

Shadows of Evil



Celtic Culture
Druidic Background
New Magic
Two Major Adventures

Shadows of Evil



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SHADOWS OF EVIL

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Author's Note: I wish to thank my parents, friends, and other relations for helping me rediscover the Old Country.

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THE CELTIC WORLD

Between 500 and 400 years B.C., the Celtic World was at its peak. Celtic culture covered most of Western Europe, including France, Britain, Germany, and the northern lowlands, and it extended eastward almost to the Black Sea. There seems to have been, however, a sharp line dividing it from the southern societies about the Mediterranean.

The Celtic presence was more of a culture than an empire. The Celts lived in a very decentralized society—one might say that they had a stateless society.

The first Celtic traces in Britain appear as early as 750 B.C., roughly corresponding to the late Bronze Age. The first tribes came from continental Europe, and by 400 B.C. they were dominant throughout Britain.

The Celts were an early Iron Age people, and with superior metallurgy for weapon-making, they swept through the country in a relatively short time.

Although much of their culture and technology suggests otherwise, the Celts have been called “barbarians.” Unfortunately, the word barbarian conveys images of uncivilized savages, naïve primitives, and moral inferiors.

Such was the view of the Romans and the Greeks who wrote about the Celts in their own time. When studying an ancient people who did not speak for themselves (through written records) it is important to understand the bias of others who wrote about them.

Julius Caesar, for instance, left fascinating accounts of Celtic society. However, his account is suspect because he did not enter Britain in 56 B.C. to study the Celts, but to conquer them!

In the main there are three sources of information on the Celts of Britain:

Archaeological Evidence: ruins, unearthed tools, weapons and other diggings such as burial grounds or huts.

Legends and Folklore: as found in various books such as the Irish vernacular texts written in medieval times (after 500 A.D.). These old Irish books represent the first attempt to record the Oral Celtic Tradition.

Testimonials: from Greek and Roman scribes.

CELTIC SOCIETY

The earliest ancestors of the Celts in continental Europe must have been nomadic people engaged in hunting and gathering. With the decline of the Bronze Age (about 800 B.C.), however, the Celts had already developed superior agriculture and animal husbandry.

By the time of their dominance in Britain, they were using mixed farming techniques, the traction plough, and effective breeding methods for improved livestock. Like many Iron Age people, the Celts evolved quickly from a nomadic people to a sedentary one.

The Celtic peoples were comprised of many tribal groupings. Although we now call them Celts, it's fair to say that history has superimposed this title on a very large and sometimes divergent group of people.

The Parisii, the Venetii, the Belgae and the Catuvellauni are but a few of the major tribes that settled in Britain over a period of 600 years. All Celts spoke the same Celtic Vernacular Language, but there must have been great differences in dialect.

These differences are lost because the Roman historians tended to lump all other cultures together. More is known about what the tribes had in common than what separated them from one another.

With the advent of the Romans, the Celts became a conquered people, but their society influenced Europe long after the Roman Empire had collapsed.

With them we see the earliest form of western feudalism. There were three main classes or castes in Celtic Society: Warrior-Nobles called *Equites*, Priests (*Druids, Bards, and Vates*), and Peasants called *Plebes*.

The first two were known as Freemen because they could own land, herd cattle, and move freely throughout society. The plebes were landless serfs who were permitted to work the land within the area controlled by their particular tribe.

The Celts were organized along tribal lines with further divisions known as *Clans*. Overall, there would be a larger tribal grouping like the Parisii or the Venetii. These larger tribes were defined by their tribal lore and their origins in mainland Europe. The Parisii, who occupied much of Yorkshire, England about 450 B.C., originated from central Gaul (France).

The clans within each tribe would be defined by the kinship ties of the noble class. Each clan would occupy a smaller territory inside the larger domain of the tribe. Amongst the clan nobility there would be headman or chieftain. In some instances the strongest of the clan chieftains would attain a kind of kingly status. Changing political fortunes and clan rivalry usually rendered such arrangements temporary.

The Celts were not ones to cluster their dwelling places together and Celtic communities provided something less than village life. Individual huts or round houses would be scattered throughout the area inhabited by a tribe. Each family would have one circular, thatched-roof cottage surrounded by a farmyard and quite apart from other families. The nobles would retain larger estates to accommodate servants, livestock, and agriculture.

As a rule, the peasants would engage in agriculture and they would be responsible for paying a surplus of produce to the local noble(s) in their clan. The nobility, for the most part, engaged in animal husbandry and herding livestock.

The noble classes generally gauged their wealth by the number of cattle in their possession. It is interesting to note that it is unclear how the Druid priests made their living. We must assume that they were supported by a surplus donated by the noble class.

CELTIC WARFARE

The most impressive Celtic ruins in Britain today are the remains of the ancient hill-top forts. Julius Caesar referred to the hill-top defenses as the "Gallic Wall."

The Celts appear to have been very fond of this type of fortification, not only in Britain, but throughout Europe. Extensive excavation in England has revealed such forts in Sussex, Surrey, Berkshire, Wiltshire, Dorset, and Yorkshire.

Normally, these forts were constructed from massive amounts of timber cut and erected into upright posts. Tie-beams covered the top of the uprights to provide a framework for a standing wall of rubble and soil. This wall was in turn supported by a sloping ramp to provide more strength. The whole wall structure would be dug right into the subsoil around the hill.

The Celts superior metallurgy produced superior weapons. In some cases, the Celts even succeeded in producing steel by adding carbon to the iron-forging process. They made good quality swords, spears, knives, and defensive mountings for wooden shields.

The Celts did not normally use body armor, although they used copper and tin to fashion helmets, hilts, scabbards, shield mounts, and horse trappings. With the scarcity of copper and tin at this time the Celts were forced to engage in quite a bit of sea trade.

Judging from the accounts of Julius Caesar and others, the Celts must have been very fierce warriors. Upon the occasion of the first Roman invasion of Britain (56 B.C.), we know that Caesar was amazed and quite dismayed to see the Celts using two-wheeled chariots in battle.

The chariot had been out of use in Europe for centuries and the Romans themselves did not use them for actual battle. The Celtic warriors had some early success with their chariots against the infantry legions of Rome.

Another curious aspect of Celtic warfare was the fact that they did not use the bow and arrow. Caesar makes no mention of this weapon and we know from the Irish Vernacular sources that the ancient Celts had no words for "bow" and "arrow".

References to this weapon system appear much later and even then the words for bow and arrow appear to be from Norse and Latin roots. In the place of archery, the Celts were very skilled in the use of the stone sling.

CELTIC DRUIDS

In many ways, the priestly druids were a unique class of people in any society at any time. They were dominant in religious matters and took an active role in political affairs.

Like the warrior nobles, they were a privileged group and even more so for they were exempt from taxation, military service and menial labor. Their prestige and authority was so great that they moved freely throughout Celtic society, often between warring factions. In some cases, they could prevent or stop a feud between rival clans or tribes.

The term *druid* seems to have originated with the old Irish word derived from the Greek *Drus*: meaning Oak Tree. This name probably came about because of the sacred status of the Oak Tree in the Celtic religion.

In addition to the druids, there were other titles within the Celtic religion such as bards, vates, and diviners. Altogether these holy men performed three main functions:

1. They were keepers of the oral traditions and lore of the tribe.
2. In all civil matters the Druids had great authority in interpreting and administering justice.
3. They were keepers of religious traditions. The druids would administer sacred rites and rituals. They also had the power of excommunication.

In their own day druids were known as "Men of Art." As the only men of learning in a culture without writing, the druids had to memorize great amounts of poetry, legend, traditions, laws, genealogy of the tribe, and the large body of sacred thought and practice. Often the apprenticeship of a druid would last twenty years. New members were usually recruited from the noble class, although druids were also free to choose peasants as apprentices.

Despite the wealth of their esoteric knowledge, the druids undoubtedly drew their authority from the fact that they were the practitioners of the sacred ways.

The widespread cults of nature spirits, nature worship, and animism in the Celtic religion grew out of most people's dependence on agriculture, fertility, and the more dramatic aspects of the natural environment.

The druid was the community's link to the mystical natural world. He was protector, interpreter, and solicitor for a people faced with a hostile and unfathomable environment. In these ancient times a farmer would probably never dream of planting his crops without first securing the blessing of a druid.

Druids probably performed three main sacred functions on behalf of the community:

1. solicit or appease the Gods
2. remove or administer curses
3. foretell the future

The notion that the druids performed their rituals in wooded glens deep within the forest is probably true. One eyewitness Roman account of a druidic ceremony tells of two white bulls being sacrificed in a forest clearing in the presence of the sacred Oak Tree. These sacred forest retreats have been called *nemetons*.

Because the ancient Celts left no written record of their religion, it is very difficult to piece together the varieties and meanings of their rituals and the identities of their gods. There are a few insights, however.

The druids taught that the Celts had originated from the great God of the Underworld, Dispat. Furthermore, the druids believed in immortality through a version of reincarnation. Upon death, the soul of the departed one would go back to Dispat until it returned once more to take up the living flesh.

Throughout Britain various diggings have revealed deep and narrow burial shafts that might well have been designed to send the departed one on a direct route back to the underworld. Often these shafts have been found within sacred burial enclosures. Like most Celtic graves, these shafts would also contain various personal belongings and artifacts.

Diggings of Celtic round houses have revealed skulls sitting in places of honor within the house, possibly in altar arrangements by the hearths of fireplaces. Such skulls have also been found set into stone columns. Scholars have referred to this discovery as the Cult of the Severed Head. It seems probable that these skulls once belonged to departed family members.

Irish text sources suggest that the druids held yearly meetings on Samhain Eve (October 31st) in sacred forest clearings to glorify the tribe's dead.

It is not known if human sacrifices were made on these occasions, but ritual slaying certainly occurred in druidic practice. However, the evidence suggests that the killings had more to do with divination than sacrifice.

In the 17th and 18th centuries the Celtic druids became a very popular subject amongst antiquarian scholars in Britain. Some of these historians wrote very fanciful books in which they attempted to "prove" the validity of various Celtic legends.

The most famous of these false claims was that the druids built Stonehenge. It is now widely accepted by archaeologists and historians alike that Stonehenge predates the first Celtic druids of Britain by at least 1,000 years. While it is possible that the Druids might have performed ceremonies at this stone edifice, they most certainly did not build it.

THE ROMAN INVASIONS

Having conquered most of Gaul, Julius Caesar launched the first Roman invasion of Britain in 56 B.C. In Caesar's own accounts, he admits that this first excursion was a dismal failure. With only 2 legions (10,000 men) and insufficient cavalry, the 'invasion' mounted to little more than a scouting mission.

In 54 B.C. Caesar again attempted a conquest of this "wild and barbarous" land. This time he took five legions and a force of 2000 cavalry. Not surprisingly, the biggest problem for the Romans was the sea crossing and subsequent landing.

On this occasion, the Romans met with more success, but Caesar was forced to retire once more to Gaul. Revolts in Gaul, an oncoming civil war in Italy, and the fleeting years pre-empted Caesar's plans. Britain remained free of the Romans for another hundred years.

THE ROMAN ARMY

Unlike the Celts, we know a great deal about Roman warfare. From the accounts of Caesar, Pliny, Tacitus, and many others we have a very clear picture of the history of Rome and its army.

The Roman Army was almost completely an infantry force. The main unit was a *legion*. The legion had about 5000 men and was divided into *cohorts* of about 500 infantrymen each. Attached to each legion was a small detachment of auxiliary cavalry whose function was limited to dispatch riding and scouting. In the later years of the Empire cavalry became more important as an assault force.

By the time of Rome's second invasion of Britain (A.D. 43), the Roman Army was a well-oiled machine. In addition to fighting men, each legion had armorers and blacksmiths, stone-masons and carpenters and medical

people. The legion also had its own architect and water engineer as well as other technicians.

The legionnaires fought with two principle weapons: the javelin (*pilum*) and the short sword (*gladius*). Each soldier carried two javelins and in battle they would hurl the weapons in volleys from a distance of forty and thirty yards.

These spears were meant to disarm opponents because they would pierce the shields of the enemy. The impaled shields would be useless and enemy troops would be forced to discard them in short order.

In close melee, the Romans would be at a distinct advantage with their short sword and shields against troops who would be largely unarmored. Caesar noted that the Celtic warriors had great difficulty with the closed-in fighting style of the legions. But later, in the Claudian era (A.D. 45), the legions achieved their greatest success against the wide open fighting style of the Britons.

