Ghoul Keep Level 3

1 square = 20' x 20'





3. Guard Post

This chamber serves as a guard post for the roof level of Ghoule Keep. It contains a table, chairs, and a barrel of water.

Soldier (4): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoule (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

4. Storeroom

This storeroom contains nonperishable foodstuffs, several casks of water and barrels of oil, dozens of spears, hundreds of crossbow quarrels, and dozens of ballista bolts.

5. Guard Post

This chamber serves as a guard post for the roof level of Ghoule Keep. It contains a table, chairs, and a barrel of water.

Soldier (4): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoule (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

6. Upper Roof

This flat roof is lined with jagged battlements. This area is approximately 20' taller than the **North** and **South Battlements** (area 9. and area 10.), giving roof defenders a clear view of what is happening on the outer walls. Two trebuchets (treat as catapults, see the *Labyrinth Lord*™ core rulebook) are mounted on each side of the roof and a supply of large black rocks is kept nearby. These rocks are carved to resemble skulls and are magical in nature (see **Skull Missiles***, below).

The Upper Roof also houses Traask, the King's Steed, during Lorrigan Makaar's visits to Ghoule Keep.

7. East Aerie

This aerie houses the keep's wyvern mounts. It contains special tack and harness, cleaning equipment, and wyvern armor. Five wyverns dwell in this aerie. The wyverns are ornery and prone to attack their handlers, and the servants of Ghoule Keep are terrified of wyvern duty.

A wyvern-mounted patrol of two warrior ghoules patrols the northern skies around Morakaal at all hours of the night.

Wyvern (5): AL C; MV 90' (30')/fly 240' (80'); AC 3 (natural); HD 7; hp 42; #AT 2; Dmg 2d8 (bite), 2d8 (sting) + poison; SV F4; SA poison requires save vs death magic or die; ML 9; XP 1,140.

Warrior Ghoule (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

8. West Aerie

This aerie houses the keep's wyvern mounts. It contains special tack and harness, cleaning equipment, and wyvern armor. Three wyverns dwell in this aerie. The wyverns are ornery and prone to attack their handlers, and the servants of Ghoule Keep are terrified of wyvern duty.

A wyvern-mounted patrol of two warrior ghoules patrols the southern skies around Morakaal at all hours of the night.

Wyvern (3): AL C; MV 90' (30')/fly 240' (80'); AC 3 (natural); HD 7; hp 42; #AT 2; Dmg 2d8 (bite), 2d8 (sting) + poison; SV F4; SA poison requires save vs death magic or die; ML 9; XP 1,140.

Warrior Ghoule (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.



9. North Battlements

The North Battlements guard the northern reaches of the Pass of the Dead. These spiked battlements provide -4 cover to defenders on the walls. Three trebuchets are mounted atop the north gatehouse and a supply of large **Skull Missiles*** is kept nearby.

Six ballistae (dmg 2d8) are mounted along the walls, one in-between each spine. The ballistae are enchanted so that one out of every six missiles catches fire in flight and explodes on impact, delivering an additional 1d6 shp/1d6 x 5 hp of fire damage to any object or creature in a 10' radius.

The walls themselves are enchanted to sprout spiny protrusions whenever the Warden activates the keep's skull-tree banner defense (see **Level 3, area 1.**). Anyone attempting to scale the walls or cross the battlements of Ghoul Keep must make a saving throw vs. paralyze or take 1d2 hp damage and be paralyzed for 1d6 rounds. The resultant fall from the keep's battlements often proves fatal to would-be invaders.

The defenders on watch are supposed to regularly patrol the walls and the spines.

Soldier (4): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

10. South Battlements

The South Battlements guard the southern reaches of the Pass of the Dead. These spiked battlements provide -4 cover to defenders on the walls. Three trebuchets are mounted atop the north gatehouse and a supply of large **Skull Missiles*** is kept nearby.

Six ballistae (dmg 2d8) are mounted along the walls, one in-between each spine. The ballistae are enchanted so that one out of every six missiles catches fire in flight and explodes

on impact, delivering an additional 1d6 shp/1d6 x 5 hp of fire damage to any object or creature in a 10' radius.

The walls themselves are enchanted to sprout spiny protrusions whenever the Warden activates the keep's skull-tree banner defense (see **Level 3, area 1.**). Anyone attempting to scale the walls or cross the battlements of Ghoul Keep must make a saving throw vs. paralyze or take 1d2 hp damage and be paralyzed for 1d6 rounds. The resultant fall from the keep's battlements often proves fatal to would-be invaders.

The defenders on watch are supposed to regularly patrol the walls and the spines.

Soldier (4): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

*Skull Missiles

The skull missiles are enchanted by dark magic, and the keep magically produces an almost limitless supply of them. In addition to normal damage, the Labyrinth Lord should roll 1d12 and consult the table below to see if a magical effect is triggered. Once a magical effect is triggered, invading forces may have to make a morale check, at the Labyrinth Lord's discretion.

Roll	Effect
1-6	No Magical Effect
7-8	Growth
9	Fireball
10	Spines
11	Reaver Ghouls
12	Quake



No Magical Effect

The missile delivers normal damage with no added magical effect.

Growth

The missile doubles in size, delivering double damage on impact.

Fireball

The skull missile explodes on impact, delivering an additional 1d6 shp/1d6 x 5 hp of fire damage to any object or creature in a 20' radius.

Spines

While in flight, the skull missile sprouts dagger sharp spikes. On impact, the missile magically rolls in a spiral pattern for 1d4 rounds, causing an additional 1d6 x 5 hp to any troops caught in its path.

Reaver Ghouls

A pack of 6d6 reaver ghouls magically sprout from the skull missile upon impact. The ghouls attack anyone in sight.

Quake

On impact, the missile produces an effect similar to the earthquake spell, with an area of effect totally 50' in diameter. The terrain here should be treated as open (70%) or cliffs (30%) for purposes of determining the specific effects.

Dungeon Level

The infamous dungeons of Ghouls Keep stretch beneath the main part of the castle. The walls throughout are cut from smoothly shaped black stone with the corners of each passage decorated with bas-relief carvings of various death-related motifs (skulls, tortured souls, skeletal warriors, etc.). The chambers north of the **Great Hall of Sacrifice** (see **area 1.**) are lit by ghostmoss. The chambers south of the Hall are lit by torches in sconces spaced every ten feet along the walls. Unless otherwise noted, all doorways are arched and all doors are made of blackwood banded with bronze.

1. The Great Hall of Sacrifice

This massive vaulted chamber is a grim place of worship and mass sacrifice. A large pool is located in the center of the chamber. This pool is normally empty. An enormous tapestry depicting the glorious Ritual of Rebirth via mass drowning in the pool hangs on the eastern wall.

The altar on the east side of the pool is made of black stone and adorned with three human skulls coated with silver. The altar is enchanted. Touching the first skull causes stairs to magically appear/disappear on the north end of the pool. Touching the second skull causes a bronze grate to magically appear/disappear above the pool. Touching the third skull causes the pool to slowly fill/drain with water.

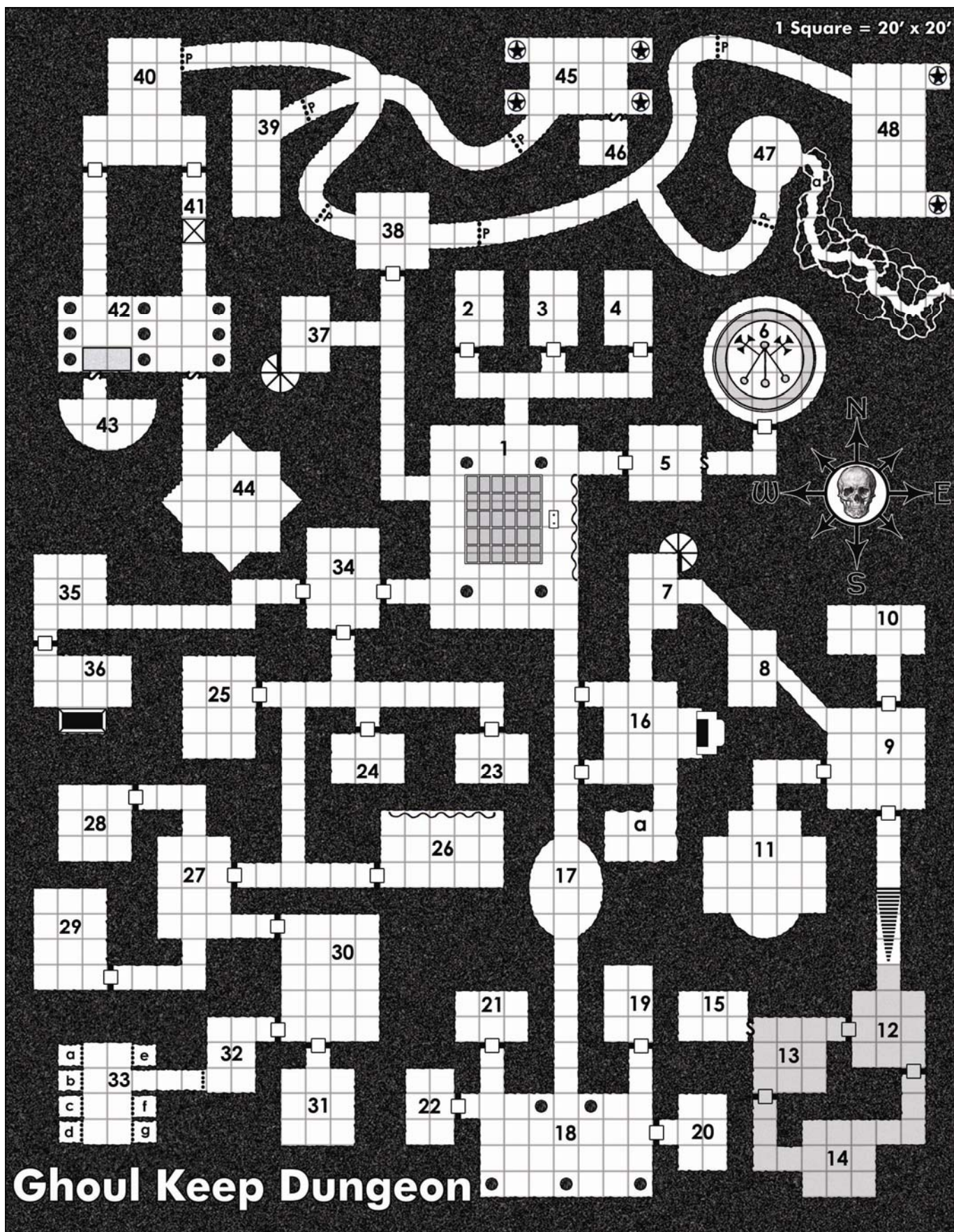
On holy days, Priests of Rebirth hold elaborate ceremonies here that end with human captives from the **Holding Cells** (see **areas 2., 3., and 4.**) being herded into the pool, trapped by the overhead grate, and then drowned. The lifeless bodies are then taken to the **Feeding Chamber** (see **Eastern Caves, area 18.**) where they revive as reaver ghouls.

2. Holding Cell

The cell door contains a small, barred window that allows guards to see into the bare chamber. The cell was built to comfortably house twelve captives, but has been crammed full with up to five times that many during times of sacrifice. The chamber itself is empty except for traces of dried blood, a few scraps of clothing, and moldering cloth pallets. The stone walls are covered with prisoner graffiti, mostly names, dates, and defiant statements. The Labyrinth Lord may wish to use this graffiti to foreshadow and/or lead to further adventures in the Ghouls Lands.

3. Holding Cell

The cell door contains a small, barred window that allows guards to see into the bare chamber. The cell was built to comfortably house twenty-five captives, but has been crammed full with up to five times that many during times of sacrifice. The chamber itself is empty except for traces of dried blood, a few scraps of clothing, and moldering cloth pallets. The stone walls are covered with prisoner graffiti, mostly names, dates, and defiant





statements. The Labyrinth Lord may wish to use this graffiti to foreshadow and/or lead to further adventures in the Ghoul Lands.

4. Holding Cell

The cell door contains a small, barred window that allows guards to see into the bare chamber. The cell was built to comfortably house twelve captives, but has been crammed full with up to five times that many during times of sacrifice. The chamber itself is empty except for traces of dried blood, a few scraps of clothing, and moldering cloth pallets. The stone walls are covered with prisoner graffiti, mostly names, dates, and defiant statements.

A loose stone in the northeast corner of this chamber contains a Red Hilt holy symbol wrapped in cloth. The Labyrinth Lord may wish to use the graffiti or engravings found on the holy symbol to foreshadow and/or lead to further adventures in the Ghoul Lands.

5. Priest's Cloak Room

This chamber contains several comfortable pieces of furniture and a black antique armoire decorated with carvings of human skulls. The armoire is locked, but contains only ceremonial priest's robes.

A secret door in the east wall is opened by the command word "Zalaal". The command word was once passed down by the resident Priest of Rebirth to his successor, but this secret was lost when a former priest was murdered by an ambitious acolyte.

6. Secret Ritual Chamber

This secret ritual chamber contains a magical protective circle that has been the home of a trapped Balor demon named Chizib'ka for the past several centuries. The demon wants only to be freed and appears helpful and friendly to any who enter the chamber. The demon offers advice, information, and even magical secrets, without asking for anything in return at first. The demon eventually tries to trick a character into crossing the boundaries of the protective circle. If the protective circle is ever broken, the demon attacks anyone in the room before returning to its home plane. The demon fears the wrath of Lorrigan Makaar and does not leave this chamber.

Balor Demon (1): AL C; MV 60' (20')/fly 150' (50'); AC -2 (natural); HD 8+7; hp 61; #AT 1; Dmg 1d8+1 (sword) or 1d6+1 (whip) + 3d6 (fire damage); SV F8; SA *detect invisibility, detect magic, dispel magic, cause fear (as the wand), pyrotechnics, read languages, read magic, suggestion, telekinesis (600 lbs.), and symbol (despair, fear, sleep, and stunning)*, gate with 70% probability of success a glabrezu (75%) or nalfeshnee demon (25%); ML 10; XP 1,820.

7. Lobby

This chamber provides easy access between the dungeons and upper levels of Ghoul Keep (see **Level 1, area 9.**). Although it is usually unoccupied, 1d3 servants sometimes gather here to swap gossip and avoid abuse. Other denizens of Ghoul Keep occasionally use the lobby to trade important information and plot intrigues.

8. Guard Post

This chamber serves as a guard post and contains a table, chairs, and a barrel of water. Two soldiers are always on duty here, protecting the officers' quarters to the east.

Soldier (2): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

9. War Room

This room is used to plan the defenses of Ghoul Keep. It contains several thick wooden chairs around a large, battered table. An intricate cutaway model of the upper levels of Ghoul Keep rests on the table. A locked case beside the table contains maps of Ghoul Keep and the surrounding area with dozens of carved wooden pieces that are used to represent troops, armies, siege engines, and even monsters. The set is masterfully done and worth 5,000 gp to the right collector, provided it and the castle can be transported intact. The southern door is locked and barred to keep out the undead from **area 12.**

10. Lieutenant Millen's Quarters

This room is decorated with quality antique furniture, including a bed, armoire, vanity,



bookshelf, and desk. Millen has shattered the vanity mirror, but the broken glass is still in place. The vanity drawers are locked and one of them contains a *potion of polymorph* wrapped in leather cloth.

A locked footlocker contains personal effects, extra linens, and a small pouch with 100 gp and fifteen small rubies (100 gp each) inside.

A search of the bookshelves reveals religious texts of the Cult of Rebirth, a history of the Ghoul Lands with a folded map inside, and several journals taken from unlucky adventurers. The Labyrinth Lord may use these journals to foreshadow future events or adventures.

11. Captain Almaan's Quarters

This enormous, open chamber contains battered but comfortable bedroom and sitting room furniture. The captain's personal clothing and effects, spare weapons, and armor may be found throughout the room. The southern alcove contains an easel, a case of paints and brushes, and several paintings done by Almaan. All of these depict Ghoul Keep from various angles and would be valued at anywhere from 1d4 x 500 gp to a collector.

12. Sunken Chamber

This chamber was once part of the officers' complex until a shift in the earth caused it to rapidly fill with water. The former officers dwell here as 1d6 ashogarr, and attack anyone who enters. The contents of this chamber have long since moldered away and there is nothing of value to be found here. The remnants of the waterlogged door may be easily torn apart.

Ashogarr (1d6): AL C; MV 120' (40'); AC 7 (natural); HD 2+1; hp 13; #AT 1; Dmg 1d2 (fist) or special; SA touch causes drowning; SV F3; ML 10; XP 82.

13. Sunken Chamber

This chamber was once part of the officers' complex until a shift in the earth caused it to rapidly fill with water. The former officers dwell here as 1d6 ashogarr, and attack anyone who enters. The contents of this chamber have long since moldered away and there is nothing of value to be found here. The remnants of the waterlogged door may be easily torn apart.

Ashogarr (1d6): AL C; MV 120' (40'); AC 7 (natural); HD 2+1; hp 13; #AT 1; Dmg 1d2 (fist) or special; SA touch causes drowning; SV F3; ML 10; XP 82.

14. Sunken Chamber

This chamber was once part of the officers' complex until a shift in the earth caused it to rapidly fill with water. The former officers dwell here as 1d6 ashogarr, and attack anyone who enters. The contents of this chamber have long since moldered away and there is nothing of value to be found here. The remnants of the waterlogged door may be easily torn apart.

Ashogarr (1d6): AL C; MV 120' (40'); AC 7 (natural); HD 2+1; hp 13; #AT 1; Dmg 1d2 (fist) or special; SA touch causes drowning; SV F3; ML 10; XP 82.

15. Lost Treasure Chamber

This ancient, airtight chamber contains a trove of lost treasure. The Labyrinth Lord may decide the type and amount of wealth it contains or treat the treasure as Hoard Class XIV and roll randomly to determine what is found within.

16. Kitchens and Mess

This chamber contains several long tables and benches and a large fireplace on the east wall. Noon and evening meals are prepared here for the human residents of Ghoul Keep. The chamber also doubles as an evening mess hall as most soldiers prefer to avoid the ghoulish haunted upper levels at night.

a. This area is a kitchen storeroom/prep room that contains butcher blocks, cupboards full of kitchen supplies (mugs, utensils, trays, etc.), salted meats and fish, barrels of water and ale, fresh vegetables, and other foodstuffs.

17. Inspection Chamber

This empty chamber is used for daily muster and troop inspections. Sgt. Maen Gattthews (see pg. 93) also uses this chamber to publicly punish soldiers who have committed serious offenses.

18. Soldier's Barracks

This open chamber contains orderly rows of bunks, and footlockers containing personal



effects. 1d6 soldiers are always present here, sleeping, sharpening weapons, or rolling dice.

Soldier (1d6): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

19. Lieutenant Pythe's Quarters

This chamber contains expensive antique bedroom furniture, including a large bed, several plush chairs, two armoires, a desk, and a bronze bathtub. The walls are covered with mirrors of all shapes and sizes and the air reeks of cologne and burning incense. Three of the mirrors are framed with gold (worth 275 gp each) and seven of the mirrors are framed with silver (worth 125 gp each).

One of the mirrors is enchanted. Anyone who looks into the mirror can read the thoughts of any being reflected in the mirror after concentrating for 1 round. A saving throw versus spells is allowed to negate the effect. The character is unable to cast spells or attack while concentrating. There is a 1 in 6 chance (roll 1 on 1d6) that, unknown to the user of the mirror, his thoughts are heard by all beings within 30' instead of the usual effect.

1d2 female servants are always present in this chamber, waiting to attend to Lieutenant Pythe's needs.

Servant (1d2): treat as 0-level human with 2 hp.

20. Sergeant Gattthews's Quarters

This chamber contains a few pieces of battered bedroom and sitting room furniture arranged around a torture rack on the north wall. A locked footlocker contains a small pouch with 12 gp and 26 sp inside. There is a 25% chance that a human servant is secured to the rack. This servant would provide whatever aid or information the characters desire in exchange for his freedom.

21. Sergeant Luuk's Quarters

This chamber contains several pieces of antique bedroom furniture. A bookshelf on the north wall contains several texts on hunting, tracking, and dungeon and wilderness survival.

A locked safe hidden behind the bookshelf (treat as locating a concealed door) contains a case containing an ornate set of silverware (worth 350 gp), a gold necklace (worth 120 gp), a bag containing five emeralds (worth 500 gp each), and 200 gp in ancient coins.

A journal inside the safe also contains pages of notes detailing personal information on the denizens of Ghoul Keep. Luuk uses these notes for blackmail or to spread detrimental rumors and gossip.

22. Sergeant Carter's Quarters

This chamber contains only a few pieces of battered furniture. A locked footlocker under the bed contains personal effects, a red ribbon, six dried ears on an iron chain, a gold earring (worth 12 gp), and a bag with 65 gp and 80 sp inside. The ribbon, ears, and earring are all trophies from Carter's past victims.

23. Storeroom

This room contains extra linens, throw rugs, mops, brooms, and other cleaning and household supplies.

24. Storeroom

This room contains spare furniture, lumber, saws, hammers, nails, and other tools and hardware.

25. Armory

The door to this room is always locked and only the captain, lieutenants, and sergeants have keys. The room contains extra weapons and supplies, including bundles of spears, crates of crossbow quarrels, bronze shields, and suits of leather armor.

26. Overseer's Quarters

This chamber contains plain bedroom and sitting room furniture. It is the dwelling place of an unnatural creature named a gamork (see **New Monsters**, pg. 48). The gamork has taken human form to better prey upon the suffering of the servants of Ghoul Keep.

The Overseer (gamork): AL C; MV 60' (20'); AC 5 (natural); HD 4; hp 25; #AT 1; Dmg 1d12 (fist); SA *shape change*, immune to *charm* and *sleep* spells; SV F4; ML 10; XP 82.



The Overseer appears as a kindly old man who tries to make life better for the most downtrodden servants. The Overseer is in fact a gamork that feeds off the misery and suffering of the downtrodden servants of Ghoull Keep. The Overseer has been in charge of the servants for the past hundred years. It avoids contact with gahouls, magic-users, and clerics, although it sometimes attends the Ritual of Rebirth in the Great Hall of Sacrifice in order to feed off the misery of the doomed captives. The Overseer attacks if its true identity is ever discovered.

27. Meeting Chamber

This chamber contains several small tables and chairs. The Overseer meets here with the servants each morning to dole out daily assignments. In the evenings, the Overseer takes the most downtrodden and abused servants back to his chamber to “comfort” them.

28. Male Servant’s Quarters

This chamber contains moldering pallets and other meager personal effects. 25 male servants are housed here, with 1d2 being present at any given time during the day.

Servant (1d2): treat as 0-level human with 2 hp.

29. Female Servant’s Quarters

This chamber contains moldering pallets and other meager personal effects. 32 female servants are housed here, with 1d2 being present at any given time during the day.

Servant (1d2): treat as 0-level human with 2 hp.

30. Sorting Chamber

This large chamber is used to evaluate new captives. Manacles and chains line the walls and several long benches are bolted to the floor. The more attractive captives are taken as servants. Important and political captives are sent to the **Dungeon Cells (area 33.)** to await interrogation and torture. The rest are sent to the **Holding Cells (areas 2., 3. and 4.)** to await sacrifice.

