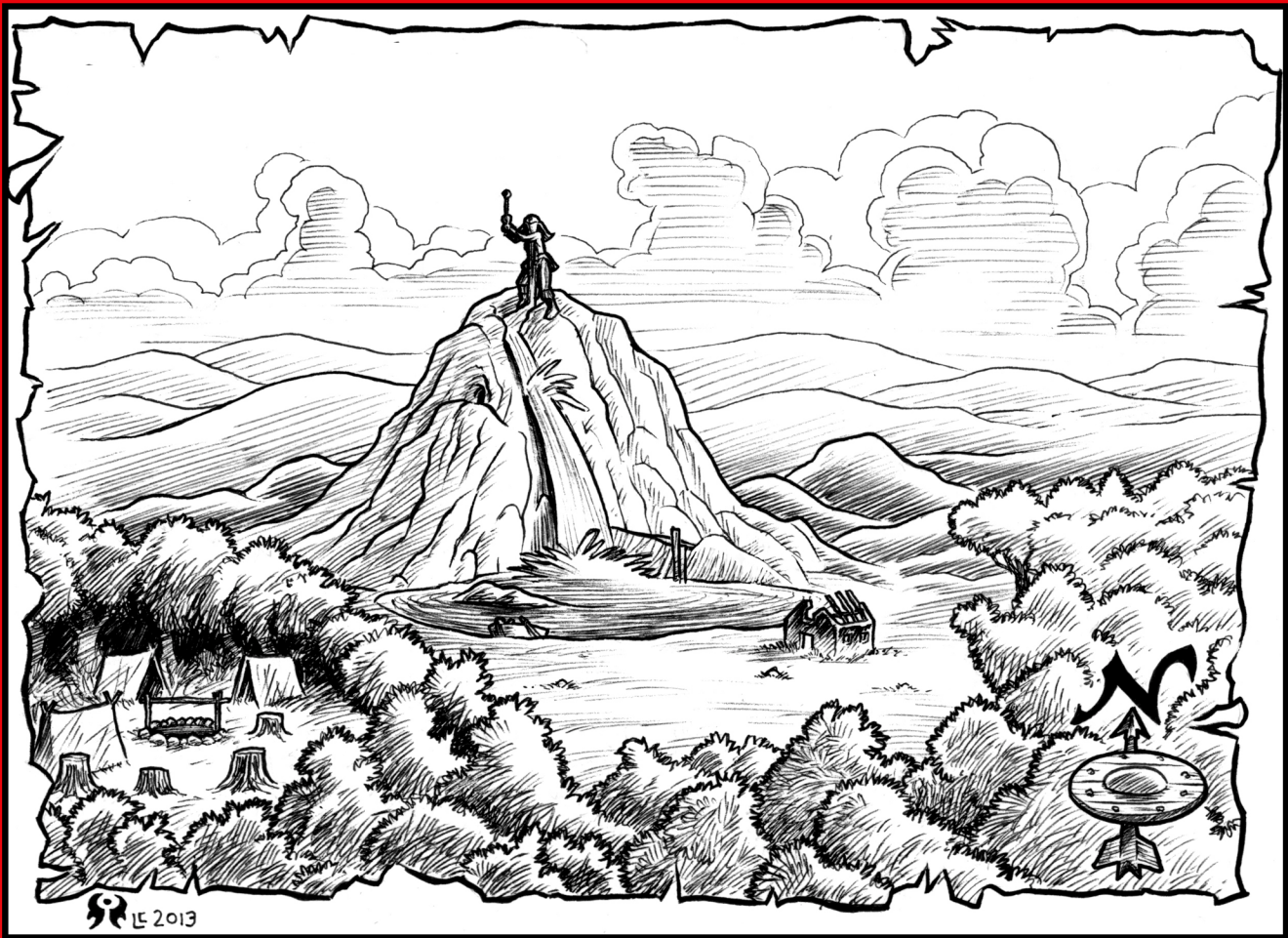


THE SHRINE OF ST. ALEENA



**A Labyrinth Lord™ adventure designed for
3-6 characters of 1st-3rd level**



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Labyrinth Lord
Compatible Product



THE SHRINE OF ST. ALEENA

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THE SHRINE OF ST. ALEENA

The Shrine of St. Aleena is a **Labyrinth Lord™** adventure designed for 3-6 characters of 1st-3rd level (about 12 levels total). A diverse range of classes is recommended, however, at least one character should be of Lawful alignment. *The Shrine of St. Aleena* involves a mixture of roleplaying, problem solving, and dungeon crawling. The adventure takes place in a cave complex known as the Shrine of St. Aleena which is set in the *Chronicles of Amherth™* campaign setting, but may easily be dropped into any remote wilderness region of any campaign world.

Note: In true old school fashion, a number of the encounters in *The Shrine of St. Aleena* involve save or die-type mechanics. The Labyrinth Lord is free to alter these effects for groups who prefer less random mortality.

Adventure Background

Many years ago, a young human fighter and a young female cleric named Aleena did battle with an evil wizard known only as the Infamous One. In a selfless and heroic act, Aleena gave her life to save the fighter and help him defeat the wizard. Her body was returned to her hometown where she was mourned by all.

The Church of Law and Order chose to honor Aleena's sacrifice by naming her a Patron Saint of Adventurers, especially adventuring fighters. A shrine to St. Aleena was constructed and the tale of her death would go on to inspire a generation of brave new heroes. Alas, many of these heroes changed professions, retired from adventuring to raise families, or moved on to

greater quests and more fantastic worlds, until in time, Aleena's sacrifice was all but forgotten.

One who did not forget, however, was the Infamous One. Although the evil wizard took pleasure in the memory of Aleena's death, he still despised her role in one of his earliest defeats. When he learned of her ascension to sainthood, his rage began to fester and grow.

The Infamous One recently set in motion a campaign of revenge, sending a goblin horde to raze Aleena's hometown. His assassins then began hunting down adventurers who still professed their faith in St. Aleena. As a final stroke, he sent one of his most vile minions to defile the holy Shrine of St. Aleena.

Managing the Adventure

The Shrine of St. Aleena is a freeform dungeon crawl that requires the characters to explore the sacred Shrine of St. Aleena. The characters arrive to find the monks who tend the shrine under siege and the shrine itself being corrupted by a magical ritual known as the Curse of Defiling (see pg. 21).

Why the characters come to the shrine is left for the Labyrinth Lord to decide. A number of random wilderness encounters are included below, some of which may point the characters towards the shrine (see pg. 3). Otherwise, the following plot hooks may be used for inspiration:

- the characters see the Statue of St. Aleena on the hilltop while exploring the wilderness. If they investigate, they run afoul of the Deathwhisper goblin camp (see pg. 10).





- a Lawful character dreams of a glowing female cleric asking for help in combating a great evil. A cleric who has this dream may make an Intelligence check to recognize the cleric as St. Aleena. The character who has this dream may lead the party right to the shrine.
- a Lawful cleric is sent by the church to make contact with Brother Jack Torner of the Brotherhood of St. Aleena (see pg. 18). The brotherhood is late with a tally of its activities and the church suspects foul play.
- the characters come across the dead body of a former monk of St. Aleena. The monk was killed by an ogre who is trying to find the shrine. A scroll tube near the corpse contains a scroll asking the church to send defenders to the Shrine of St. Aleena.
- the characters see an exodus of normal animals (deer, foxes, wolves, rabbits, etc.) heading away from the defilement at the shrine. Characters who attempt to follow their back trail arrive at the Shrine of St. Aleena.

Rumors and Information

A number of rumors and information surround the Shrine of St. Aleena. A Lawful cleric automatically knows one of the following rumors. Any Lawful or Chaotic character (including a Lawful cleric) who makes an Intelligence check has also heard one of the following rumors.

The Labyrinth Lord may choose a rumor or roll 1d12 to randomly determine which rumors the characters have heard.

1. The cleric Aleena was a female adventurer who was elevated to sainthood after her death at the hands of an evil wizard known as the Infamous One.

2. A Lawful adventuring company named the Swords of the Dawn Shield are in the area hunting a pack of marauding wyverns.

3. A nature-worshipping religion known as the Druun was once widely practiced in this area before being pushed out by the true faith of the Church of Law and Order. It is said the Druun practiced animal (and sometimes human) sacrifices in exchange for power.

4. The local wilderness is entirely free from undead. This is because a Lawful holy site in the area prevents the dead from animating.

5. The local wilderness is filled with old ruins and dungeons from an earlier, simpler age. These ruins attract lone adventurers and adventuring companies from all over the Known World.

6. The hometown of a Lawful cleric named Aleena lies somewhere nearby. According to legend, Aleena once dedicated her life to helping new adventurers, and the town was known as a great place for weary adventuring companies to rest and resupply.

7. The Shrine of St. Aleena is located somewhere nearby. It is a Lawful holy site tended by monks who help educate and train brave adventurers.

8. A local town was recently razed by a horde of goblins and other evil creatures. This horde was made up of several goblin tribes including the Tripguts, the Poison Spears, and the Deathwhisper goblins.

9. A host of powerful evil creatures have been drawn to this area of late. No one seems to know why.

10. A red dragon named Venthx has taken control of a local holy site named the Shrine of St. Aleena. A brave adventuring fighter whose name is not known has vowed to slay this dragon and reclaim the shrine. Rumors also suggest that the dragon is in league with an evil wizard known as the Infamous One.

11. The surrounding wilderness hides a huge army that is massing to overthrow the Duke of Valnwall. This army is made up of goblins, orcs, and giants, as well as human rebels. Some say they are commanded by an evil wizard known as the Infamous One, while others say they are under the control of an Earl who plots against the Duke.