It was about this time of the Second Invasion that the legions changed their armor. Formally, the legionnaires had worn a hardened leather jerkin reinforced with metal plates. The new armor consists of complex metal bands with a front and rear plate overlapped by curved steel strips. These were hinged at the rear and tied with thongs laced into hooks at the front. This new type of armor afforded the soldier excellent protection with surprisingly good flexibility for movement.

A Roman soldier's shield was a large, semi-cylinder that protected him from the chin to below the thigh when held close to the body. Although large, the shields were probably quite light because they were made from a type of plywood, bound and mounted by metal braces. The outer surface of the shield was made from tough, hardened leather.

When not in battle, the soldier would march with the shield on the left side hung by a strap around the shoulder. In battle the legionnaire would thrust the shield forward in an attempt to knock an opponent off balance.

Although they were heroic fighters, the Celts were at a distinct disadvantage against the Romans in the heat of battle. On the field the Celts had no effective organization. Their fighting style was based on individual combat and once the enemy was engaged, they had little in the way of formation and communication.

On the other hand, the Romans had complex formations and elaborate communications signalled by trumpet blasts or bugles. Legions or cohorts could be engaged or disengaged quickly and the direction of the attack changed to take advantage of weaknesses in the enemy line.

The most dramatic example of this was the final battle of the Boudiccan Revolt in A.D. 60. Here a Roman force of two legions (10,000 men) utterly defeated the Celtic forces of Queen Boudicea which numbered at least 90,000. In this remarkable battle twelve Britons were killed for every Roman soldier.

THE ROMAN FORT

Without doubt, the Romans were excellent architects and builders. Their legionary forts, stone fortresses, roads, and walls are in far more evidence than any Celtic ruins. Indeed, the conquered early Britons must have marvelled at the speed and thoroughness with which the Romans

criss-crossed the country with road-building and dotted the landscape with forts.

Throughout Britain today, there is much evidence of the Roman army's campsites. When marching, the legions always made the same kind of camp at night characterized by a large ditch forming the perimeter of the camp.

This first line defense would be supported by hundreds of wooden pikes dug-in at an angle to form a nasty pointed wall. The legionnaires would then erect their tents according to a set design within the camp boundary.

Such arrangements were very exact, providing the same "street" pattern for every occasion.

Permanent legionary forts were made within the familiar Roman wall configuration. The remains of such forts can be found at Chester, York, and many other places throughout Britain. But nowhere is there a better example of this type of fort than at Caerleon near Cardiff, in south-east Wales.

It was originally constructed by the Roman Governor of Britain, Julius Frontinus, around A.D. 74. At this time, it was probably no better than a fortified camp with ramparts made from clay. Under the Emperor Trajan (A.D. 98-117), it was reconstructed with permanent stone foundations and lookout towers.

The whole fortress at Caerleon covered an area 540 yards by 450 to form an enclosure of about 50 acres. Within the fort there were precise street patterns separating solidly constructed wooden buildings.

In the very center of the fort was the headquarters called the *principia*, a building about 250 feet square with a paved courtyard and a colonnade walkway around it. Other buildings within the fort were usually long and narrow affairs providing for the barracks, bakery, workshop, armory, and hospital.

Outside the wall there was an oval amphitheater with eight gates. This facility was able to accommodate the whole legion of 5000 men and it was probably used for parades, entertainment, combats and athletic contests. There are quite a few of these theaters preserved in Europe but the one at Caerleon is the finest in Britain.

It is perhaps a sign of the fall of the Roman Empire that around A.D. 100 many walls were built throughout the occupied territories. One of the most famous of these is Hadrian's Wall that ran from Solway in the West to Tyne in the east.

This massive line roughly divided the country between England and Scotland. By this time the Romans had given up on the scheme of securing Scotland (Caledonia) and they sought to make their frontiers as secure as possible.

At its completion—it was seven years in the building—Hadrian's Wall was between 12 and 8 feet in width and it ran for 73 1/2 miles, right across the country. At various strategic points there were forts built right against the monolithic edifice.

Although it was a magnificent feat of engineering, the wall did little to consolidate the security of Roman Britain and throughout its use was breached many times by raiding Highlanders.

To link all the varied walls and fortresses, the Romans used two kinds of roads: the track and the highway. Tracks followed natural courses often defined by the higher and dry ground adjacent to downs and valleys. These more natural ridge courses were designed to improve troop

movements across country and connect various centers with one another.

The surveyors and engineers of the legions soon began road-building along suitable trackways. The idea was to combine better movement of troops and goods with a good surface, good water runoff, and protection from attack.

To these ends, the Romans would begin by digging two parallel ditches and throwing the unearthed soil down between them. This embankment was then flattened out and rammed down in order to make a foundation for layers of stone, mortar gravel and sand. The last layer and surface of the road would be made from paving stones.

The Romans called these highways *aggers* and they formed a solid, even path for the legions of infantry. In many ways the Roman roads in Britain were of more value than the forts. It was very important for the conquerors to move their troops about the country quickly in order to smash uprisings at various places. The Romans never had more than 50,000 troops in Britain and it was impossible to be everywhere at once.

ROMAN ADMINISTRATION IN BRITAIN

The Romans were very skilled at provincial administration. They devised successful ways of delegating responsibility and dividing power.

The province of Rome was under the authority of a governor or *propretor* as the Romans knew the title. This man was in charge of all the military forces in the province but not necessarily in control of the administration. All the army commanders and the chief tax collector (*procurator*) were appointed by the emperor.

The generals were under the governor's command, but the procurator was responsible directly to the emperor. In many cases, conflicts arose in the country when military postures were at odds with economic policy.

The official Roman policy allowed for the Britons to play a role in the administration. Areas corresponding to tribal lands were largely governed by a local tribal council. Recognized as public bodies, these local councils would have authority to raise and spend money and to manage most community affairs.

In addition, the chief men of the larger tribes met on regular occasions with the senior Roman authorities to discuss the greater affairs of the whole province. These meetings were originally held at the first Roman capitol at Colchester but subsequently at Lodinium (London).

The Roman approach had always been to first conquer and then co-opt people into the Roman system. In a province of about a million people (mostly in southeast England), the Romans could not always rely on military solutions to the problems of governing.

IMPERIAL ROME AND THE DRUIDS

At the time of the second wave of the Roman Invasion (A.D. 43 and onwards), the Celtic druids still played an important role in the society of the Britons. The Roman scribe, Tacitus, describes in some detail a collective ritual cursing ceremony conducted by druids before an assembled Roman Army at the Isle of Anglesey.

Prior to this, Roman records state that both the Emperors Augustus and Tiberius took action against the practice of Druidism (*Religio Druidarum*) in Gaul. In A.D. 54 the Emperor Claudius sought to completely abolish the "bar-

barous and inhuman" religion of the druids by his Senatorial decree. By A.D. 61 the Romans were actively stamping it out.

There are a number of reasons why the Romans would want to crush Druidism. The druids were capable of whipping up nationalist sentiment against the Roman overlords. Druids were instrumental in helping to organize military resistance to the invaders.

The alliance of various Celtic tribes under the leadership of Cassivellaunus in Julius Caesar's day, the rise of the Welsh chieftain, Caratacus (A.D. 47), and the revolt of Queen Boudicea (A.D. 60) all seem to have been inspired in large measure by the influence of the druid class.

It's not surprising that a group of people whose influence cut across tribal lines would be capable of organizing a common front against the invaders.

In addition, some historians have talked about a "moral barrier" between the Celtic traditions and those of Rome. The Romans had outlawed human sacrifice in their own society about 100 B.C.

Apart from divination (what the Romans knew as Augury), most of the druidic practices would be foreign and probably abhorrent to the Roman sensibility. Dark ceremonies in forest clearings, complete with sacrifice, mistletoe and chanting would seem bizarre indeed to the sober Roman patricians and army officers.

A less obvious consideration would be the fact that there was no group or class in Roman society similar to the druids. The idea of a group of philosopher/priests travelling freely throughout the country would run quite counter to the Roman notions of order and stability.

The Romans wanted the Celts under their conquering thumb, not gallivanting around the countryside telling tales, practicing mystical rites, and whipping up hostile feelings. It became clear to Claudius and other Roman Emperors that the druids could not be made into citizens of the Empire.

By A.D. 60 the druids were outlawed in the new Roman province of Britain. At this time the Roman conquest of Wales was incomplete and druids all over Britain had two choices: to go underground or retreat to the last druidic stronghold on the Isle of Anglesey off the northwest coast of Wales.

For some time the druids had been building their strength on this island (it was also known as the Isle of Mona) and giving refuge to all those who opposed the Roman invaders. In A.D. 61 a Roman Army under the leadership of General Suetonius Paulinus made ready to cross the Menai Straits and smash the druidic rebels forever.

The Roman expedition to Anglesey was planned with the usual efficiency of the conquerors. The infantry crossed the narrow straits in landing craft and the auxiliary cavalry either forded at shallow points or swam behind their horses.

From available evidence, the location of the crossing must have been close to the present day site of Bangor in North Wales. For this occasion, we have rather detailed accounts from Suetonius himself, as well as Tacitus and others.

As the Romans neared the shores of the island they were greeted by a terrible sight. There on the shore were many

warriors in full battle gear. Behind them, on higher ground, stood the druids with many female devotees in ceremonial dress. The druids were invoking terrible curses while many of these women ran about brandishing flaming torches and shrieking out blood-curdling war cries.

Rising from the array of druids and women were the flames and smoke from sacrificial fires. The sight of these aliens and the terrible sounds of their cries and curses was rather disarming for the Roman. For a short time the superstitious legionnaires were transfixed in horror right at the shoreline.

Soon enough, however, the Romans regrouped and pressed forward with the battle. Despite the invocations of the druids and their retainers, Suetonius and his army met with a smashing victory. In the battle most of the warriors, women and druids were slaughtered without mercy.

Subsequently the nemetons of the druids were destroyed by clearing the forests. The Romans were meticulous in their efforts to wipe out all traces of druidism on the sacred island. Thereafter the Romans established a garrison on Anglesey.

The importance of this battle cannot be underestimated. Although pockets of druidism survived in other parts of Britain, the Roman victory at Anglesey virtually smashed the druids as a quasi-political force in the province.

Later that same year, another contingent of druids must have perished in the defeat of the Boudiccan Revolt in England. In general the Romans were tolerant of religion. But when it even slightly touched on politics, they crushed it ruthlessly. Such was the fate of Celtic druidism in England and Wales.

EPILOGUE

It is interesting to note that the Romans never conquered Ireland. Celtic culture, along with druidic influence, continued there well into medieval times (up to and after A.D. 500). Understandably, this is why so much information on the Celts has survived through the Old Irish texts that represent the first efforts to record to oral tradition of this people.

Druids and bards were evident in Ireland right up to the time of Queen Elizabeth the First (1550). At this time the Elizabethans from England tried to crush the travelling druids, no doubt for the same reasons as the Romans. There were also residues of Celtic culture in Scotland at this time.

Historians have been debating about the rise of feudal society in Europe (after A.D. 500) for some time. The peculiar combination of a cohesive military orientation with a kind of political anarchy in feudalism has been a rather controversial subject for scholars.

Nevertheless, it's fairly clear that feudalism has its roots in earlier Celtic society. Notwithstanding, the pervasive Roman conquest of Europe, the old Celtic ways wormed their way to form the seeds of a future society that emerged long after the fall of the Empire.

A complete and definitive analysis of the Celtic druids is not feasible based upon what is known about them today. There is a great deal of general information, but no way of exploring the underlying meanings.

The British Celts were a pagan people and despite the apologies of many latter day "druidic cults," they engaged

in some pretty rough practices. For the purposes of divination and perhaps sacrifice, the druids were quite accustomed to taking human life. Furthermore, there is some sketchy evidence to suggest that they performed mass executions from time to time. However, this could be Roman propaganda.

From a strict scholarly point of view, for instance, one can speculate on the Cult of the Severed Head and state with some authority that this was a form of ancestor worship. But what is the exact meaning of this practice? Was

this simply a way of honoring the dead, similar to building a statue?

Perhaps these ancients believed that they could draw the power of wisdom from the departed one in this way. Then again, perhaps the severing of the head for enshrinement was a way of ensuring a happy afterlife for the deceased.

The Celts, like the Egyptians, buried their high ranking dead with many possessions but how would decapitation of the body relate to their normal procedure for entombment? With the Celtic druids, such questions arise too frequently.