31. Torture Chamber

This grim chamber contains all manner of torture tools and devices. The Labyrinth Lord is free to detail the contents (and occupants) as needed.

32. Guard Post

This chamber contains a table, four chairs, and a barrel of water. Four human soldiers are always on guard here.

Soldier (4): AL N; MV 120’ (40’); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

33. Dungeon Cells

These filthy cells contain moldering cloth pallets. Political prisoners and captive adventurers, especially those from the southlands, are detained here. The Labyrinth Lord may detail the occupants as needed.

34. Acolyte Cloak Room

This chamber contains a table and chairs, and several plain armoires containing ceremonial robes of the Cult of Rebirth. The acolytes use this room to prepare for ceremonies in the **Great Hall of Sacrifice (area 1.)**.

35. Crypt Murals

This chamber is used by resident gahouls and acolytes as a chamber of reflection before ceremonies. Braziers occupy each corner of the room and stone benches line the floor. Murals on the walls depict the life of the former gahoul Warden Tuur Makaar, a renowned tactician and a devout follower of the Cult of Rebirth.

36. Crypt of Tuur Makaar

This ancient crypt contains the remains of Tuur Makaar, a former Warden of Ghoull Keep. The crypt contains Tuur’s mummified body, dressed in *bronze armor +1*, shield, *sword +1 (+3 vs ruks)*, and spear. A holy symbol of the Cult of Rebirth hangs from his neck on a thick chain of white gold (worth 1,000 gp). This holy symbol is unique and any character found in its possession is labeled an infidel by the Cult of Rebirth.



37. Guard Post

This guard post contains a table and chairs. Four warrior ghouls are always on duty here, guarding the passageway that leads to the private chambers of the gahoul lords of Ghoul Keep.

Warrior Ghoul (4): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

38. Guard Post

This guard post contains a table and chairs. Two warrior ghouls are always on duty here, guarding the stairs to the **Antechamber**, above (see **Level 1, area 20.**).

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

p. Portcullis Traps

These hidden portcullises are designed to trap would-be intruders. Whenever a group of non-undead crosses the dotted line on the map, the portcullis slams shut behind them. 1d3 trained gray oozes then detach themselves from their resting places in the tunnels and go in search of living prey, arriving in 2d4 turns. The trap is a magical trap and cannot be detected by normal means.

Gray Ooze (1d3): AL N; MV 10' (3'); AC 8 (natural); HD 3; hp 18; #AT 1; Dmg 2d8 + special; SA acid eats through armor, immune to fire- and cold-based attacks; SV F2; ML 12; XP 80.

39. Bodyguard Chamber

This chamber is sparsely furnished, with several battered beds, a table, and chairs. Five warrior ghouls and one shadow ghoul dwell here. These ghouls are Warden Arkaan Makaar's personal bodyguards and accompany him wherever he goes.

Warrior Ghoul (5): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3

or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

Shadow Ghoul (1): AL C; MV 90' (30'); AC 6 (natural); HD 3; hp 16; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead, backstab, thief skills; SV T3; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; ML 9; XP 135.

40. Guardian Pet Chambers

This chamber contains antique sitting room furniture, including several tables, sofas, divans, and chairs. The room is decorated with a number of strangely lifelike statues. The gahoul magic-user Yari Makaar uses this chamber to entertain her guests. Yari's pet basilisk dwells here and can normally be found lounging on a plush divan. The basilisk attacks anyone who enters the chamber without Yari.

Basilisk (1): AL N; MV 60' (20'); AC 4 (natural); HD 6+1; hp 39; #AT 2; Dmg 1d6 (bite) + gaze; SA gaze requires a saving throw vs petrify or *turn to stone*; SV F6; ML 9; XP 570.

41. Pit Trap

This pit trap is disguised as part of the rock flooring and is triggered by weight over 100 pounds. The first character to trigger the trap falls into a bottomless pit. The character may make a saving throw vs. petrify to leap to safety. Otherwise, he is battered against the jagged walls of the pit, taking 1d6 hit points of damage per round as he falls to his doom.

42. Gahoul Mage Chambers

This chamber is decorated with silk drapes and antique lounge and bedroom furniture. Incense burns in braziers spaced throughout the room, and a bathing pool is located on the south wall, near the secret door to the **Library (area 43.)**. Soft, calming music plays throughout the chamber. Those hearing this music must make a saving throw vs. spells or be *charmed* by Yari as per the *charm person* spell. If Yari is not present, the charmed



character has no desire to leave the chamber until she returns.

43. Library

The walls of this chamber are lined with cabinets and bookshelves. The cabinets are *arcane locked* at 6th level. The cabinets contain many nonmagical ritual and trade items (beakers, tubes, scales, burners, rare herbs and spices, mortar and pestle, etc.). One cabinet contains a tray with four *potions of flying*, two *potions of invisibility*, and one *potion of frost giant control*. A handmade book beside the tray contains recipes for these potions and recipes for 1d4 more potions of the Labyrinth Lord's choosing.

The bookshelves hold ancient books on a variety of subjects including, flora, fauna, herbalism, weapons, kingdoms, magical rituals, undead, demonic encounters, and much more. A magic-user or elf character who spends a week reading over these texts gains 25% of the total experience points needed to reach the next level.

Yari's spellbook is located on a pedestal in the center of the room. A *fire trap* spell has been cast on the book that deals 1d4+6 points of damage to any who open it.

All of the books in this chamber, including the spellbook, are magically enchanted to return here 1d3 turns after leaving.

44. Chamber of Seeing

This star-shaped chamber is empty except for a small circle carved in the center of the floor. This circle is magically enchanted so that a magic-user or elf standing inside it may begin scrying in a manner similar to a *crystal ball with clairaudience*. What's more, the scenes are displayed as life-size ghostly images, so that anyone inside the chamber may witness what the magic-user is seeing. These images may be viewed for up to 1 turn, 3 times per day.

45. Warden's Chamber

Arkaan Makaar, the Warden of Ghoul Keep, dwells in this chamber. The chamber is decorated with antique sitting room and bedroom furniture. Alcoves in each of the four corners contain tall statues of the Ghoul King Lorrigan Makaar. These statues are a constant

reminder to every Warden that the King is always watching their actions.

46. False Treasure Room

Arkaan Makaar sends all treasure he accumulates to the king, and this secret room serves only to trap the unwary. It contains a suit of bronze plate mail, a shield, and a finely crafted spear on a mannequin. A locked chest in the center of the chamber contains 500 gp, 1000 sp, and five diamonds worth 1,000 gp each). A wooden staff leans against one wall and a war hammer rests in a chest lined with velvet. A small crate contains nine unlabeled potions. The weapons, armor, staff, war hammer, and potions all radiate magic to a *detect magic* spell. All of the items in this chamber are *cursed* so that they can be detected by gahouls and ghouls over any distance. Anyone coming into possession of even 1 gp of this treasure is hunted down by Knights of the Cold Host and brought back to Ghoul Keep for interrogation and torture.

47. Gahoul Thief Chambers

This circular chamber contains a round bed in the center of the room surrounded by antique bedroom furniture. The gahoul thief Treits Makaar (see pg. 91) dwells here during his frequent stays at Ghoul Keep. The room contains nothing of value.

a. These old naturally dug tunnels are hidden behind an armoire (treat as locating a concealed door). Only a halfling character or an unarmored character on his hands and knees may traverse these tunnels. The tunnels eventually lead to a secret exit into the lands beyond Ghoul Keep, although the Labyrinth Lord is free to insert dungeons and encounters before the party makes it to freedom.

Anyone entering these tunnels encounters a small gas spore. Two additional gas spores arrive 1d6 rounds after any commotion occurs. If forced to fight, the characters may only use one-handed weapons designed for stabbing (short swords, daggers, etc.) when fighting inside the tunnels.

Gas Spore (3): AL N; MV 30' (10'); AC 9; HD 1 hp; hp 1; #AT 1; Dmg special or 6d6 (explosion); SA 90%/30% chance of mistaking gas spore for an eye of terror, infectious touch



requires *cure disease* to avoid death; SV F1; ML 12; XP 6.

48. Chamber of Loyalty

This large chamber is decorated with bas-relief carvings of death-related motifs. Alcoves in the northeast and southeast corners of the chambers contain two stone statues of the Ghoul King Lorrigan Makaar. These two statues are actually animate stone statues.

A circle is inscribed in the center of the floor. Anyone standing inside the circle immediately attracts the attention of Lorrigan Makaar. The character may communicate with the Ghoul King as long as he remains within the circle. Arkaan Makaar uses this chamber to speak with his father or warn him of possible threats.

Makaar can cause the stone statues to animate and attack at any time. Otherwise, the statues attack anyone who remains within the chamber for longer than one turn without stepping into the circle.

Stone Animate Statue (2): AL C; MV 60' (20'); AC 4 (natural); HD 5; hp 30; #AT 2; Dmg 2d6/2d6 (fist/fist) or 2d6/2d6 (lava); SA may shoot molten lava from fingertips; SV F5; ML 11; XP 500.

Western Caves

Ghoul Keep's warrior, shadow, and sorcerer ghouls control the western caves of Morakaal. The complex contains a shrine dedicated to Lorrigan Makaar as well as a number of natural caves and passageways. The caves are cold, damp, and lit only by ghostmoss. Unless otherwise noted, all doors are made of oak, banded by bronze, and all secret doors are sliding stone doors made to resemble part of the wall. The natural caves are lined with stalactites and stalagmites and are perpetually chilly and damp.

1. Entry Hall

This great entry hall is used to muster Morakaal's ghoulish hordes. Its walls and support columns are covered with bas-relief carvings of

ravenous ghouls, hapless victims, and tortured souls, all eerily lit by ghostmoss. This chamber also doubles as a feeding chamber, as can be seen by numerous rats picking through old bones and the remains of past victims. There is a 25% chance that 1d6 reaver ghouls are present in this chamber whenever the characters enter.

Reaver Ghoul (1d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

2. Shadow Ghoul Barracks

This hidden chamber is partitioned off by black curtains and dimly lit by small patches of ghostmoss. Twelve shadow ghouls dwell here, including their chieftain, Aag Aat (see pg. 92). 1d12 ghouls are usually present during the day, while only 1d2 are present at night.

The dim lighting and drapes give the shadow ghouls a +20% chance to hide in shadows, and 1d4 shadow ghouls are usually in position to attempt to backstab any character who enters the room.

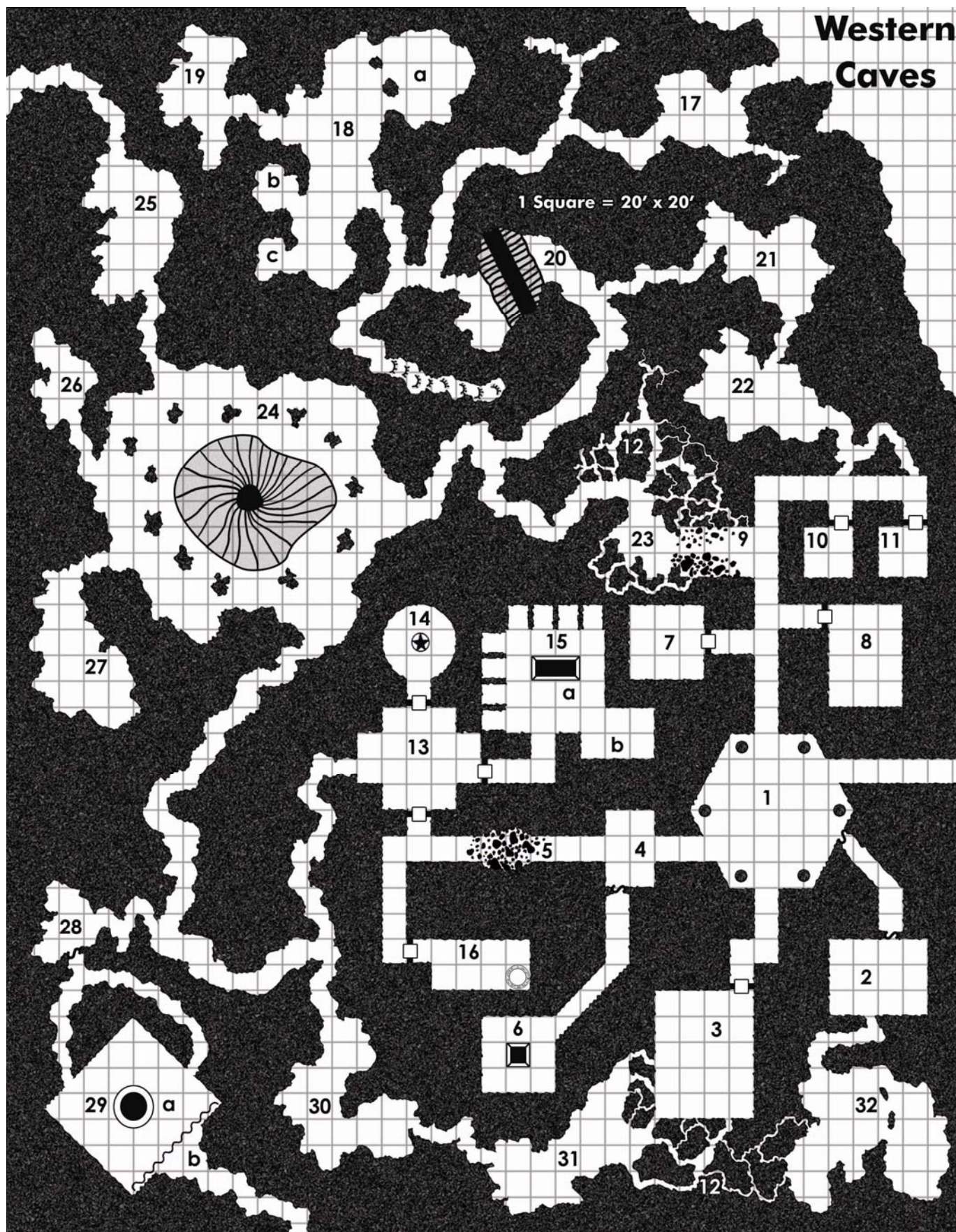
A small passage on the south side of the chamber leads to the ghoulish caves to the south (**area 32.**). This passage was dug by giant rats and is only large enough for a halfling or an unarmored character to crawl through. If forced to fight, the character may only use one-handed weapons designed for stabbing (short swords, daggers, etc.) when fighting inside the tunnels.

Shadow Ghoul (1d2 or 1d12): AL C; MV 90' (30'); AC 6 (natural); HD 3; hp 16; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead, backstab, thief skills; SV T3; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; ML 9; XP 135.

3. Warrior Ghoul Barracks

This chamber houses the bulk of Morakaal's ghoulish warriors. It contains three rows of bunks and footlockers lined up in a mockery of military fashion. During the day, 5d10 warrior ghouls may be found here, resting, sharpening

Western Caves





weapons, or gnawing on severed limbs. At night, only 1d4 warrior ghouls are present.

A number of small passages on the south side of the chamber lead to the ghouls to the south (**area 32.**). These passages were dug by giant rats and are only large enough for a halfling or an unarmored character to crawl through. If forced to fight, the character may only use one-handed weapons designed for stabbing (short swords, daggers, etc.) when fighting inside the tunnels. The shadow ghouls leader Aag Aat sends his rats through these tunnels to spy on the warrior ghouls.

Warrior Ghoul (1d4 or 5d10): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

4. Audience Chamber

This chamber was once used to prepare the faithful for worship at the **Shrine of the Skull Tree (area 14.)**. Its walls are covered with bas-relief carvings similar to those found in the **Entry Hall (area 1.)**.

5. Collapsed Tunnel

This tunnel has collapsed and been repaired several times. Unknown to the others, the sorcerer ghouls Jexahl Ta (see pg. 92) has been purposely collapsing this tunnel to keep other ghouls away from the **Crypt of Irik Utal (area 15.)**.

6. Obelisk Chamber

This secret chamber contains a black obelisk covered with strange carvings that emits a soft hum and radiates magic. The obelisk is actually a lesser lailon (see *The Chronicles of Amherth™* setting). The shadow ghouls leader Aag Aat discovered this chamber long ago and has been trying to determine how to exploit the obelisk's powers. The Labyrinth Lord is free to empower the obelisk or perhaps use it to set up a future adventure.

7. Storeroom

This storeroom contains old furniture, lengths of rope, bronze shields, bundles of spears, and crates of crossbow quarrels.

8. Cal Waruk's Chamber

The warrior ghouls Cal Waruk, a.k.a. the Captain of the Dead (see pg. 91), dwells here. This chamber contains moldering sitting room and bedroom furniture including a table and chairs, a plush sofa, dressers, and an antique bed. The skull-tree banner of King Lorrigan Makaan hangs on the wall above the bed. The contents of the room are stained with old blood and littered with gnawed bones and scraps of torn clothing.

9. Collapsed Chamber

Like the **Collapsed Tunnel (area 5.)**, this chamber has collapsed and been repaired several times.

10. Lek Mercan's Chamber

The warrior ghouls lieutenant Lek Mercan (see pg. 92) dwells here. This chamber contains moldering sitting room and bedroom furniture including a table and chairs, a plush sofa, dressers, and an antique bed. Weapons of all types are scattered haphazardly about the room. The contents are stained with old blood and littered with gnawed bones and scraps of torn clothing.

11. Lek Ahgeer's Chamber

The warrior ghouls lieutenant Lek Ahgeer (see pg. 92) dwells here. This chamber contains moldering sitting room and bedroom furniture including a table and chairs, a plush sofa, dressers, and an antique bed. The contents are stained with old blood and littered with gnawed bones and scraps of torn clothing.

12. Giant Rat Lairs

These twisting lairs are home to thousands of rats and dozens of giant rats. These passages were dug by giant rats and are only large enough for a halfling or an unarmored character to crawl through. Any character entering these tunnels is attacked by 2d4 giant rats and 5d20 normal rats. The character may only use one-handed weapons designed for stabbing (short swords, daggers, etc.) when fighting inside the tunnels.

Giant Rat (2d4): AL N; MV 120' (40')/swim 60' (20'); AC 7 (natural); HD 1d4 hp; hp 2; #AT 1; Dmg 1d3 (bite) + disease; SA 5%



chance of contracting disease with each bite - saving throw vs. poison or die in 1d6 days; SV F1; ML 8; XP 6.

Rat (5d20): AL N; MV 60' (20')/swim 30' (10'); AC 9 (natural); HD 1 hp; hp 1; #AT 1; Dmg 1d6 per 10 rats (bite) + disease; SA 5% chance of contracting disease with each bite - saving throw vs. poison or die in 1d6 days; SV 0-level human; ML 5; XP 6.

13. Worship Chamber

This chamber was used for worship at the **Shrine of the Skull Tree (area 14.)**. Stone benches line the floor and the walls are covered with bas-relief carvings similar to those found in the **Entry Hall (area 1.)**.

14. Shrine of the Skull Tree

This chamber was once dedicated to the worship of some long-forgotten god. It now contains a stone statue of a great tree adorned with five skulls. The statue represents the skull-tree standard of Makaar Mor.

15. Crypt of Irik Utal

This is the burial chamber of Irik Utal, once Lorrigan Makaar's chief human lieutenant and the first Warden of Ghoul Keep. In the ancient days, as the forces of Law and Order drove back the armies of Makaar Mor, Utal counseled Makaar to retreat to the safety of Morakaal. Makaar killed Utal in a fit of rage and then went on to be defeated and almost destroyed by the heroic Valen of Vay.

a. This sarcophagus is decorated with numerous carvings depicting Ghoul Keep as well as Utal's numerous victories. The remains of Irik Utal lie within. Unknown to any save the sorcerer ghoul Jexahl Ta, Irik Utal has slowly begun to reanimate, and if he awakens fully, he may become a powerful undead, perhaps even a lich. The effect of his reawakening is left for the Labyrinth Lord to decide.

b. Seven sealed crypts line the walls of this chamber. These are the final resting places of former wardens of Ghoul Keep. Each crypt contains Hoard Class XXI, but each crypt opened causes the remains to animate as a mummy in 1d4 days. The mummy hunts down the character(s) who disturbed its peace and does not rest until it is slain. The mummy may

act and attack as a mindless undead creature or it may become an intelligent and dangerous recurring foe, as the Labyrinth Lord desires.

Mummy (1-7): AL C; MV 60' (20'); AC 3 (natural); HD 5+1; hp 41; #AT 1; Dmg 1d12 (fist) + mummy rot; SA mummy rot limits healing, immune to *charm*, *sleep*, and *hold* spells; SV F5; ML 12; XP 860.

16. Jexahl Ta's Chamber

The walls of this chamber are lined with shelves and books, some of which date back to the time of the Great City of Mor. The bookshelves hold books on a variety of subjects including, flora, fauna, herbalism, weapons, kingdoms, magical rituals, undead, demonic encounters, and much more. A magic-user or elf character who spends a week reading these texts receives a bonus equal to 10% of the total needed to attain the next level.

A protective circle is inscribed on the stone floor in the southeast corner of this chamber, and four unlit candles occupy each compass point on the circle. The candles and the circle are enchanted. If the candles are lit, a number and type of creatures equal to a *summon monster IV* spell appear inside the circle. The candles may be lit a total of three times before they burn out. Removing the candles or defacing the circle breaks the enchantment.

17. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth. The northwest passage exits onto the north side of Ghoul Keep.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

18. Main Ghoul Lair

The floor of this cave is littered with old bones and the remains of previous victims. These remains are riddled with treasure and rot grubs. Anyone who spends a turn search through the piles uncovers an amount of treasure equal to Hoard Class VII (the Labyrinth Lord may roll randomly for each category), but is attacked by 1d6 rot grubs. Any loud noises



here attract the ghouls from **areas a.** through **c.**

a. This cave contains 1d2 warrior ghouls and 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

b. This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

c. This cave contains 1d2 warrior ghouls and 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

d. This natural staircase leads down to places unknown. The Labyrinth Lord should feel free to extend the dungeon as needed.

Warrior Ghoul (1d2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

Rot Grub (1d6): AL N; MV 10' (2'); AC 9; HD 1 hp; hp 1; #AT 1; Dmg special; SA burrow into flesh and kill victims within 1d3 Turns if *cure disease* spell is not cast; SV 0-level human; ML NA; XP 5.

19. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

20. Chasm

The rough walls of this wide natural chasm extend down to an unknown depth. Characters who engage in combat here must make a saving throw vs. petrify each round or fall into the chasm. The Labyrinth Lord should feel free to extend the dungeon as needed for these unlucky PCs.

21. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

22. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

23. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

24. Cave of Mists

This cave is covered by a thick blanket of roiling mist. Several stalactites and stalagmites have grown together around the room, forming natural columns. A large sinkhole has formed in the center of this cave, and an undead purple worm lives within it.

Any character stepping into the sinkhole must make a saving throw vs. petrify or be sucked down toward the middle of the hole. A Strength check is then required to climb out of the hole. If the check succeeds, bits of rubble and debris are dislodged and sent down into the hole, alerting the undead purple worm. If the check fails, the character is sucked into the hole and into the bite of the undead purple worm (no to-hit roll needed). Once the undead worm is alerted, it burrows up from the middle of the hole and attacks anyone in the chamber. The worm is unable to use its stinger attack because of the caves and its poison has long since dried up anyway.