12. An evil wizard named the Infamous One has recently been seen in this area. His magic is supposedly powered by blood and his touch means death. The Infamous One's true name is known to all, but none dare speak it for fear of retribution. The Infamous One figures into many local myths and legends, none of them good.





WILDERNESS RANDOM ENCOUNTERS

The Labyrinth Lord should roll 1d6 twice per day for each day the characters wander the nearby wilderness. A roll of 1 or 2 means the characters experience a random encounter. The Labyrinth Lord may either choose an encounter or roll 1d20 and consult the **Random Encounters** table, below.

Wilderness Random Encounters

- | | |
|----|-------------------|
| 1 | All Brawn |
| 2 | Buried Treasure |
| 3 | Brigand Brothers |
| 4 | Cave of Wings |
| 5 | Druun Henge |
| 6 | Dungeon of Firsts |
| 7 | Frozen Fiend |
| 8 | Goblin Raiders |
| 9 | Hanged Man |
| 10 | Homeless Grazers |
| 11 | Hungry Hounds |
| 12 | Lonely Horse |
| 13 | Petty Thieves |
| 14 | Rival Swords |
| 15 | Shadow of Valor |
| 16 | Stone Hethar |
| 17 | Town of Sorrows |
| 18 | Traveling Wizard |
| 19 | Undead Brother |
| 20 | What Lies Beneath |

All Brawn

The characters come upon a burly fighter named Valon of Edgerton felling a tree near a narrow creek. When the characters arrive, Valon says: "Hold, friends. I'll have this tree down in just a moment and then we can all cross."

Valon then cuts down the tree and muscles it into position across the 3' wide creek.

If the characters jump over the creek or wade through the ankle deep water, Valon appears confused.

If the party seems friendly, Valon may offer to join them. Valon is handy with a sword, but may also provide a bit of comic relief, if the Labyrinth Lord desires. Valon is included here mainly for groups that need another fighter. If the party is rude to Valon or treats him cruelly, he strikes out on his own. Valon would make a good recruit for the Brotherhood of St. Aleena.

Valon of Edgerton (2nd level fighter): see pg. 20 for statistics.

Buried Treasure

The Labyrinth Lord should have every player roll 1d20 and add/subtract their Wisdom modifier. On a modified roll of 16 or better, the character notices a tree whose bark has been scratched off by the claws of a bear. An elf character, a character with a woodsman background, or any character who makes a Wisdom check at -2 can see that the "bear" marks were made by an axe and that the ground near the base of the tree has been disturbed.





If the ground is dug up, a small chest containing 100 gp and a *potion of climbing* is unearthed. The Labyrinth Lord is free to decide who (or what) left the treasure behind and whether or not he decides to come looking for the characters later.

Brigand Brothers

Roren and Raleph Berman are two brothers who make their living robbing and murdering travelers. The brigands are being drawn to the Shrine of St. Aleena by dark dreams of wealth and power. If the party appears particularly powerful, the brothers may present themselves as fellow adventurers and attempt to join them on the quest. If this happens, the Labyrinth Lord must decide if and when the brigands betray the characters.

Roren and Raleph Berman (brigands): AL C; MV 120' (40'); AC 6 (studded leather + shield); HD 1; hp 8, 7; #AT 1; Dmg 1d8+1 (long sword + Str), 1d6+1 (spear + Str), 1d4+1 (dagger + Str); SA +1 Str bonus; SV F1; ML 8; XP 10, 1d6 sp each, backpack, wineskin, 2-man tent, 6 days preserved rations. Roren also carries a ruby (250 gp) hidden in his right boot.

Cave of Wings

The characters see a cave entrance partially concealed by rocks. Entering the cave disturbs a swarm of thirty normal bats and two giant bats who attack for three rounds before flying out of the cave.

Characters who search among the guano find a suit of rusted chain mail, a rusted two-handed sword, and a *dagger+1*. However, each character searching must make a saving throw vs. poison or become violently ill for the next 1d3 days, suffering a temporary loss of 5 Con and reducing normal movement to 30' (10').

Ordinary Bat (30): AL N; MV 9' (3')/fly 120' (40'); AC 6; HD 1 hp; hp 1; #AT 0; Dmg nil; SA confuse prevents spellcasting and causes -2 to saving throws; SV 0-level human; ML 6; XP 6.

Giant Bat (2): AL N; MV 30' (10')/fly 180' (60'); AC 6; HD 2; hp 10, 8; #AT 1; Dmg 1d4 (bite); SV F1; ML 8; XP 20.

Druun Henge

The characters see a henge of standing stones atop a grassy hill. A stained altar occupies the center of the henge. This site was once sacred to a religious order known as the Druun. If a sacrifice is made upon the altar, the character receives a bonus of +1 to all saving throws for the remainder of the day.

Dungeon of Firsts

The characters see a manmade dungeon entrance in the side of a hill. The entrance is overhung by creeper vines and appears forgotten and unused. A tunnel beyond leads to a small chamber filled with rocks and debris. A search of the debris uncovers the skeleton of an enormous snake as well as 1 sp, 1 ep, 1 gp, and 1 gp. The two passages leading from this chamber have collapsed and become impassable. This old dungeon complex may be cleared out later, if the Labyrinth Lord desires.

Frozen Fiend

The characters come upon a mist-shrouded frozen pond in a shady glen. The pond was magically frozen long ago to trap the monster that dwells within. The characters can just make out the dark shape of something monstrous lurking in the deepest part of the pond. Thawing the pond is beyond the scope of this adventure and should be beyond the power of the player characters at this point in their adventuring careers. The Labyrinth Lord is free to have the characters revisit the glen and face the monster at a later date.

Goblin Raiders

The characters hear shrieks of agony and the guttural sounds of goblin speech and laughter. If they investigate, they arrive at a clearing where the goblin war chief Freager Throatcutter and a raiding party of six Deathwhisper goblins have just killed a monk of St. Aleena and are removing his ears.

The goblins are intent on mutilating the body and are surprised on a roll of 1-3 on 1d6. The goblins attack on sight. If Freager or half of their number are killed, they attempt to flee and regroup at the **Goblin Camp** (see pg. 10). The characters may easily follow their back trail to the **Shrine of St. Aleena**.





Goblin (6): AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 5, 4, 3, 3, 3, 2; #AT 1; Dmg 1d6-1 (small spear), 1d6 (curved short sword) or hand axe (1d6); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 7; XP 5; 1d4 cp, 1d4 trophy ears.

Freager Throatcutter (goblin war chief): see pg. 18 for statistics.

Hanged Man

"Smiling" Jon Wallus is a charismatic adventuring thief who was victimized by thieving kobolds (see **Petty Thieves**, below). The characters encounter an embarrassed Smiling Jon hanging upside down from a tree by a rope tied to his ankle.

Smiling Jon awoke late last night to find the kobolds rifling through his belongings. Smiling Jon chased them from the camp, but ran into one of their snare traps and has been hanging here ever since.

Smiling Jon has exhausted himself trying to escape. When the characters arrive, Smiling Jon tries to make small talk, as if nothing is amiss. Smiling Jon downplays the trap, but eventually asks the characters to help him down.

If the party appears friendly, Smiling Jon may offer to join them, at the Labyrinth Lord's discretion. Smiling Jon is included here mainly for groups that do not have a PC thief.

Smiling Jon is wearing only his nightclothes and his smile. A search of his camp reveals that all of his possessions have been stolen except for his boots. A set of thieves' tools are hidden in the sole of Smiling Jon's left boot. If the characters have no extra weapons to loan him, Smiling Jon picks up a sturdy tree branch. Treat the branch as a club (dmg 1d4), however, the branch breaks if the club does maximum damage.

"Smiling" Jon Wallus (3rd level thief): see pg. 20 for statistics.

Homeless Grazers

A goatherd who lives in the area recently contracted a sickness and died in bed. The characters encounter a small herd of his goats grazing in a grassy clearing. The goats are domesticated animals. If the characters have

horses or pack animals, or if they stop to feed or pet the goats, the entire herd begins to follow them through the wilderness. The bleating of the goats makes it impossible for the party to achieve surprise and the Labyrinth Lord should roll for random encounters four times per day instead of two. The goats flee from any loud commotion or violent encounters.

Goat (16): AL N; MV 120' (40'); AC 7; HD 1; hp 7, 5 (x3), 4 (x4), 3 (x6), 2 (x2); #AT 1; Dmg 1d4 (butt); SV F1; ML 5; XP 10.

Hungry Hounds

The Curse of Defiling has caused this pack of mixed-breed wild dogs to become extremely aggressive. The dogs follow the characters at a distance. At night, they either steal into the camp to carry off food or attack unprotected horses and pack animals. If a character becomes separated from the rest of the party, the dog pack stalks him and eventually attacks. The dogs fight for 1d3 rounds before fleeing. They possess no treasure.

Dog (6): AL N; MV 150' (50'); AC 7; HD 1+1; hp 7, 5, 4, 4, 2, 2; #AT 1; Dmg 1d4 (bite); SV F1; ML 7; XP 15.

Lonely Horse

The characters see a saddled horse leisurely grazing on a creek bank. The horse is skittish. An elf character or any character who makes a Wisdom check can take the horse's reins before it runs off. Items on the saddle and in the saddlebags include a shield, a long sword in a scabbard, 5 days of preserved rations, and a wineskin full of wine. The horse's master was a victim of the harpy Cellura (see pg. 16). The crest of an adventuring company, army, or noble house may be depicted upon the shield, at the Labyrinth Lord's discretion.

Riding Horse: AL N; MV 240' (80'); AC 7; HD 2; hp 14; #AT 2; Dmg 1d4/1d4 (hoof/hoof); SV F1; ML 8; XP 20.