PLAYER CHARACTERS

Below is a list of pregenerated characters that would be typical for this adventure. They are all fourth to seventh Skill level and come complete with magic items, descriptions, and short personal histories. These histories are open-ended and contain plot developments not necessarily important to this adventure, but, if the players wish, could be expanded on in future games. It is recommended that even if the GM's own group is used, at least one druid from fourth to seventh Skill level is taken along during this adventure.

CHU-CHALAIN

Human, Skill 5 Druid (Initiate)

Statistics: Strength: 16 (+1 to Hit), Intellect: 15, Insight: 17, Stamina: 09, Dexterity: 14, Appeal: 14

Armor Class: 7, *Hits to Kill:* 24

Alignment: Neutral/Neutral, *Religion:* Celtic

Experience: 13,500

Weapons & Armor: leather armor and a wooden shield (covered with boiled leather). The shield is painted the symbol of Chu-Chalain's druidic order: The Red Wolves. He carries a Staff of Striking (50 charges), and a +2 mace.

Equipment: Standard Dungeoning Equipment, Whistle that calls wolves (non-magical), A Silver Horn of Valhalla (summons 4-10 Skill 2 fighters), and a pair of magical boots whose powers the bards cannot discover (See GM note at end of section).

Special Abilities:

- Identify plant, animal, pure water
- Pass through underbrush without a trace
- +2 to save against lightning and fire-based attacks
- Special relationship with wolves (see below).

Disabilities:

- May not turn undead,
- May not use metal armor

Spells: 4/3/2.

Description: Chu-Chalain is named after a great warrior of Celtic legend. In trying to honor the name, Chu-Chalain has turned to adventuring. He has survived many bad scraps and has grown addicted to the excitement and thrill of adventuring. He will not hesitate to volunteer for a dangerous mission (not a suicide mission) for the sheer challenge.

Chu-Chalain is currently wearing the mysterious pair of magical boots. He has tried every conceivable command, but the boots will not respond.

Chu-Chalain has a special relationship with Wolves. Add 2 to his Appeal score when dealing with any type of wolf or dog.

GERRY O'MALL

Human, Skill 4 Druid (Initiate)

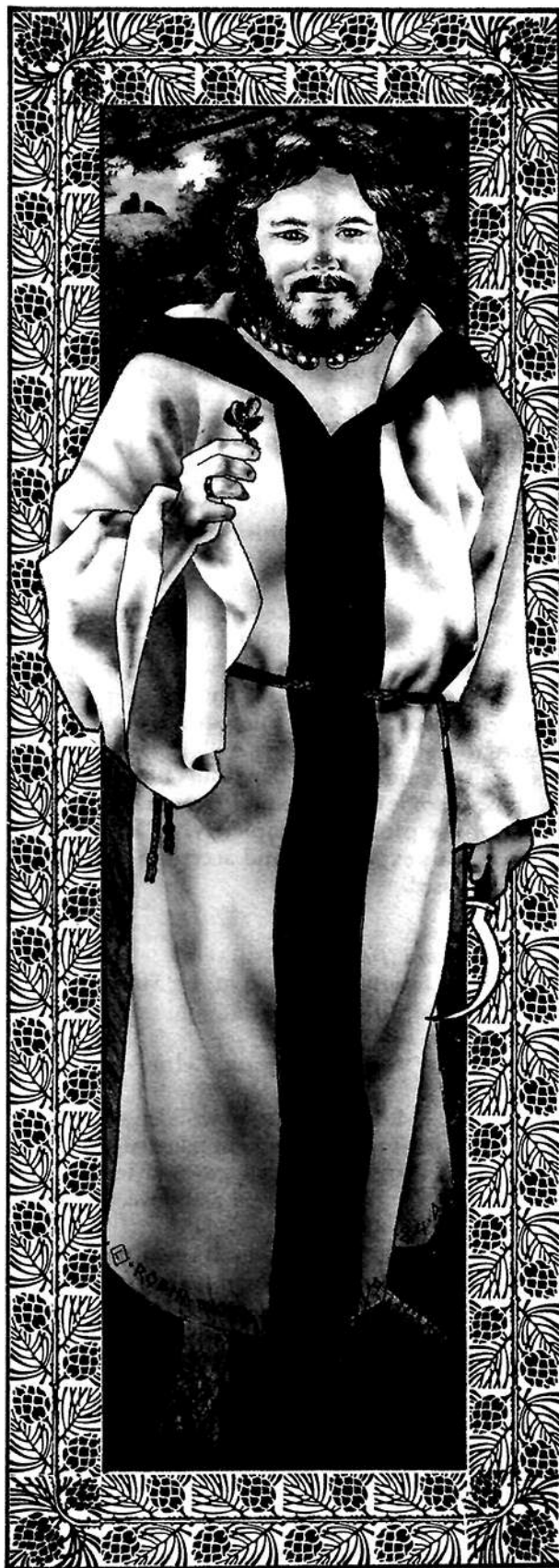
Stats: Strength: 17, (+1 to Hit, +1 to Damage), Intellect: 13, Insight: 16, Stamina: 14, Dexterity: 16, Appeal: 15

Armor Class: 6, *Hits to Kill:* 18

Alignment: Neutral/Neutral, *Religion:* Celtic

Experience: 10,567

Weapons & Armor: leather armor, wooden shield, +1 spear, Ring of Protection +1



Equipment: 2 doses of a Cure Light Wounds potion, 1 Pot of Magic Pigments that can create simple objects just by painting their shape (as per the rule book) and the special brush needed to apply them.

Fire Rope: this magic item looks like an ordinary rope, but, in fact, it can immolate on command of the owner. The command to immolate can be given up to 60' away from the Rope (but within eyesight)

The Rope's fire will not hurt the owner, but will cause 1-6 HTK of damage to anyone else who touches or is bound by it. This Rope cannot be destroyed by magical or normal fire.

Special Abilities:

- Identify plant, animal, and pure water
- Pass through underbrush without a trace.
- +2 to save against lightning and fire-based attacks.
- O'Mall is a great painter and can use the Pot of Magic Pigments with great efficiency taking him only 6 melee rounds and not 1 full turn to draw an item.

Disabilities:

- May not turn undead
- May not use metal armor
- O'Mall stutters, there is a 10% chance that any one his spells will fail (double this percentage if he has lost half his HTK)

Spells: 4/2/2.

Description: O'Mall's father was a great painter who decorated many halls and palaces. O'Mall served as his father's apprentice for many years, but always was fascinated by druids and resolved to become one. He has overcome a terrible stuttering problem to become a druid, but it occasionally resurfaces especially during spell casting.

The seers at the Druid Council have told O'Mall that he stutters because of some terrible experience when he was a child. To cure his problem completely, O'Mall must somehow relive this experience, and accept the fear and guilt he has repressed.

CELEBIMBOR

Human, Skill 7 Druid (Initiate)

Stats: Strength: 14, Intellect: 16, Insight: 14, Stamina: 13, Dexterity: 16, Appeal: 16

Armor Class: 5, **Hits to Kill:** 32

Alignment: Neutral/Neutral, **Religion:** Celtic

Experience: 45,890

Weapons & Armor: +1 leather armor, +1 wooden shield, +3 mace—if a natural 20 is rolled opponent takes triple damage. +1 sling and (10) +1 darts each grooved to carry a potion or poison, (10) darts grooved as above, but not magical.

Equipment: Standard dungeoning equipment. Five separate potions created by mixing special herbs and saying special prayers. These potions are: Sleep, Paralyzation, Plant Growth, Cause Light Wounds, and Poison (Level 5). All potions act as if cast by a Skill 7 druid, cleric, or mage, but only on the person struck by the dart. Celebimbor carries 5 doses of each potion—he cannot get more until he returns to the Druid Council.

Special Abilities:

- Identify plant, animal, pure water
- Pass through underbrush without a trace
- +2 to save against lightning and fire-based attacks

- Immunity from charm spells by woodland creatures
- Change form three times a day to either a reptile, bird, or mammal (removes 10 to 60% of damage).

Disabilities:

- May not turn undead
- May not use metal armor
- Celebimbor was cursed—he has been given an insatiable desire for gold and jewels and his obsession is so great he will often put himself and his friends into very bad situations in his attempt to steal, beg, borrow, or buy precious metals and gems. He may not tell others that he is cursed, or even allude to being cursed.

However, there is a good side to his curse, he has collect 50,000 gp in gems and jewels hidden near his home. He carries an additional 5,000 gp in gems on his person.

Spells: 4/4/3/1

Description: Before his curse, Celebimbor was one of the rising stars in the druid community. Now he is in disgrace for attempting to steal the Great Ruby that hangs from the One Tree. His failed robbery almost cost him his life, except for the faithful intervention of this mission. This is his chance to prove himself and perhaps remove the curse (obviously, it needs more than a simple Remove Curse—see GM Notes for more information).

Celebimbor's darts inflict 1-4 HTK of damage as well as their potion's power. He will not use the poison potion on Good or Neutral opponents.

THE DRUID COUNCIL'S GIFT:

At the start of the adventure, each druid may ask to take with him any one of the White Magic herb potions that are listed in the back of the book. Each druid can only have one magical preparation.

LADY MADALAINE

Half/Elf, Skill 4 Cleric

Stats: Strength: 12, Intellect: 16, Insight: 15, Stamina: 12, Dexterity: 14, Appeal: 17

Armor Class: 1, **Hits to Kill:** 17

Alignment: Lawful/Good, **Religion:** The House of One **Experience:** 11,227

Weapons & Armor: plate mail, +1 knight's shield, +1 Mace **Equipment:** "Y" shaped silver cross (holy symbol), Staff of Extension: this 4' staff is made of iron wood and has the same strength as hammered steel. It is also magical and can extended up to 30' long. In its extended state it has small hand and foot grips for easy climbing. 3 scrolls each with one spell: Continual Light, Cure Serious Wounds, Commune (as a Skill 13 cleric).

Special Abilities:

- Infravision
- 30% resistance to Sleep and Charm spells.
- Can spot secret doors.
- Turn Undead.

Disabilities:

- May not use edged weapons

Spells: 3/2

Description: Lady Madalaine is one of the Duke's most loyal retainers. Her father is a knight of great fame, but he has been missing for many years now and no one knows

his whereabouts. In the meantime, Lady Madalaine has full control of her father's estates and property (worth 250,000 gp).

She is a cleric of an obscure religion referred to as *The House of One*. This Lawful/Good religion claims that everyone and everything including the gods themselves are part of the One, a supreme being that encompasses everything.

Many religious leaders consider such democracy a threat since her religion includes the evil religions in the cosmic balance as well as the Lawful/Good ones. The House of One is outlawed in many countries, but because she has money and magical powers, the Duke is protecting her. This mission will serve to increase her prestige and therefore the prestige of her order.

WIZARD NAN

Human, Skill 6 Magic User

Statistics: Strength: 08, Intellect: 17, Insight: 12, Stamina: 17, Dexterity: 17, Appeal: 15

Armor Class: 8, *Hits to Kill:* 20

Alignment: Neutral/Neutral, *Religion:* Atheist

Experience: 49,401

Weapons & Armor: +1 dagger

Equipment: Wand of Fireballs (50 charges—2D6 Fireball), Amulet that Detects Evil: three times a day for 1D6 melee rounds per activation with a circle of 60'

2 Scrolls, 1 spell per scroll: Monster Summoning II, Wall of Iron, Ring of Protection +1

Pets: The Wizard Nan has a pet, a small white housecat named Harvey. Harvey, however, is not your ordinary housecat, he can change into a white bobcat when he is riled, or when his master is threatened. He is a were-housecat.

Harvey, Were-housecat

AC: 6, *HTK:* 12 (2D8), *M:* 18"

Alignment: Neutral/Neutral, *Intelligence:* Animal

Att: 3, *Dm:* 1-3, 1-3, 1-6, *Special:* Like all lycanthropes, Harvey is immune to all weapons except magical and silver. It takes the cat 1 segment to change from a small cat to a 35 pound Bobcat—giving it a 25% chance of surprising its opponent (+2 to Hit and Damage). Can move silently (80%) and is surprised only on a 6 (on a D6). He is also a good mouser and this magic user's familiar (as per Find Familiar spell).

Spells: 4/3/1

Description: This mage has taken the name: Wizard Nan to hide her femininity. She finds it is easy to find work if the employer does not know she is a woman.