The ghouls of Morakaal know to keep to the outside of the columns to avoid the worm, but most tend to avoid this chamber altogether.

Undead Purple Worm (1): AL N; MV 60' (20'); AC 6; HD 15; hp 100; #AT 2; Dmg 2d8 (bite)/1d8 (sting); SA swallow whole; SV F8; ML NA; XP 2,400.

25. Cave of the Lightbringers

The Keepers of the Old Law have discovered this secret way into Morakaal and have blessed this chamber to keep undead away. The blessings act as a permanent *protection from evil* spell. The Keepers are planning to infiltrate Ghoul Keep in an attempt to assassinate the Warden and would be glad to join up with a party of experienced adventurers.

26. Dead End Cave

The floor of this cave is covered by a thick blanket of roiling mist. There is nothing of interest or value located in this cave. Innovative PCs may try to use this cave as a base of operations.

27. Crab Cave

The floor of this cave is covered by a thick blanket of roiling mist. The hulk of what appears to be the battered bronze statue of a lobster lies in the southwest corner of the cave. The statue is actually an ancient *Apparatus of the Crab* that was heavily damaged long ago by an encounter with the undead purple worm in the **Cave of Mists (area 24.)**. The crab's operator piloted it out of the sinkhole before succumbing to his injuries. He has since reanimated as a zombie and attacks anyone who opens the hatch.

The crab has 27 hp remaining and may be piloted by any character. It is a noisy device that is sure to attract attention in the eerie quite of the **Western Caves**.

Zombie: AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 11; #AT 1; Dmg 1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 29.

28. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

29. Secret Well

This secret chamber is known only to the sorcerer ghoul Jexahl Ta.

a. Well of Doom

This ancient well contains a powerful enchantment that requires a human sacrifice by drowning. After the sacrifice is complete, any remains submerged in the water may be questioned as per a *speak with dead* spell cast by a 15th level caster. Repeated sacrifices may attract powerful evil forces, at the Labyrinth Lord's discretion.

b. Hidden Tunnel

This hidden tunnel leads to places unknown. The Labyrinth Lord is free to extend the dungeon from here or perhaps have the tunnel lead to a secret way through the Pass of the Dead.

30. Ghoul Cave

This cave contains 1d2 warrior ghouls and 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Warrior Ghoul (1d2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

31. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.



32. Ghou Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

Eastern Caves

The Cult of Rebirth controls the eastern caves of Morakaal. The priests and acolytes dwell in the finished complex, while the caverns beyond are filled with reaver ghouls and other unnatural creatures. Lit candles are spaced in sconces every ten feet along the walls in the main complex. The natural caverns are dimly lit by ghostmoss, lined with stalactites and stalagmites, and perpetually chilly and damp. Unless otherwise noted, all doors are made of oak, banded by bronze and all secret doors are sliding stone doors made to resemble part of the wall.

1. Entry

This entry chamber contains stone benches along the walls and four columns carved into the likeness of Lorrigan Makaan. A stone water basin carved into the front of each statue is used for cleansing before entering the temple complex. The faithful are required to submerge their faces in the water as a symbol of their Death and Rebirth. The act is not just symbolic—more than one ambitious acolyte has ended the life of a rival by drowning him while cleansing.

2. Sitting Room

This is the private sitting room of Sel Temoth (see pg. 95), Priest of Rebirth. It contains antique sitting room furniture and expensive tapestries depicting religious scenes (ghouls preparing to feast, a dead man rising as a ghoul, the Holy Temple of Rebirth at Palatz Makaan, etc.). A cult acolyte is always present here, attending the needs of Sel Temoth. If

Temoth is in his chambers, his two warrior ghoul bodyguards are also present in this room.

Acolyte (1): treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

3. Priest's Chambers

This is the private chamber of Sel Temoth. It contains antique study and bedroom furniture, spare robes, holy writings and texts, and other personal effects. A polar bear skin on the floor is worth 1,000 gp. A small locked chest beneath the bed contains a bag with 15 round rubies (500 gp each) and 70 gp and 133 sp in coins. A *mantle of protection from good* embroidered with the cult's skull-in-sunburst standard is draped over a stand in the corner of the room.

4. Cloak Room

This area is used by the priest and his assistants to dress and prepare for daily services. Acolyte robes hang from a rack on the northern and southern walls. An antique armoire on the western wall contains the priest's ceremonial robes as well as gold and silver decanters, crystal goblets, and a ceremonial knife with a skull-in-sunburst pommel (worth 500 gp total).

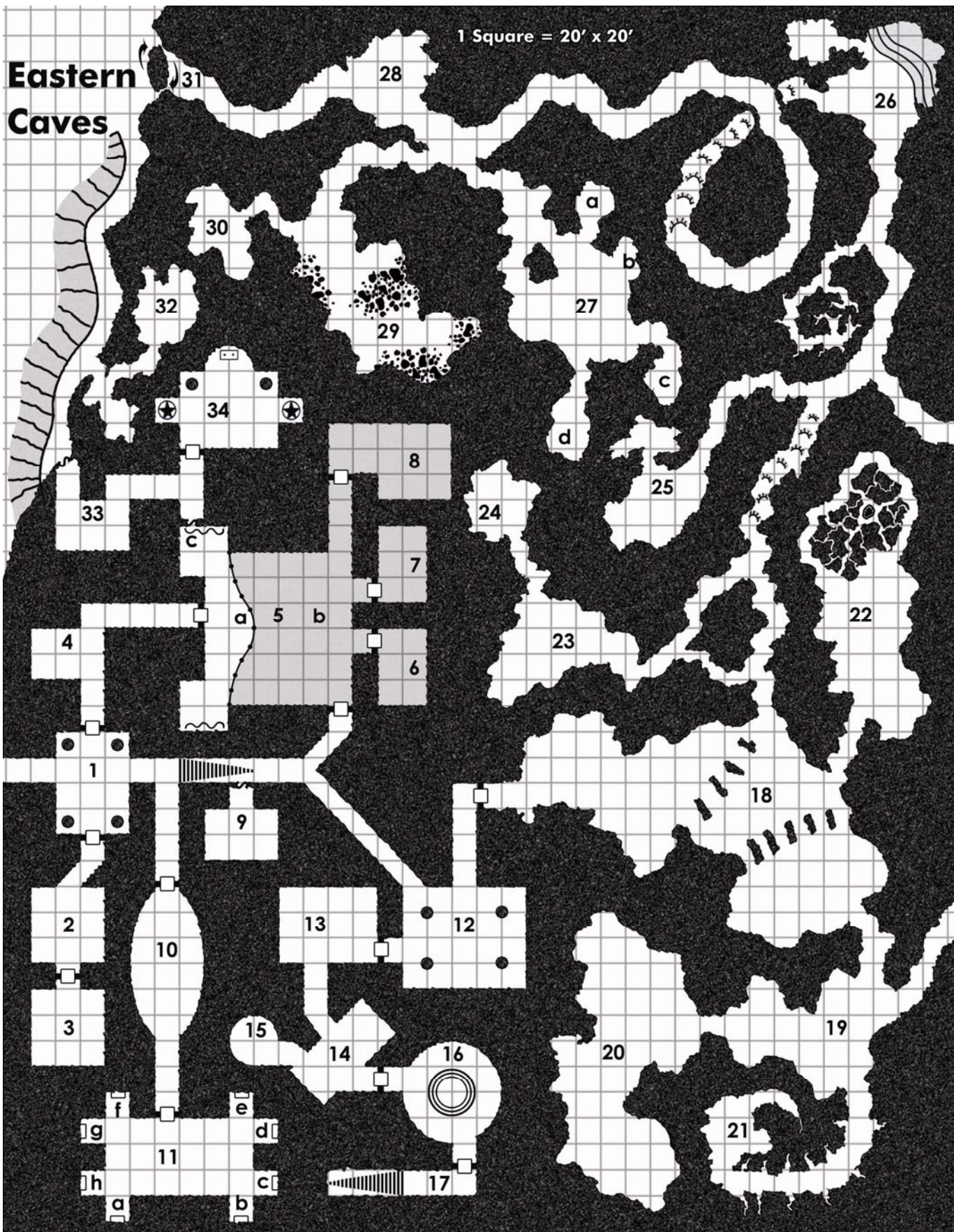
5. Worship Room

a. Balcony

This balcony overlooks the **Assembly Area** (area b.) and is where the priest holds daily services, usually assisted by two acolytes.

b. Assembly Area

This assembly area is where the faithful gather to hear the teachings of Rebirth. On holy days, acolytes, soldiers, and other human denizens of Morakaal are required to come to services. Honored guests such as gahouls, barons, and other important nobles occasionally attend these services and are singled out and given blessings by the Priest of Rebirth.





c. Secret Door

This secret door leads to a false altar (see **area 34.**) designed to trap nonbelievers.

6. Acolyte Quarters

This undecorated chamber is reserved for acolytes. It contains several orderly rows of bunks and unlocked chests containing various personal effects. Acolytes of Rebirth live a monastic lifestyle and are required to assist the priest and perform menial tasks for the cult. 1d4 acolytes may be found here normally (2d6 during sleep times).

Acolyte (1d4 or 2d6): treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

7. Acolyte Quarters

This undecorated chamber is reserved for acolytes. It contains several orderly rows of bunks and unlocked chests containing various personal effects. Acolytes of Rebirth live a monastic lifestyle and are required to assist the priest and perform menial tasks for the cult. 1d4 acolytes may be found here normally (2d6 during sleep times).

Acolyte (1d4 or 2d6): treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

8. Meeting Hall

This chamber serves as a common area for acolytes and other devotees of the cult. Acolytes meet here to eat, socialize, and discuss cult doctrine with the faithful. 1d4 acolytes may be found here normally (3d6 during mealtimes).

Acolyte (1d4 or 3d6): treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

9. Treasure Room

This room contains the wealth of the cult at Ghoul Keep. It is located near the entrance behind a secret door on the staircase, where few adventurers think to look. A small locked chest inside the chamber contains a gold necklace with a ruby pendant (750 gp), three

gold and silver rings (200 gp, 175 gp, 150 gp), a bag with seventeen small garnets (50 gp each), and 732 gp, 1,307 sp, and 899 cp in coins. The chest is trapped with a *glyph* spell. Any character who opens the chest must make a saving throw vs. spells or suffer the effects of a *cause blindness* spell. The trap also emits an ear-piercing wail that alerts the denizens of the **Eastern Caves** to intruders.

10. Guardian Chamber

The stone walls of this oblong chamber are covered with intricately carved bas-reliefs of religious scenes. The carvings are enchanted so that they appear to move when not stared at directly. Any character who enters more than 20' into this chamber must make a saving throw vs. spells. If the save is successful, nothing happens. If the save fails, the character flies into a rage and attacks his companions for 2d4 rounds. The character focuses his attacks on anyone trying to reach the **Teleport Chamber (area 11.)** and must attack to the best of his ability.

11. Teleport Chamber

These enchanted doors connect to other Temples of Rebirth located throughout the Kingdom of Makaar Mor. Any character who passes through a door must make a saving throw vs. death or lose 1 level as if struck by a *life drain* attack. The doors are used only in times of great emergency, and only living creatures may pass through the doors (including Makaar and his vile gahoul brood).

- a. Palatz Makaar
- b. Palatz Raalston
- c. The Glory Sun
- d. The Mines of Olkeen
- e. King's Meadow
- f. Salen's Vale
- g. Halls of Kael'ssen
- h. Labyrinth Lord's choice

12. Altar of Rebirth

This altar chamber is used for public rituals such as the Ritual of Rebirth and for the weekly celebration of the Feast of the Holy, when live



human captives are released into the caves beyond the northern door (see **area 18.**). This chamber is normally empty except during ceremonies. At this time, Sel Temoth, 2d4 acolytes, and 3d6 soldiers gather here to worship.

13. Library

This shelf-lined chamber contains numerous religious texts, journals, and other documents that date back to the founding of the Cult of Rebirth. Much of the information is cult propaganda, but some historical information and perhaps hooks to future adventures may also be found within these tomes, at the Labyrinth Lord's discretion. 1d4 acolytes may usually be found here between mealtimes.

Acolyte (1d4): treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

14. Study

This chamber is filled with sturdy desks and chairs and is used for studying and transcribing various religious documents. 1d4 acolytes may usually be found here between mealtimes.

Acolyte (1d4): treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

15. Private Study

This chamber is reserved for priests and senior acolytes. It contains several desks and comfortable chairs.

16. Olek Raal's Chamber

This sparsely decorated chamber contains an antique armoire filled with clothing and personal effects, and a stone altar upon a raised stone dais. The Holy Executioner, Olek Raal dwells here. Raal has no need for earthly comforts and sleeps upon the cold stone altar.

Countless chalk drawings on the walls depict various pressure points, chokeholds, vital organs, and other efficient ways to maim or kill a human. Any fighter, thief, elf, or dwarf character who studies these drawings for a week receives a bonus of 1,000 XP.

17. Stairs to Lower Level

These stairs lead down to parts unknown. The Labyrinth Lord should feel free to flesh out the dungeons below, as needed.

18. Feeding Chamber

Thousands upon thousands of bones, mostly human and animal, litter the floor of this chamber. These are the remains of humans who were turned loose during the Feast of the Holy and devoured by roving ghouls. There is no treasure in this chamber, but anyone searching through the grisly remains is attacked by 1d6 rot grubs.

The center of this chamber contains the fossilized ribcage of an enormous beast. These ribs act as support pillars for the entire cave. If three or more of the pillars are damaged or destroyed, there is a 30% chance the entire cave collapses. If this happens, any character inside the cave must make a saving throw vs. death or be buried under tons of rock. If the save is successful, the character escapes through the nearest exit of the Labyrinth Lord's choice.

Rot Grub (1d6): AL N; MV 10' (2'); AC 9; HD 1 hp; hp 1; #AT 1; Dmg special; SA burrow into flesh and kill victims within 1d3 Turns if *cure disease* spell is not cast; SV 0-level human; ML NA; XP 5.

19. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

20. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.



21. Scorpion Ghou Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones, moldy cloth, and a large nest of scorpions. These scorpions often cling to the ghouls and any character struck by a ghoul has a 30% chance of also being stung by a scorpion in the same round (no to-hit roll needed). Any character stung by a scorpion must make a saving throw vs. poison or lose an additional 1d2 points of damage each round for the next 3 rounds. Killing the scorpions on one's body takes one round. No to-hit roll is needed, but the character may take no other action that round. If the scorpions are not killed, they sting the character again.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead, scorpion poison; F2; ML 9; XP 47.

22. Cave of Winds

Any character approaching this cave hears the sound of buffeting winds. Characters who enter the cave feel the winds gently pulling them toward the cave's northeast corner, where several stalagmites and stalactites have grown together to form natural columns around a jagged hole in the floor.

The winds emanate from this hole. Any character who approaches the columns must make a saving throw vs. petrify. If the save is successful, the character feels the intensity of the winds increase, but nothing else happens. If the save fails, the character is rapidly sucked towards the hole, taking 2d6 points of damage from being battered against the columns. The character must make a Strength check to break free of the winds. If the check fails, he is sucked down into the hole. This may cause instant death or it may lead to further adventures deeper underground, at the Labyrinth Lord's discretion.

23. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause

paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

24. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

25. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

26. Pool Cave

This cave contains a placid freshwater pool that connects to an underground stream. The gnawed skeletal remains of an unlucky human captive lie partially submerged in the pool. The skull contains a silver capped tooth worth 5 sp. The Labyrinth Lord is free to decide whether or not the stream exits above ground or leads to further adventures deeper beneath the mountains.

27. Main Ghoul Lair

The floor of this cave is littered with old bones and the remains of previous victims. These remains are riddled with treasure and rot grubs. Anyone who spends a turn search through the piles uncovers an amount of treasure equal to Hoard Class VI (the Labyrinth Lord may roll randomly for each category), but is attacked by 1d6 rot grubs. Any loud noises here attract the reaver ghouls in areas a. through d.

a. This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

b. This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

c. This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.



d. This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

28. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

29. Debris Cave

This cave contains recently fallen rocks and debris. It is the lair of three carcass scavengers who wander the caves and feed off the remains of human captives.

Carcass Scavenger (3): AL C; MV 120' (40'); AC 7 (natural); HD 3+1; hp 17; #AT 8; Dmg special; SA stingers require a saving throw vs paralysis; SV F2; ML 9; XP 135.

30. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

31. Concealed Door

This large boulder is balanced to roll open when pushed from within. This tunnel exits into the Pass of the Dead, north of Ghoul Keep.

32. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

33. Ghoul Cave

This cave contains 2d6 reaver ghouls dwelling amidst old bones and moldy cloth.

Reaver Ghoul (2d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

34. False Altar Chamber

The false worship area is used to trap intruders. The chamber contains an altar and two stone statues that resemble warrior ghouls. The altar is actually a mimic and the statues are animate stone statues. All three attack when any character approaches the false altar.

Mimic: AL C; MV 30' (10'); AC 7 (natural); HD 9; hp 62; #AT 1; Dmg 3d4 (pseudopod); SA shape change; SV F5; ML 8; XP 790.

Stone Animate Statue (2): AL C; MV 60' (20'); AC 4 (natural); HD 5; hp 30; #AT 2; Dmg 2d6/2d6 (fist/fist) or 2d6/2d6 (lava); SA may shoot molten lava from fingertips; SV F5; ML 11; XP 500.

Ghoul Keep Random Encounters

As the characters explore Morakaal, there is always a possibility for random encounters. Random encounters should be checked for once every few turns, or whenever the adventure starts to drag. The Labyrinth Lord may either choose an encounter or roll 1d12 and consult the chart below. The Labyrinth Lord should roll normally to see if either group is surprised.

Roll	Day	Night
01-04	Servants	Reaver Ghoul
05-06	Soldiers	Reaver Ghoul
07-08	Acolytes	Warrior Ghoul
09-10	Officer	Shadow Ghoul
11	Priest/Scribe	Leader Ghoul
12	Gahoul	Gahoul



Day

Servants

The characters encounter 1d4 servants. These servants are used to visitors and there is a 90% chance they continue about their business. The servants flee if confronted, but they are accustomed to abuse and only attempt to sound the alarm if attacked. There is a 1 in 4 chance that the former cleric Ellis Tratham (see pg. 94) is with the servants, and he may reveal himself to the party, at the Labyrinth Lord's discretion.

Servant: treat as 0-level human with 2 hp.

Soldiers

The characters encounter 2d3 soldiers. The soldiers stop and question characters who look obviously out of place and may sound the alarm if the characters act suspiciously. Otherwise, they continue on about their business.

Soldier (2d3): AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Acolytes

The characters encounter 1d4 acolytes. The acolytes give the characters an informal greeting in passing: "May the death of your flesh" to which the characters should respond "Be the Rebirth of your spirit." The acolytes stop and confront characters who fail to respond with the proper phrase, and may sound the alarm if the characters act suspiciously. Otherwise, they continue on about their business.

Acolyte (1d4): treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

Officer

The Labyrinth Lord should roll an additional 1d6 to determine which human officer the characters encounter: 1. Sergeant Willem Carter, 2. Sergeant Hatta Luuk, 3. Sergeant Maen Gaththaws, 4. Lieutenant Tremani Millen, 5. Lieutenant Sterl Pythe, or 6. Captain Breg Almaan. These officers attempt to sound the

alarm if the characters are recognized as intruders.

Officer: see pg. 93 through pg. 94 for statistics.

Priest/Scribe

The Labyrinth Lord should roll an additional 1d6 to determine who the characters encounter: 1-3. Tel Semoth, 4-5. Trumond Wost, 6. Arrn Gala.

Tel Semoth, Priest of Rebirth, is accompanied by two warrior ghouls bodyguards. There is a 30% chance that Semoth stops to chat with the characters about the mysteries of Rebirth. Semoth verbally chastises characters that display ignorance of the faith, and the Labyrinth Lord should make an additional Random Encounters roll to see who is drawn to the commotion.

The scribes Arrn Gala and Trumond Wost immediately recognize the characters as intruders. Gala alerts the nearest soldier and raises the alarm. Wost may stop to speak with the party and attempt to discover their business at the keep, at the Labyrinth Lord's discretion.

Sel Temoth: see pg. 95 for statistics.

Warrior Ghoul (2): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

Arrn Gala: see pg. 95 for statistics.

Trumond Wost: see pg. 96 for statistics.

Gahoul

The Labyrinth Lord should roll an additional 1d6 to determine which one of Morakaal's resident gahouls the characters encounter: 1-2. Treits Makaar, 3-4. Yari Makaar, 5-6. Arkaan Makaar. The gahouls instantly recognize the characters are intruders, however, they may not wish to reveal this knowledge at first.

Gahoul: see pg. 90 through pg. 91 for statistics.



Night

Reaver Ghoul

The characters encounter 1d6 reaver ghouls. The ghouls attack on sight.

Reaver Ghoul (1d6): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

Reaver Ghoul

The characters encounter 2d4 reaver ghouls. The ghouls attack on sight.

Reaver Ghoul (2d4): AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

Warrior Ghoul

The characters encounter 1d4 warrior ghouls. The ghouls attack on sight.

Warrior Ghoul (1d4): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

Shadow Ghoul

1d2 shadow ghouls begin trailing the characters through the keep. The shadow ghouls use their backstab ability to attack at the first good opportunity (such as when the characters are fighting another opponent).

Shadow Ghoul (1d2): AL C; MV 90' (30'); AC 6 (natural); HD 3; hp 16; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead, backstab, thief skills; SV T3; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; ML 9; XP 135.

Leader Ghouls

The Labyrinth Lord should roll an additional 1d6 to determine which ghoule leader the characters encounter: 1-2 Cal Waruk, 3-4 Aag

Aat, 5-6 Jexahl Ta. Cal Waruk is accompanied by 4 warrior ghouls. Aag Aat is accompanied by 1d2 shadow ghouls and 1d6 giant rats. Jexahl Ta is alone. All of these ghouls attempt to sound the alarm once intruders are discovered. Aag Aat and Jexahl Ta prefer to flee from violent confrontations; Cal Waruk and his retinue prefer to fight.

Leader Ghouls: see pg. 91 through pg. 92 for statistics.

Gahoul

The Labyrinth Lord should roll an additional 1d6 to determine which one of Morakaal's resident gahouls the characters encounter: 1-2. Treits Makaan, 3-4. Yari Makaan, 5-6. Arkaan Makaan. The gahouls instantly recognize the characters are intruders, however, they may not wish to reveal this knowledge at first.

Gahoul: see pg. 90 through pg. 91 for statistics.

Ghoul Keep NPCs and Factions of Note

These NPCs and factions may be found throughout Ghoul Keep and its environs.

denotes a **New Magic Item (see pg. 41).

Gahouls

The gahouls Arkaan Makaan, Yari Makaan, and Treits Makaan are permanent residents of Morakaal. Other gahouls occasionally stop by to visit or engage in intrigues, and these ghouls are treated as honored guests.