Petty Thieves

The characters encounter three kobolds from the Knife Howler tribe. These kobolds are thieves, not fighters. They flee on sight, but circle back later to track the characters, stealing into their camp at night and making off with unsecured items. The kobolds are master trap





setters and, if given time, may set traps to cover their escape (see below). The kobolds fight only if cornered, however, they may attempt to gang up on a lone character who gets separated from the party.

Note: If Smiling Jon (see above) is with the party, he urges them not to chase the fleeing kobolds.

Kobold (3): AL C; MV 60' (20'); AC 7; HD 1d4 hit points; hp 4, 2, 2; #AT 1; Dmg dagger (1d4-1); SA traps; SV 0-level human; ML 6; XP 5; silver plate (15 gp), silver cup (7 gp), silver fork, spoon, and knife (20 gp), 6 gp, 3 sp, 24 cp, backpacks, stolen personal effects (clothes, belts, etc.).

Kobold Traps

The following traps may be set by the kobolds, at the Labyrinth Lord's discretion. Characters who chase the kobolds must make a saving throw vs. wands to avoid the trap.

1. *Stake-lined Hole:* This small hole covered with brush contains several sharpened stakes that cause 1d4 hit points damage and reduce the character's movement rate by half for 1d6 days unless magically healed.
2. *Snare:* A looped end of rope tied to a bent sapling tightens around the character's ankle and hoists him 5' off the ground.
3. *Covered Pit:* A natural hole the kobolds enlarged and covered with brush causes 1d6 hit points of damage to characters who fall in.
4. *Tripwire:* A rope stretched across two trees causes the character to trip and fall face first into the dirt, suffering 1d2 hit points of damage.
5. *Neckwire:* A rope stretched about neck-height upends the character, slamming him to the ground and knocking the wind out of him. The character takes 1d3 hit points damage from the fall and is stunned and unable to act for 2d4 rounds.
6. *Hornet Bomb:* The character knocks over a hornet's nest propped up by a tree branch, unleashing an angry and aggressive insect swarm.

Insect Swarm (hornets): AL N; MV fly 60' (20'); AC 7; HD 2; hp 9; #AT 1; Dmg 2 hit points; SA double damage vs. unarmored foes; SV 0-level human; ML 11; XP 29.

Rival Swords

The characters encounter the Swords of the Black Field. The Labyrinth Lord should roll normally for surprise. If the characters achieve surprise, they catch the Swords unawares lounging near a campfire. Otherwise, the characters encounter the Swords of the Black Field as they make their way through the forest, heading towards the shrine.

If the characters do not attack, the Labyrinth Lord should use the reaction table to determine Sir Gregorn's reaction. If the characters let on that they have been summoned to the shrine, Sir Gregorn may offer to join forces with them. The Swords let the characters face the majority of any threats encountered and eventually betray the party.

The Swords of the Black Field: see pg. 19 for statistics.

Shadow of Valor

The characters encounter an extremely old man named Grimwald the Mighty resting on a tree stump. Grimwald's white hair and beard are long and unkempt, he wears rusted armor, and carries a rusted long sword and shield.

Grimwald was once an adventuring fighter of great skill and renown, and leader of an adventuring company known as the Society of the Green Lance. Over the years, Grimwald's friends have died off leaving him the lone survivor of the company.

Grimwald is kind and caring at heart, but has grown forgetful and absentminded in his old age and this has caused him to become bitter. Grimwald knows his mind is slipping and is determined to die fighting in one last epic battle.

When Grimwald sees the characters, he stands up and challenges the largest fighter to a duel. If the character refuses, Grimwald mocks the character's honor, insults his heritage, and generally questions his manhood. Grimwald eventually draws his sword and attacks, cursing the character for a coward.





If the character kills Grimwald, he smiles and thanks him with his dying breath. If the characters subdue Grimwald without killing him, he bursts into tears and cannot be consoled. The characters may encounter him later, or perhaps deal with him again once the adventure is over, if the Labyrinth Lord desires. Grimwald would be overjoyed to join the Brotherhood of St. Aleena and spend his remaining years instructing young adventurers and defending the shrine.

Grimwald the Mighty (5th level fighter):

AL L; MV 120' (40'); AC 7 (Dex); F5; hp 13; #AT 1; Dmg 1d8-1 (long sword - Str), 1d4-1 (dagger - Str); S 8, D 9, C 10, I 13, W 12, Ch 12; SV F5; ML 12; XP 200; platinum amulet set with emeralds in the shape of a spear worth 1,400 gp (standard of the Society of the Green Lance), 14 gp, 42 sp, backpack, 3 days trail rations, smelly herbal joint salve, false teeth.

Stone Hethar

The characters encounter the statues of three fishermen near a slow flowing creek. A few days ago, these men were fishing on the

banks of the creek when a gondola appeared on the water. The gondola was poled by a beautiful woman in a dark cloak. The woman was actually a medusa named Hethar who was drawn to the area by the Curse of Defiling. As the fishermen helped the medusa ashore, she slipped off her hood and turned them all to stone.

Hethar is nearby gathering berries for her journey to the shrine, and returns within the hour. The Labyrinth Lord should roll normally for surprise.

Hethar avoids conflict with a heavily armed party if possible, preferring to talk her way out of a fight. Hethar claims she was once a poor fisherman's daughter until she was turned into a medusa by an evil wizard's curse. Hethar says the three fishermen were friends and family members who she accidentally turned to stone.

If the party appears weak or the characters are too skeptical, Hethar yanks off her hood and attacks. Hethar flees if reduced to less than half her hit points, but may turn up later at the Shrine of St. Aleena, if the Labyrinth Lord desires.





Hethar the Medusa: AL C; MV 90' (30'); AC 8; HD 4; hp 19; #AT 1; Dmg 1d6 (snakebite) or special; SA snakebite causes instant death if saving throw vs. poison not made, gaze attack turns to stone; SV F4; ML 8; XP 245, gold necklace (100 gp), two gold and silver wristbands (75 gp each), gold and silver belt (100 gp), silk clothing.

Town of Sorrows

The characters come upon the ruins of the cleric Aleena's small hometown. This town was razed by a goblin horde under the command of the Infamous One and never rebuilt.

The Church of Law and Order sent acolytes to remove the remains of the townsfolk for proper burial. A mass funeral pyre containing the charred bones of goblins slain during the attack is located south of the ruins. There is nothing of value to be found here.

A chiseled stone marker on the edge of town depicts a map showing the route to the Shrine of St. Aleena. An inscription on the marker reads: "In loving memory of our blessed Aleena. She gave her life to keep us safe. May her sacrifice be remembered by all adventurers who are bold of deed and true of heart. "

Traveling Wizard

Donnal the Silver Sorcerer is a flamboyant young magic-user who dyes his hair silver and wears only silver jewelry. The characters encounter him on an overgrown trail driving a covered, two-wheeled donkey cart with his name emblazoned on the side.

Donnal is a traveling magician who entertains crowds at festivals, but has always aspired to be an adventuring wizard. Last night he had a dream of St. Aleena asking for his help and today he set out to locate the shrine.

If the party seems friendly, Donnal may offer to join them, at the Labyrinth Lord's discretion. Donnal is included here mainly for groups that do not have a PC spellcaster.

Donnal the Silver Sorcerer (3rd level magic-user): see pg. 20 for statistics.

Undead Brother

The characters hear moans and see a freshly killed zombie dressed in monk's robes and

armor shambling through the forest. This former member of the Brotherhood of St. Aleena was killed by goblin raiders and its ears have been hacked off.

The zombie monk fights only if attacked. If left unmolested, it eventually returns to the Shrine of St. Aleena.

At the shrine, the sight of the zombie scatters the Deathwhisper goblins at the **Goblin Camp**. The zombie then disappears into the **Pool of the Saint** and climbs out of the water onto the **Pilgrim's Walk** before succumbing to the acid effects of the **Falls of Remembrance**.

If the characters follow the zombie, they may be able to enter the shrine before the Deathwhisper goblins regroup.

Zombie Monk: AL C; MV 120' (40'); AC 5 (chain mail); HD 2; hp 9; #AT 1; Dmg 1d8 (long sword); SA immune to *charm* and *sleep* spells; SV F1; ML 12; XP 29; St. Aleena holy symbol.

What Lies Beneath

The characters come across the ruins of an old fortress. The rotted remains of the fortress's double doors lie near what was once its entrance. A scrap of brown cloth dangles over a corner of one of the doors.

The cloth is part of a robe that belonged to a monk of St. Aleena who was killed by goblin raiders. The monk's body was dragged here and devoured by a carcass scavenger that has made its lair in a cramped hole beneath the doors.

The carcass scavenger attacks anyone who approaches the fallen doors. Paralyzed characters are dragged into its lair to be eaten later. If reduced to 5 hit points or less, the carcass scavenger retreats into its hole. Only two characters may crawl into its lair at a time. Characters who pursue the carcass scavenger into its lair may only attack with daggers or short swords and suffer a -2 to-hit. These characters are automatically struck by one of the monster's flailing tentacles each round.

The carcass scavenger possesses no treasure except for a tarnished St. Aleena holy symbol.

Carcass Scavenger: AL N; MV 120' (40'); AC 7; HD 3+1; hp 15; #AT 8; Dmg special; SA paralysis; SV F2; ML 9; XP 135.





ZERMENT BLUFF

Zerment Bluff is a steep-sided 70' tall hill located deep in the wilderness. The bluff may be climbed normally by a thief character. Any other character must make a Strength check at -2 to scale the bluff.

Zerment Bluff was named in honor of a renowned sage named Zerment the Red and now houses the Shrine of St. Aleena cave complex.