Nan's a political refugee from another country. Her libertarian politics did not sit well with the ruling monarchy. Agents of the king have tried to kill her on many occasions. She is generally suspicious of strangers and paranoid about every encounter; always thinking up the worse case scenario.

BRUN

Elf, Skill 5 Ranger

Stats: Strength: 17 (+1 to Hit and Damage), Intellect: 14, Insight: 15, Stamina: 16, Dexterity: 16, Appeal: 14

Armor Class: 2, *Hits to Kill:* 27

Alignment: Lawful/Good, *Religion:* Diana

Experience: 31,319

Weapons & Armor: plate mail, knight's shield, +2 sword: *Calan's Blade*. Originally, the sword was made for the famous warrior, Calan, an ancestor of Brun who forced a great wizard to make this sword.

The sword is intelligent and very jealous of other magic items. It refuses to allow Brun to use any other weapon than itself—even a bow or a lance. If the sword's protests are ignored, it will punish Brun by refusing to use its powers for 1D6 Turns.

Its powers are: Speak Three Languages, allow Flight (once per day for 6 Turns), immolate with a Holy Flame—will turn undead as a Skill 3 cleric and cause an additional 1D6 of damage against all undead (three times a day for 1D6 melee rounds), Cast Continual Light spell (thrice per day for 1D6 Turns)

Calan's Blade has a 10 Intelligence and a 09 Ego. It will cause 1D6 HTK of damage to all Evils who hold it.

Equipment: Standard dungeoning equipment, Elven Cloak, Elven Boots, Stone of spell casting (see below).

Special abilities:

● As per Elves and Rangers

Description: Brun comes from a long line of rangers and warriors. His father, father's father, etc have all been fighters or paladins or rangers. Brun is a little tired of being a ranger, though, and has been studying magic use on the side. Recently he picked up this Stone of Spell casting and now can cast one spell, once a day: the spell is Charm Person.

There is, the mages tell him, a catch (see DM note for further explanation).

GM NOTES

Do not read to players!

Chu-Chalain: His boots are cursed. The next time he is in a fight they will stick to the ground and he will be unable to move from the spot for 1D12 melee rounds. The boots cannot be removed unless a Dispel Magic or Remove Curse is cast on them. While he is stuck, his Armor Class is raised by 3.

Gerald O'Mall: He can only be cured of stuttering by reliving a terrible experience that happened in his youth. When he was six, he drowned in a lake. His father was able to buy a Raise Dead spell and revive the boy. If O'Mall is killed and resurrected, he will remember his terrible ordeal and stop stuttering.

Celebimbor: The only way to remove the curse is to drink the blood of an UMBER HULK.

Brun: The Stone of Spell Casting creates an interdimensional rift that opens into the Positive Material Plane. The result is that 40% of the time Brun attempts to use the stone to cast his Charm Person spell, the spell will randomize and cast any one spell on the magic user's table.

Roll a D10 for Level (re-roll a "10"), then roll a D20 for the specific spell. If less than 20 spells on a level, the spell is a total failure.

This spell will be cast in a random direction (use a D8 with 1 as north, 2 as northwest, 3 as west, 4 northeast, 5 as south, 6 as southeast, 7 as east, and 8 as southwest). Then roll a D10 for distance in 10' segments from Brun: Use 0 as zero feet and a as 90 feet.

Spells like Full Wish will simply allow Brun to Charm Person (he will not know he has a full wish). The spells do not need verbal, somatic, or material components.

THE HORROR OF HEATHCHESTER

Heathchester Abbey is a secluded monastery a few miles from the tiny hamlet of Heath. For decades the monks of Heathchester have lived a strict, secluded life within the confines of the monastery. Having taken serious vows of devotion to their god and Abbot, the monks have remained sequestered for years in the self-sufficient community of Heathchester.

Roland de Montforte is the Abbot and founder of Heathchester. A devout and charismatic priest of noble origins, Roland founded Heathchester on the site of an old Roman fortification, completely surrounded by a high wall.

With the old Roman wall forming a natural division between the sacred and the secular, Roland and his monks developed a self-sufficient community with a blacksmithy, a forge, winery, coopery, etc. Here in their little world apart the Monks dedicated their lives to the service of the Neutral Celtic God, Silvanus.

Life was hard and the privations were many but the monks of Heathchester were happy until a horror from the past was unleashed again.

HISTORY OF HEATHCHESTER

The site of the Abbey was once a Roman fortification, hence the suffix, "chester," on the name. However, even before the Romans built their fortress the location was a place of worship for the Black Druids. These renegade druids allied themselves with the evil Dark Elves or Drow and worshipped their Chaotic Evil God, Dath Rana (sometimes known as Rana).

As an ancient pre-Celtic God of Evil chaos in nature, Dath Rana won the allegiance of men and elves alike. Human, humanoid, and animal sacrifices were made to him and through his patronage the Dark Ones of Heath flourished in the times before the Romans.

Fearing for their power and hated for their abandonment of the traditional alignment of Good, the Black Druids of Heath (and their Drow allies) were the epitome of evil in the Northern Realms.

When the Roman Empire invaded Britian, Asophis was the High Priest of Rana and all-powerful in his leadership of the Dark Community. But even Asophis feared the might of the Roman Empire so he commanded the Drows to build many underground catacombs and mazes to house the temple of Rana.

Once the Dark Druids of the North had been forest dwellers and had worshipped beneath the stars at an open-air stone temple. But now Asophis decided to move Rana's temple beneath the ground as a precaution against the sweeping arm of the Roman invasion.

After years of war and attrition, every part of the country fell to the Roman conquest. Only the Black Druids of Heath resisted the Romans in the north. But under the direction of their wise and strong-willed General, Gias Flavius, the Romans proved too powerful for the Dark

Ones.

At last the Romans mounted a major assault on the temple site and gained access to the underground labyrinth. During the raid, the Dark Ones were forced deeper into their underground temple by overwhelming numbers of Roman soldiers.

In the end all the druids were killed and only a handful of Drows escaped due to their natural cunning and abilities as Elves. Asophis himself was forced to retreat to the furthest reaches of the underground temple where he was finally trapped in a cave (see Level III).

There he was buried alive by order of Gias Flavius who sought to close off Dath Rana's entry to the Prime Material Plane. Subsequently, all the mazes and tunnels of the temple were sealed off by the Romans.

With the Black Druids vanquished and the Temple of Rana buried, Gias Flavius chose to build a fortification above the ground on the ancient site because the location was well-suited for control of the region.

With the passage of time even the Romans could not endure and their might withered with the crumbling of their empire. Hundreds of years later Roland de Montforte secured the ancient Roman fortress for his monastery through a dispensation from his elder brother, the local duke.

With two other adherents of Silvanus, Brother Merrick and Brother Liam, Roland established the original Silvanian Order at Heathchester. Broken parts of the wall were rebuilt, many renovations were undertaken, and eventually a monastic village was established under Roland's direction.

All went well for Silvanians until Brother Merrick (second to the Abbot) had a dream. He dreamt of a huge underground labyrinth filled with wondrous secrets, at once terrible and beautiful.

After this beguiling experience, Merrick began to develop a strange pre-sight that he took for simple intuition. He explored all corners of the monastery and finally discovered a secret exit from the wine cellar below the Manor House (see Map).

From here, Merrick would make secret excursions into the catacombs below the monastery until one day he discovered the tomb of Asophis, deep within the ancient temple. It was here that Merrick disturbed the terrible sleep of a wrathful god and his last remaining high priest.

To the poor monk's horror, the macabre remains of the High Priest's corpse animated. Asophis was no longer a living cleric. Now he was a Lich, but one supernaturally charged through the power of Dath Rana. Having no followers on the Prime Material Plane, Rana slept through the ages just like his High Priest. With the awakening of Asophis, the God stirred.

If the High Priest is allowed to continue with his evil plans, the God will awake and once again unleash the darkness of his realm upon the planes of Men and Gods.

Asophis soon controlled the mind of Brother Merrick and the beguiled monk pledged his service to Dath Rana and swore to do the bidding of Asophis. Henceforth, Merrick—as an Evil cleric—vowed to re-establish the religion of Rana and restore his temple at Heathchester.

THE ORDER OF SILVANIUS

The Order of Silvanus is a druidic order pledged to the study of their God Silvanus and to the preservation and study of the ancient customs and rituals. They have broken with the mainstream of druidic practice by writing down many of the ancient legends and rituals, carefully cataloging and copying them.

The Roman occupation changed the nature of Druidic worship. Many druid priests were spared if they pledged allegiance to the Roman gods and gave up their “barbaric practices.” Many took on the outward appearances of Roman clerics while secretly practicing the old ways. It was not a happy time for the druids.

As the Roman empire collapsed, druids from Ireland (which was never occupied by Rome) came over and began to re-establish the old ways. Though they competed with many other religions and races, these druids were able to carve out an area dominated by their culture.

The British druids who had surrendered to Roman rule at first welcomed their brethren from Ireland, but it was a short romance. Soon both sides were plotting and scheming to gain the hearts and minds of the human tribes.

The infighting grew to violence and deceit, splitting the people and the nobility. Meanwhile, many devout druids from both sides of the controversy retreated from the mainstream cutting themselves off from a hostile world.

One of the religious groups that preached moderation and restraint were the Silvanus sect. The god Silvanus stood for the purity inherent in the balance of nature. His symbol is the oak tree bathed in a circle of white light.

The Silvanians were unsuccessful in curbing the excesses of their brothers and their order was attacked from both sides. Many of their order were executed or sacrificed, and the rest fled into their monasteries. There they have stayed for many years, refusing to support the intrigues of one power group or the other.

GAME MASTER INTRODUCTION

TO HEATHCHESTER ABBEY

Through cunning, stealth and outright treachery, Merrick succeeded in taking over the monastery. By the start of the adventure, Brother Liam is dead (at Merrick’s hand), and the Abbot, Roland, is a prisoner of Asophis on Level III.

Half the monks of the monastery have been killed and the others are either forced to slave for Rana or possessed by terrible undead spirits. With Merrick’s help and his own growing power, Asophis has recalled the Dark Elves (Drows) and he has called many spirits and legions of undead to Rana’s service.

The Drows have forced Orcs, Ologs, and other dark races to do the bidding of Asophis. By now, the Abbey and the underground temple below are completely dominated by Asophis and his Dark Servants.

Asophis’ main goal is to reawaken Dath Rana and ther-

eby grow in power until he cannot be stopped in taking over all of Britain. At this point, all Asophis needs to do is perform a few rituals at the correct time and the barriers between him and Dath Rana will fall away. Already, the god stirs his consciousness more and more and soon he will arise.

The conversion to a Lich has unhinged Asophis’ mind and he cannot remember the correct rituals for contacting his god. However, he does know that somewhere hidden in the monastery is a book relating all the required rituals and ingredients. To this end he has been torturing the Abbot Roland to get him to tell where the book is hidden.

So far he has been unsuccessful.

Meanwhile the underground temple and monastery has filled with all sorts of evil creatures. An atmosphere of anarchy pervades the place and the prevailing mood is one of a huge nightmare in progress. In many cases the monsters will act in strange, unpredictable ways.

Since the takeover, the local peasants of the region have reported many terrible sights and sounds in the vicinity of the Abbey. Horrible screams have ripped through the night and carried for miles about the countryside. One farmer swore he saw a monk, drenched in blood, running stark naked through the fields adjacent to the monastery. For over a month no contact has been made with anyone from the Abbey.

The local Duke, concerned about his brother the Abbot (Roland), sent a group of men-at-arms to investigate the situation. They did not return.

Meanwhile word has reached the local druidic council which is dominated by non-romanized druids. As a symbol of their power over the newer sect, they have decided to send an expedition to the monastery. These men are joined by a few retainers of the Duke. This is the party of pre-rolled adventurers found at the beginning of the adventure.

The players can use their own characters as long as they are from 4th to 7th Skill level and number no more than six men and no less than three.

In addition to the fame and glory that a successful mission will bring, the Duke has offered a reward of 10,000 gold pieces for the safe delivery of his brother, Roland de Montforte.

The adventurers in this party meet in the tiny hamlet of Heath where they plan their excursion to Heathchester Abbey. The Game Master may choose to play the role of the village steward, assisting in the organization of the expedition and providing them with more information concerning terrible rumors and perhaps some sketchy details on Roland, Merrick, and Liam.

However, he will have no information about any aspect of the plot, nor will he/she know much about the Silvanian monastic order.