Arkaan Makaan

At approximately 300 years of age, Arkaan is the oldest living gahoul in the kingdom. He has taken charge of Ghoul Keep and devoted himself to finding a way through the Cursed Ward of Valen so that he may lead his father's armies south. Arkaan is completely loyal to his father and exists only to serve him. Many people of the southlands incorrectly believe he



is actually the Ghoul King Lorrigan Makaar and that Ghoul Keep is the heart of the kingdom.

Arkaan Makaar: AL N; MV 120' (40'); AC 1 (plate mail + *Shield of the King*); F9; hp 72; #AT 1; Dmg 1-8+5 (*long sword of wounding*+3 + Str), 1-4+2 (dagger + Str), 1d8 (heavy crossbow) or 1d3 (bite); S 16, D 12, C 16, I 14, W 13, Ch 15; SV F9; SA bite requires saving throw vs paralysis at +2; ML 10; XP 5,900; *potion of undead healing***, *scroll of warding (magic)*, gold and silver Warden of Ghoul Keep medallion and circlet (1,500 gp for the set), fine clothing.

Yari Makaar

Yari is a softspoken, relatively young gahoul with attractive features and raven black hair. Yari is chief advisor to Warden Arkaan. Although she can be friendly when she wants, she prefers to establish control over others by use of a *charm person* spell. Yari occasionally takes new lovers, but she is much more interested in uncovering the mysteries of Ghoul Keep. Yari has felt a powerful presence awakening within the castle and has been searching for its source (see **Western Caves, area 15.**).

Yari Makaar: AL N; MV 120' (40'); AC 5 (*robe of protection*+2 + *ring of protection*+1 + Dex); MU6; hp 23; #AT 1; Dmg 1d6 (quarterstaff), 1d4+1 (*dagger*+1) or 1d3 (bite); S 10, D 15, C 11, I 17, W 16, Ch 15; SV MU6; SA spell, bite requires saving throw vs paralysis at +2; ML 10; XP 2,070; *potion of undead healing* x2**, *ring of spell storing*; gold and silver locket (150 gp), two gold rings (75 gp), gold bracelet (35 gp), gold and platinum wire braided into scalplock (250 gp), fine clothing.

Spells: 1st: *allure*, *charm person**, *comprehend languages*, *detect magic*, *identify*, *message*, *protection from evil*, *read languages*, *read magic*, *scribe*, *shield*, *sleep**, *unseen servant*, 2nd: *arcane lock*, *auditory illusion*, *detect evil*, *invisibility**, *knock*, *locate object*, *magic mouth*, *scare**, 3rd: *clairaudience*, *clairvoyance*, *dispel magic**, *explosive runes*, *hold person**, *summon monster I*, *water breathing*, 4th: *charm monster*, *confusion*, *fire trap*, *flame charm*.

*memorized spells

Treits Makaar

Treits is a rakish gahoul who is known for his irreverence and insubordination. Treits loves to travel and trouble seems to follow him wherever he goes. Although he acts the part of a rebel, Treits is secretly loyal to his father and to the Kingdom of Makaar Mor. He frequently pretends to help dissidents foment revolt throughout the kingdom, but his plotting extends far beyond that which can be seen by most mortal men.

Treits Makaar (gahoul): AL N; MV 120' (40'); AC 0 (*leather armor*+3 + *shield*+1 + Dex); T9; hp 36; #AT 1; Dmg 1d6+3 (*short sword*+2 + Str), 1d4+1 (dagger + Str) or 1d3 (bite); S 13, D 18, C 13, I 16, W 15, Ch 16; SV T9; SA backstab, thief skills, bite requires saving throw vs paralysis at +2; ML 10; XP 9,400; pick locks 75%, find/remove traps 73%, pick pockets 73%, move silently 73%, climb walls 95%, hide in shadows 67%, hear noise 1-4; *potion of undead healing* x3**, *potion of polymorph self*, *ring of speed (treat as potion with 15 charges)*, *ring of protection from normal missiles (as per the spell)*; jewel-encrusted dagger (130 gp), gold arm ring (250 gp), four gold rings (75 gp), thieves' tools, fine clothing.

Ghouls

Thousands of ghouls dwell beneath the halls of Morakaal. Most of these are packs of reaver ghouls that only come out at night, but a number of warrior, shadow, and even sorcerer ghouls have pledged their service to the Warden of Ghoul Keep. The ghouls of Ghoul Keep favor the worship of King Makaar over the teachings of the Cult of Rebirth.

Cal Waruk (pr. Kal WAH-rik)

Cal Waruk, also known as the Captain of the Dead, is the commander of all ghouls at Ghoul Keep and answers only to Arkaan Makaar. Waruk is a student of war and spends most of his time training with weapons or studying ancient battle tactics. Waruk has a grudging respect for the human captain Breg Almaan. He dislikes clerics, including the Priests of Rebirth, and despises the shadow ghouls and sorcerer ghouls under his command.

Cal Waruk: AL C; MV 90' (30'); AC 4 (*Armor of the King*** + shield); HD 5; hp 34; #AT 3 or



1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d8+1 (long sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); SA cause paralysis, Turned as 6 HD undead; SV F5; ML 10; XP 950, bronze Captain of the Dead circlet with emeralds (500 gp).

Lek Mercan (pr. Leck mer-KAHN)

Lek Mercan is a huge warrior ghoulish lieutenant who is completely loyal to Cal Waruk. Mercan revels in battle and is always first to attack.

Lek Mercan: AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 4; hp 32; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d8+2 (long sword + Str), 1d6+2 (spear + Str), 1d4+2 (dagger + Str); SA cause paralysis, Turned as 5 HD undead; SV F4; ML 10; XP 300.

Lek Agheer (pr. Leck ah-GEER)

Lek Agheer is an ambitious warrior ghoulish lieutenant who wishes to supplant Cal Waruk and become the new Captain of the Dead. Agheer has entered into a newly formed pact with the shadow ghoulish leader Aag Aat and the two are plotting to kill Cal Waruk at the first opportunity. Unbeknownst to Agheer, once the murder is done, Aag Aat plans to kill Agheer and become Captain of the Dead himself.

Lek Agheer: AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 4; hp 25; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d8 (long sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 300.

Aag Aat (pr. Ahg OTT)

Aag Aat is the chieftain of the shadow ghouls at Ghoul Keep. He is a sly, vicious ghoulish, who is always spying on and plotting against his brethren. Aag despises Jexahl Ta and Cal Waruk. Aag Aat possesses a magical *ring of rodent control* which he uses to control the rats and giant rats living in the Western Caves.

Aag Aat: AL C; MV 90' (30'); AC 6 (natural); HD 5; hp 33; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead, backstab, thief skills; SV T5; pick locks 35%, find/remove traps 33%, pick pockets 40%, move silently 40%, climb walls 91%, hide

in shadows 30%, hear noise 1-3; ML 9; XP 950, *ring of rodent control* (treat as *charm monster* on rodents), thieves' tools.

Jexahl Ta (pr. Jex-al TA)

Jexahl Ta is the only sorcerer ghoulish present at Morakaal, after recently slaying his only apprentice. He is a cunning, power hungry ghoulish who is plotting to wrest control of the keep and one day become ruler of all of Makaar Mor. Jexahl Ta is terrified of Lorrigan Makaar and Yari Makaar, but he believes he may have finally uncovered an ally who can help him overthrow the King of the Ghoulish Lands (see **Western Caves, area 15.**).

Jexahl Ta: AL C; MV 90' (30'); AC 6 (natural); HD 5; hp 27; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (quarterstaff), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead, spell; SV MU5; ML 9; XP 950, *staff of fear* (treat as a *wand of fear* with 51 charges), *scroll of spells* (*burning hands*, *magic missile*, *lightning bolt*).

Spells: 1st: *burning hands*, *comprehend languages*, *detect magic*, *enlarge*, *feather fall**, *identify*, *magic missile**, *read languages*, *read magic*, *scribe*, *shield*, *unseen servant*, 2nd: *arcane lock*, *detect evil*, *knock*, *locate object*, *ray of enfeeblement**, *scare**, *web*, 3rd: *dispel magic*, *gust of wind*, *hold person**, *lightning bolt*.

*memorized spells

Warrior Ghouls

These hulking ghouls train with weapons, shamble along in ragged formations, and salute their officers in a mockery of military discipline.

Warrior Ghoul (1d4): AL C; MV 90' (30'); AC 5 (bronze armor + shield); HD 3; hp 19; #AT 3 or 1; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d6 (spear), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead; SV F3; ML 10; XP 110.

Shadow Ghouls

These secretive ghouls prowl the halls of Ghoul Keep and report major happenings to their chieftain, Aag Aat.

Shadow Ghoul: AL C; MV 90' (30'); AC 6 (natural); HD 3; hp 16; #AT 3 or 1; Dmg



1d3/1d3/1d3 (claw/claw/bite) or 1d6 (short sword), 1d4 (dagger); SA cause paralysis, Turned as 4 HD undead, backstab, thief skills; SV T3; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; ML 9; XP 135.

Reaver Ghouls

Dozens of packs of reaver ghouls prowl the halls of Ghoul Keep. These ghouls remain below ground during the day, but come out at night to hunt prey. Reaver ghouls instinctively avoid attacking the human denizens of Morakaal, but it is not uncommon for an occasional servant, acolyte, or soldier to disappear in the dark.

Reaver Ghoul: AL C; MV 90' (30'); AC 6 (natural); HD 2; hp 9; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite); SA cause paralysis, Turned as 3 HD undead; SV F2; ML 9; XP 47.

Human Guards

The human denizens of Morakaal dwell amid darkness and despair. Their lives are filled with gruesome sights, perilous intrigue, and the threat of death at the hands of roving ghouls. Although the humans have free run of the keep during the day, most humans retreat to the safety of the dungeons at night.

Captain Breg Almaan

Captain Almaan, also known as the Captain of the Guard, is in charge of the human soldiers of Ghoul Keep. He is known to be a stern but fair leader who has earned the respect of his troops. Almaan dabbles in art and is quite skilled at painting. Almaan has grown thoughtful with age. He has been quietly dissatisfied with his life for some time, but sees no way of changing who he is or what he has done. If Almaan could ever be recruited to the cause of Law and Order, his knowledge of Ghoul Keep's defenses would prove invaluable to the Duke of Valnwall.

Captain Breg Almaan: AL N; MV 120' (40'); AC 3 (chain mail + shield + Dex); F5; hp 40; #AT 1; Dmg 1d8+2 (long sword + heavy blade + Str), 1d4+1 (dagger + Str); S 15, D 13, C 15, I 13, W 12, Ch 13; SV F5; ML 10; XP 800, ornate heavy-bladed (+1 dmg) long sword (150

gp), bronze Captain of the Guard circlet with emeralds (500 gp).

Lieutenant Sterl Pythe

Pythe comes from a noble Feldamor family. He is arrogant, vain, and considers himself better than almost everyone. Pythe is in charge of day-to-day troop operations, but feels he should be chief lieutenant or even captain. He hates Millen and constantly plots to have her disgraced or even killed.

Lieutenant Sterl Pythe: AL C; MV 120' (40'); AC 2 (chain mail + shield + Dex); F3; hp 19; #AT 1; Dmg 1d8+1 (long sword + Str), 1d4+1 (dagger + Str); S 13, D 16, C 12, I 13, W 12, Ch 12; SV F3; ML 8; XP 80, gold necklace (75 gp), gold beard rings (25 gp), bronze lieutenant's brooch with emeralds (175 gp), fine clothing.

Lieutenant Tremani Millen

Millen is a battle-hardened female soldier with long brown hair and a facial scar that starts at her milky white left eye and crosses her cheek. Millen was taken into slavery as a child, but earned her freedom years later after slaying her captors and becoming a sponsored adventurer for a Naarmor nobleman. Millen is Almaan's most trusted advisor and the two have occasionally been lovers. She is known to be even-tempered, but quick to mete out punishment for any insult. Millen has a soft spot for children and sometimes buys their freedom from slavers. She takes these children in as her personal servants and many become soldiers at Ghoul Keep.

Lieutenant Tremani Millen: AL N; MV 120' (40'); AC 2 (chain mail + shield + Dex); F4; hp 29; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger); S 10, D 17, C 13, I 12, W 10, Ch 13; SV F4; ML 10; XP 190, gold diamond necklace (1,200 gp), gold scalp lock rings (25 gp), bronze lieutenant's brooch with emeralds (175 gp), fine clothing.

Sergeant Maen Gathews

Gathews is a burly, toothless man with a red beard and a barrel chest. He is sadist who is in charge of troop discipline and morale. Gathews is a master at inflicting pain and humiliation,



making him the most hated man among the soldiers at Ghoul Keep.

Sergeant Maen Gaththaws: AL C; MV 120' (40'); AC 5 (chain mail); F3; hp 32; #AT 1; Dmg 1d8+2 (heavy flail + Str), 1d4+2 (dagger + Str); S 17, D 10, C 18, I 10, W 13, Ch 9; SV F3; ML 9; XP 80, silver and gold flask (140 gp), bronze sergeant's brooch with onyxes (75 gp).

Sergeant Hatta Luuk

Hatta Luuk is a sly, wiry man who is in charge of scouts and intelligence gathering. Luuk is a cruel-hearted man who constantly tries to stir up trouble among the troops. Those who speak out against him often find themselves framed for crimes they did not commit.

Sergeant Hatta Luuk: AL C; MV 120' (40'); AC 4 (studded leather + shield + Dex); F2; hp 14; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger), 1d6 (short bow); S 10, D 16, C 13, I 14, W 15, Ch 12; SV F2; ML 9; XP 38, ornately carved short bow (220 gp), gold arm ring (50 gp), five rubies (125 gp each), six sapphires (50 gp each), one pearl (1,200 gp), bronze sergeant's brooch with onyxes (75 gp).

Sergeant Willem Carter

Carter is an ex-slaver and murderer from the southlands. Although he pretends to be friendly, Carter is utterly ruthless and cares for no one except himself. Carter is a sociopath who is compelled to torture and kill. He has so far been satisfied with taking the lives of nameless captives, but recently he has begun to consider killing one or more of the soldiers in his command.

Sergeant Willem Carter AL C; MV 120' (40'); AC 3 (chain mail + shield + Dex); F2; hp 16; #AT 1; Dmg 1d8 (long sword), 1d4 (dagger), 1d6 (light crossbow); S 13, D 15, C 13, I 10, W 12, Ch 10; SV F2; ML 9; XP 47, silver sacrificial knife set from unnamed southland cult (170 gp), bronze sergeant's brooch with onyxes (75 gp).

Soldiers

The soldiers of Ghoul Keep tend to be gruff, cruel, and self-serving. Many were former criminals or outcasts among their own communities who fled here after having

nowhere else to go. Wages are paid in beer, leisure time, or recorded as credit notes (see *pless*, pg. 23) to be redeemed throughout the kingdom, so the soldiers accumulate very little real treasure. The majority of the soldiers are male although more than a few tough females number their ranks. The soldiers can be intimidated, but they cannot be bribed—they fear the wrath of Arkaan Makaar far more than that of any adventurer.

Soldier: AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Servants

Dozens of servants dwell in the dungeons of Ghoul Keep. Most of these servants were former captives from the southlands who are now forced to perform menial tasks for their captors. The servants suffer from routine physical and mental abuse, and it is not uncommon for them to go insane. They have witnessed the fate of other captives and know their lives hang by a thread. Most are desperate enough to aid adventurers who promise freedom, but a few would rather attempt to curry favor with their masters by leading the characters into a trap. The servants wear only tattered rags and carry nothing of value.

Servant: treat as 0-level human with 2 hp.

Ellis Tratham

Tratham was an adventuring cleric of Law and Order whose party was sent to scout the lands north of Ghoul Keep. Tratham and his companions entered the Ghoul Lands, gained sponsorship from the Baron of Feldamor, and undertook many adventures. Unfortunately, the howling packs of reaver ghouls that gathered around Tratham's campsite each night eventually drove him insane.

One night, Tratham murdered his companions and devoured their flesh. Tratham then fled south and was eventually captured by a Ghoul Keep patrol. Tratham avoided becoming part of a mass sacrifice and has since been working as a servant. Tratham suspects the



Overseer is not human and avoids him at all costs.

Tratham knows the inner workings of Ghoul Keep and if befriended, he could become a good source of information for the party. Tratham wants only to return home. He can no longer be trusted, however, and any character who lets their guard down may become his next meal.

Ellis Tratham: treat as 0-level human with 17 hp. If the Labyrinth Lord is using the *Chronicles of Amherth™* setting, treat Ellis Tratham as a latent spellcaster.

The Cult of Rebirth

The Cult of Rebirth plays an important role in the lives of those who dwell in Ghoul Keep.

Sel Temoth

Sel Temoth is the head Priest of Rebirth at Morakaal. Although his position is equal to that of a High Priest, Temoth has no desire to engage in political intrigue. He spends most of his time deep in study, reflection, and teaching the ways of joyous Rebirth. Temoth never goes anywhere without a personal bodyguard of two warrior ghouls.

Sel Temoth: AL N; MV 120' (40'); AC 8 (Dex); C7; hp 29; #AT 1; Dmg 1d6+1 (blackwood quarterstaff); S 10, D 13, C 13, I 14, W 17, Ch 15; SV C7; SA spell; ML 11; XP 1,490; *potion of extra-healing*, *potion of healing* (3), *scroll of warding (lycanthropes)*; ornate blackwood quarterstaff with the head carved in the symbol of Rebirth (125 gp), silver holy symbol of Rebirth (150 gp), gold arm ring (100 gp), gold and silver ring (25 gp), fine robes.

Spells (commonly used): 1st: *command*, *cure light wounds*, *cause fear*, *sanctuary* 2nd: *hold person*, *holy chant*, *resist fire*, 3rd: *animate dead*, *striking*, 4th: *detect lie*.

Acolytes

Acolytes of Rebirth live a monastic, celibate lifestyle, assisting the priests and performing menial tasks for the cult. Acolytes may be male or female, although the majority are male. The acolytes work together against common enemies, but they tend to be extremely ambitious, self-serving, and quick to betray one another for personal gain. Acolytes frequently

train with cleric weapons and attack intruders on sight.

Acolyte: treat as 0-level human with 4 hp and XP 5, carrying a blackwood club (Dmg 1d4+1) with the head carved to resemble a skull.

Olek Raal

Olek Raal is a Holy Executioner assigned to assist Sel Temoth at Ghoul Keep. He is a bald-headed man with a piercing gaze and the skull-in-sunburst symbol of Rebirth branded onto his chest. Raal never speaks and spends most of his time in private training and studies, or wandering the ghoul-haunted caves of Morakaal. Olek Raal has recently taken to exploring the keep's lower levels and has traveled farther into the deep dungeons than any human has ever dared.

Olek Raal: AL N; MV 120' (40'); AC 7 (Dex) or 2 (chain mail + shield + Dex); F7; hp 50; #AT 1; Dmg 1d4+3 (*gauntlets of ogre power*) or 1d6+3 (mace + *gauntlets of ogre power*); S 16, D 17, C 17, I 12, W 13, Ch 10; SV F9; ML 12; XP 1,840; *gauntlets of ogre power*, ornately engraved mace with the head cast in the symbol of Rebirth (120 gp).

The Order of Scribes

A master scribe and his apprentice manage the financial interests of Ghoul Keep. These scribes dwell alone in the ruins of a small tower in the Pass of the Dead just north of Ghoul Keep. The scribes are respected, feared, and generally avoided by most of the human denizens of Morakaal.

Arrn Gala

Gala is a master scribe who is responsible for managing the finances of Ghoul Keep. Gala is an accomplished scribe who remains neutral in all things. He is aware of his young apprentice's misgivings and believes the assignment at Morakaal will help him become more disciplined.

Arrn Gala: AL N; MV 120' (40'); AC 7 (Dex); T6; hp 28; #AT 1; Dmg 1d6+3 (*Scarabi Staff*); S 13, D 16, C 14, I 14, W 15, Ch 10; SV T6; SA backstab, thief skills; ML 10; XP 1,320; pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls



92%, hide in shadows 37%, hear noise 1-4; *Scarabi Staff***, gold necklace with scarab pendant (125 gp).

Trumond Wost

Wost is a young apprentice scribe who has only recently left the Monastery of Kaal'ees. Wost is an idealist who believes in the Order, however, he is appalled by the pain and suffering prevalent at Ghoul Keep. Although his training dictates he remain neutral, Wost may be swayed to help those in need.

Trumond Wost: AL N; MV 120' (40'); AC 8 (Dex); T3; hp 12; #AT 1; Dmg 1d6+1 (quarterstaff + Str); S 15, D 15, C 13, I 13, W 12, Ch 15; SV T3; SA backstab, thief skills; ML 9; XP 95; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; bronze necklace with scarab pendant (15 gp).

Adventures in Ghoul Keep

A number of adventures can be found in the ghoul-haunted halls of Morakaal. The following adventure seeds assume the characters originate from the southlands beyond the Pass of the Dead. The Labyrinth Lord must adjust the encounters accordingly if the characters are native to the Ghoul Lands.

Bold Rescue

The characters are hired to rescue a captive from Ghoul Keep. The captive may be a demoralized servant, a newly brainwashed acolyte of the Cult of Rebirth, or the captive may have been taken to the dungeons to await mass sacrifice. Alternately, the captive could be a friend or relative of one or more of the player characters.

Dark Defector

The characters are hired to convince Captain Breg Almaan to start a new life in the lands

south of the Pass of the Dead. The characters must first gain audience with Almaan and then use good roleplaying to persuade him to give up his life of darkness for one of light. The characters must escort him to safety before their plot is discovered by a gahoul, shadow ghoul, or one of Almaan's more ambitious underlings.

Gather Information

The characters are hired by agents of the King's Army of Valnwall to gather intelligence on Morakaal. This requires infiltrating the ancient halls of Ghoul Keep in order to scout out its denizens and defenses. This adventure could tie in to almost any of the other adventure seeds listed in this section.

Imprisoned!

The characters are captured by a ring of slavers such as the Black Choke and taken in chains to the dungeons of Ghoul Keep. The Labyrinth Lord should provide the characters with ample opportunity to escape before they are sacrificed. This adventure centers around breaking out of Ghoul Keep using only one's wits and whatever weapons and supplies can be scavenged from the dead (and undead). Alternately, the characters may have allowed themselves to be captured in order to gain entry to Ghoul Keep for another reason such as the **Dark Defector** or **Valued Hostage** scenarios.

Honored Guests

The characters come to Ghoul Keep to request an audience with Warden Arkaan Makaan. This audience can be for themselves or on behalf of another party. At first, the adventurers are treated as honored guests and are free to interact with the other denizens of Ghoul Keep. Once the characters state the reason for their visit, however, the Warden has them confined to the dungeons. The Warden suspects the characters are spies and he sends the Holy Executioner to torture and interrogate them.



Perilous Intrigue

A mysterious figure arranges a meeting with the characters in order to pass on an important bit of information. This information either assists the party on their current adventure or leads to an entirely new one. The mysterious figure is actually the gahoul thief, Treits Makaan. At the Labyrinth Lord's discretion, Treits can become a recurring character and a source of advice and information regarding the Ghoul Lands, but any actions the characters take on his behalf should eventually be shown to benefit the Kingdom of Makaan Mor.