Statue of St. Aleena

The 20' tall Statue of St. Aleena stands atop Zerment Bluff. It depicts an armed and armored Aleena at the moment of her death as she faces down the spells of the Infamous One. A steady rain of teardrops magically flows from the statue's eyes, spills down the side of the hill and becomes a waterfall that empties into the **Pool of the Saint**.

A large rock near the base of the statue serves as a secret door. The rock can only be moved by a combined Strength of 21. The rock opens onto a natural stone staircase that leads down to the **Stair Cave** (see pg. 15).

Falls of Remembrance

This small waterfall is formed by the tears streaming from the Statue of St. Aleena. The falls hide the main entrance to the shrine complex (see the **Entry Cave**, below). The falls are magically enchanted to heal agents of good and harm agents of evil. Lawful characters who pass beneath the falls regain 1d8 lost hit points. Chaotic characters who pass beneath the falls suffer 1d8 hit points of acid damage. These effects occur only once per person each day. The waters become nonmagical if removed from the falls.

Pilgrim's Walk

This narrow rocky ledge leads to the **Entry Cave** (see pg. 12). The ledge contains the acid-burned bodies of two goblins who tried to pass beneath the **Falls of Remembrance**. A stake for tying off a boat has been driven into the corner of the ledge, farthest from the falls. A small slope near the stake leads from the edge of the pool up to the ledge.

The characters may attempt to bypass the pool entirely by climbing onto spray-slick rocks surrounding the **Pilgrim's Walk**. A thief character suffers a -10% chance to his climb walls check when trying to climb over these rocks to get to the **Pilgrim's Walk**. Failure means the character slides down the rocks, suffering 1d2 hit points of damage before falling into the **Pool of the Saint**. Any other character class automatically suffers 1d2 hit points of damage as they slide down the rocks and into the pool.

Pool of the Saint

This wide pool is full of cool, refreshing water. The floor of the pool is rocky and uneven and ranges from 10' to 30' in depth. A simple wooden boat lies on the southern banks of the pool. The boat is capable of carrying up to five humans at a time and is used to ferry visitors to and from the **Pilgrim's Walk**. A hidden underwater cave leads to a well shaft (see the **Well Chamber**, pg. 16).

A hideous lake hag named Gertha Gax currently inhabits the pool, having been drawn to the shrine by the Curse of Defiling. If the characters attempt to use the boat, Gertha surfaces for one round—just long enough for characters to get a look at her horrific face.





Gertha then dives deep into the water and comes up under the boat, slamming into the hull from below. All characters inside the boat must make a saving throw vs. wands—failure means they fall into the pool and are attacked by Gertha Gax.

Gertha attempts to drown the first character to fall in by dragging him to the bottom of the pool. The character may make a resisted Strength check against Gertha's Str 15 each round to break free of her grasp. Keep in mind, the character's Strength may be significantly reduced after seeing Gertha's horrific visage.

Any character held underwater for more than 6 rounds must make a saving throw vs. death each successive round. Failure means the character falls unconscious and drowns to death in 1d4 rounds. Gertha then ceases her attack and retreats to a deeper portion of the pool to feed on the drowned character.

If Gertha is reduced to half her current hit points or less, she uses her gaze attack on the nearest character and then attempts to flee down the hidden underwater tunnel.

Gertha was wounded during an encounter with the Deathwhisper goblins and lost an eye to a spear thrown by the goblin chief Freager Throatcutter. Because of this wound, Gertha can only use her gaze attack once per day and the target receives a +2 bonus to the saving throw.

Gertha Gax (lake hag): AL C; MV 150' (50'); AC 7; HD 3; hp 22 (currently 16); #AT 1; Dmg 1d4+1 (dagger + Str); SA sight of hag's face requires saving throw vs. magic or lose 50% of strength for 1d6 turns, gaze attack causes instant death if saving throw vs. poison not made; SV F3; ML 7; XP 95.

Burned Cottage

The Brotherhood of St. Aleena dwelt in this cottage until they were ambushed and slaughtered by Deathwhisper goblins. The goblins looted the cottage and then set it on fire. The goblins then removed the ears from the slain monks and devoured their remains. There is nothing of value to be found amidst the smoldering ruins of the burned cottage except three soot-stained holy symbols of St. Aleena.

Goblin Camp

The Deathwhisper goblins have made a camp in the shadow of Zerment Bluff, well away from the shores of the **Pool of the Saint**. The demoralized Deathwhispers lost several goblins in a fight with the lake hag Gertha Gax and several more to the acid effects of the **Falls of Remembrance**. At Freager's direction, the goblins are busy felling trees and weaving brush into a large turtle-like shell designed to let the goblins pass under the falls and into the **Entry Cave** without getting wet.

The 12 goblins here are busy at work and are not expecting trouble. They attack the characters on sight. The goblins team up in groups of three, hurling spears before closing with short swords or axes. The witch-doctor One Eye hangs back and casts spells during the fight. If the characters did not encounter the **Goblin Raiders** (pg. 4), there is a 40% chance that Freager Throatcutter and 6 goblins arrive in 1d3 rounds to join the fight. If One Eye and/or Freager are killed, the surviving goblins attempt to flee. The goblins also flee if more than half their number are slain.

Goblin (12): AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 5, 4, 3, 3, 3, 2; #AT 1; Dmg 1d6-1 (small spear), 1d6 (curved short sword) or hand axe (1d6); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 7 (currently 6); XP 5; 1d4 cp, 1d4 trophy ears.

Freager Throatcutter (goblin war chief): see pg. 18 for statistics.

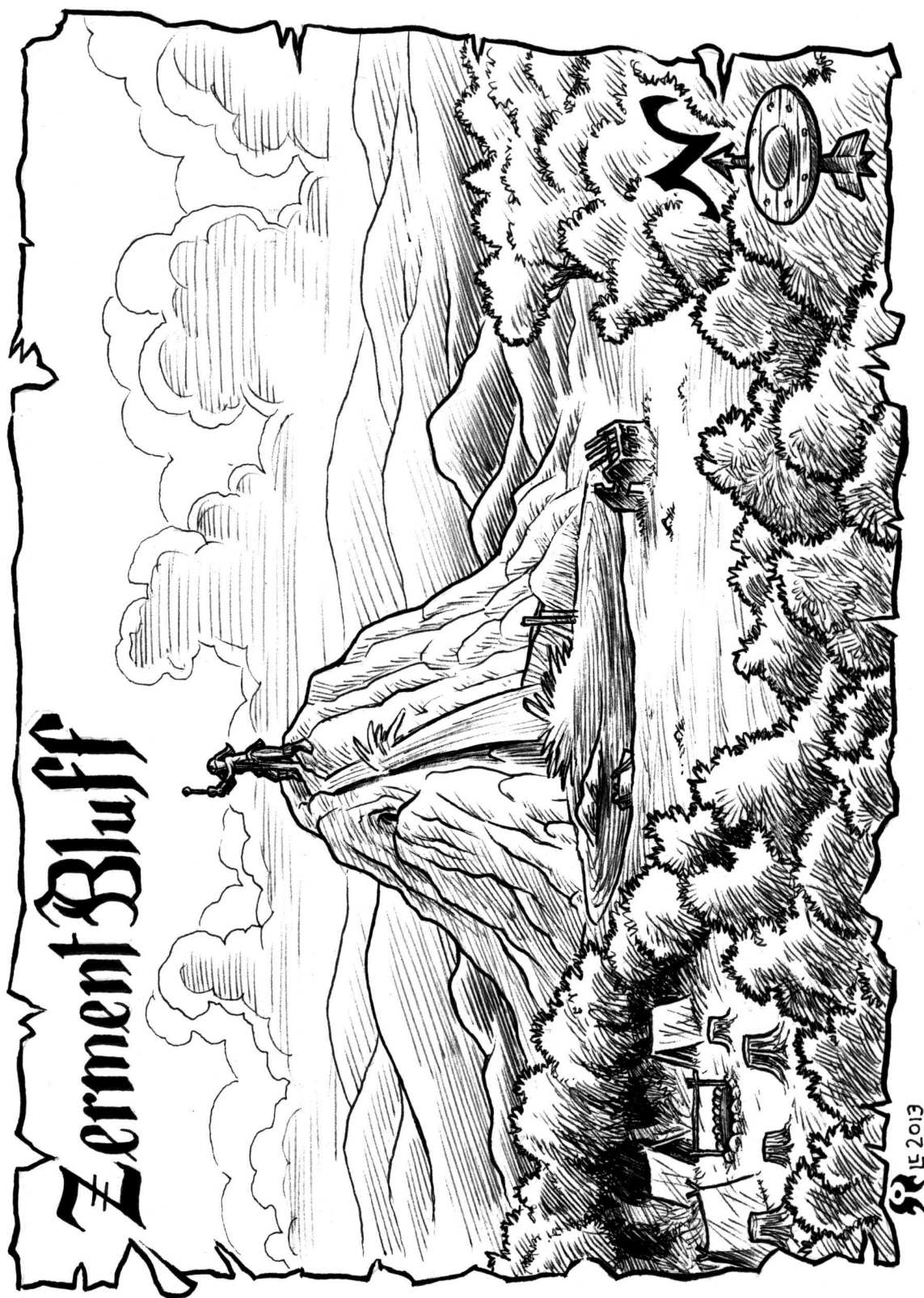
One Eye (goblin witch-doctor): see pg. 18 for statistics.

Viewing Cave Entrance

This open cave entrance is located about 30' above the surface of the **Pool of the Saint**. The rocks here may be climbed normally by a thief character. Any other character must make a Strength check at -2 to scale the bluff and reach the cave. Failure means the character suffers 1d6 hit points of damage as he tumbles end over end down the side of the cliff and into the **Pool of the Saint**.