A successful campaign will involve the ultimate defeat of Asophis and his servants and the liberation of Roland. Also, the party will be required to destroy the **Book of Incantations** that is sought after by Asophis. Finally, the adventurers will come into possession of an evil wand that must be destroyed. If it is not; ultimately Dath Rana will rise.

Throughout this module Silvanus and Dath Rana will be represented by their respective symbols: Silvanus’ symbol is an Oak Tree bathed in a circle of white light, Dath

Rana's symbol is a red snake devouring itself. Henceforth, the symbol of Dath Rana will be described as the circle snake.

CAST OF CHARACTERS

Here is a listing of central or peripheral non-player characters that are mentioned in the adventure:

ASOPHIS: Undead High Priest of the evil god Dath Rana. He is the source of evil in this dungeon and he resides in the form of a Lich on Level III. While he is a Lich in name, his power is weakened because his god still sleeps. If at any time Asophis finds the Book of Incantations and is allowed to perform its rituals, he will gain enormously in power.

DATA RANA: Chaotic Evil god of uncertain pre-Celtic origin. He may have some roots in Viking myth, but he is currently staging a comeback through his High Priest, Asophis. His symbol is that of a red snake devouring itself, representative of evil chaos in nature.

DODERIC: Leader of the Drow (the Dark Elves). He is a multi-class Fighter/Magic User and he is Asophis' right hand man.

THE DROW: Evil Dark Elves of uncertain origin. They are functioning here as stormtroopers for Asophis.

DRUID COUNCIL: These druids are descended from the druids of Ireland and have not given up or changed the old ways. This body has contributed the party of druids in the pre-rolled adventuring group.

DUKE GUY DE MONTFORTE: The Duke is the local secular authority and brother to the Abbot, Roland. He and the Druid Council have requested that the adventurers take on this quest.

BROTHER LIAM: Secretary to the Abbot of Heathchester. He has fallen victim to Merrick's treachery and currently exists in an undead state as a Revenant (Level I).

GIAS FLAVIUS: A long dead general of the Roman force that first destroyed the Temple of Rana at Heath.

MASTER OF THE HUNT: Lesser God of Celtic origin. Although neutral in alignment, he will confront the party in the courtyard of Level I. He is mounted but he doesn't ride with his pack of hounds on this occasion.

BROTHER MERRICK: Second in command to the Abbot, Roland. His self-willed treason has greatly aided Asophis' campaign to restore the dominion of the god, Rana. He will be briefly encountered on Level I and then again in the Sacrificial Chamber (Room 28) on Level II.

ROLAND DE MONTFORTE: Abbot and founder of the Silvanian Order of Monks at Heathchester. Currently he is held prisoner by Asophis on Level III. (He is also the younger brother of the local Duke.)

SILVANUS: Neutral (to Good) God of Celtic origin. He is worshipped and served by the monks of Heathchester. His symbol is an Oak Tree bathed in a circle of white light. In a sense he is the antithesis to Dath Rana because he stands for the purity and balance of Nature, but he will not intervene in behalf of the player characters since it is against his creed to blatantly go into the Prime Material Plane. In terms of helpful divine intervention, the characters are on their own.



To be read aloud by the Game Master (GM) to the pre-rolled Group:

The Druid Council and the Duke have commissioned you to enter the secluded monastery of Heathchester and ascertain the whereabouts of the Abbot, Roland de Montforte, and his monks. Of late, nothing has been heard of the monks and officially no contact has been made with them for over a month.

The Duke sent out a group of men-at-arms to the Abbey, but they did not return. The Duke is especially concerned because Roland is his younger brother and he has offered 10,000 gold pieces for his safe delivery.

The druids in the party have known each other for years, but the Duke's men are gathered from various points around his far-flung estates and in the main do not know the druids or their other comrades. (Details are given in the descriptions of player characters.)

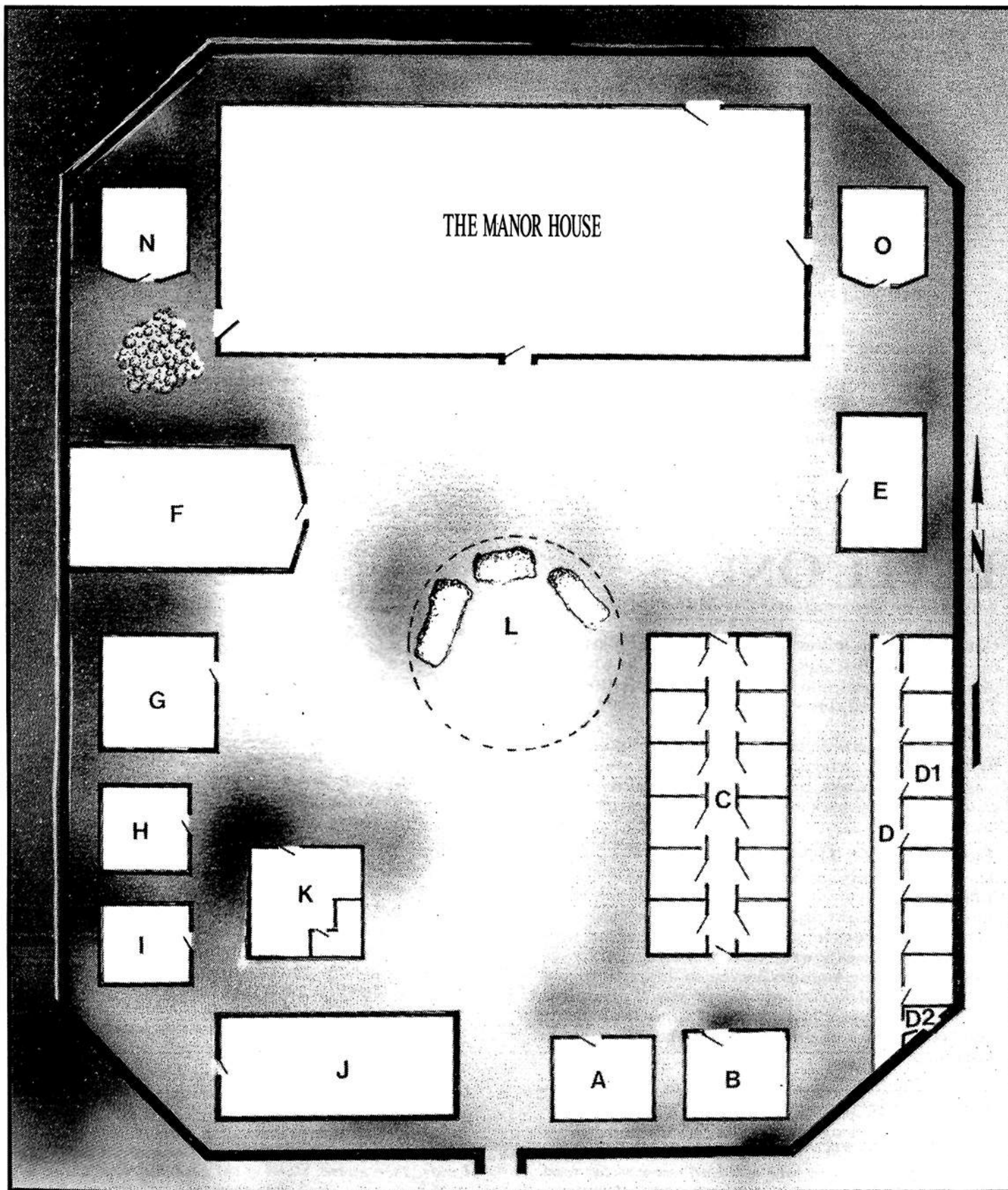
To be read aloud by the Game Master (GM) to a player character group drawn from outside the module:

Each of you has answered a plea from a local Duke in the region about the village of Heath to embark on a dangerous mission. You are commissioned by the Duke to enter the secluded monastery of Heathchester and ascertain the whereabouts of the Abbot, Roland de Montforte, and his monks. Of late,

HEATHCHESTER ABBEY - LEVEL I

0 10 20 30 40 50
Scale: 50 ft.

Door



nothing has been heard of the monks and officially no contact has been made with them for over a month. The Duke has already sent out a group of men-at-arms to the Abbey and they have not returned. The Duke is especially concerned because Roland is his younger brother and he has offered 10,000 gold pieces for his safe delivery.

You meet one another at the house of the Village Steward in the hamlet of Heath, just a few miles from the monastery at Heathchester. En route to Heath it's obvious to you from the rumblings of the local peasantry that something is very wrong at the Abbey.

GM NOTES: If your group requires more information you may wish to play the role of Village Steward to start the party off. You may want to tell them of some of the terrible rumors spreading through the village eg., terrible screams at night emanating from within the Abbey, the sight of a bloody monk running naked through a field adjacent to the monastery.

Although little is known about the Heathchester monks, the GM may tell the party that they worship the god, Silvanus. The GM can also provide the party with sketchy details concerning the other senior monks: Brother Merrick (Assistant Abbot) and Brother Liam (Secretary to the Abbot). However, in general the monks of Heathchester are a very secretive order and their activities are shrouded in mystery.

LEVEL ONE

The Abbey Grounds and the Manor House

GM NOTES: The following descriptions are broken into two parts. The first part, written in italics, is what the players can see, hear, and smell as they enter an encounter. The GM can read this section in italics directly to the players.

The second part—separated by three asterisks—is for the GM only. It is in regular type (roman) and *must not be read to the characters*. In some rooms the differing type styles will change back and forth as the characters move into the room.

TRAVELING TO THE ABBEY

The town of Heath is three days away from the monastery if the party is on foot. A day and a half if they travel by horse. There is a dirt path that leads past the monastery, and farmers in the vicinity will agree to take the party there for a copper or two (however none will venture inside the walls). Wandering monsters are rare in this civilized part of the world. Roll on a D6 only once per day. If a 1 is rolled, a wandering monster is encountered as per the standard rule books. If a 5 or 6 is rolled, use the following set adventure:

BOBGAR THE MONK

As you travel down the path, you see movement in the bushes up ahead. Then, before you have a chance to act, a man in a frayed brown robe will leap out into the road,

shake his fist at the party, scream some obscenities, and flee back into the woods.

* * *

The man is a Bobgar, a monk from the monastery. He escaped the terrible slaughter there, but was driven mad by the experience. He can be easily caught, but will speak only gibberish.

If cured of insanity (a Cure Disease spell will suffice), he will explain that the monks were attacked by a group of Ogres, Orcs, and other creatures who came up from the wine cellar.

He knows the layout of the monastery and knows that Brother Liam is dead. He can also tell the group that the creatures were after a book, but he doesn't know *which* book. He will **not** re-enter the abbey. Bobgar does not know Brother Merrick has turned to evil.

APPROACHING THE MONASTERY

Read to the players: *Heathchester Abbey is situated in a river valley and is surrounded with fields of corn. It is harvest time, but the corn has not been touched and the ears that have not been eaten by the birds, have begun to rot.*

At a distance, the monastery is a low black wall that barely rises above the corn stalks. The path leads right up to the gate, and as you get closer, you notice that black smoke rises from somewhere within the compound. Otherwise, the area seems deserted.

* * *

There is a detail of Orc women guarded by an Ogre that are collecting some of the ears of corn. If the party follows the path, they have a 75% chance of encountering them. If they choose another route, the group has a 25% of stumbling over the foraging party.

If they are allowed to escape, the women will alert the guards (see section on sounding the alarm). The Ogre will fight to death to defend the women.

(7) Orcs

AC: 9, HTK: 5 (average) 1D10, M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-4,

Description: These Orc women will fight only if cornered. Each carries an extremely sharp knife that they use to cut the corn stalks with. There is no treasure on any of them.

Ogre

AC: 6, HTK: 21 (4D4+1), M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-10,

Description: This Ogre has the grippe (a cold) and his awareness and fighting skills are impaired. His armor class has been increased from 5 to 6 and he suffers a -1 to all To Hit and Damage rolls.

THE MONASTERY

This level is comprised of the many buildings that form the monastic village. The entire complex is surrounded by a 15' high, 6' wide wall.

A single gate pierces the wall in the middle of the south wall. The gate is made of wood reinforced with steel bands. Two guards stand at the gate, but you cannot tell

what type of humanoid creatures they are. They appear bored and inattentive.

* * *

There is a secret entrance at the spot marked "X" on the map. This is simply a tunnel that goes under the wall and into the compound. The tunnel is 4' high and 4' wide.