Pledge of Service

The characters offer their services to the Warden of Ghoul Keep. The Warden requires them to demonstrate their skills in one of the outer wards. He then sends them on a difficult adventure to reclaim a lost prize or artifact. If the characters are successful, the Warden becomes their adventuring sponsor (see pg. 23) and sends them on a number of different adventures.

Ruk Emissaries

The characters intercept a band of ruks bound for Ghoul Keep. These ruks are emissaries from the ruk-infested stronghold of Mount Aratyn (more commonly known as Mount Rotten*) who are seeking an audience with the Warden of Ghoul Keep. The ruks believe they have recovered a lost piece of the Corpse of the King and wish to use it to ally themselves with King Lorrigan Makaan. The characters may volunteer to recover the lost piece of Makaan's corpse or they may be hired by the Duke of Valnwall to undertake the adventure, which should take them deep into the bowels of Mount Rotten.

*See the Faster Monkey Games supplement *In the Shadow of Mount Rotten* for more information on the mountain and its inhabitants.

Seeds of Revolt

The characters are hired by an outside party to infiltrate Ghoul Keep and sow discord and unrest among its troops. This may be done in

any number of ways including murdering soldiers at random, poisoning food supplies, or even subverting the teachings of the Cult of Rebirth. The characters may even ally themselves with other rebel groups such as the Keepers of the Old Law to better complete their task.

The Way is Shut

The characters are hired by agents of the King's Army of Valnwall to find an alternate route through the Pass of the Dead. The search for this route eventually leads the party underground and into the deepest dungeons of Ghoul Keep.

Treasure Map

The characters find a treasure map that pinpoints a hidden treasure deep beneath the halls of Ghoul Keep. The map may be a fake, or it may provide information that leads the characters to actual treasure (**Dungeon Level, area 15.**) a demon (**Dungeon Level, area 6.**), or a hidden lailon (**Western Caves, area 6.**).

Tribute

The characters have been sponsored by the Warden of Ghoul Keep or a visiting noble. The master scribe Arrn Gala has determined that the characters are withholding treasure from their sponsor and has sent his apprentice, Trumond Wost, to investigate. Wost questions the party first and then invites himself along on their next adventure. This would be a good time for the characters to become acquainted with the inner workings of the Order of Scribes. If Gala or Wost are rebuffed, the characters may find their sponsorship may be revoked and the party may be ordered to leave the kingdom unless it can make amends.

Valued Hostage

The characters are hired to kidnap an important denizen of Morakaan. This may be the Priest of Rebirth, the Captain of the Guard, any resident gahoul, or even Warden Arkaan Makaan himself. The characters must find a way into and out of Ghoul Keep with their captive. Alternately, the characters may be hired to assassinate one of these important NPCs.



THE AGDEN COMMONER'S HALL

"If you want to talk, go to the Tie Down. If you want to fight, go to Daarlens. If you want to have fun, come to the River Home!"

—common Mortulaak saying

The Agden Commoner's Hall is a large, walled complex located near the Agden docks inside the newer part of the city. The hall houses several stalls, shops, taverns, and inns, and sees a steady stream of visitors, with caravans, ships, and wandering bands of adventurers arriving almost daily. Local merchants and craftsmen also frequent the hall to exchange gossip and sell their wares.

The Agden Commoner's Hall is a good place to kickoff a new Ghoul Lands campaign. It provides a base for adventures, a variety of NPCs to interact with, and plenty of adventure hooks. A starter adventure, **Kalitus Corpi**, is also included on pg. 113.

The Labyrinth Lord should read over the following text carefully and be particularly familiar with the commerce section, as it may be different from what the players are used to. The Labyrinth Lord is free to ignore these rules and use coins if that better suits his campaign.

Commerce

In Agden, almost all wealth begins with Ulek Ariaas. Ariaas charges caravan masters from Olkeen a fee to store metal ingots in his guarded warehouses. Ariaas's scribe, Medus Melton, records the value of these ingots in a ledger from which the caravan masters may draw credit to purchase food and other supplies from local merchants and visiting Mortulaak ships. The caravan masters then either leave excess credit "on the books" for the next trip or request a writ of *pless* for the difference.

Similarly, Ariaas charges Mortulaak ship captains a fee to dock in the Agden harbor. Ariaas's quartermasters then trade ingots for food and other supplies needed to sustain the people of Agden. Ariaas's subjects (nobles and commoners alike) are only allowed to open shops and ply their wares in the commoner's hall with Lord Ariaas's consent. This usually requires regular payment of goods and/or services. In this way, Ariaas maintains control over most major legal ventures in Agden. Illegal ventures, however, are another matter altogether. . .

The Barter System

At the Agden Commoner's Hall, as in most commoner's halls, barter is the most acceptable method of trade for goods and services—all monetary values listed in this section are used only as a guide. In the Kingdom of Makaar Mor, minted coins are rare and are worth double their normal value to Ulek Ariaas and other local nobles (see pg. 6). All sellers in the commoner's hall also accept writs of *pless* which may be verified by the local scribe.

The proprietor of an established store such as the Tie Down generally trades for any well-kept secondhand item at one half its normal value (as per the **Equipment** section in the *Labyrinth Lord*™ core rulebook). Trade items that cannot be immediately put to use are cleaned, polished, and then hung from the walls or ceiling of the business to attract buyers. These items are typically resold for three quarters of their normal value.



A common shopkeeper, stall keeper, or market seller is unlikely to accept luxury items or items they cannot readily use. However, they tend to pay three-quarters of the market value for useful secondhand items.

Haggling

Any character may attempt to haggle over the price of goods and services by making a haggling reaction roll and adding/subtracting their Reaction Adjustment for Charisma. Note that a natural roll of 2 always results in a **Great Deal** reaction while a natural roll of 12 always results in a **He Doesn't Like You** reaction, regardless of any modifiers in play.

The haggling roll is an abstract roll that involves several offers, counteroffers, and superfluous dialogue (such as "this broach was given to my poor dead grandmother on the eve of her wedding"). There is no need to roleplay the exchange unless the Labyrinth Lord enjoys haggling with his players.

Reaction to Haggling

Roll	Offer Result and Reaction
2	Great Deal
3-5	Good Deal
6-8	Reroll
9-11	Won't Budge
12	He Doesn't Like You

Great Deal

The NPC sells the item at 10-40% less than or buys the item for 10-40% more than its actual trade value. The deal is made with very good spirit, and the character receives a bonus of -1 to all haggling rolls in Agden for the next 1d2 days.

Good Deal

The NPC sells the item at 10-40% less than or buys the item for 10-40% more than its actual trade value.

Reroll

The character may reroll on the haggling table.

Won't Budge

The NPC refuses to sell the item for less than twice its actual trade value or buy the item for more than one quarter of its actual trade value.

He Doesn't Like You

The NPC acts so negatively to the character's personality that he refuses to deal with the character further. The NPC then spreads negative rumors about the PC, which results in a penalty of +1 to all reaction and haggling rolls made in Agden for the next 1d4 days.

Established Shops

A number of established shops are located in the Agden Commoner's Hall. These include the Tie Down, Daarlen's, the River Home, the Red Forge, and Farmins Stables.

The Tie Down

The Tie Down is a small tavern, inn, and supply store owned by the nobleman Ulek Ariaas (see pg. 103). The Tie Down caters to travelers, particularly adventurers. There is a 75% chance that any item listed in the *Labyrinth Lord*™ core rulebook **Equipment** section can be found here for sale. Other items may also be found here, at the Labyrinth Lord's discretion. The Tie Down is the only place in Agden where weapons can be legally bought and sold by adventurers.

The Tie Down is a two-story stone structure with a pitched roof and a cellar below. The cellar level contains casks of ale, bottles of wine, and extra supplies. The first floor contains the supply store, a common taproom, a small kitchen, and a kitchen pantry and storage room. The eastern door provides access to the store while the southern door provides access to the taproom. The second level contains available rooms as well as the private quarters of the proprietor Daren Corlaus and the rest of his family (see pg. 109).





The Tie Down taproom provides a more pleasant and relaxing atmosphere than the other local taverns. Daren Corlaus discourages gambling and drunken revelry, making it a perfect place to discuss business without interruption. Live musicians and other entertainers are sometimes hired to perform during festivals and other busy nights.

Lodging at the Tie Down costs 3 sp worth of goods per night. The tavern serves Breakfast, Lunch, and Dinner. Breakfast consists of eggs, biscuits, and sausage or bacon. Lunch and Dinner consist of the meat of the day (pork, fish, duck, chicken, or turkey), two sides of seasonal vegetables (green beans, potatoes, corn on the cob, mushrooms, celery, etc.) and one side of seasonal fruit (crabapples, oranges, strawberries, blackberries, nuts, etc.). A mug of ale is included with Lunch and Dinner.

Price List

Breakfast	5 cp
Lunch	1 sp
Dinner	2 sp
Ale (mug)	1 cp
Wine (glass)	1 sp

Daarlens

Daarlens is a seedy tavern and brothel owned and operated by Keidt Daarlens (see pg. 110). Daarlens is a dark and dingy place that caters mainly to a rough crowd of drinkers and gamblers. Tavern wenches and wags (effeminate male prostitutes) circulate throughout the crowd, soliciting drinks and encouraging patrons to accompany them into the backrooms.

Daarlens is a one-story stone structure with a slant roof and a cellar below. The cellar level contains casks of grog and ale, and extra storage. The first floor contains a common taproom, kitchens, and pantry, with wench/wag bedrooms and Daarlens's private quarters in the back. A sunken pit in the center of the common room is used for fight nights, where humans, dogs, and other beasts are pitted against one another for sport.

Daarlens serves only meaty gruel throughout the day. A tavern wench or wag's affections can be obtained for 2d4 cp worth of goods, and must be negotiated with Daarlens.

Price List

Gruel (bowl)*	5 cp
Ale (mug)	1 cp
Grog (mug)	2 cp

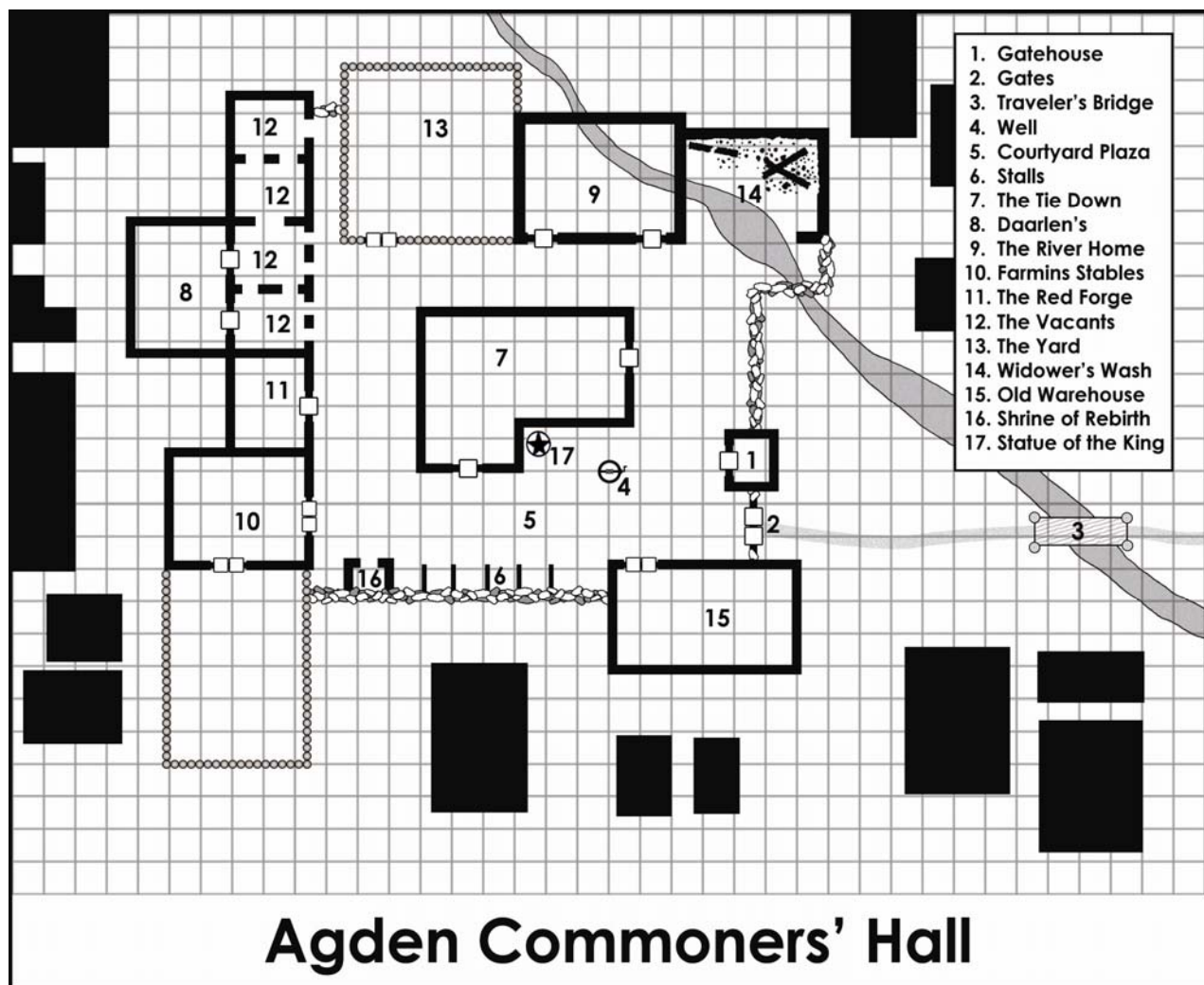
*Anyone who eats the gruel at Daarlens without drinking grog must make a saving throw vs. poison or contract a severe stomach virus characterized by vomiting and diarrhea. It lasts for 1d3 days, during which time the character suffers a -4 to AC, to-hit rolls, saving throws, and Ability checks. Thief characters suffer a -15% penalty to all thief skills. Magic-user and elf characters must make an Intelligence check to cast spells; cleric characters must make a Wisdom check. Failure means the spell is lost.

The River Home

The River Home is a tavern and brothel owned and operated by the former river captain Gap-Tooth Trosa (see pg. 109). The River Home caters primarily to sailors and adventurers. It is a lively place that boasts all manner of drunken entertainment. The River Home is famous for its gambling and diverse selection of nightly games (see pg. 111).

The River Home is a two-story stone structure with a peaked roof and a cellar below. The cellar level contains casks of ale, a few bottles of wine, and storage. A secret entrance to Agden's infamous sewer system is also located in the cellar. The first floor contains a common taproom, kitchens and pantry, and several small private meeting rooms. A small creek (named Antulaakree Creek) fed by a freshwater spring runs through the taproom, with two barred grates preventing anything larger than fish from passing through. The second floor contains wench's and wag's bedrooms and Gap-Tooth Trosa's private quarters.

The River Home serves only Dinner. Dinner consists of the meat of the day (pork, fish,



chicken, or turkey) and a side of seasonal vegetables and fruits.

Price List

Dinner	2 sp
Ale (mug)	1 cp
Grog (mug)	2 cp
Wine (glass)	1 sp

A tavern wench or wag's affections can be obtained for 3d4 cp worth of goods, and must be negotiated with the individual.

The Red Forge

The Red Forge is a small, blazing hot smithy run by Lira of Olkeen (see pg. 109). Lira has a number of copper, bronze, and iron items on

display including nails, horseshoes, fasteners, pots, cups, plates, and vases. More expensive items are available on commission. Lira can mend armor and weapons, but she cannot craft them without permission from Ulek Ariaas (usually requiring a small fee). Common trade items sought include food, ale, metal ingots, scrap metal, raw ore, metal items, firewood, and coal. Lira lives in a small apartment on the smithy's second floor and her apprentices, Allin and Stael, usually sleep in the smithy itself.

Farmins Stables

Farmins is a large stable run by the hostler Reidel Hess (see pg. 108). The stable consists of an inner barn and an outer yard for exercise. The barn is a two-story wooden structure with a pitched roof. The outer yard is surrounded by a 10' tall log palisade. Farmin lives in a small loft apartment on the second floor of the barn.



Stabling costs 5 sp in goods per night, which includes feed, grooming, and minor repairs to tack and harness. Common trade items sought include food, ale, oats, hay, clothing, leather items, firewood, and metal goods. Hess usually keeps 1d2 riding horses available for sale.

Other Places of Note

The following places of note are also located within the Agden Commoner's Hall.

Courtyard Plaza

This wide-open cobblestone plaza serves as the Agden market. 1d6 common sellers (see pg. 106) may usually be found here selling their wares from blankets and rugs spread on the ground. A set of stocks near the well is used for punishment and public humiliation. The Plaza is also used for various festivals and other important events. The plaza walls are decorated with colorful murals depicting the royal court of the Ghoul King Lorrigan Makaar in a favorable light.

Stalls

These covered stalls provide shade and shelter during inclement weather. They may be rented from Daren Corlaus for a small fee of 2 cp worth of goods per day.

Statue of the King

A 20' tall statue of the Ghoul King Lorrigan Makaar towers over the courtyard plaza. This type of statue may be found in most commoner's halls as a visible reminder that the people of Makaar Mor are always under the watchful eyes of their glorious leader.

Well

This ancient well is available for public use. The well leads down to a freshwater spring, which is part of Agden's ancient sewer system. The Labyrinth Lord should feel free to detail these sewers if the PCs choose to explore them.

Shrine of Rebirth

This small shrine is tended by the acolyte Viden Meseen (see pg. 104) and consists of a bronze chime and a round bronze shield on a

stone pedestal. The chime is used to herald the coming of nightfall. The cult's skull-in-sunburst standard is inlaid on the shield in silver and gold, making it worth 350 gp. However, theft of the shield results in a complete lockdown of Agden and a search for the thief. If found, the thief is sentenced to immediate Death and Rebirth. Offerings of livestock, crops, trade goods, trinkets, and the occasional coins are laid around the shrine throughout the week. Meseen takes these items to the Agden Temple of Rebirth at the end of each week.

Gatehouse

The gatehouse is a squat two-story stone structure that doubles as the headquarters of the Hall Guard (see pg. 105). The first floor contains a guard station, locked armory/storage room, and several holding cells. The second floor contains a common room for the guards with windows in each wall that allow them to observe the Courtyard and Gate. A trapdoor in the ceiling leads to a roof with crenellated battlements that provides a good view of the Olkeen Road.

Gates

These 10' tall double doors are made of thick oak planks that can be barred from within. The Gates are closed at night except on certain holy days, but remain open throughout the day.

Walls

The walls surrounding the hall are ten feet tall, made of rough-cut stone, and are easily scaled by a thief character (no check needed). Other characters must make a Dexterity check in order to climb the wall. If the check fails, the character succeeds at scaling the wall, but suffers 1d3 hp damage. Encumbered characters or characters wearing metal armor are sure to make noise and attract attention while climbing the wall (1-4 chance on a 1d6).

At night, anyone who is caught attempting to climb the wall and enter the hall is repelled by the Hall Guard and other patrons of the commoner's hall.



Traveler's Bridge

The Traveler's Bridge is a well-maintained wooden bridge on the Olkeen Road that crosses the shallow Antulaakree Creek just east of the Agden Commoner's Hall.

The Vacants

The Vacants is a line of abandoned buildings in front of Daarlens on the northwest side of the commoner's hall. Caravaners and other visiting parties often camp here to avoid paying for lodging at the various local inns.

Widower's Wash

Widower's Wash, a.k.a. The Wash, is a shallow stretch of the Antulaakree Creek located inside the gutted ruins of an old tavern. The tavern was once owned by a strange man named Callor of the Vine until it mysteriously caught fire, killing him and his seven wives (see **Wukrael Qalor**, pg. 35).

The Wash is now used for bathing and cleaning clothing, weapons, and other goods. Those who frequent the Wash know that the best times to use the creek are during the day, when less waste, trash, and debris streams out of the River Home.

Old Warehouse

This dilapidated warehouse belongs to Ulek Ariaas and was once used for storage. It is a two-story structure with a flat, tiled roof. The warehouse has been vacant and locked up for several years, but must occasionally be cleaned of feral dog and rodent infestations.

The warehouse is currently the secret lair of the wererat Cam Tillie (see pg. 123) and is always occupied by 2d4 giant rats.

The Yard

The Yard is a wide-open dirt courtyard reserved for caravan beasts and wagons. 1d3 caravans may usually be found in the Yard at any given time, with two caravaners on duty for each to protect their freight.. Mucking out the Yard is a common punishment for minor crimes.

Agden Factions and NPCs

The following major factions and NPCs may be encountered in the Agden Commoner's Hall.

Ulek Ariaas

The nobleman Ulek Ariaas is the eldest cousin of Baron Garlis Alur. He is a crafty and intelligent miser with oily black hair, a pointed beard, and a fondness for gold jewelry. Ariaas has assembled a large force of loyal men-at-arms that he claims is necessary to protect the supply caravans traveling to and from the Mines of Olkeen. In reality, Ariaas is planning a coup that would leave Alur dead and him in charge of the province. Ariaas never goes anywhere without a personal guard of six soldiers. He considers the commoner's hall to be beneath his station and rarely ventures past the Tie Down. Ariaas is always looking to hire good fighting men and sponsor adventuring parties, particularly those who ask few questions and obey orders.

Ulek Ariaas: treat as 0-level human with Int 16, Wis 16, six gold rings (50 gp each), four gold and ruby earrings (250 gp each), three gold and silver bracelets (150 gp each), snakeskin belt with emerald eyes (200 gp), fine clothing with gold threads (250 gp), and bejeweled dagger (150 gp).

Personal Guard

Ulek Ariaas's personal guard of six soldiers accompanies him wherever he goes. They are well paid, well equipped, and well trained.

Personal Guard: AL N; MV 120' (40'); AC 5 (bronze armor + shield); F3; hp 18; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 15, D 10, C 13, I 10, W 10, Ch 10; SV F3; ML 8; XP 80.

Administrators

Administrators are bald scholars who specialize in numbers. They are responsible for assisting Ariaas's scribes with maintaining ledgers and ensuring that all fees are paid in a timely manner. Administrators may be found wherever business is conducted in Agden and they have the right to request and receive



details of any sales or exchanges. The presence of an administrator is generally unwanted and unwelcome. Assaulting an administrator is a major crime that is punishable by severe penalties. There are six administrators in Agden. The Labyrinth Lord is free to flesh out their personalities, as needed.

Administrator: treat as 0-level human with Int 15, satchel full of writing materials.

The Order of Scribes

The master scribe Medus Melton and his apprentice Doria Sarel oversee Ulek Ariaas's finances, with the help of Ariaas's administrators.

Medus Melton

Melton is a plump, middle-aged scribe who has been assigned to Agden for over a decade. Melton has seen almost every con game, forgery attempt, and swindle imaginable. He has guided his apprentice Doria Sarel for years and is preparing her for the final physical, mental, and emotional tests she must pass to be accepted as a full-fledged scribe.