The Viewing Cave Entrance provides access to the **Viewing Cave** (pg. 16).





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SHRINE OF ST. ALEENA

The Shrine of St. Aleena is a burial complex located inside Zerment Bluff. The shrine is a holy site that was designed to encourage, educate, and empower brave new adventurers. It is the final resting place of the sainted cleric Aleena.

The shrine is currently being corrupted by the Curse of Defiling (see pg. 21).

Construction

The interior of the shrine is a mixture of natural caves and manmade chambers that span three separate levels. The chambers are masterfully worked with murals, bas-relief carvings, and torch sconces every ten feet. These torches magically ignite upon approach, casting light for thirty feet.

Effects of the Curse

The Curse of Defiling has spread throughout the entire shrine. The interior of the shrine is streaked with black tendrils of corruption that have infected the living and recreated monsters from Aleena's past. The curse also acts as a beacon, drawing evil creatures to the shrine like moths to a flame.

Level One

The following areas are located on Level One of the Shrine of St. Aleena.

1. Entry Cave

This natural cave entrance is hidden behind the **Falls of Remembrance**. The northern wall contains a colorful mural depicting St. Aleena sitting with legs crossed and hands folded in prayer. A semicircle of smooth stones faces the carving. This cave was once used for teaching

and storytelling. A natural stone staircase winds up to the open landing of the **Crypt Entry**.

The aging Brother Jack Torner is waiting just inside the entrance. Brother Jack believes the characters are creatures of evil and attacks the party as soon as they pass beneath the falls. Brother Jack is severely weakened from lack of food and from his fight against the corruption that is slowly taking control of his body. He attacks for one round before his mace falls from his weakened fingers and he collapses against the wall.

If the characters speak with Brother Jack, he apologizes for attacking them and says that the shrine has been cursed by a dark minion of a powerful evil wizard known as the Infamous One. Brother Jack tells the characters that the rest of the brotherhood has left to seek help. He begs the characters to enter the shrine and destroy the Infamous One's minion before the entire shrine is defiled.

Brother Jack Torner: see pg. 18 for statistics.

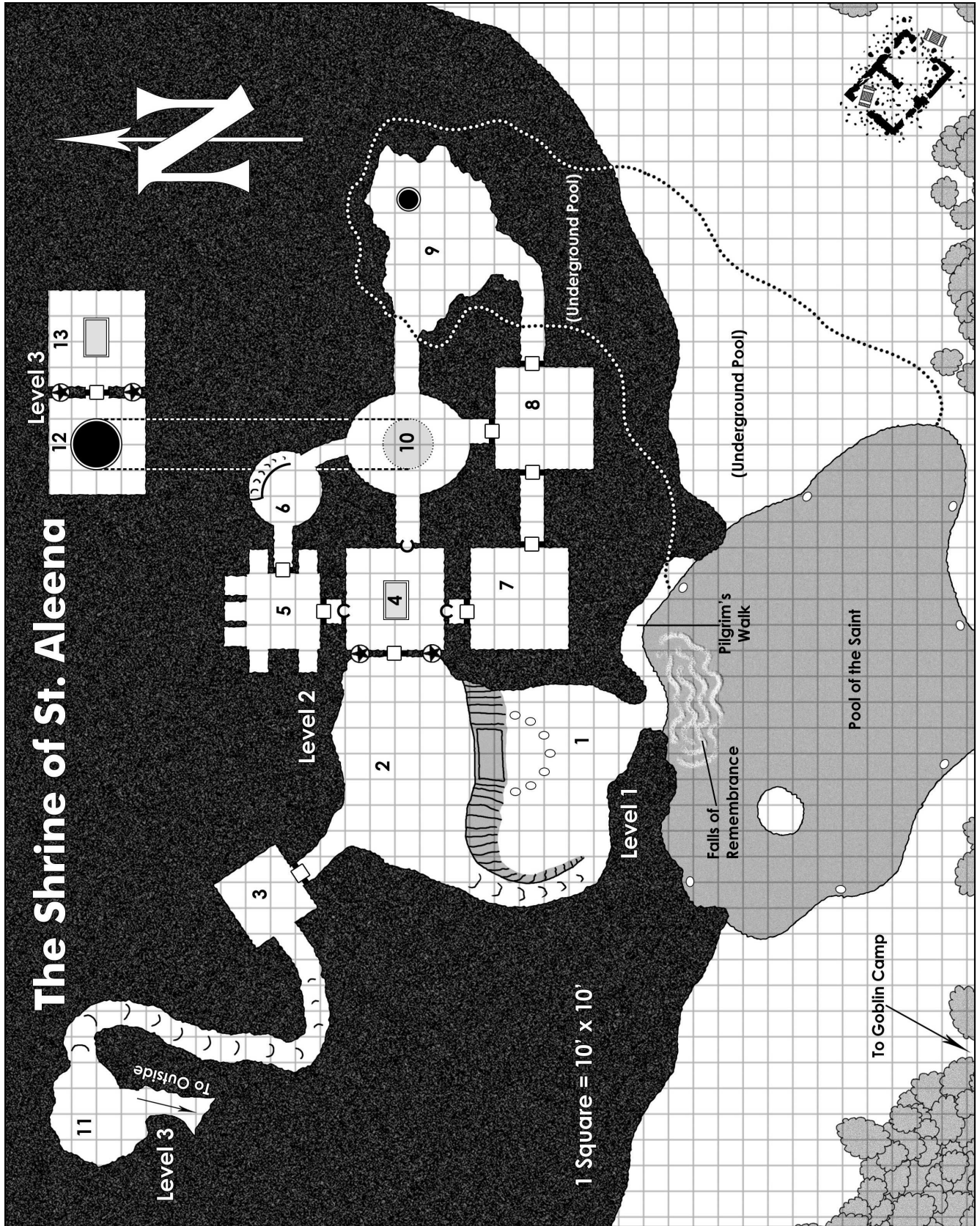
Level Two

The following areas are located on Level Two of the Shrine of St. Aleena.

2. False Tomb Entry Hall

This open landing looks down on the **Entry Cave**. An impressive set of double doors in the eastern wall are made of stone and carved with holy symbols sacred to the Church of Law and Order. A support column carved to resemble an armored holy warrior stands to either side of the doors. The doors can normally only be opened by someone of Lawful alignment. However, the doors are slick with black tendrils of corruption and stand slightly ajar. A sturdy







wooden door in the north wall leads to the monks' meeting chamber.

3. Meeting Chamber

This stone chamber is where the monks of St. Aleena prepare for visitors. The chamber has been ransacked by the harpy Celuura and now contains a table, broken chairs, tattered robes, and human bones. Six giant rats dwell here amongst the filth, sneaking into Celuura's nest when she is away and feeding off her leavings.

Giant Rat (6): AL N; MV 120' (40')/swim 60' (20'); AC 7; HD 1d4 hit points; hp 4, 3, 2, 2, 2, 1; #AT 1; Dmg 1d3 + special; SA disease; SV F1; ML 8; XP 6.

4. False Tomb

This false crypt was used to honor St. Aleena and remind visiting adventurers of her sacrifice. The chamber is decorated with bas-relief carvings depicting St. Aleena battling various evil creatures. Three concealed doors are artfully camouflaged into the carvings on walls. These doors may be detected with a successful Wisdom check at -2. Once one door has been detected, the remaining doors are easily seen.

A stone sarcophagus adorned with symbols of Law and Order rests in the center of the chamber. The sarcophagus is normally empty,

however, tendrils of corruption have spread across the chamber and cracked open the sarcophagus.

A 10' long giant rattlesnake now occupies the sarcophagus. This rattlesnake was magically created by the Curse of Defiling and is streaked with black tendrils of corruption. If slain, the rattlesnake dissolves into a sticky black mess.

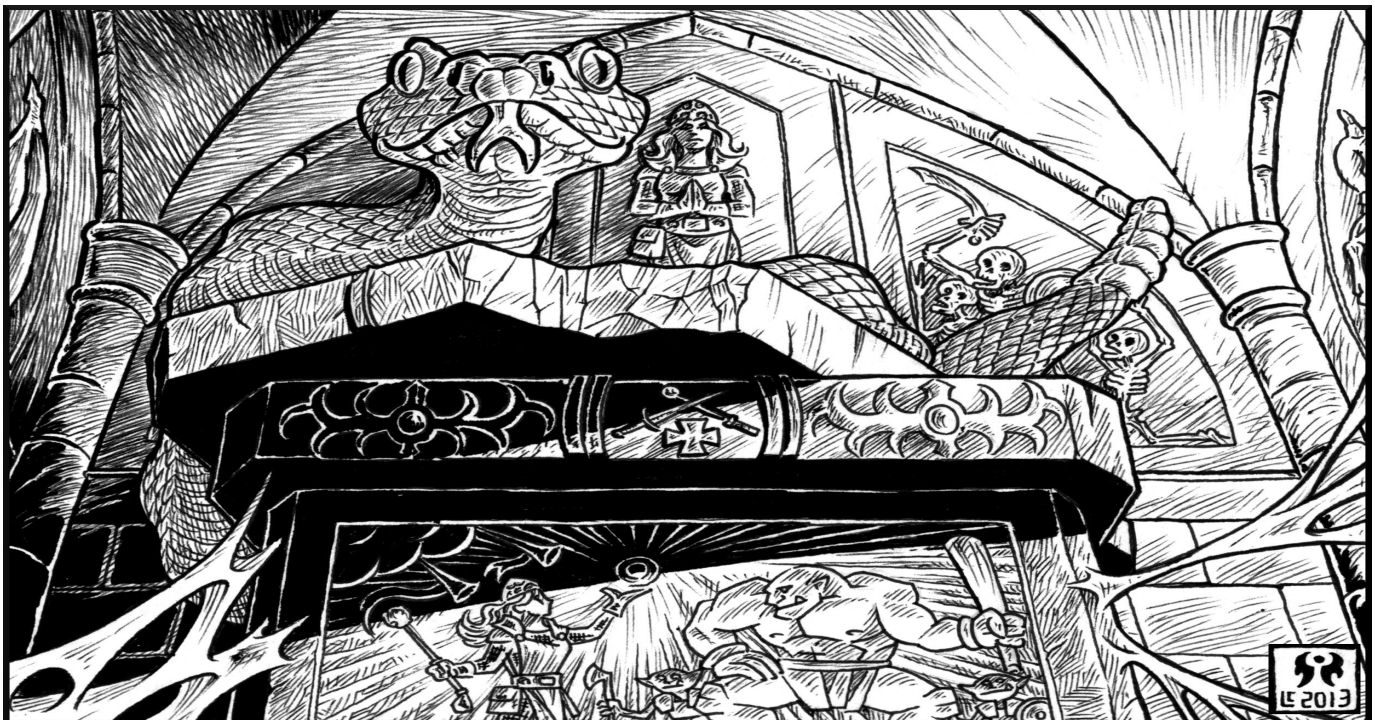
Corrupt Giant Rattlesnake: AL C; MV 120' (40'); AC 5; HD 4; hp 18; #AT 2; Dmg 1d4/1d4 + special; SA saving throw vs. poison or die in 1d6 turns; SV F2; ML 8; XP 135.