The guards are two Orcs and they are bored. They have a -1 to all initiative rolls.

(2) Orcs

AC: 5, HTK: 5, (average) 1D10, M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-6

Description: These guards carry spears and short swords. They are wearing banded armor over a chainmail shirt.

ENTERING THE COMPOUND

Because most buildings will be seen by the party upon entering (in daylight), the GM should allow the group to proceed as they wish. In the interests of easier mapping, an outline of the wall should be provided.

There are no wandering monsters on this level. The Master of the Hunt is a set encounter in the area marked (L) on the map.

All the buildings are one story tall and made of wood with thatched roofs. The Manor House is two stories tall and made of stone.

In the center of the Abbey (L) there are three massive stones roughly hewn into 10' X 5' rectangular blocks. The blocks are partially buried in dirt. The circle shown here is for the GM's use and not a physical feature of the grounds.

The grounds are relatively quiet, but there are scraps of clothing, furniture, and papers strewn about the place. Loud singing is coming from building K.

SOUNDING THE ALARM

If at any time while the characters are on Level One or in the Manor House, and one of the encountered monsters is able to "sound and alarm" or "alert the guard," the following will happen.

All creatures from buildings J, K, and G will immediately form a party in front of building G and begin searching for the characters starting at the place the alarm was first sounded. This hunting party will consist of 3 Ogres, 1 Orc Officer, 9 Gnolls, and 6 Orcs.

Of course, if the party has already dispatched some of these beasts, they will not appear.

Also, once the alarm is sounded, the Hill Giant and his Giant Lynx pet (see building D) will race to the Manor House and guard the front entrance.

The stats for each creature is listed in the description of the building they occupy.

A THE COOPERY

This thatched cottage is a Coopers or barrel maker's workshop. Throughout you see large barrels sitting on the floor. Against the south wall there is a long workbench covered in metal-working chisels, shapers, and vices. Many different pieces of copper ware hang from hooks on

the wall. From the far southwest corner of the cottage you hear the noise of something moving.

* * *

This movement is a Rust Monster and it is having a field day eating through its favorite metal, copper. This beast is not too aggressive, but it can be nasty if it strikes with its antennae.

Rust Monster

AC: 2, HTK: 20, (5D10), M: 18"

Alignment: Neutral, Intelligence: Animal

Att: 2, Dm: corrodes or rusts metal with its antennae

Special: Striking a Rust Monster with a metal weapon will corrode it as if the weapon was touched by an antennae.

B WHEELWRIGHT SHOP

When you open the door of this building, you have obviously stumbled upon a wheel and wagon making workshop. Wagonwheels on pivots line the walls. In one corner of the cottage lies the partially constructed base of a wagon chassis. The center of the work area contains a large forge, which is now cold. In the southeast corner of the cottage, you see the bodies of two fighters lying facedown. Many arrows are sticking out of their backs.

* * *

These two were members of the Duke's first search party. They have been felled by arrows in the back. Each carries normal weaponry and they wear chain mail armor. One of the bodies has 40 silver pieces and the other has 20 gold pieces in a pouch around its waist.

C MONK'S QUARTERS

This long building is comprised of a long corridor in the center and 6 rooms on either side. Most of the doors are wide open. Inside are rows of small beds, many of which are overturned. Chests and cabinets have been broken into as well, and personal items are thrown about the room.

* * *

In the room marked with a "M" the party will be attacked from behind by an insane monk. On a roll of 1-4 on a D6 the monk will have complete surprise in his attack. This monk gets a saving throw every time he's hit and if he makes it, the hit does only half damage.

This fellow will fight to the death and if he is killed, the party will find a chest in his room containing a severed head. The party will not know, but it is the head of the Duke's Captain. The chest also contains 300 gold pieces and 120 silver pieces.

Skill 4 Monk

AC: 7, HTK: 12 (4D4), M: 18"

Alignment: Chaotic, Intelligence: Insane

Att: 5/4, Dm: 1-6, Special: See above: his insanity gives him a fierceness and intensity that makes him a superior fighter. Also, he will not stop fighting until he has lost 5 HTK past his Hits to Kill.

D STABLES

This large building is comprised of a long corridor with many cage doors on the east wall. The rooms here are about 15' high. The air is thick with the smell of livestock and horses.

* * *

D1: In the room marked D1, the party will confront a Giant Lynx chewing on the remains of a horse. This beast is the unwilling familiar of the Hill Giant in the stable hutch (D2). Actually, the Lynx was formerly a magic user who read a cursed scroll and so came under the influence of the Giant who owned the scroll.

The magic user's intelligence is gone and only the mind of an animal is left. The Lynx will only fight the party in order to get by them and attempt to escape.

Giant Lynx

AC: 6, HTK: 5, (2D8+2), M: 12"

Alignment: Neutral, Intelligence: Animal

Att: 3, Dm: 1-2, 1-2, 1-4, Special: Rear Claws for 1-3, 1-3, saves as a Skill 9 magic user

D2: In the room marked D2 the party will find a Hill Giant. If the party encounters the Lynx first, the Hill Giant will strike a gong in his room which will sound the alarm.

If the party encounters the Hill Giant first, his first action will be to attempt to strike the gong with his club.

The Giant's hutch is filled with filthy straw, part of which is formed into a mattress on the floor where this brute sleeps.

Under another pile of straw in the northwest corner lies a small locked chest containing two items: a Cursed magic user's scroll that will polymorph the reader into a Giant Lynx (save versus magic). A Remove Curse spell (from a cleric) will return the magic user to normal. After one week, the mind of the magic user in Lynx form will be destroyed and the character will act only as a Lynx.

The other item in the chest is two doses of a potion of True Seeing. If a cleric, magic user, or magic user/fighter drinks this potion, they will be able to see through Magic i.e. they will be unaffected by spells like Phantasmal force, Dancing Lights, etc. They will also be able to see beguiling apparitions in their true form eg., Doppelgangers in disguise, will be seen as real Doppelgangers etc.

Each dose of this potion will work for half an hour.

If the party continues to search the Giant's hutch they will find a sack hanging above them from the rafters. The sack contains the Hill Giant's treasure of 300 silver pieces.

Hill Giant

AC: 4, HTK: 30, (8D8+2), M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 2-16, Special: hurls rocks from 20' away.

Description: The Giant carries a huge club and is very skilled with it. If the Giant strikes a party member on a natural 20, he has hit the head of the player and causes double damage.

E STOREHOUSE

This building is a storehouse for grain and other provisions. However, many of the large sacks that line the

walls and form rows down the middle have been ripped open.

Just to the south of the door, you see the bodies of two figures dressed in the brown habits of Monks. Upon closer examination, the bodies have been horribly mutilated with deep gashes all over their torsos.

As you move into the building, you hear the faint fluttering of wings from the darkness to the north. As the shadows recede, you see a female Elf move towards you.

* * *

The Elf is, in fact, a Succubus who has transformed herself into this visage to beguile the party. If there is an Elf or Half-Elf in your group, the Succubus will only talk to them in Elven.

Otherwise, she will talk in Common Tongue. She will tell the group that she has just happened upon this place and is foraging around for food. She will identify herself as Rhiannin, an Elven adventurer separated from her companions after a terrible battle with the monks of this awful place. At this point she ask to join the Party.

If she is allowed to move closer to one of the male members (preferably an Elf) of the group, she will attempt to kiss them. A successful kiss will drain one energy level from the victim.

However, if she is challenged in a hostile way by the party she will immediately cast a 5 foot radius of Darkness, transform back into her natural form of a lovely female with wings, turn ethereal, and leave—sounding the alarm as she goes.

GM NOTE: Whoever has consumed at least half of the True Seeing potion (magic user, cleric, or magic user/fighter) within the previous half hour will at once see that the Elf is a Succubus in disguise.

Succubus

AC: 0, HTK: 20, (6D8), M: 12"/18"

Alignment: Chaotic/Evil, Intelligence: Exceptional

Att: 2, Dm: 1-3, 1-3, Special: Energy Drain, 70% Magic Resistance, +1 or better weapons to hit.

Spells: Charm Person, ESP, Become Ethereal, Clairaudience, Suggestion, Shape Change.

Description: This Succubus is bound to Asophis but the moment she drains an energy level she may go free. Though she will sound an alarm, this Succubus will not reappear in the adventure.

F THE CHAPEL

Judging from the size of this building and the church-like spires outside, this structure appears to be the main chapel of the monastery. Inside the open door you see rows and rows of pews on either side of a long aisle. At the end of the chapel in the far west you see a very elaborate altar with various runic symbols set off against the very large image of an Oak Tree bathed in a circle of white light sewn into a tapestry.

If you move further into the building, you see many red stains on the stone floor. Here and there between the pews human forms are lying on the floor. The stench of death seems to fill the atmosphere.

At the top of the aisle near the altar, there are the bodies of two Orcs. Beyond the altar, at the base of the hanging



tapestry, you see the remains of two humans who have been ripped to pieces.

* * *

This bloody scene is where some of the monks made their last stand against the rampaging Orcs. If the party is game enough to frisk the bodies of all the dead Orcs, they will find about 30 gold pieces in total.

The dead monks carry nothing of value, but if a party member examines the back of the altar he will find a secret compartment (the altar is about 5 feet by 2 feet and 3 feet high). Within this secret compartment the party will find the following:

- 6 gold candlesticks worth 20 gold pieces each
- 2 silver crosses worth 25 silver pieces each
- An altar cover made from gold thread worth 150 gold pieces
- A small gold statue worth 100 gold pieces

G BLACKSMITHY

Smoke is rising from a chimney above this building and the sounds of hammering can be heard. As soon as you enter this large building (ceiling is 15' high), you feel intense heat emanating from a big forge in the center.

The very large fire is wafted by bellows to the side. The various anvils, hammers, and other trappings, can only mean you are inside a blacksmithy. Also inside are four figures: 3 brown-skinned creatures, naked except for animal skin loin cloths and a fighter in chain armor.

As you enter, the three ugly-looking ones are working the forge. The fighter sees you and reaches for his sword.

* * *

The three naked creatures are Ogres and the fighter is an Orc Officer. The Ogres are manufacturing manacles and other restraint devices required by Merrick and Asophis. The Orc Officer is supervising their efforts and generally keeping them in line.

The Orc stands between the party and the Ogres so the Ogres should have time to reach for their weapons and move up on standard procedure initiative for melee.

If the party checks the smithy they will find a chest in the far southwest corner. It is locked and trapped. If it is opened by any means other than the key around the Orc's neck, it will shoot a poison dart out from a small crossbow mechanism within.

The dart will automatically hit anyone who opens the chest from directly in front as soon as they tamper with the lock. The poison on the dart will do 1-4 Hits to Kill of damage instantly (no save) and the victim must save versus poison or grow sick and die within 2 hours.

Within the chest is 600 gold pieces that are earmarked for meltdown in the smithy. Merrick thought to build a golden statue to Dath Rana from the melted coins.

Orc

AC: 6, HTK: 20 (3D8), M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-8, Special: sword, chainmail

(3) Ogres

AC: 5, HTK: 13, 18, 25 (4D8), M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-10, Special: One Ogre has a red hot poker, add 3HTK to each of his strikes.

FOREMAN'S COTTAGE

The door to this cottage is locked

* * *

Read only if party gains entry to building:

This cottage appears to be a personal residence. On the west wall is a fireplace with a mantle. On the mantle you see various pots, pans, and two candlesticks. By the south wall is a large bed; and by the north wall is a small table with two wooden chairs.

Just in front of the fire, you see a comfortable-looking padded chair. Above the fireplace on the wall is a crude drawing of a red snake devouring its own tail. In the northeast corner of the cottage is a pile of clothes, papers, and old boxes.

* * *

This cottage was formally the home of the Estate Foreman at the Abbey. It is now occupied by the Orc Captain of the Guard who is otherwise engaged in the Winery (K). If the party examines the pile of junk in the northeast corner of the cottage, they will find an old painting of a distinguished looking man with white hair, a long white beard, and dressed in the purple habit of a monk.

This is a picture of the much-revered Abbot of Heathchester, Roland—it once hung over the fire. If the party should thoroughly examine the mantelpiece about the fire, they will find a loose stone in the north, outside corner. Behind the stone is a small lever which opens a trap door in the floor a few feet to the north of the fireplace.

Below the trap door the party will see a small compartment containing a chest. The chest contains 100 gold pieces, 300 silver pieces and a large emerald worth 150 gold pieces. This is the stash of the Orc Captain, including the meager treasure trove of the Estate Foreman.