Medus Melton: AL N; MV 120' (40'); AC 7 (Dex); T6; hp 22; #AT 1; Dmg 1d6+1 (quarterstaff + Str); S 13, D 17, C 15, I 14, W 15, Ch 13; SV T6; SA backstab, thief skills; ML 10; XP 1,320; pick locks 45%, find/remove traps 43%, pick pockets 43%, move silently 43%, climb walls 92%, hide in shadows 37%, hear noise 1-4; gold necklace with scarab pendant (125 gp).

Doria Sarel

Sarel is an accomplished apprentice scribe whose master, Medus Melton, assigned her to watch over commerce in the Agden Commoner's Hall. Sarel spends most of her time in the Tie Down, but may also be found wandering through the market and observing transactions. Sarel may write *plessa* at the normal rates. Sarel strongly dislikes Keidt Daarlens and the feeling is mutual.

Doria Sarel: AL N; MV 120' (40'); AC 7 (Dex); T3; hp 12; #AT 1; Dmg 1d6 (quarterstaff); S 10, D 16, C 14, I 13, W 13, Ch 15; SV T3; SA backstab, thief skills; ML 10; XP 95; pick locks 27%, find/remove traps 20%,

pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; bronze necklace with scarab pendant (15 gp).

The Cult of Rebirth

The Cult of Rebirth maintains a temple in Agden which is managed by the venerable priest Folsen Mels and a number of acolytes. Although the cult has much influence with the locals, Ariaas has used his wealth and position to ensure the priesthood is no threat to his rule.

Folsen Mels

Mels is a frail and senile elderly priest who was once a candidate for the high priesthood. Mels is forgetful, has difficulty walking, and is easily swayed by those he considers old friends (such as Ulek Ariaas). On the rare occasions he leaves the temple, Mels travels upon an elaborate covered litter decorated with death-related motifs.

Folsen Mels: treat as 0-level human with Wis 13.

Note: If this product is being used as part of the *Chronicles of Amherth*™ setting, treat Folsen Mels as a latent spellcaster.

Viden Meseen

Meseen is a senior Acolyte of Rebirth who tends the Shrine of Rebirth in the commoner's hall from noon until dark, after which he returns to his room at the temple. He is a simple, unimaginative man who believes that everyone's faith in the cult is as strong as his own. While on duty, he may be found anywhere in the hall. Meseen often attempts to engage others in conversation about upcoming holy days, favorable stellar alignments, and the glory of Rebirth. Meseen is considered to be next in line for the priesthood when Folsen Mels passes away, but church officials may wish to install a more powerful and compelling figure as the head of the Agden Temple of Rebirth.

Viden Meseen: treat as 0-level human with Int 8, Wis 9, and Cha 13.

Nobles

A number of nobles of minor standing dwell in Agden, most of whom are related to Ulek



Ariaas. These nobles typically travel upon elaborate litters and never go anywhere without a bodyguard of at least two soldiers (treat as 1st level fighters). The Agden nobles consider the commoner's hall to be beneath their station and enter its walls only on important (and usually nefarious) business. The Labyrinth Lord is free to flesh out these nobles and detail their intrigues as needed, to suit his campaign.

Noble: treat as 0-level human with Int 13, 1d4 x 100 gp worth of jewelry, fine weapons, and quality clothing.

The Hall Guard

The Hall Guard is responsible for maintaining order in the Agden Commoner's Hall. Ulek Ariaas has granted the guardsmen permission to adjudicate minor crimes such as unarmed assault, possession of a weapon, petty theft, public drunkenness, and swindling. The penalty for these crimes is typically restitution, mucking out the Yard, time in the stocks, and/or time in the gatehouse holding cell. More serious crimes require Ariaas's personal attention and judgment.

The Hall Guard consists of twelve guardsmen and one officer. Three guards are on duty at all times, with two more present at night and during the busiest times of the day. These guards never travel alone and may be found in the gatehouse or wandering around the hall. At least one guard in each group carries a bull's horn, which may be used to sound the alarm in times of trouble. If this happens, the remaining guards arrive in 2d4 rounds, with reinforcements from Ariaas's personal guard arriving in 1d2 turns if trouble persists.

Captain Jal Mathiis

Captain Mathiis is a veteran female soldier and commander of the Hall Guard. She is a stern, fair leader who has earned the respect of the guardsmen in her command. Mathiis and her husband, a burly stone mason named Janner, live in a small cottage near the docks. Mathiis is an adulterer who is always looking for interesting new lovers, particularly adventurers, much to Janner's jealous rage.

Captain Jal Mathiis: AL N; MV 120' (40'); AC 5 (studded leather armor + shield + Dex); F3; hp 18; #AT 1; Dmg 1d6+1 (short sword +

Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 13, C 13, I 10, W 10, Ch 10; SV F3; ML 10; XP 95.

Guardsmen

These men and women live in Agden near the commoner's hall. The Labyrinth Lord is free to flesh out their personalities, quirks, families, and other traits as needed.

Guardsmen: AL N; MV 120' (40'); AC 6 (studded leather armor + shield); F1; hp 5; #AT 1; Dmg 1d6+1 (short sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); S 13, D 10, C 10, I 9, W 9, Ch 9; SV F1; ML 8; XP 13.

Caravans

1d3 caravans from Olkeen may be found in Agden at any given time. A typical caravan consists of 3-5 ox- or mule-drawn wagons carrying ox-hide-shaped ingots of copper, bronze, and iron. The caravans undertake a forced march along the Olkeen Road and spend approximately three nights and two days in Agden before departing. These caravans arrive just before nightfall, drive their exhausted teams into the Yard, and then set up camp in the Vacants. The next two days are spent unloading stacks of ingots into Ariaas's warehouses and loading and securing food and other supplies for the return trip to Olkeen. At night, the caravaners enjoy all the pleasures the hall has to offer.

Caravan Master

The caravan master is an important commoner (occasionally a minor noble) who is in charge of caravans traveling to and from Olkeen. The caravan master extends each caravaner and caravan guard a line of credit at the hall and is responsible for settling up before the caravan departs. Caravan masters occasionally act as couriers, transporting messages, precious metals, and other valuables between buyers and sellers in Agden and Olkeen.

Caravan Master: treat as 0-level human with Int 14, Wis 13, and 1d6 x 5 gp worth of jewelry, quality clothing, and other personal effects.



Caravaners

These men and women are responsible for loading, unloading, and driving wagon teams of oxen or mules to and from Olkeen. Three caravaners are assigned to every wagon; one drives the team while the other two walk. If attacked, they prefer to flee or surrender rather than fight.

Caravaners: treat as 0-level humans with Str 13, clubs, and knives.

Caravan Guards

These men and women are responsible for protecting the caravans from bandits and other threats. The number of guards is usually equal to the number of wagons, however, double that number may be utilized when transporting valuable cargo. They tend to be unskilled but eager fighters who much prefer guard duty to working in the mines.

Caravan Guards: treat as 0-level humans with 4 hp, Str 15, spears, knives, and shields (AC 8).

Supply Ships

1d3 Mortulaak supply ships are docked at Agden at any given time. These ships bearing goods from Feldamor and Wodamor typically spend three to five days in Agden before departing. The ships dock at Agden early in the morning hours and the crews spend the next few days unloading cargoes of much needed grain, fruits, vegetables, smoked meats, salted fish, casks of ale, bolts of cloth, lumber, coils of rope, jars of oil, finished goods, and the occasional luxury item. When not loading or unloading cargo, the crews spend their time engaging in leisure activities.

Ship's Captain

The ship's captain is an important commoner or noble responsible for the welfare of the ship and its crew. The captain oversees the distribution of his cargo to Ulek Ariaas, caravan masters, and other buyers. The ship's captain also extends each sailor a line of credit at the hall and is responsible for settling up before the ship departs.

Ship's Captain: treat as 0-level human with Int 13, Cha 13, and with 1d4 x 50 gp worth of jewelry, fine weapons, and quality clothing.

Sailors

These lively men and women are loyal to their captain and their ship. The sailors are accustomed to fending off pirates and brigands and fight if attacked. They tend to stick together, so a fight with one sailor generally means a fight with the entire crew.

Sailors: treat as 0-level human with 3 hp, Dex 13, clubs, knives, and 1d6 gp worth of jewelry (earrings, rings, etc.).

Private Boats

1d2 private boats are docked at Agden at any given time. These private boats may belong to visiting noblemen, important factions, or traveling adventurers. The Labyrinth Lord is free to detail these vessels and their crews as needed.

Common Sellers

Agden is home to a number of commoners who serve Ulek Ariaas. The majority of these commoners dwell outside the commoner's hall, but are allowed to sell excess goods in the Courtyard Plaza or the Stalls. Although most return to their own homes before dark, a few foolishly spend the day's profits at Daarlens or the River Home.

Aldus the Goatherd

Aldus is a common herdsman who sells young goats, donkeys, dogs, and rabbits in the Plaza Courtyard. Aldus is a competent dog handler who can be hired to train guard and war dogs. The training takes four weeks and costs 15 gp worth of goods. Common trade items sought include food, ale, firewood, lamp oil, rope, leather goods, and dog and wolf pups.

Aldus: treat as 0-level human with Wis 15.

Butcher

Torim Gala (a.k.a. Lelan Kavaad) is a large, brown-bearded butcher who sells fresh cuts of pork, goat, rabbit, turkey, chicken, and other meat from a covered stall. Common trade items sought include food, ale, firewood, cutting tools,



lamp oil, rope, and leather goods. Kavaad is known for his good humor and fair prices, and has many friends among the traveling caravans and riverboat crews. He is an easy person to talk to and is always interested in happenings outside of Agden, but Lelan Kavaad is more than he appears (see pg. 122).

Lelan Kavaad: see pg. 122 for statistics.

Clothing Mender

Leall is a pregnant seamstress married to a hall guardsman named Stark. Leall specializes in quality clothing and spends most of her day in a courtyard stall working on commissions. Leall keeps several items on display to show off her skill. Common trade items sought include cloth, thread, food, firewood, and lamp oil. Leall's nephew was taken by the Cult of Rebirth and she is terrified that her firstborn child will be a son. Leall has heard of a Wodamor cult that does not practice the ways of Rebirth and she may be tempted to hire sympathetic PCs to take her south before her child is born.

Leall: treat as 0-level human with Dex 13.

Dung Collectors

The widower Belo Wortis and his seven children muck out the Yard and collect baskets of dung throughout the commoner's hall. With wood scarce in the rocky hills of Caramor, dung is used for fuel, fertilizer, and sometimes, cheap mortar. Belo is a proud man who refuses to beg. His wife disappeared a year ago in the nearby hills and he believes her to be dead. In reality, she fled the drudgery of her existence aboard a Mortulaak supply ship. Belo's youngest daughter, Tari, is a bit of a tomboy and she may follow adventurers out into the ruins of Agden.

Belo Wortis: treat as 0-level human.

Exotic Seller

Visitors occasionally come to Agden with something unusual to sell such as fine jewelry, ancient artifacts, useless trinkets, eerily lifelike statues, strange creatures, or even treasure maps. These items always come with a backstory designed to increase their value. Exotic sellers may be detailed individually and can provide the Labyrinth Lord with a limitless supply of adventure hooks.

Exotic Seller: stat as needed.

Fisherman's Wives

Daviia, Gaton, and Walina are three sisters married to a fisherman named Kernis. The women sell fresh seafood every morning from a covered stall. Common trade items sought include rope, nets, lamp oil, food, ale, clothing, firewood, and leather goods. Walina is the youngest and most mischievous of the three. She feels Kernis does not pay her enough attention and she may attempt to use an attractive PC to make the older man jealous.

Daviia, Gaton, and Walina: treat as 0-level humans with Walina having Cha 13.

Florist

Resa is an attractive young woman who sells bunches of wildflowers for 1 cp each from the Courtyard Plaza. During festivals, Resa sells more expensive flower arrangements, flower garlands, flower pins, and long-stemmed roses. Common trade items sought include food, clothing, thread, and anything pretty.

Resa: treat as 0-level human with Cha 16 and Dex 13.

Hunter

Geral of the Hood is a cloaked huntsman who sells animal pelts and freshly killed deer, boar, and wild turkey in the plaza courtyard. Common trade items sought include arrows, axes, knives, food, ale, clothing, lamp oil, and camping gear. Geral serves Ulek Ariaas as a hunter and guide. Geral is also the unofficial leader of a group of hill bandits that occasionally waylays caravans and traveling bands of adventurers.

Geral of the Hood: AL N; MV 120' (40'); AC 5 (leather armor + Dex); T4; hp 15; #AT 1; Dmg 1d6+1 (spear + Str), 1d6 (shortbow), 1d4+1 (dagger + Str); S 13, D 16, C 13, I 14, W 14, Ch 16; SV T4; SA backstab, thief skills; ML 8; XP 355; pick locks 31%, find/remove traps 23%, pick pockets 37%, move silently 37%, climb walls 90%, hide in shadows 27%, hear noise 1-3; *potion of healing*; fine cloak with leaf pattern hem (50 gp), gold brooch (50 gp), silver and gold bracelet (35 gp), gold ring (25 gp).



Kebobs

Worin and Kelsi Reles are a young married couple who sell kebobs of rabbit meat, onions, peppers, and tomatoes from a firepit in the Courtyard Plaza. Common trade items sought include fresh meat, food, ale, clothing, firewood, lamp oil, metal wire, and household goods.

Worin and Lesi Reles: treat as 0-level humans.

Leatherworker's Wife

Iragii is the plump, middle-aged wife of Ariaas's chief leatherworker and cobbler. Iragii sets up daily in a stall, offering her husband's quality goods. Items for sale include quality leather belts, boots, sandals, backpacks, pouches, scroll tubes, and wineskins. All of these items are either waterproof or water resistant. Common trade items sought include leather goods, metal tools, sinew, firewood, food, ale, and clothing.

Iragii: treat as 0-level human.

Minstrel Beggar

Taagen a.k.a. Blind Taagen, has been blind from birth. He can usually be found in the plaza sitting cross-legged on a grass mat and playing the pipes for donations of food, clothing, and drink. Taagen has a thick white beard and seldom wears more than a loincloth and sandals. He has a keen sense of hearing and is an excellent listener. If befriended, Taagen could become a good source of information involving various intrigues.

Blind Taagen: treat as 0-level human with Int 16 and Wis 16.

Old Linsey

Old Linsey is an elderly washerwoman who makes her living washing other people's clothing. Linsey is also a skilled healer with a vast knowledge of healing herbs, home remedies, and potions. Linsey has been very careful to keep her knowledge secret to avoid being branded a witch, however, she may help those in need. If befriended, Old Linsey might help the characters identify potions or poisons they encounter.

Old Linsey: treat as 0-level human with Int 15 and Wis 17.

Potter

Kari Ells is the youngest daughter of a Daarlens brothel wench. She is a skilled potter who makes and sells ceramic jugs, cups, and plates from a covered stall. Kari is also an aspiring artist who decorates her pottery and creates sculptures in her spare time. Keidt Daarlens occasionally sends his thugs to intimidate her into joining her mother's profession, but so far she has been able to refuse them. Common trade items sought include food, ale, clay, clothing, and firewood. Kari may also trade items for protection.

Kari Ells: treat as 0-level human with Dex 13 and Cha 14.

Produce Sellers

Huran and Calli are an elderly couple who sell produce from a covered stall. Common foods include fruit (blueberries, blackberries, crabapples, pears) and vegetables (wild onions, peppers, tomatoes, sprouts) from a small garden they maintain in their backyard. Common trade items sought include food, ale, clothing, firewood, lamp oil, and household goods.

Huran and Calli: treat as 0-level humans with 1 hp.

Shopkeepers

The following shopkeepers and their associates may be found in the commoner's hall.

Farmins Stables and the Red Forge

The following NPCs may be found in and around Farmins Stables and the Red Forge smithy.

Reidel Hess

Hess was a Feldamor farmer who slowly amassed enough wealth and status to buy his way out of service and into Agden, turning his love of horses into a profitable business. Hess has a good working relationship with the smith,



Lira of Olkeen, and her two young apprentices sometimes help him around Farmins Stables.

Reidel Hess: treat as 0-level human with Wis 14.

Lira of Olkeen

Lira was a commoner smith who chanced upon a small vein of silver while prospecting in the hills near Olkeen. As a reward, Baron Garlis granted her the right to start a smithy in Agden. Lira is a skilled smith, capable of working with copper, bronze, and iron. She is also a spy who was sent by the baron to keep an eye on Ulek Ariaas.

Lira of Olkeen: treat as 0-level human with Str 16, Int 13, and Dex 16.

Allin and Stael of Agden

Allin and Stael are Lira's young apprentices. Allin is content with the life of a smith, but Stael dreams of becoming an adventurer. He has secretly forged a bronze sword and takes it deep into the Old City to practice against imaginary foes.

Allin and Stael: treat as 0-level humans with Str 15.

The Tie Down

The following NPCs may be found in and around the Tie Down tavern and store.

Daren Corlaus

Daren is a friendly, middle-aged man who runs the Tie Down supply store. Daren was once Ulek Ariaas's primary administrator (tax collector) until he lost his right leg in a boating accident. Daren loves his family and wants only the best for his children. He plans to marry all of his daughters off to wealthy commoners or adventurers.

Daren Corlaus: treat as 0-level human with Int 15 and Wis 13.

Shial Corlaus

Shial Corlaus is an attractive and friendly middle-aged woman who oversees the Tie Down taproom. She is aware of her oldest daughter Hester's romance with the barkeep, Brego Aroon, and is hoping the two break it off before her husband finds out.

Shial Corlaus: treat as 0-level human with Cha 13.

Marri Corlaus

Marri is Shial's younger sister and Daren's second wife. She is a nervous young woman who helps Daren run the store. A pack of reaver ghouls trapped Marri in a basement when she was very young and she is terrified of nearly everything, especially the dark.

Hester, Riasa, and Murana Corlaus

Hester, Riasa, and Murana are three sisters, age 16, 13, and 9 who assist their parents with running the tavern and inn.

Hester, Riasa, Murana: treat as 0-level humans with Cha 14.

Brego Aroon

Brego is a burly young man who tends the Tie Down bar. Brego was a bouncer at the Tie Down for several years before Ariaas promoted him to barkeep, looking to fill two jobs with one person. Brego and Hester Corlaus have been involved in a secret romance for the past year. Brego is desperate to win her father Daren's approval so that he may ask for her hand in marriage, but this seems unlikely based on his wealth and status.

Brego Aroon: AL N; MV 120' (40'); AC 7 (leather armor + shield); F1; hp 8; #AT 1; Dmg 1d6+1 (spear + Str), 1d4+1 (club + Str), 1d4+1 (dagger + Str); S 15, D 10, C 13, I 9, W 9, Ch 9; SV F1; ML 8; XP 16.

The River Home

The following NPCs may be found in and around the River Home tavern and brothel.

Gap-Tooth Trosa

Gap-Tooth Trosa is a heavyset Mortulaak noblewoman, former river captain, and sometimes pirate who lost her front teeth in a prize fight and replaced them with a jeweled bridge. Trosa settled down in Agden and established the River Home. She has a not-so-friendly rivalry with her competitor, Keidt Daarlens, and sometimes sponsors sailors and adventurers to challenge his current champion to a prize fight.



Gap-Tooth Trosa: AL N; MV 120' (40'); AC 8 (Dex) or 5 (studded leather + shield + Dex); F2; hp 16; #AT 1; Dmg 1d4+1 (club + Str), 1d4+2 (*dagger*+1 + Str), 1d6 (light crossbow); S 15, D 10, C 15, I 11, W 10, Ch 13; SV F2; ML 10; XP 38; two gold arm rings (125 gp), gold front teeth bridge with diamonds (1,500 gp), 6 gold earrings (15 gp each), two gold rings (45 gp each).

Daarlens

The following NPCs may be found in and around Daarlens tavern and brothel.

Keidt Daarlens

The burly, uncouth Daarlens is the illegitimate son of a Caramor nobleman. Daarlens is the owner and proprietor of the tavern/brothel which bears his name. He has a reputation as a violent man with a short temper. Daarlens is the leader of a gang of thugs he uses to rob travelers, intimidate rivals, and steal from the unwary.

Daarlens: AL N; MV 120' (40'); AC 9 or 8 (leather armor); F4; hp 29; #AT 1; Dmg 1d6+2 (spear + Str), 1d8+2 (two-handed club + Str), 1d4+2 (dagger + Str); S 16, D 10, C 16, I 12, W 10, Ch 8; SV F4; ML 10; XP 190.

Daarlens's Thugs

A number of street thugs may be found within the Agden Commoner's Hall. The majority of these thugs work for Keidt Daarlens and can be found at his tavern. The thugs are cowards at heart. They want no major trouble from the Hall Guard and are quick to flee from any confrontation that does not immediately go their way.

Thug: treat as 0-level human with 4 hp, Str 13, clubs, and knives.

Baerth Reevea

Reevea is a short, squat female thug with a battered face and thinning hair. Reevea is the head of a black market ring that buys and sells weapons, armor, and stolen goods. She keeps a short sword concealed on her back beneath her cape in a specially designed scabbard. Keidt Daarlens is her primary partner in crime and she can often be found at his tavern.

Baerth Reevea: AL C; MV 120' (40'); AC 8 (leather armor); F3; hp 23; #AT 1; Dmg 1d6+2 (short sword + Str), 1d6+2 (spear + Str), 1d4+2 (dagger + Str); S 16, D 10, C 15, I 10, W 12, Ch 8; SV F3; ML 11; XP 80; short sword with ornately carved hilt (30 gp), gold arm ring (150 gp).

Rumor Table

The Agden Commoner's Hall is full of gossip. The Labyrinth Lord may work the following rumors into the conversation whenever the characters seek information or otherwise interact with the locals.

1. The kebob sellers Worin and Kelsi Reles sometimes sell rat meat instead of rabbit meat. (T)
2. The ugly Baerth Reevea is actually a gahoul sent here to spy on Lord Ulek Ariaas and destabilize the city. (F)
3. Folsen Mels and Viden Meseen are fools. Lord Ariaas keeps them in power because they are easy to manipulate. (T)
4. The Corlaus daughters work as tavern wenches for wealthy Tie Down clients. (F)
5. A chest filled with treasure from Gap-Tooth Trosa's sailing days is buried beneath the creek running through the River Home tavern. (F)
6. Keidt Daarlens is not a man to be trusted or crossed. (T)
7. If a major fight breaks out after dark, the Hall Guard open the gates and let the Reborn in to sort things out. (F)
8. The ruins of the Old City are full of secret dungeons and lost treasure just waiting to be uncovered. (T)
9. The pregnant seamstress Leall has been avoiding the Shrine of Rebirth and ignoring her weekly devotions. (T)
10. A Mortulaak ship's captain named Stagen Adall is recruiting adventurers for a trip to Koel Lake. (T)
11. The scribe Doria Sarel has been searching for something or someone in the caravan camps at the Vacants. (F)



12.A Hall Guardswoman named Deeyem Liz once broke a drunken man's arm for spreading rumors about her. (T)

River Home Games

Mortulaakers love to drink, gamble, and show off their skills in a variety of dangerous games. These contests are met with much wagering and revelry. Characters may play for bragging rights or place side bets. The winner of a contest receives a -1 bonus to all Reaction rolls for the remainder of the night.