5. Vault of Warriors

This chamber contains a central altar and several dozen stone burial alcoves that house the remains of monks and adventuring fighters who once paid homage to St. Aleena. A fighter who kneels to pray at the altar receives a bonus of +1 to-hit for the remainder of the day.

Tendrils of corruption stretch across the alcoves, and the curse has turned four of the dead into corrupt ghouls. The ghouls attack anyone who enters the chamber. If slain, the ghouls dissolve into a sticky black mess. The ghouls wear holy symbols of St. Aleena, but otherwise possess no treasure.

Corrupt Ghoul (4): AL C; MV 90' (30'); AC 6; HD 2; hp 15, 13, 10, 8; #AT 3; 1d3





(claw)/1d3 (claw)/1d3 (bite) + special; SA paralysis for 2d4 turns, Turned as 3 HD creature, immune to *sleep* and *charm*; SV F2; ML 9; XP 47, St. Aleena holy symbols.

6. Stair Cave

A natural stone staircase here leads up to a secret door on the top of Zerment Bluff (see the **Statue of St. Aleena**, pg. 9). The stairs are slick with black tendrils of corruption. Characters who walk up or down the stairs must make a saving throw vs. wands. Failure means the character slips and falls down the stairs, suffering 1d6 hit points of damage.

7. Chamber of Thieves

The two doors to this chamber are made of stone and each contain what appears to be a complicated lock. An inscription written on a plaque above each door reads: "A thief can be very helpful. . .".

The doors cannot be forced open. Any attempt by a thief character to pick the lock receives a +50% chance. If the thief's roll would normally have opened the door (without the 50% bonus), the thief receives a bonus of 150 experience points. Only one attempt can be made to open each door. Once one of the doors has been opened, the other door automatically opens at the character's touch.

A second thief's challenge lies within the chamber. This takes the form of a heavy wooden chest with metal bands around it. The chest is unlocked, but trapped with a blade mounted on a spring. If the trap is not detected, anyone opening the chest must make a saving throw vs. wands or else suffer 1d8 hit points of damage from the sweeping blade. The chest contains a *potion of healing*. If a thief character detects and disarms the trap, the character receives a bonus of 150 experience points.

8. Library of Wizards

The three doors to this chamber are made of stone. An inscription written on a plaque above each door reads: "Spells can be helpful, but they can be very dangerous too. . .". The doors are unlocked and may be opened normally.

The walls of this chamber are covered with inscriptions written in the language of magic. A

read magic spell reveals the writings to be the 1st level spells *charm person*, *detect magic*, *floating disc*, *hold portal*, *light*, *magic missile*, *protection from evil*, *read languages*, *read magic*, *shield*, *sleep*, and *ventriloquism*. Any attempt to copy the spells into a spellbook are unsuccessful.

A statue in the center of the room depicts a robed St. Aleena holding a large hourglass. If a magic-user character examines the statue, the statue's mouth moves and Aleena's voice says: "Welcome young wizard. You are here to hone your craft! Are you ready? C-D-F-H-L-M-P-R. What is next in line? If you solve this riddle a special treasure will be yours. If you fail, a treasure shall be lost to you. You have until the sands run out to provide an answer."

The statue then upends the hourglass. The player has 5 minutes of "real time" to solve the riddle.

The letters represent the alphabetical listings of the 1st level spells. Therefore, the answer to the riddle is R (for *read magic*).

If the character solves the riddle, read the following:

"Congratulations! Look about you and choose one of the spells written upon these walls! Then go forth to uphold justice, defend the weak, and brave the labyrinths of the known world!"

As a reward, one 1st level spell of the player's choice magically inscribes itself in the character's spellbook.

If the character fails to solve the riddle, read the following:

"Alas, that is incorrect. You have much to learn young wizard. Let today be a day for reflection and meditation on your craft."

As a penalty, one memorized spell (chosen at random) magically disappears from the character's memory as if it had been cast.

If, for some reason, the character attacks the statue, refuses to answer, attempts to tamper with the hourglass, or leaves the room before the sands run out, the statue sadly says: "Honor. Courage. Respect. These are what make a true hero. I pray that one day you may come to understand what that means."





As a penalty, one spell from the character's spellbook magically disappears.

9. Well Chamber

This natural cave was used as a place for adventurers to relax and discuss what they had learned. It contains broken furniture, the shattered remains of several barrels of water, and an open well shaft that leads down to an underwater exit in the **Pool of the Saint** (see pg. 9).

Tendrils of corruption line the walls and a corrupt rust monster lurks amongst the rocks and debris. The monster attacks anyone who enters the chamber. The Labyrinth Lord should roll 1d6 for each round of combat. On a roll of 1, one character chosen at random must make a saving throw vs. wands to avoid falling down the open well, suffering 1d4 points of damage from the fall and almost certainly drawing the attention of the lake hag Gertha Gax.

Corrupt Rust Monster: AL N; MV 120' (40'); AC 2; HD 5; hp 29; #AT 1; Dmg special; SA touch rusts metals; SV F3; ML 7; XP 500.

10. Chamber of Reflection

The high ceilings and walls of this domed chamber are adorned with bas-relief carvings of St. Aleena combating evil creatures. A large protective circle decorated with holy symbols of Law and Order is carved into the floor. A smaller circle in its center contains what appears to be the imprint of someone sitting cross-legged on the floor. If a Lawful character assumes that position, the entire protective circle slowly begins to rise into the darkness above. A Chaotic character who assumes that position must make a saving throw vs. death or die. Tendrils of corruption have streaked across the floor, disrupting the circle's protective magic.

Level Three

The following areas are located on Level Three of the Shrine of St. Aleena.

11. Viewing Cave

The monks use this open cave to survey the glen and falls and reflect on the lessons of St. Aleena. The cave is now home to a harpy

named Celuura who was drawn to the shrine by the Curse of Defiling. Celuura has created a nest from bones, broken furniture, trash, and harpy droppings.

Roll 1d6 whenever the characters enter this cave. On a roll of 1-4, Celuura is out hunting. On a roll of 5-6, Celuura is present.

Celuura begins singing her song as soon as she becomes aware of the party. Any character *charmed* by her song immediately comes to her defense. If Celuura is reduced to half her hit points or less, she attempts to fly away and does not appear again for the remainder of this adventure.

The bulk of Celuura's treasure is scattered in the filth of her nest. It consists of a *potion of growth*, a diamond-studded gold ring on the remains of a rotting finger (500 gp), a silver holy symbol of St. Aleena (75 gp), 5 gp, 13 sp, and 42 cp.

Celuura (harpy): AL C; MV 60' (20')/fly 150' (50'); AC 7; HD 3; hp 16; #AT 3; Dmg 1d4 (claw)/1d4 (claw)/1d6-1 (small spear); SA +2 bonus to saving throws, song creates *charm person* effect; SV F3; ML 7; XP 80; gold nose ring (15 gp).

12. Tomb Entry Hall

A set of double doors in the eastern wall are made of stone and carved with holy symbols of the Church of Law and Order. A support column carved to resemble an armored holy warrior stands to either side of the doors. The doors can only be opened by someone of Lawful alignment.

The doors are charred and blackened and withered tendrils of corruption hang from the doorframes. The Spawn of the Infamous is present in the chamber and has been diligently working to open the doors. If the characters enter this chamber on the rising protective circle from the **Chamber of Reflection**, the Spawn casts *invisibility* upon itself and waits to see if the characters can open the doors to the **Tomb of St. Aleena**. Otherwise, the characters may catch the Spawn unawares as it continues to defile the double doors with its corruption.

The corrupt skeletons of two dead monks are also present here and attack any who enter the chamber.





If the characters open the door to the tomb, the Spawn of the Infamous immediately attacks. The Spawn casts *magic missile* first, then *charm person*, then *sleep*, before resorting to melee combat. The Spawn of the Infamous fights to the death. If slain, the Spawn explodes in a sticky black mess that splatters everyone in the room, forcing each character to make a saving throw vs. spells. Failure means the character now bears the *wizard mark* of the Infamous One. This mark allows the evil wizard to locate the character at a later date.