APOTHECARY

This cottage is divided by a large counter that runs north to south about 20 feet from the door. Beyond the counter, the west wall is covered with shelves which are filled with many bottles of different colors.

On top of the counter are more bottles, jars, and various measuring devices like spoons, cups, a set of scales, and a large pestle and mortar.

With its back to you, apparently working at the counter, you see a figure dressed in the brown habit of a Monk.

* * *

The body of this figure is one of the dead monks, but it is possessed by the spirit of an alchemist who was follower of Asophis 400 years ago. Asophis brought him back to the Prime Material Plane from the land of the dead.

The long dead alchemist cannot stay long on earth and must quickly complete its mission—which is to concoct a truth potion capable of loosening Ronald's tongue.

The spirit will ignore the player character's questions and continue to fix his potion. If the player characters interfere in anyway, the spirit will throw a potion bottle at the closest party member.

The bottle will automatically break and the liquid inside will immediately explode into flame causing 1D6 HTK of damage immediately and 1D4 HTK of damage for

1D6 rounds after that. Water cannot put out the magical fire.

If attacked, the spirit will simply allow the party to hack the body to pieces—he cannot be killed unless a Exorcism spell or the like is cast on the body. (This is why the body has so many HTK. It assumes that the party will have to hack the poor monk's body into tiny pieces before it will stop functioning.)

Once his original host body is destroyed, the spirit will attempt to enter the body of a party member (as per a Magic Jar spell). The spirit can only try this once. After that he is trapped in the pieces of the dead monk's body.

The Alchemist will complete his formula 24 hours after the party meets him the first time. The Truth potion will be 100% effective and force Roland to reveal the hiding place of the Book of Incantations.

If the party searches the Apothecary they will find various substances like salt, sugar, peat, charcoal, etc. There is a 50% chance of finding any desired spell component for First through Sixth level spells here.

On the bottom shelf against the west wall, a searcher will find a small, leather-bound box behind one of the jars. Within the box are two small potion bottles; one with white liquid and one with purple.

The white potion is one dose Wisdom potion. If most or all of this potion is consumed, it will render a player/character immune from an energy drain attack resulting from contact with an undead creature eg., Wraith.

If consumed after an energy drain attack, the potion will restore 2 Energy Levels; however the potion will not add new energy levels, only immunize or restore lost levels. The potion will immunize the player against two energy level losses for up to one hour after consumption.

In addition to its other powers, if this white potion is consumed by a cleric it will add +2 to all his Spell Casting and Saving Throws for up to 6 turns.

The purple liquid is a Dispel Magic potion. Drinking most or all of this potion will neutralize the effect of magic with regard to the drinker.

In other words, the potion will make the drinker immune from magical attack, but it will also neutralize any magical abilities that the player has. If the player wields a magic weapon then this too will be neutralized. The effects of this potion last 6 turns.

Spirit

AC: 9, HTK: 65, (9D10), M: 9"

Alignment: Chaotic/Evil, Intelligence: High

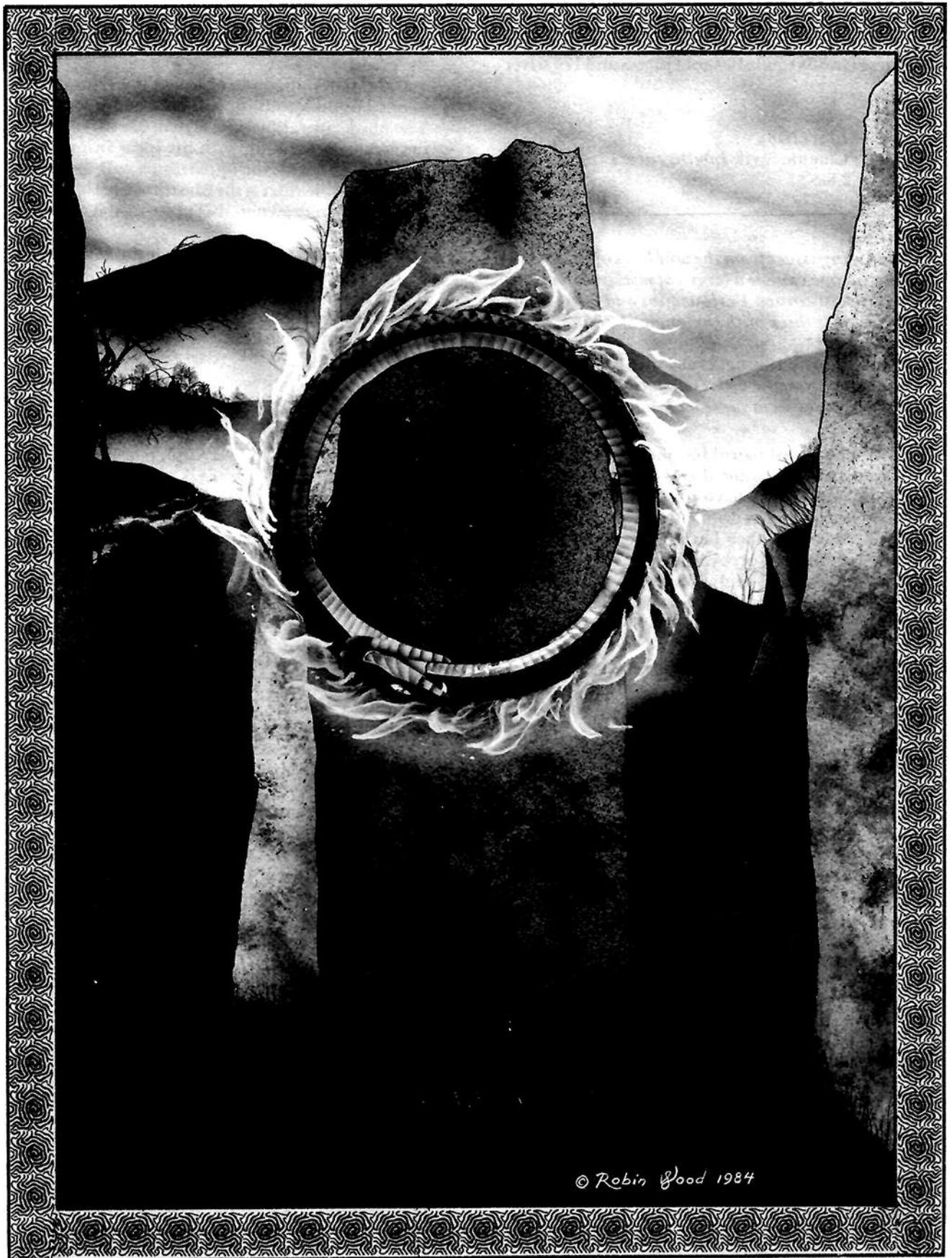
Att: 1, Dm: 1-4, Special: The Spirit can attempt a possession attack like a Magic Jar spell once per day.

NOVICE'S QUARTERS

In this long building you see many beds against all four walls. Each bed has a small table beside it and a footchest at the end. At least a dozen of the beds are occupied by sleeping figures, many of whom are snoring loudly. The atmosphere is quite heavy with sweat and other putrid aromas.

* * *

Once the common quarters of the novice Monks of Heathchester, this is now a barracks for 9 Gnoll Guards—who are sleeping while the Orcs are on patrol. The Gnolls sleep



in their armor and clothing keeping their weapons (maces, clubs, short swords) beside their beds.

The Gnolls can be easily surprised. The combined wealth of these Gnolls totals 100 gold pieces and 175 silver pieces.

(9) **Gnolls**

AC: 5, HTK: 13, (2D8), M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 2-8.

K WINERY

Loud singing issues from the windows of this building. Looking in, one can see a large vat rests over an unlit fire in the southeast corner. Various tubs and barrels line the walls. The air is thick with the smell of grapes, hops, and barley.

In the center of the building, crowding around a large barrel with a spout, you see 6 Orcs drinking from pewter mugs. These creatures seem to be making rather merry!

* * *

These Orcs are the guard patrol but rather than do their jobs, these louts have overcome their officer, broken into the winery, and now they're having a drinking bout.

Because the Orcs are rather drunk, they will make all To Hit rolls at -2. However, they have higher morale than usual because they're fired up by liquor.

If the party checks out the grape storage room (southeast corner) they will find the Orc Captain tied up and gagged. If liberated, this fellow will tell the party nothing, and subsequently, he will try to escape.

Beyond a good supply of beer and red wine, there is nothing of value in this building. The combined wealth of all the Orcs is 40 gold pieces.

(6) **Orcs**

AC: 6, HTK: 3, 5, 6, 7, 8, 8, (1D10), M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-8

L TEMPLE STONES

(Masters of the Hunt Encounter)

In the center of the Abbey grounds, you see three very large rectangular stones partially covered with dirt. The ancient stones are weathered and cracked.

* * *

This stone configuration is the ancient site of the first temple of Rana before the Dark Ones went underground. If a member of the party steps within the circle marked on the GM's map, the group will see the following ghostly scenario:

Many hooded figures appear all around the outside perimeter of the Stones. In front of the north stone, a large Red Serpent will rise up from the ground like a Cobra dancing. It will levitate fully and form a circle in the air by beginning to eat its own tail.

Having completed the circle, the Snake will burst into flame and commence turning in the air.

At this point, a rider dressed in black will gallop up behind them on a black horse. The human rider has shiny, jet black skin, piercing yellow eyes, and large deer antlers growing out of its head. It carries a long spear and a small shield.

Whoever is less than a Skill 3 character will have make a saving throw vs. spell or scream in fear and flee at the sight of this apparition. The scream has a 75% chance of alerting the guard.

If the party attempts to touch the flame or any of the hooded figures nothing will happen for they are not real. The black rider, however, is real. He will attack the party immediately, striking with his spear from horseback. As soon as he attacks, the apparitions will disappear.

This terrible rider is the Master of the Hunt, a lesser God who has been drawn to this place by the presence of great evil.

On this occasion the Master of the Hunt has appeared without his hounds, but he is a brutal opponent just the same. The Master of the Hunt cannot pursue the party beyond the 40 foot radius from the outside of the Stones.

The clash of battle has a 80% chance of alerting the guards.

Master of the Hunt (Skill 10 Fighter/Demi-God)

AC: 0, HTK: 70, (15D10).

Stats: ST: 18, IT: 17, IN: 15, ST: 18, D: 17, A: 18

Alignment: Chaotic/Evil,

Att: 2, Dm: 1-8 (+5 to Hit and Damage), Special, 50% Magic Resistance.

Equipment: +2 Armor, +3 Spear.

If killed, the Master of the Hunt will simply vanish into thin air, but his +3 Spear will remain behind.

N SILVANUS' CHAPEL

GM NOTE: There is a Glyph of Warding on the entrance. It has been placed there by Doderic (Drow magic user) to prevent entry into Silvanus' chapel. The Dark Ones have not been able to enter this chapel as yet, so they closed it off.

Whoever tries to open the door will sustain 12 HTK of damage from a Lightning Bolt. The password for neutralizing the Glyph is "Rana." Should the party gain access to this chapel at some point, the GM will read them the following description of the building:

* * *

Inside the building is a richly appointed chapel with an altar against the north wall. Carved on the front of the wooden altar is the image of an Oak Tree bathed in a circle of white light.

Atop the altar rests a large font. To the east of the altar stands a large wooden statue of a man with a beard and a headdress carved like a crown of holly leaves. Against the east and west walls are small pews with cushions in front of them on the floor.

* * *

The wooden statue, sculpted in the likeness of the God Silvanus, is actually a Wood Golem. It will attack anyone who does not worship the God Silvanus as soon as they enter the chapel. However, one may enter the chapel in the company of a monk who does worship Silvanus as long as one has the monk's blessing to do so.

If the party should eliminate the Golem they will find the following items in the chapel:

THE MANOR HOUSE

0 10 20 30 40 50

Scale: 50 ft.