Arm Wrestling: A test of brute strength between two contestants that requires a resisted Strength check. The loser must make a saving throw vs. poison or suffer a -1 penalty to all Strength checks and to-hit rolls for the remainder of the night.

Barrel Rolling: A test of agility between two contestants to see who can stay on a rolling barrel the longest. The contestants must each make a Dexterity check until one fails. The loser(s) must then make a saving throw vs. petrify or suffer 1d3 points of damage from falling off the barrel.

Hair of the Dog: A test of stamina between 2d4 contestants to determine who can drink the most grog without vomiting or passing out. Each contestant must make a saving throw vs. poison after drinking a mug of grog. The saving throw suffers a cumulative penalty of -1 with each mug. Those who fail the save are out of the contest and suffer a -4 penalty to all Ability checks, to-hit rolls, and AC for the remainder of the night. Magic-users and elves must make an Intelligence check at -4 to cast spells; clerics must make a Wisdom check at -4 to cast spells. If the check fails, the spell is lost.

Five-Finger Fillet: A test of dexterity between two contestants where each player places his hand down on the table with fingers apart and then stabs a knife back and forth between the fingers. The first one to miss loses the game. In order to play, each contestant must make a Dexterity check each round until one fails. The loser must make a saving throw vs. breath attacks or else stab himself for 1d3 points of damage and suffer a -1 penalty to all rolls that require the use of two hands for 1d3 days.

Wilom's Folly: A test of skill that requires 2-4 teams of two contestants each. One team member stands with his back to the wall holding a wooden mug on his head; the other must hit the mug with a knife at a range of 10 ft. The first thrower to miss the tankard is out of the contest. The tankard has AC 7 because of its small size. If the thrower misses his to-hit roll, but rolls high enough to strike AC 9, he strikes his teammate instead for normal damage.

Adventures in Agden

The following adventure seeds are based in and around Agden.

Brigands

Geral of the Hood (see pg. 107) attempts to befriend the characters by sharing information about the Old City and the surrounding wilderness. Geral eventually tells the characters about a ruined town built along the side of a hill. Geral says that the ruins appeared too dangerous for him to explore, but he is happy to give out the location in exchange for a small share of any treasure found. The ruins are filled with boulder and pit traps set by Geral and his brigands. If the characters make it out of the ruins alive, Geral and his cronies attack.

Caravan Guards

A caravan master named Dine Boggins has been hired to transport a precious cargo back to Olkeen and is looking to hire the characters as extra guards. The cargo may be gold and jewels, an ancient artifact, or even an important person. The caravan may come under attack by wandering monsters, brigands, or a powerful NPC who wants the cargo for himself. Any delays along the Olkeen Road may leave the caravan stranded and at the mercy of roving reaver ghouls.

Dark Witch of Agden

Many evil rumors surround a being known as Keltraa, the Dark Witch of Agden. Keltraa comes to people with revenge and hatred in their hearts, and grants them their deepest



darkest desires. Some believe she is a malevolent spirit who haunts the Old City in search of fresh victims. Others believe she is a gahoul sorceress who takes pleasure in human suffering. Still others believe she is only a myth. When an enemy of one of the characters seeks out Keltraa, the party must either defeat the Dark Witch of Agden or find some way to make peace with her.

Hapless Sailor

The characters see a group of Keidt Daarlens's thugs beating a Mortulaak sailor. If the characters intervene, they win the gratitude of the ship's captain and his crew, opening up a wide range of waterborne adventures. If the characters do not intervene, Daarlens invites them to his tavern and tries to feel them out. Daarlens is always on the lookout for extra muscle, particularly those without conscience or morals.

New Monster

Over the past few nights, the people of Agden have heard strange howls and seen smoke rising from parts of the Old City. A monster has crawled up from an ancient underground passage and is slowly making its way towards the inhabited portions of the city. This is a great way to introduce a new monster with unknown capabilities to the characters.

Noble Guests

The characters are invited to a dinner feast at Ulek Ariaas's fortified manor home. Ariaas is trying to assess the party's worth and possible usefulness. He treats the PCs as honored guests and may even ask them to undertake a specific adventure on his behalf, if the Labyrinth Lord has one prepared.

Off to the Races

Ulek Ariaas has planned a dangerous chariot race through the ruins of the Old City. Nobles and adventurers from all over the kingdom have come to Agden to enter the race or wager on their favorite champions. The race provides a nice way to earn wealth and prestige as well as numerous opportunities for roleplaying and

networking with noblemen from other provinces.

Prize Fight

A major prize-fighting tournament is scheduled at Daarlens. The characters may decide to participate, they may be challenged to fight by a rival, or Gap-Tooth Trosa might ask a fighter character to be her champion. The characters can meet the other fighters during the build up to the fight, uncover evidence of cheating, and perhaps acquire some wealth by placing bets on the winner.

Sewers

The well in the Plaza Courtyard has gone dry. As the locals discuss this development, a hideous lizard monster with a beaver-like tail climbs out of the well and attacks, leading some to believe the monster may have dammed up the underground spring that feeds the well. Daren Corlaus asks the characters to venture into the well and dismantle the dam.

Unholy Child

The parents of a young girl named Saria contact the acolyte Viden Meseen with a crisis of faith. A few days ago, Saria fell asleep on the riverbank after swimming and gathering berries all day. She awoke late in the evening and hurried back to Agden, but was unable to make it home before dark. Saria was quickly surrounded by ghouls and expected to be taken by the Reborn. However, the ghouls appeared to be afraid of her. Saria made it home and told her distraught parents what had happened. Her parents secretly believe the girl is cursed and want her sent to be purified at the Holy Temple of Rebirth in Palatz Makaar. Saria radiates the equivalent of a permanent *protection from evil 10' radius* spell. If the Priests of Rebirth learn this, Saria will be immediately sacrificed. However, if Saria can be convinced that the protection is a blessing, she would make a valuable ally to Lawful factions such as the Keepers of the Old Law.



KALITUS CORPI

(New Adventure)

“All hail Raltus the Undying!”

—Lelan Kavaad, High Priest of the Kalitus Corpi

Kalitus Corpi is a short *Labyrinth Lord*™ adventure designed for 3-6 characters of levels 1-3. The adventure is set in a ruined portion of the Old City of Agden located in the Ghoul Lands region of the *Chronicles of Amherth*™ setting, but with a little work it can be easily adapted to other campaign worlds.

Beginning the Adventure

Kalitus Corpi is presented as a sandbox-style adventure, with no real timeline or plot. The adventure takes place inside an ancient temple complex that has been converted for evil use. How the adventurers arrive at the temple is for the Labyrinth Lord to decide. The following adventure hooks are provided for inspiration.

- **Treasure Map:** The characters find a map marking the location of an ancient temple deep within the ruins of the Old City. If the characters are hesitant to follow the map, a Corpi Cultist attempts to steal it from them. If caught, the cultist cuts his (or her) own throat to avoid revealing the cult's secrets.
- **Chance:** The characters are exploring the ruins of the Old City when they startle a deer out of hiding. The deer bursts through the creeper vines obscuring one of the breaks in the temple compound's Outer Walls. If the characters do not investigate the break, they hear the roars of Raltus the Undying as it awakens and devours the hapless deer.

- **Visions:** A cleric or other religious-minded character receives a vision of grisly cannibalistic rituals and hordes of zombies and skeletons overrunning the land. When the character awakens, he can lead the party straight to the ancient temple.

Adventure Background

Hundreds of years ago, a religious order known as the Kalitus Corpi (pr. Ka-LY-tus KOR-py) once vied for power with the Cult of Rebirth in the newly formed Kingdom of Makaar Mor. Corpi cultists venerated funereal trappings such as tombs, rats, maggots, corpses, and skeletons. According to cult doctrine, the body was merely a shell that housed the immortal soul. The cultists believed that consuming the internal organs of the dead freed the soul and gave power to the cult. The soulless remains could then be animated as skeletons or zombies so that the body could continue to serve the cult even in death.

Corpi Priests eventually developed a ritual that created the cult's avatar—a hideous undead hybrid of human, rat, and maggot they named Raltus the Undying. Raltus quickly became a symbol of fear and worship throughout the land, and thousands of people were forced to convert in order to avoid being sacrificed at the next ritual feast.

The Priests of Rebirth quickly condemned the Corpi cultists as heretics and attempted to stamp out all worship of Raltus the Undying.



Hordes of reaver ghouls were unleashed upon the growing army of Corpi zombies and skeletons, and grisly battles between the two sects became a nightly occurrence. The conflict might have gone on indefinitely if not for the formation of the Knights of the Cold Host who rallied the ghoul hordes and located and destroyed Raltus the Undying.

Raltus's death effectively broke the power of the Kalitus Corpi and the last remaining cultists were hunted down and sacrificed to the Reborn. Time passed, the power of the Cult of Rebirth grew, and the existence of the Kalitus Corpi became merely a footnote in the history of Makaar Mor.

Then one day, an acolyte of Rebirth named Lelan Kavaad discovered an ancient tome describing the history of the Kalitus Corpi and its struggle against the Cult of Rebirth. Kavaad became fascinated by the cult's teachings and beliefs and soon began experimenting with rituals designed to animate and control the undead. Kavaad's heresy was eventually discovered and he was sentenced to Death and Rebirth at the Holy Temple of Rebirth in Palatz Makaar. Kavaad managed to escape the temple dungeons, steal the ancient writings of the Kalitus Corpi, and then lose his pursuers in a severe thunderstorm.

Kavaad assumed a new identity as a wayward noble and formed his own adventuring company. He spent the next few years adventuring throughout the kingdom, searching out writings, artifacts, rituals, and any other information involving the Kalitus Corpi. Kavaad eventually retired from adventuring and settled down in Agden where he secretly began teaching the mysteries of the cult to new converts.

Kavaad and his followers have taken over an ancient temple in the Old City. Kavaad recently completed his research on the avatar ritual and the creation of Raltus the Undying has brought even more converts to the Kalitus Corpi including a reclusive clan of wererats.

Ancient Temple Compound

This ancient temple dates back to the time of Mor and was once dedicated to a goddess of healing named Helien the Goddess of Tender Ministrations (Delaeth). It consists of an outer rock wall with fallen towers at each corner, a debris-strewn inner courtyard, and the ruins of a central temple building.

Outer Walls

The temple's crumbling outer walls stand 20' to 30' tall and are covered with creeper vines. A thief character may climb these walls without having to make a check. Anyone else must make a saving throw vs. petrify or fall into the courtyard and take 1 hit point of damage. The noise from the fall immediately triggers a random encounter (see **Random Encounters**, pg. 119).

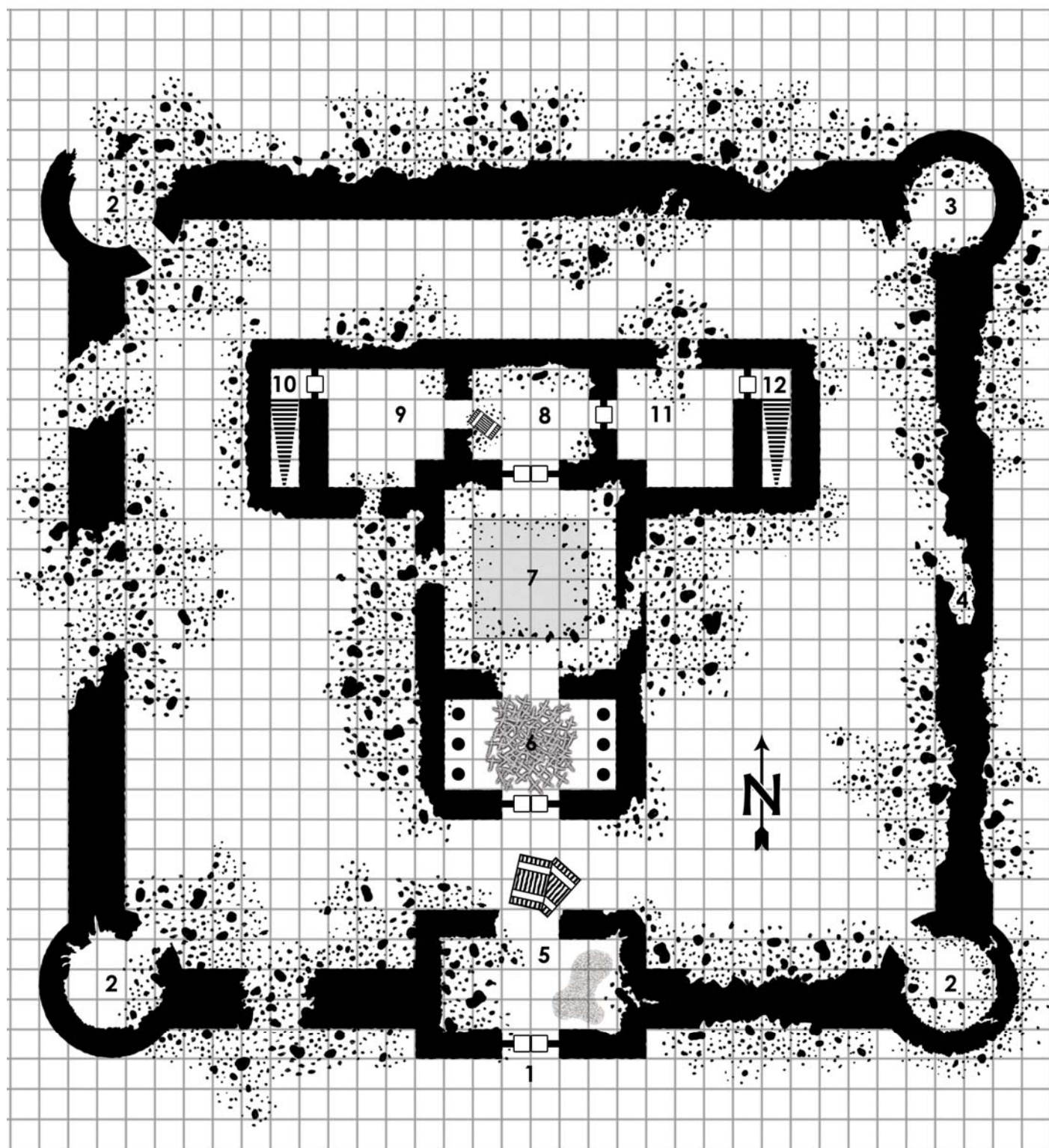
Characters who closely scout the outer walls find several breaks in the walls measuring 2' to 3' in height that are concealed by hanging creeper vines. Corpi cultists use these breaks to access the temple complex. An elf or halfling character or a skilled huntsman automatically detects these breaks. Other characters have the same chance to notice the break as locating a concealed door. The Labyrinth Lord should check for random encounters each time a character passes through one of the breaks.

1. Front Gates

These 20' tall wooden doors are banded with aged bronze and, like most of the walls, are covered with creeper vines. Any attempt to open or batter down the doors alerts the skeletal temple guards (see **area 2.**). Three skeletons (twelve total) arrive every 1d4 rounds and attack anyone not possessing a holy token (see pg. 122) of the Kalitus Corpi. Any attempt to Turn the skeletons awakens Raltus the Undying (see pg. 123), who arrives in the area 2d4 rounds later.

The caretaker, Myta Herin (see pg. 123) arrives 2d4 rounds after the fight starts and either joins the battle or sounds the horn to awaken Raltus the Undying.

Ancient Temple Ruins



1 Square = 10' x 10'



2. Guard Chambers

These collapsed towers are filled with rubble and debris. Three skeletons are concealed within the rubble. These are the ancient remains of the original temple guards that have been animated by Kavaad. The skeletons rise up and attack anyone who attempts to pass by without possessing a holy token. Any attempt to Turn the skeletons awakens Raltus the Undying, who arrives in the area 2d4 rounds later.

The northwest tower contains a break in the wall measuring 2' to 3' in height that is concealed by creeper vines. An elf or halfling character or a skilled huntsman automatically detects this break. Other characters have the same chance to notice the break as locating a concealed door. The Labyrinth Lord should check for Random Encounters each time a character passes through the break, in addition to any skeleton encounter.

Skeleton (3): AL C; MV 60' (20'); AC 5 (bronze armor + shield); HD 1; hp 5; #AT 1; Dmg 1d6 (short sword), 1d4 (claw); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 13.

3. Herin's Quarters

The ceiling to this tower is only partially collapsed and provides some shelter from the elements. This area is the personal quarters of the temple's caretaker, Myta Herin and his two war dogs, Blood and Bone. It contains scraps of clothing and bedding lovingly stitched from human scalps, human and animal skin, and furs. The walls and floor are decorated with abstract hangings and sculptures made from collections of human skulls and bones.

Myta Herin: see pg. 123 for statistics.

Blood and Bone (War Dog): see pg. 123 for statistics.

4. Carcass Scavenger Nest

This small, crumbling recess is the lair of a carcass scavenger. The scavenger sleeps during the day and comes out at night to feed on the cult's leavings. It attacks if disturbed, but does not pursue its enemies into the courtyard.

A *crossbow quarrel*+1 is painfully embedded in the carcass scavenger's hide. This remnant from an old battle with dwarves deep beneath the earth imposes a -1 penalty to-hit on all of the carcass scavenger's attacks.

Carcass Scavenger: AL C; MV 120' (40'); AC 7 (natural); HD 3+1; hp 17; #AT 8; Dmg special; SA stingers require a saving throw vs. paralysis; SV F2; ML 9; XP 135.

5. Fallen Doors

These ancient doors have rotted and fallen off their hinges. Two giant centipedes live beneath the doors. The centipedes attack anyone who walks over the doors or otherwise disturbs their nest.

Giant Centipede (2): AL N; MV 60' (20'); AC 9 (natural); HD 1d4 hp; hp 3, 1; #AT 1; Dmg poison; SA poison causes sickness that reduces movement to 50%; SV 0-level human; ML 7; XP 6.

6. The Lair of Raltus

A pile of fallen beams, rubble, and old bones dominates the center of this chamber and the stench of rot fills the air. This is the nest of Raltus the Undying. If Raltus has not previously been encountered, there is an 80% chance he can be found here sleeping within his nest. If Raltus is not in this chamber, there is a 100% chance he is swimming in **area 7**.

Raltus awakens whenever anyone enters this chamber and attacks on sight (roll normally for surprise). Human characters suffer a -1 penalty to-hit and a -1 penalty to AC because of the unstable footing here. Raltus attempts to flee to the pool in **area 7**. and heal himself if reduced to 15 hp or less.

If the characters are in no condition to fight, or if the Labyrinth Lord prefers to add a roleplaying element to the encounter, Raltus may attempt to negotiate with the party rather than fight. See the description of Raltus the Undying for more ideas on dealing with Raltus.

Kavaad automatically knows if Raltus engages in combat. He contacts Cam Tillie and two human cultists and proceeds to the temple to investigate, arriving in 2d4 turns. See

Meeting Kavaad on pg. 119 for more information on the ensuing encounter.

Raltus the Undying: see pg. 123 for statistics.

7. Pool of Filth

The vaulted ceiling of this massive temple is thirty feet tall with light entering through a partially collapsed domed roof in the center. The ancient ceremonial pool in the center of this chamber was once filled with crystal clear water that had healing properties. The Kalitus Corpi has diverted a branch of Agden's sewers into the pool and filled it with foul-smelling sludgy water, bloated carcasses, bodily waste, and

floating debris.

A dwarf, elf, or halfling character, or any human character who makes a Wisdom check at -4 notices clusters of purple mushrooms (53 in all) growing on the filth. Any living creature who enters the pool must make a saving throw vs. poison or become violently ill for 1d4 days. Any undead creature that enters the pool regains a number of hit points equal to its Hit Dice, once per day. If Raltus the Undying has not been encountered, there is a 20% chance he may be found here, floating in the muck. If Raltus is not in this chamber, there is a 100% chance he is resting in **area 6**.

If the characters are in no condition to fight, or if the Labyrinth Lord prefers to add a





roleplaying element to the encounter, Raltus may attempt to negotiate with the party rather than fight. See the description of Raltus the Undying for more ideas on dealing with Raltus.

As mentioned above, Kavaad automatically knows if Raltus engages in combat. He contacts Cam Tillie and two human cultists and proceeds to the temple to investigate, arriving in 2d4 turns. See **Meeting Kavaad** on pg. 119 for more information on the ensuing encounter.

Raltus the Undying: see pg. 123 for statistics.

8. Cult Ceremonial Room

Ceremonial robes made of human skin and trimmed with human hair hang from pegs along the walls of this chamber. A wooden chest banded with aged bronze contains a curved sacrificial dagger made of silver and studded with rubies (750 gp), several dozen ritual masks made from human faces, and a copy of the cult's doctrine, freshly inscribed with blood ink on pages made of human skin.

9. Common Area

This crumbling chamber serves as a common area where Kalitus Corpi cultists come to eat, sleep, and pray. Straw pallets and vine nests line the floor and hundreds of wind chimes made up of thousands of finger bones hang at shoulder height from the ceiling. These bone chimes reduce visibility in the room, causing a -1 penalty to-hit on all melee attacks. Human characters may not use missile weapons or cast ranged spells while standing.

The bloated, poisoned corpse of a human cultist named Sem Saloth lies on a pallet in the center of the chamber. Saloth was killed two days ago by the giant centipedes living in **area 5**. His corpse has been cut open so that his internal organs may be removed for feasting during the next ritual feast. Saloth's left pinky finger has been removed and attached to the wind chime directly above his corpse. An unrolled scroll of human skin on the floor next to the pallet contains instructions on how to arrange a corpse for a holy feast and subsequent reanimation as a zombie, including the removal of a single finger bone to be used in the making of the sacred wind chimes.

10. Undead Stair

The door to this stairwell is made of oak banded with aged bronze. The door is clearly inscribed with a *glyph of warding* at 5th level. If the door is opened without speaking the proper command phrase ("The glory of undeath is upon us"), everyone within the room must make a saving throw vs. spells or suffer the effects of a *hold person* spell.

Thousands of zombies and skeletons reside in the maze of crypts below the temple. These undead begin shambling up the staircase as soon as the door is opened and attack any living creature in sight. If allowed to exit, the undead mill about **area 9** and **area 8**. When the rooms have filled to capacity, there is a 50% chance that the press of bodies against the crumbling walls causes the entire temple to collapse. This chance increases by 10% each time the undead are released from below.

If the temple does not collapse, the zombies and skeletons return to the dungeons after 2d4 turns. The Labyrinth Lord should inform the characters that all of these undead appear to be missing pinky fingers. This should give clever players a clue as to the number of undead lurking beneath the temple.

The staircase leads to the temple dungeons and eventually to Lelan Kavaad's Lair (see below). However, the stairs are impassable due to the number of zombies and skeletons present below.

Zombie: AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 11; #AT 1; Dmg 1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells, always attack last; SV F1; ML 12; XP 29.

Skeleton: AL C; MV 60' (20'); AC 7 (natural); HD 1; hp 5; #AT 1; Dmg 1d4 (claw); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 13.

11. Common Area

This crumbling chamber serves as a second common area where Kalitus Corpi cultists come to eat, sleep, and pray. Straw pallets and vine nests line the floor and hundreds of wind chimes made up of thousands of finger bones hang at shoulder height from the ceiling. These bone chimes reduce visibility in the room,



causing a -1 penalty to-hit on all melee attacks. Human characters may not use missile weapons or cast ranged spells while standing.