Spawn of the Infamous: AL C; MV 120' (40'); AC 5; HD 5; hp 20; #AT 3 or 1; Dmg 1d3 (claw)/1d3 (claw)/1d6 (bite) or by spell; SA spellcasting; SV MU5; ML 10; XP 650.

Spells: 1st: *charm person*, *magic missile*, *sleep*; 2nd: *invisibility* x2; 3rd: *dispel magic*

Corrupt Skeleton (2): AL C; MV 60' (20'); AC 6; HD 1; hp 6, 6; #AT 1; Dmg 1d8 (long sword) or 1d6 (claw); SA immune to *sleep* and *charm*; SV F1; ML 12; XP 13; holy symbol.

13. Tomb of St. Aleena

The walls of this chamber are painted red. A mural on the eastern wall depicts a warrior with a horned helm battling an enormous red dragon over a vast pile of treasure.

The magically preserved remains of the beautiful cleric Aleena lie here, encased forever in a coffin made of unbreakable glass. Any Lawful character who touches the glass or prays to the Church of Law and Order while in this chamber is healed 2d8 hit points.

If the Spawn of the Infamous gains access to this chamber, the Curse of Defiling slowly begins to corrupt and weaken the glass. Once the corruption touches Aleena's remains, the Shrine of St. Aleena loses all of its holy magical properties.

If the Spawn of the Infamous is destroyed, the spirit of St. Aleena appears to the characters bathed in white light. The Labyrinth Lord can read or paraphrase the following text:

"I thank you for your service to the forces of Law and Order. Today you have destroyed a great evil, but that evil was only a shadow of a more powerful threat—The Infamous One. His vengeance is terrible and his memory is long.

He will not soon forget your role in his defeat today. To help you in your fight against evil, I give you this weapon, *Lawkeeper*. Take it, along with my blessings, and know that the forces of Law and Order shall always favor you in your quests."

The spirit of Aleena gives the characters a magical weapon named *Lawkeeper* before disappearing. In the hands of a Lawful character, *Lawkeeper* functions as a +1 magical weapon, conveys 10% magic resistance to the wielder, and its touch has the power to *cure light wounds* once per day. In addition, the crossed sword/mace standard of St. Aleena is inscribed somewhere on the weapon (blade, pommel, handle, haft, etc.), making it suitable for use as a Lawful holy symbol. Roll 1d6 to determine the type of weapon.

***Lawkeeper* (Magical Weapon)**

1. long sword
2. mace
3. quarterstaff
4. short sword
5. spear
6. war hammer

Concluding the Adventure

If the characters fail to slay the Spawn of the Infamous One, the monster eventually gains entry to the Tomb of St. Aleena and defiles the shrine. If the characters slay the Spawn, the tendrils of corruption begin to wither and dissolve. The corrupt monsters slowly die off over the next few days, but may pose a threat until they are gone. Brother Jack is freed from the curse and eventually recovers.

The characters are always welcome at the shrine and are encouraged to adopt St. Aleena as their patron saint. Brother Jack may ask the characters to help rid the shrine of any remaining corrupt monsters or any evil creatures left in the area such as the Deathwhisper goblins, the harpy Celuura, the lake hag Gertha Gax, or Hethar the Medusa. Or Brother Jack may ask for help recruiting new fighters for the Brotherhood of St. Aleena which may introduce the characters to NPCs such as Valon of Edgerton or Grimwald the Mighty.





NPCs AND FACTIONS OF NOTE

The following NPCs and Factions may be encountered in the area of the Shrine of St. Aleena.

The Brotherhood of St. Aleena

The Brotherhood of St. Aleena is a small order of monks dedicated to helping new adventurers improve their skills. Most of the brothers are former fighters who spend their time meditating, training with weapons, and reading books on traps, monsters, and magic. The brothers are happy to pass their knowledge on to Lawful adventurers.

The brotherhood's standard is a crossed mace and sword, superimposed over a red sword hilt, on a white and red striped background. The monks wear this holy symbol on a simple chain.

The brotherhood has been decimated by the Curse of Defiling and only Brother Jack Torner remains (barely) alive.

Brother Jack Torner

Brother Jack is an aging monk who has been infected by the Curse of Defiling. His skin is streaked with tendrils of black corruption and he has grown weak from fighting the curse. Brother Jack knows that the shrine is under attack by an evil monster sent by the Infamous One, but is powerless to fight it.

Brother Jack Torner: AL L; MV 120' (40'); AC 5 (chain mail - Dex); F2; hp 14 (currently 7; #AT 1; Dmg 1d8-1 (long sword - Str); S 13 (currently 6), D 13 (currently 6), C 13

(currently 6), I 12, W 14, Ch 13; SV F2; ML 10; XP 20; St. Aleena holy symbol.

Deathwhisper Goblins

The Deathwhispers are a small goblin tribe that lives nearby in a span of rocky hills known as the Choking Hills. The Deathwhispers wear the ears of their enemies as decorations and status symbols—the more ears, the greater the warrior. The Deathwhispers also cut the ears off their younglings to prevent them from being taken as trophies later in life.

Freager Throatcutter

Freager Throatcutter is an intelligent goblin war chief and the leader of a Deathwhisper raiding party. Freager grudgingly respects the witch-doctor One Eye and has agreed to follow him to the shrine. Freager cuts the throats of fallen enemies to ensure they are dead. He wears a necklace of thirty shriveled ears.

Freager Throatcutter (goblin war chief): AL C; MV 60' (20'); AC 4 (chain mail + shield); HD 3; hp 16; #AT 1; Dmg 1d6 (small spear + Str), 1d6+1 (hand axe + Str), 1d4+1 (dagger + Str); SV F3; ML 9; XP 50; *potion of spell turning*, 17 gp, 20 sp, whetstone.

One Eye the Evrak

One Eye is a one-eyed goblin *evrak* (witch-doctor) who worships a goblin goddess of war and magic named Sliiak (Jesil). A few days ago, One Eye began having dreams of wealth and power to be found at the Shrine of St. Aleena and eventually convinced Freager Throatcutter to join his quest. One Eye carries a staff





adorned with twelve shriveled ears, eight of which are dyed red to indicate death by sorcery.

One Eye (goblin witch-doctor): AL C; MV 60' (20'); AC 8 (scraps of armor); HD 2; hp 11; #AT 1; Dmg 1d6-1 (small staff) or by spell; SA spellcasting; SV MU2; ML 8; XP 47; small staff with gem-studded skull (250 gp), Sliiak holy symbol shaped like broken skull, bag with 6 shrunken heads (3 humans, 1 elf, 1 dwarf, and 1 halfling).

Cleric Spells: 1st: *cure light wounds, light*.

Magic-User Spells: 1st: *burning hands, magic missile*.

Goblin

The Deathwhisper goblins in this adventure are loyal to Freager Throatcutter, however, the deaths of several goblins has weakened their resolve.

Goblin (18): AL C; MV 60' (20'); AC 6 (scraps of armor + shield); HD 1-1; hp 5, 4, 3, 3, 3, 2; #AT 1; Dmg 1d6-1 (small spear), 1d6 (curved short sword) or hand axe (1d6); SA 90' infravision, -1 to-hit in full daylight; SV 0-level human; ML 8 (currently 7); XP 5; 1d4 cp, 1d4 trophy ears.

The Swords of the Black Field

The Swords of the Black Field is a Chaotic adventuring company that normally hires out as guards to places, people, and caravans. The Swords then use inside knowledge to attack their former employers at a later date. The standard of the Swords of the Black Field is a trio of white swords on a black background. This is also the standard of the fallen House of Marshall.

Sir Gregorn Marshall

Sir Gregorn is a knight whose father squandered his inheritance, lands, and family name. Sir Gregorn initially formed an adventuring company to regain his family's honor, but soon found that it is easier to gain wealth and power when not tied down to the ancient codes of chivalry. In combat, Gregorn prefers to charge his enemies and attack, only using missile weapons if his opponents do first.

Sir Gregorn Marshall (3rd level fighter):

AL C; MV 120' (40'); AC 4 (chain mail + shield); F3; hp 22; #AT 1; Dmg 1d8+1 (long sword + Str), 1d6 (short bow), 1d4+1 (dagger + Str); S 15, D 10, C 15, I 12, W 10, Ch 13; SV F3; ML 9; XP 95; gold necklace with gold and ruby pendant of House Marshall (1,500 gp), 45 gp, 32 sp, 5 cp, backpack, bedroll, 5 days preserved rations, wineskin, tinderbox.

Kathrenne Brighton

Kathrenne is an attractive female cleric who serves the Church of Chaos and Destruction (Jesil). Kathrenne and Gregorn are occasionally lovers. She is extremely intelligent and insightful and has little trouble manipulating Gregorn.

Kathrenne Brighton (2nd level cleric):

AL C; MV 120' (40'); AC 4 (chain mail + shield + Dex); C2; hp 10; #AT 1; Dmg 1d6 (mace); S 10, D 13, C 13, I 12, W 14, Ch 13; SV C2; ML 8; XP 74; *potion of healing*, gold broach (50 gp), silver and gold ring (35 gp), 16 gp, 7 sp, pentagram holy symbol, backpack, bedroll, 3 days preserved rations, wineskin, garlic.

Spells: 1st: *command, cure light wounds*.

Fredrek of Wolford

Fredrek was once a cheesemaker in the town of Wolford. Fredrek fled the town after murdering his business partner and eventually joined up with Sir Gregorn Marshall.