12. Undead Stair

The door to this stairwell is made of oak banded with aged bronze. The door is clearly inscribed with a *glyph of warding* at 5th level. If the door is opened without speaking the proper command phrase ("The glory of undeath is upon us"), everyone within the room must make a saving throw vs. spells or suffer the effects of a *hold person* spell.

Thousands of zombies and skeletons reside in the maze of crypts below the temple. These undead begin shambling up the staircase as soon as the door is opened and attack any living creature in sight. If allowed to exit, the undead mill about **area 11**. When the room has filled to capacity, there is a 50% chance that the press of bodies against the crumbling walls causes the entire temple to collapse. This chance increases by 10% each time the undead are released from below.

If the temple does not collapse, the zombies and skeletons return to the dungeons after 2d4 turns. The Labyrinth Lord should inform the characters that all of these undead appear to be missing pinky fingers. This should give clever players a clue as to the number of undead lurking beneath the temple.

The staircase leads to the temple dungeons and eventually to Lelan Kavaad's Lair (see below). However, the stairs are impassable due to the number of zombies and skeletons present below.

Zombie: AL C; MV 120' (40'); AC 8 (natural); HD 2; hp 11; #AT 1; Dmg 1d8 (claws); SA unaffected by *sleep*, *charm*, or *hold* spells, always attack last; SV F1; ML 12; XP 29.

Skeleton: AL C; MV 60' (20'); AC 7 (natural); HD 1; hp 5; #AT 1; Dmg 1d4 (claw); SA unaffected by *sleep*, *charm*, or *hold* spells; SV F1; ML 12; XP 13.

Kavaad's Lair

Lelan Kavaad's lair, which contains his spellbooks, treasure, and the original writings of the Kalitus Corpi lies deep within the catacombs

beneath the temple. The undead staircases (**area 12.** and **area 10.**) provide the only access to these catacombs, but the stairs are impassable due to the number of zombies and skeletons present. The Labyrinth Lord is free to flesh out these dungeons when the characters reach higher levels and can better deal with such large numbers of undead.

Meeting Kavaad

It is highly likely that Lelan Kavaad becomes alerted to the party's presence some time during the course of this adventure. When this happens, he gathers Cam Tillie and a number of human cultists equal to the number of PCs and proceeds to the temple to investigate, arriving in 2d4 turns.

Kavaad cannot afford to let knowledge of the cult's activities spread. He attempts to capture or kill anyone found at or near the temple.

Kavaad concentrates his attacks on magic-user, elf, and cleric characters first. He casts *hold person* in the first round. In the second round he casts a *light* spell to blind one of the characters. In the third round he tosses one of his *teeth of war* onto the ground and orders the skeletons to attack. Kavaad flees if the battle goes badly for him.

If Kavaad does not encounter the characters at the temple, he and his followers quietly attempt to learn who is responsible for desecrating their place of worship. Once the characters' identities are discovered, Kavaad attempts to isolate, capture, and/or kill them.

Captured characters are imprisoned in a holding cell beneath the city where Kavaad uses threats and torture to learn what they know about the Kalitus Corpi. The characters should be allowed ample opportunity to escape before being executed.

Concluding the Adventure

If Lelan Kavaad is killed or forced to flee, the remaining human cultists return to their normal lives. If asked, they deny any knowledge of the Kalitus Corpi. If Kavaad survives, he almost



certainly returns later to take revenge upon the characters.

If the Cult of Rebirth learns of the revival of the Kalitus Corpi, it may spark a bloody inquisition led by Knights of the Cold Host that leads to the Death and Rebirth of over two dozen Agden commoners (not all of whom are guilty). The characters are hailed as heroes of the faith and may be called upon to assist Knights of the Cold Host by investigating other rumors of heresy. Such an inquisition may help a fanatic like senior acolyte Viden Meseen become an iconic figure for the cult.

If Cam Tillie and her wererat clan are exposed (either by the characters or during an inquisition) the remaining wererats flee Agden, dispersing into the wilds of Caramor. They may turn up later in another settlement, and the characters can almost surely expect retribution from them in the future.

If Raltus the Undying was not killed, the characters may be asked to return to the temple and destroy the abomination. Raltus and his surviving followers are no longer at the temple. They may have fled Agden altogether, they may stalk the characters through the ruins of the Old City, or Raltus may attempt to bargain with the characters, offering treasures, magical items, or even strange powers in exchange for his life.

Random Encounters

The Labyrinth Lord may wish to spice up this adventure with random encounters. Roll 1d6 whenever the characters make noise or negotiate a pile of rubble (such as when passing through the breaks in the outer walls). On a roll of 1 or 2, either choose an encounter from the following the table or roll one at random. Any loud commotion (such as combat) catches the attention of Herin and his dogs Blood and Bone, who arrive in 2d4 rounds to investigate.

Roll Encounter

1. Adventuring Company
2. Ancient Statue
3. Blood and Bone
4. Brigands
5. Cam Tillie

6. Dangerous Rubble
7. Giant Rats
8. Myta Herin
9. Human Cultist
10. Pit Viper
11. Rats
12. Yellowjacket Nest

Adventuring Company

The characters encounter a commoner adventuring company named the Red Swords of Agden exploring the temple compound. These adventurers followed a Corpi Cultist to the temple several days ago and decided to better equip themselves and return to investigate.

The Red Swords leaders are a married couple named Trallin and Deria Kathi who once tended Lord Ulek Ariaas's personal gardens. The other members of the company are common laborers who signed on with the Kathis in the hopes of winning fame and fortune. The Labyrinth Lord is encouraged to make full use of the reaction table found in the *Labyrinth Lord*™ core rulebook to determine how the Red Swords react to the party's presence at the temple.

Trallin Kathi: AL N; MV 120' (40'); AC 7 (leather armor + Dex); F2; hp 16; #AT 1; Dmg 1d6+1 (spear + Str), 1d4 (dagger); S 15, D 13, C 13, I 10, W 10, Ch 12; SV F2; ML 11; XP 47.

Deria Kathi: AL N; MV 120' (40'); AC 8; MU1; hp 2; #AT 1; Dmg 1d4 (dagger); S 9, D 13, C 10, I 15, W 14, Ch 12; SV MU1; SA spell; ML 7; XP 16; spellbook.

Spells: *detect magic*, *magic missile*, *read magic*, *shield*.*

*indicates a memorized spell

Ither Soman, Gori Teraal, Dulin Merane: treat as 0-level humans with AC 8 (shields), spears, daggers, and backpacks containing rope, torches, and other provisions.

Ancient Statue

An ancient, 2' tall stone statue of Helien the Goddess of Tender Ministrations (Delaeth) lies concealed beneath a pile of creeper vines. If the vines are cleared away, each character receives the benefit of a *cure light wounds* spell.



Blood and Bone

The characters encounter the war dogs Blood and Bone lounging amidst the rubble, gnawing on old bones.

Blood and Bone: see pg. 123 for statistics.

Brigands

These brigands are looking for one of their companions. One carries lucky finger bone passed the temple guards.

Brigands: treat as 0-level humans with spears, clubs, and daggers.

Cam Tillie

The characters encounter the wererat Cam Tillie. Tillie came to the temple to speak with Raltus the Undying. Tillie prefers to flee and warn Herin rather than fight. If Herin has been killed, Tillie flees back to the commoner's hall and attempts to locate Lelan Kavaad. If forced to fight, Tillie turns into rat form and summons 1d3 giant rats which arrive in 1d4 rounds to assist and possibly cover her escape.

Cam Tillie: see pg. 123 for statistics.

Giant Rat (1d3): AL N; MV 120' (40')/swim 60' (20'); AC 7 (natural); HD 1d4 hp; hp 2; #AT 1; Dmg 1d3 (bite) + disease; SA 5% chance of contracting disease with each bite - saving throw vs. poison or die in 1d6 days; SV F1; ML 8; XP 6.

Dangerous Rubble

While navigating through a pile of rubble and debris, one character chosen at random steps on a piece of jagged metal. The character must make a saving throw vs. petrify or take 1d2 points of damage and have his movement rate reduced by ½ for the next day. This penalty is negated if the wound is healed by magic.

Giant Rats

The characters see bones and moldering animal skins lying amidst a pile of rubble. Two of the skins are actually giant rats that attack if disturbed.

Giant Rat (2): AL N; MV 120' (40')/swim 60' (20'); AC 7 (natural); HD 1d4 hp; hp 2; #AT 1; Dmg 1d3 (bite) + disease; SA 5% chance of contracting disease with each bite -

saving throw vs. poison or die in 1d6 days; SV F1; ML 8; XP 6.

Myta Herin

The characters encounter Herin turning over chunks of masonry and other debris looking for the giant centipede that killed Sem Saloth (see **area 5.**).

Myta Herin: see pg. 123 for statistics.

Human Cultist

The characters encounter a human cultist named Steggart who is herding six goats into the courtyard for sacrifice to Raltus the Undying. Steggart is distracted and not expecting trouble and may be surprised on a 1-4 on 1d6. He attempts to flee, but surrenders if cornered. Steggart is a coward at heart. If threatened, he tells everything he knows about the Kalitus Corpi. Steggart claims that he is not a cultist himself, but that he is forced to leave livestock tied to a post outside **area 7**. Because the cultists wear masks during rituals, Steggart cannot reveal the identities of Lelan Kavaad, Cam Tillie, or any of the other cultists unless the Labyrinth Lord decides otherwise. Steggart flees at the first opportunity.

Steggart: treat as 0-level human, necklace containing one withered human ear (holy token).

Rats

While negotiating a pile of rubble, one character chosen at random disturbs the lair of a family of rats. The rats swarm out from the debris and attack the character for one round before scurrying back into hiding.

Rat (2d10): AL N; MV 60' (20')/swim 30' (10'); AC 9 (natural); HD 1 hp; hp 1; #AT 1; Dmg 1d6 per 10 rats (bite) + disease; SA 5% chance of contracting disease with each bite - saving throw vs. poison or die in 1d6 days; SV 0-level human; ML 5; XP 6.

Viper

A green viper is sunning itself on a pile of rocks. The Labyrinth Lord should roll normally for surprise. The viper attacks anyone who disturbs it, but prefers to flee through a hole in the ancient bronze collection box that serves as its lair. The box must be dug out of the rubble



before it may be opened and contains 45 cp, 21 sp, and 11 gp in ancient coinage and an enchanted red feather that acts as a *ring of protection* +1 when worn in the hair or fastened to a helmet.

Pit Viper: AL N; MV 90' (30'); AC 7 (natural); HD 1 hp; hp 1; #AT 1; Dmg 1 + poison; SA saving throw vs. poison or die in 1d6 rounds; SV 0-level human; ML 5; XP 10.

Yellowjacket Nest

A swarm of yellowjackets has built a nest in an old rat hole. The Labyrinth Lord should immediately roll for surprise. If the party achieves surprise, they hear and see the yellowjackets buzzing around a pile of vines and debris. If the party does not achieve surprise, they accidentally disturb the nest while passing by and are immediately attacked.

Yellowjacket Swarm: AL N; MV fly 60' (20'); AC 7 (natural); HD 2; hp 12, 1; #AT 1; Dmg 2 hp; SA double damage to characters with no armor; SV 0-level human; ML 11; XP 29.

New Item

The following new item may be found in this adventure.

Holy Token

A holy token of the Kalitus Corpi is simply a piece of skin, flesh, or bone taken from a human corpse. These tokens are often fashioned into masks, jewelry, or other decorations. They are symbols of faith that are revealed to other cultists in order to demonstrate loyalty to Raltus the Undying. The tokens are nonmagical in nature, however, possession of a holy token allows the bearer to bypass the temple guards (**area 2**).

NPCs and Factions of Note

The following NPCs and factions may be found throughout this adventure.

Corpi Cultists

A number of Agden commoners and a few minor nobles have converted to the teachings of the Kalitus Corpi and the worship of Raltus the Undying. The cultists are fearful of discovery by the priests of Rebirth and always wear flesh masks during their rituals. Because of this, few of the cultists know the identities of the other cult members. If attacked, they prefer to flee rather than fight.

Corpi Cultist: treat as 0-level human with club, knife, and holy token.

Clawstone Clan

This small wererat clan lives in secret among the people of Agden. Their leader, Cam Tillie, has converted them to the worship of Raltus the Undying, but only a few humans know of their true nature. Clawstone wererats prefer to flee rather than fight.

Wererat: AL C; MV 120' (40')/swim 60' (20'); AC 7 (natural) or 8 (when in human form); HD 3; hp 16; #AT 1; Dmg 1d4 (bite) or 1d4 (knife); SA immune to normal weapons when in animal form, surprise on a 1-4 on 1d6; SV F3; ML 8; XP 95, holy token.

Lelan Kavaad (pr. LEE-lun kuh-VOD)

Lelan Kavaad is a large, brown-bearded butcher who sells fresh cuts of meat from a covered stall in the Agden Commoner's Hall. He has an easy smile and gets along well with others, despite the perpetual bloodstains on his clothing. Kavaad is actually a spellcasting cleric and the high priest of the Kalitus Corpi. He is utterly ruthless and power hungry. Kavaad seeks to subvert the teachings of the Cult of Rebirth and views the Ghoul King Lorrigan Makaar as an abomination that must be destroyed. Kavaad has amassed an army of skeletons and zombies beneath the ruined city of Agden and plans to one day unleash them on the unsuspecting people of Makaar Mor.

Lelan Kavaad: AL C; MV 120' (40'); AC 6 (leather armor + shield + Dex); C5; hp 25; #AT 1; Dmg 1d6+2 (mace + Str) or by spell; S 16, D 13, C 15, I 15, W 16, Ch 13; SV C5; ML



9; XP 800; *mask of friendship***, *teeth of war***, gold and silver arm ring (140 gp each).

Spells (commonly used): 1st: *cause fear*, *cure light wounds*, *light*, 2nd: *curse*, *hold person*, 3rd: *dispel magic*

denotes a **New Magic Item (see pg. 41).

Cam Tillie

Cam Tillie is part of the Clawstone wererat clan that lives in and around Agden. Tillie became a convert to the Kalitus Corpi after witnessing the glory of Raltus the Undying and has converted most of her brethren to his worship. On a practical level, Tillie believes the cult's army of mindless zombies and skeletons are preferable to the ravenous ghouls that hunt humans and wererats alike. Tillie respects Kavaad, but believes the cult and her clan would be better served if she were in charge. Tillie can often be found in the Agden Commoner's Hall where she spends most of her time consorting with thugs at Daarlens. She also maintains a small secret hideout in the Old Warehouse.

Cam Tillie: AL C; MV 120' (40')/swim 60' (20'); AC 7 (natural) or 8 (when in human form); HD 3; hp 16; #AT 1; Dmg 1d4 (bite) or 1d4 (knife); SA immune to normal weapons when in animal form, surprise on a 1-4 on 1d6; SV F3; ML 8; XP 95, Kalitus Corpi skin mask.

Myta Herin

Myta Herin is a crazed old hermit who acts as the temple caretaker. Herin wears a mask made from dried human skin and a necklace of withered human ears and fingers. A knot of human scalps dangles from his spear. Herin carried a bull's horn wherever he goes and blows the horn at the first sign of intruders. The sound of the horn rouses the skeletal temple guards (see **area 2.**) and Raltus the Undying (see **area 6.**).

Myta Herin: AL C; MV 120' (40'); AC 7 (leather armor + Dex); F2; hp 16; #AT 1; Dmg 1d6+1 (spear + Str), 1d6+1 (hand axe + Str), 1d4 (dagger); S 13, D 15, C 13, I 10, W 10, Ch 10; SV F2; ML 11; XP 47.

Blood and Bone

Blood and Bone are a pair of vicious war dogs that are loyal only to Herin. Herin has outfitted the dogs with barding made of leather and human bones and at a glance, the dogs may be mistaken for undead.

Blood and Bone: AL N; MV 150' (50'); AC 5 (barding + natural); HD 2; hp 12, 10; #AT 1; Dmg 2d4 (bite); SV F2; ML 11; XP 35.

Raltus the Undying

Raltus the Undying is the avatar of the Kalitus Corpi undead cult. He appears as a 9' tall hulking undead creature that resembles a cross between a giant rat, a human, and a maggot.

Raltus attacks with sharp claws and a vicious bite. Once per day, Raltus is capable of exhaling a cloud of noxious gas with effects similar to that of a *stinking cloud* spell.

Raltus was initially a mindless undead creature that was easy for Lelan Kavaad to control. As time passed, Raltus became more willful, intelligent, and powerful. Kavaad knows that his hold on Raltus is slipping and he believes he must have made a mistake during ritual. Kavaad is planning to destroy Raltus and create a new avatar. Unbeknownst to him, Raltus is aware of his plan and has secretly convinced the wererat Cam Tillie that the cult would be better off under her leadership.

The Labyrinth Lord is free to play Raltus as a mindless killing machine or a crafty beast that is just beginning to test the limits of its power. Raltus is prone to fits of bloodthirsty rage and can never fully be trusted.

Anyone killed by Raltus rises as a zombie or skeleton in 1d4 rounds.

Raltus the Undying: AL C; MV 120' (40')/swim 60' (20'); AC 5 (natural); HD 5; hp 38; #AT 3; Dmg 1d6/1d6 (claw/claw) + 1d8 (bite) + disease; SA magic resistance 25%, breath weapon, 5% chance of contracting disease with each bite - saving throw vs. poison or die in 1d6 days; SV F5; ML 9; XP 700.



APPENDIX I: OPTIONAL RULES FOR TOUGHER UNDEAD

"I know not what evil drives this skeletal horde, but we must flee. Our arrows have no effect. The dead just keep coming!"

—Gerald Odam of the Red Bowmen adventuring company

It should be safe to assume that undead do not suffer the same injuries from weapons that were primarily designed to harm living creatures. This section provides optional rules for making even low-level undead tougher and more formidable foes.

Note: This appendix was inspired by an excellent article in an old issue of DRAGON Magazine. The author was unable to locate that article to give proper credit. This appendix is not meant to be a challenge to any copyrights or trademarks included in that article.

Weapon Categories

Most weapons easily fall into one of three categories: Slashing Weapons, Piercing Weapons, and Impact Weapons. A few weapons, such as a dagger, certain polearms, or certain swords, may fall into more than one category, at the Labyrinth Lord's discretion.

Slashing Weapons

Slashing weapons cause damage primarily by cutting or slicing one's enemies. Slashing weapons are particularly effective against corporeal undead.

Examples: axe (battle), axe (hand), dagger*, pole arm*, scimitar, sword (any)*.

Piercing Weapons

Piercing weapons cause damage primarily by puncturing flesh and damaging internal organs. Piercing weapons are less effective than others against most types of undead.

Examples: arrow (any), crossbow quarrel (any), dagger*, dart, javelin, lance, pick (any), pole arm*, spear, sword (any)*, trident.

Impact Weapons

Impact weapons cause damage by delivering blunt trauma. Impact weapons are particularly effective against skeletal undead.

Examples: club, flail (any), hammer (any), mace, morningstar, quarterstaff, sling bullet.

*denotes weapon that may fit more than one category, depending on type and/or use

Undead Categories

Most undead fall into one of the following three categories: Skeletal Undead, Corporeal Undead, or Incorporeal Undead.

Skeletal Undead

Skeletal undead are made up mostly of exposed bone. Skeletal undead take full damage from the bone-shattering blows of impact weapons. They take half damage from slashing weapons, mostly from the force of the



strike. Skeletal undead take only 1 hp of damage from piercing weapons, as they have no internal organs to rupture. Damage bonuses from enchanted weapons and high Strength apply normally.

Examples: bonewraith*, skeleton, lich, yukree*.

Corporeal Undead

Corporeal undead are undead whose physical bodies are mostly covered with flesh. Corporeal undead take full damage from being hacked apart by slashing weapons. They take half damage from impact weapons, mostly from broken bones and internal lacerations. Corporeal undead take only 1 hp of damage from piercing weapons, as most of their internal organs have withered and ceased to function. Damage bonuses from enchanted weapons and high Strength apply normally.

Examples: ashogarr*, ghoul, ghast, mummy, vampire, wight, zombie.

Incorporeal Undead

Incorporeal undead include any undead without a physical form. Incorporeal undead take full damage from any weapon powerful enough to hit them.

Examples: ghost, groaning spirit, spectre, wraith.

*denotes a **New Monster** from the *Chronicles of Amherth*™ setting.

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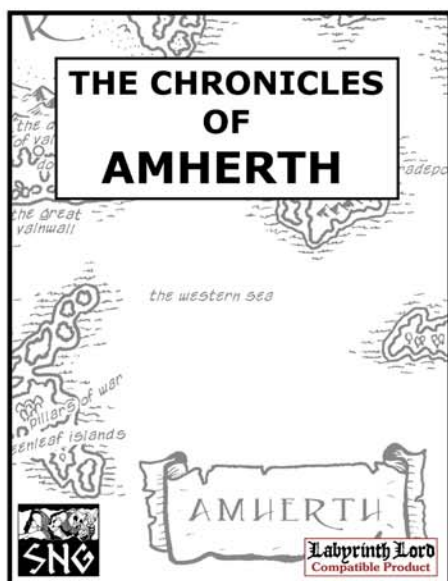
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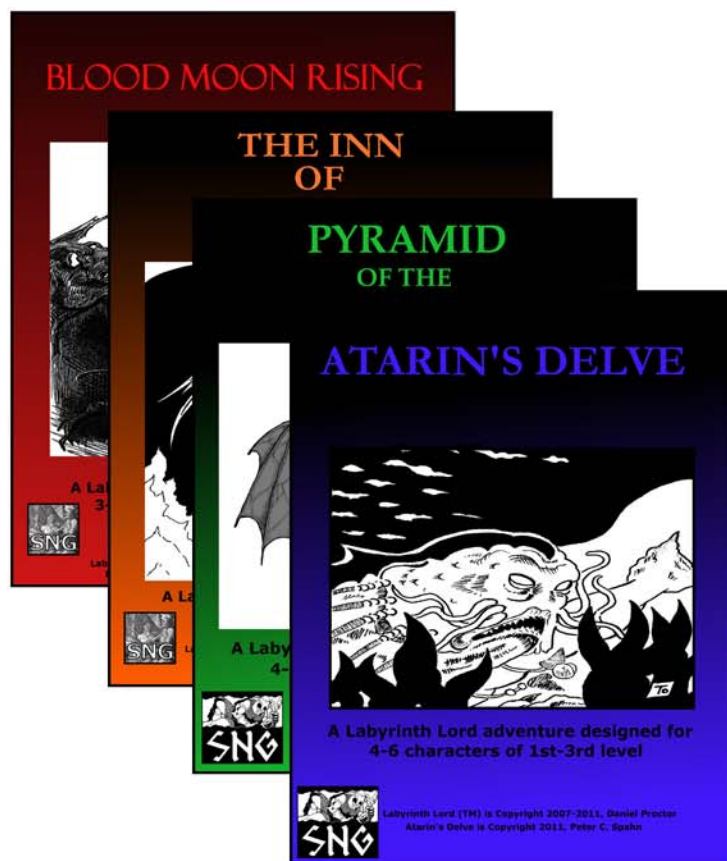


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