Fredrek of Wolford (1st level fighter):

AL C; MV 120' (40'); AC 8 (leather armor); F1; hp 6; #AT 1; Dmg 1d8 (battle axe), 1d4 (dagger); S 10, D 11, C 10, I 10, W 14, Ch 9; SV F1; ML 7; XP 10; 8 sp, backpack, bedroll, 12 days preserved rations, wineskin, tinderbox, frying pan.

Landen Eldridge

Landen was a farmer who turned to adventuring after a plague killed his family and pestilence decimated his crops. Landen's heart has been hardened by the loss of his loved ones. He has a fondness for animals, especially his hawk Arlen, but is otherwise entirely without conscience or morals. In combat, Landen attacks with missile weapons if possible before joining any melee. If outnumbered, he may direct his hawk as an extra attack.





Landen Eldridge (1st level fighter): AL C; MV 120' (40'); AC 6 (studded leather + shield); F1; hp 7; #AT 1; Dmg 1d8+1 (long sword + Str), 1d6 (short bow), 1d4+1 (dagger + Str); S 13, D 9, C 13, I 10, W 13, Ch 10; SV F1; ML 7; XP 19; pouch with 4 garnets (15 gp each), 6 gp, 4 sp, backpack, bedroll, 7 days preserved rations, birdseed, wineskin, manacles.

Arlen (hawk): AL N; MV 480' (160'); AC 8 (natural); HD 1d4 hit points; hp 3; #AT 1; Dmg 1d2 (talons); SA dive attack as charge for double damage; SV 0-level human; ML 7; XP 5.

Karis of Irrlendom

Karis is an adventuring thief who was forced to leave Dolmvay after angering a high-ranking member of the Thieves' Guild. Karis has never been to Irrlendom in his life. In combat, Karis prefers to backstab or attack with missile weapons, if possible.

Karis of Irrlendom (2nd level thief): AL N; MV 120' (40'); AC 5 (leather armor + Dex); T2; hp 14; #AT 1; Dmg 1d6 (short sword), 1d6 (short bow), 1d4 (dagger); S 9, D 16, C 12, I 13, W 13, Ch 12; SV T2; ML 7; XP 74; pick locks 23%, find/remove traps 17%, pick pockets 27%, move silently 27%, climb walls 88%, hide in shadows 17%, hear noise 1-2; *potion of invisibility*, gold ring (25 gp), gold necklace (25 gp), backpack, bedroll, 2 days preserved rations, wineskin, thieves' tools, loaded dice.

NPC Adventurers

The following NPC adventurers may be encountered over the course of this adventure. They may join up with the party, if the Labyrinth Lord desires.

Donnal the Silver Sorcerer

Donnal the Silver Sorcerer is a traveling magician who performs at festivals, ceremonies, and other events. Donnal uses a combination of spells and sleight-of-hand to entertain the crowds. He respects adventurers and has always aspired to become an adventuring wizard. Donnal travels about on a covered two-wheeled cart decorated with his name surrounded by arcane symbols.

Donnal the Silver Sorcerer (3rd level magic-user): AL L; MV 120' (40'); AC 8 (Dex); MU3; hp 9; #AT 1; Dmg 1d6 (silver-wrapped quarterstaff), 1d4 (dagger); S 9, D 13, C 11, I 16, W 13, Ch 15; SA spellcasting; SV MU3; ML 8; XP 95; pouch with 5 emeralds (100 gp each), silver necklace (5 gp), six silver rings (10 gp each), 35 gp, 78 sp, 34 cp, backpack, spellbook wrapped in oil cloth, writing equipment, colored scarves, ornate wand, voice enhancement horn.

Spells: 1st: *dancing lights*, *detect magic*, *floating disc*, *hold portal**, *light**, *manipulate fire*, *read magic*; 2nd: *ESP*, *mirror image**, *pyrotechnics*, *rope trick*; 3rd: *blink*.

*denotes memorized spell

"Smiling" Jon Wallus

Smiling Jon is a charming adventuring thief who specializes in researching, locating, and exploring historic ruins. Smiling Jon is a skilled storyteller whose good looks and friendly demeanor make him the favorite in any tavern. When encountered in this adventure, most of Smiling Jon's possessions have been stolen.

"Smiling" Jon Wallus (3rd level thief): AL L; MV 120' (40'); AC 7 (Dex); T3; hp 11; #AT 1; Dmg by weapon type; S 10, D 17, C 13, I 13, W 12, Ch 16; SV T3; SA backstab, thief skills; ML 9; XP 125; pick locks 27%, find/remove traps 20%, pick pockets 30%, move silently 30%, climb walls 89%, hide in shadows 20%, hear noise 1-3; thieves' tools.

Valon of Edgerton

Valon of Edgerton is a former caravan guard that has decided to become an adventuring fighter. Valon is honest, trusting, and kind-hearted, but not very bright. He is fearless in battle and extremely loyal to those he considers his friends.

Valon of Edgerton (2nd level fighter): AL L; MV 120' (40'); AC 4 (chain mail + shield); F2; hp 18; #AT 1; Dmg 1d8+2 (long sword + Str), 1d6+2 (hand axe + Str), 1d6 (short bow), 1d4+2 (dagger + Str); S 17, D 10, C 16, I 4, W 6, Ch 13; SV F2; ML 10; XP 47; 5 gp, 9 sp, backpack, 5 days trail rations, 4 torches, tinderbox.



APPENDIX

New Magic

The following new magic effect is described in this adventure.

Curse of Defiling

The Curse of Defiling is a powerful dark magic ritual designed to desecrate holy sites. The curse manifests as black tendrils of corruption that slowly spread across the infected site until it becomes a place of evil. The curse possesses strange powers that tap into other planes of existence, producing a variety of dark magical effects. The curse draws evil creatures to it like moths to a flame. The Curse of Defiling can be dispelled by a *remove curse* or *dispel magic* spell cast by a 12th level or higher cleric or by the destruction of the Spawn that brought the curse.

New Monsters

The following new monster is included in this adventure.

Spawn of the Infamous

No. Enc.: 1
Alignment: Chaotic
Movement: 120' (40')
Armor Class: 5
Hit Dice: 5d4 (20 hit points)
Attacks: 1 (spell) or 3 (claw/claw/bite)
Damage: by spell or 1d3/1d3/1d6
Save: MU5
Morale: 10
Hoard Class: nil
XP: 650

The Spawn of the Infamous is a magical construct of the evil wizard known as the Infamous One. The Spawn appears as a hideous horned human with black skin, pointed teeth,

and fingers that end in razor sharp claws. The Spawn wears slimy red robes that are streaked with corruption. It possesses limited magical ability and can cast spells as a 5th level magic-user. If forced into melee combat, the Spawn attacks with its claws and bite. The Spawn's most potent power, however, is its ability to deliver the Curse of Defiling (see above) on behalf of its Infamous master. The Spawn of the Infamous carries no treasure.

Spells: 1st: *charm person*, *magic missile*, *sleep*; 2nd: *invisibility* x2; 3rd: *dispel magic*





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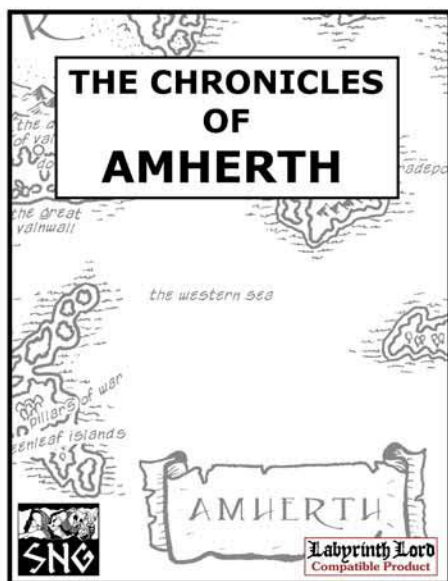
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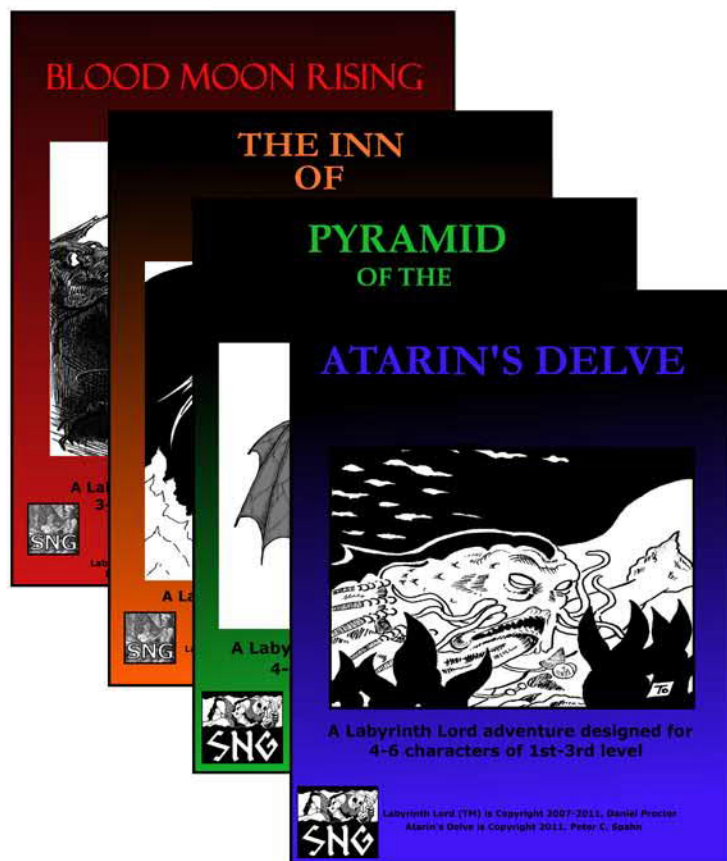


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