Door



Entrance/Exit



Secret Door



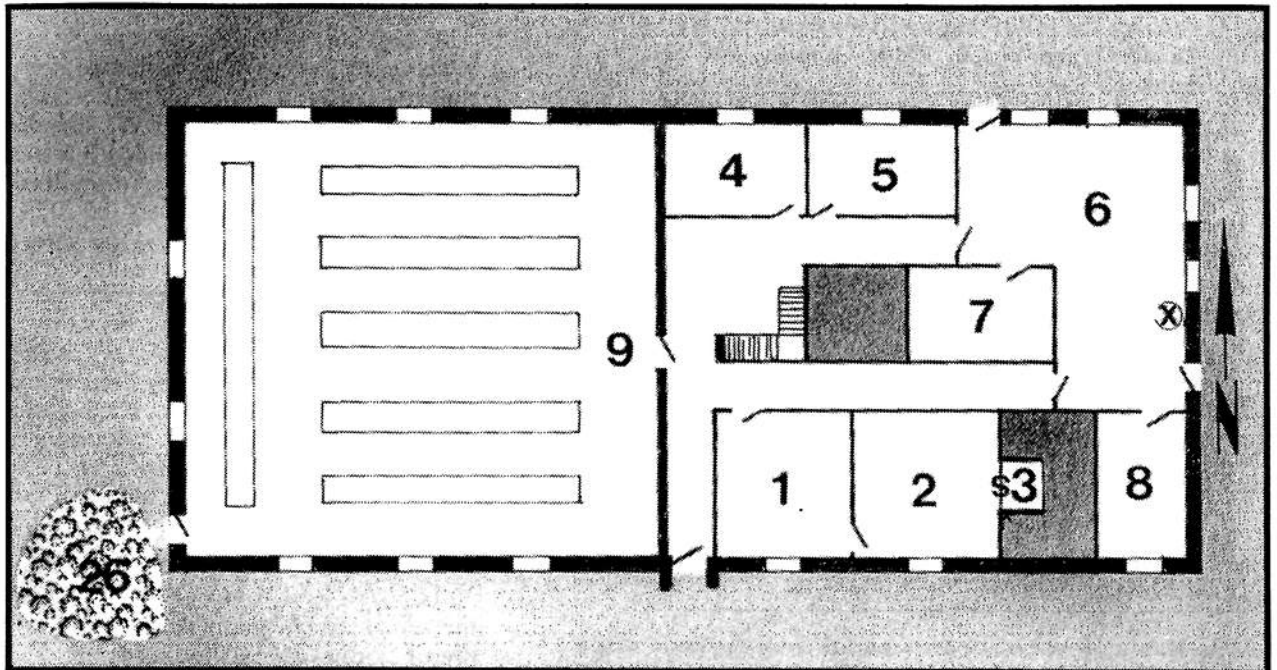
Stairway



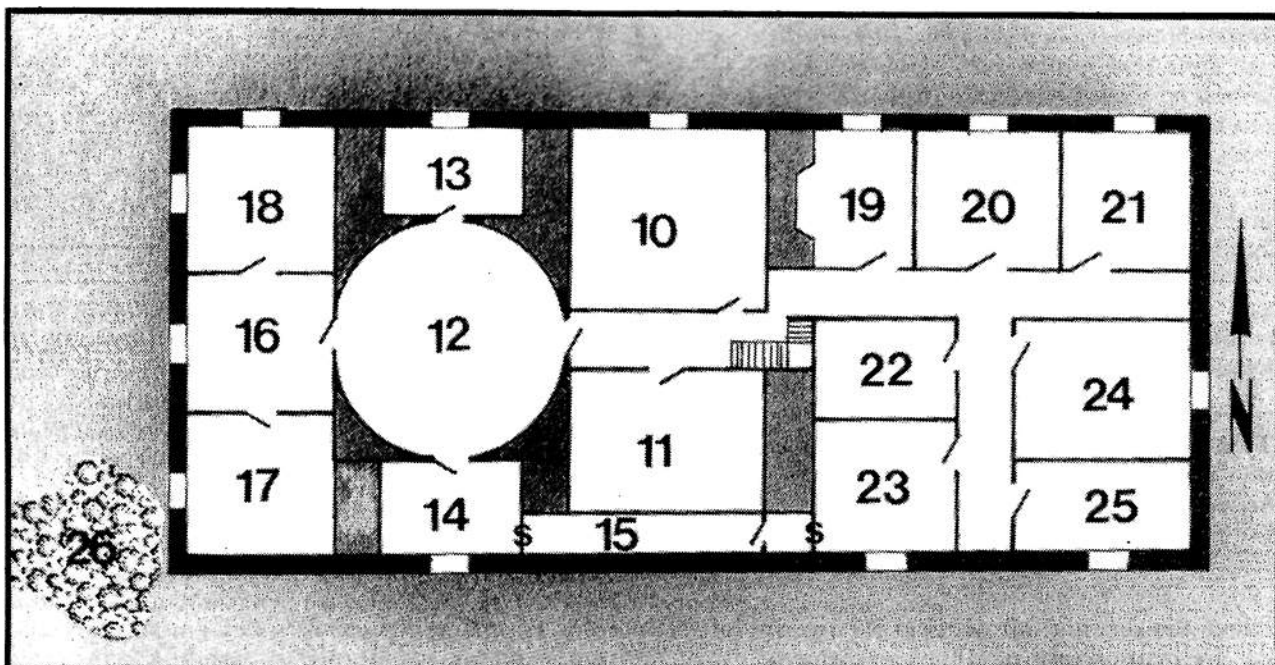
Window



LEVEL I, GROUND FLOOR



LEVEL I, SECOND FLOOR



- 10 vials worth of Holy Water in the Font.
- 2 Silver holy symbols worth 30 silver pieces each.
- The font itself is covered in gold leaf worth 2000 gold pieces.
- An altar cloth embroidered with jewels worth 1000 gold pieces.

Wood Golem

AC: 2, HTK: 50 (9D10), M: 9"

Alignment: Neutral, Intelligence: Low

Att: 2, Dm: 1-12, 1-12, Special, Wood Golems are not affected by any magical spells below 8th Level except those that are fire-based. However, normal, non-magical fire cannot harm the Golem. A Wood Golem can cast the following spells once per day as a Skill 13 Druid: Warp Wood, Plant Growth, and Sticks to Snakes.

O VESPERS CHAPEL

This chapel-like building is completely ripped apart and ransacked. Broken pews and tapestries lay scattered throughout. Against the east wall you see the remains of a large Orc-like creature lying huddled on the stone floor.

* * *

The creature is a Hobgoblin who has been killed by the Orcs who seem to have had difficulty in keeping their chaotic nature in check.

FIRST FLOOR

The Manor House

The Manor House maps are separate from the main maps of the Abbey. The rooms are numbered 1-24.

OUTSIDE THE MANOR

From the outside, the Manor House looks almost untouched. The Manor House is a two story building, sturdily made out of stone and roofed with slate tile. The windows on the first level are barred with iron.

The front door is ajar and its wood is defaced by many gashes. An arrow is sticking into an inside panel.

* * *

All the doors and windows except for the front door are locked. The doors in room 6 have an Alarm Glyph on them which will alert the Jackleweres in the room if the door is touched.

The door in room 9 is spiked shut and is impossible to pick. (It can be bashed in with a -2 to the die roll.)

1 MONASTERY OFFICE

This room is dominated by a large desk against the south wall. Shelves line all the walls at shoulder level. From the look of the shelves, this room was cleaned out recently.

* * *

The desk has three drawers and all of them are open. Behind the desk are many scraps of ripped parchment

covered with unintelligible writing. On the floor, between the wall and the desk, is a rather large red stain.

2 MERRICK'S OFFICE

This room is also dominated by a large desk against the east wall. Against the north wall is a very large, old wooden cabinet.

* * *

This desk has three locked drawers. If the party picks the locks, they will find a few pieces of parchment written in common tongue. These papers are lists of monastery materials and other holdings.

The cabinet against the north wall is completely empty.

If the party checks the wall directly behind the desk (east wall, center), there is a 50% chance a character may notice that the center panel in the wooden wall appears to be a slightly different shade than the surrounding wood.

This is a secret door (see map), but it can only be opened by pulling out the top and bottom drawers while leaving the middle drawer closed.

No other configuration gives the party access to Room 3.

3 MERRICK'S SECRET ROOM

In this small room, you see a metal bar with two wooden supports forming a kind of wardrobe. Hanging on the bar are three sets of monk's robes and three different outfits suitable for a noble gentleman. Below the clothes and to the side lies a large chest.

* * *

The clothes are nothing special. Inside the locked chest the party will discover 300 gold pieces, a +1 throwing dagger, and a small leather bound book with the name, Merrick, on the cover. The pages of the diary record commonplace events going back years. However, the last entry in the diary reads: "Soon the Wrath of Rana will wash the world clean."

4 SCULLERY

The first impression of this room is the smell of rotting vegetables. As you open the unlocked door, you see many barrels filled with old and decaying legumes of all kinds. The west and north walls are lined with a large chopping block counter. There are about half a dozen knives and chopping cleavers lying on the counter.

5 PANTRY

The smell of rotting flesh in this room is nauseating. Hanging from hooks throughout are the decaying remains of various birds that have been curing too long. Lying on the floor in the center of the room you see the body of a man with terrible gashes in his chest. Blood stains are everywhere.

6 KITCHEN

In this L-shaped room, you have found the kitchen. All the walls are lined with shelves containing preserves, flour, spices, and other foodstuffs. In the northeast corner of the room rests a very large oven. Standing in the center

of the room are three very hairy two-legged creatures. They have dog-like heads with pointed ears, and claw-like hands and feet. Each brandishes a short sword.

* * *

These nasty brutes are Jackelweres. The gaze of these creatures will have the effect of a Sleep Spell unless the victim(s) make saving throws vs. spell. The first three members of the group in the room will have to make their saves or fall asleep immediately for 3 turns.

Thereafter, if melee ensues, the Jackelweres will be too busy fighting to level their gazes effectively. The party will also find a trap door in the floor here which leads into the wine cellar below (see map).

There are Alarm Glyphs on the two doors in this room. If anyone touches the door, an ultrasonic whistle will alert the Jackelweres, who will try to surprise the party as they enter. The Jackelweres have a 1 in 4 chance of surprising the party—if the creatures were alerted.

(3) **Jackelweres**

AC: 4, HTK: 12, 16, 27, (4D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: very

Att: 1, Dm: 2-8, Special: gaze causes Sleep. Iron, or magical weapons needed to hit.

7 WATER STORAGE ROOM

This room is filled with many barrels.

* * *

The barrels contain very poor quality water.

8 GRAIN STORAGE ROOM

This room is filled with sacks of grain and flour, many of which have been ripped open. As you peer inside, you detect a lot of movement within two of the bags.

* * *

The movement is caused by 3 Giant Rats. These Rats carry a nasty virus that will cause a victim who is bitten to feel very weak for up to half a day. If bitten, the victim must save vs. poison or make all subsequent To Hit and Damage rolls at -2 for 4 hours.

A Neutralize Poison or Cure Disease spell will negate the rat bite, but this disease is so subtle that the victim will not feel sufficiently ill to require treatment.

If the party thoroughly checks out the storage room, in the far southeast corner they will find a sack that contains 700 silver pieces. This is the treasure of the Jackelweres.

(3) **Giant Rats**

AC: 7, HTK: 5, 6, 7 (1D8), M: 12"

Alignment: Neutral, Intelligence: Animal

Att: 1, Dm: 1-3, Special: Disease.

9 THE LIBRARY

Any druids in the party will find this room extremely distasteful. For here are all the written stories, laws, customs, rituals, and songs of the druids. Writing down the oral traditions is a taboo for druids because they pride themselves on the long years of study it takes to memorize their culture. They consider this written record as a threat to their power and prestige. It means that anyone—

without the proper instruction and immersion in ritual—can comment on the laws of the druids.

The druid player characters will have no compunction in destroying the books and scrolls in this room (though it will turn Ronald against them).

The room has been thoroughly and savagely searched. Books, scrolls, and the shelves they rested on are scattered everywhere. On the far west wall there is a huge tapestry showing a very large Oak Tree bathed in the circle of white light. The hanging has been ripped and torn in many places.

As you look between the rows of books, you see three figures lying on the floor—they are dressed in the soiled and stained brown habits of monks. While gazing at the bodies, the room quickly becomes bathed in a hazy purple light.

* * *

These figures are the bodies of dead Monks who are currently possessed by three Spirits from long dead followers of Asophis. The monks are terrible to look upon because they appear to be Zombies with terrible wounds and yellowish, decaying skin. However, they move much more quickly than Zombies.

The Spirit-possessed monks will rise suddenly from the floor and attack the group on normal initiative; two with clubs and one with a mace. They will fight until the bodies are destroyed, then they will try to possess a player character as a Magic Jar.

Upon seeing this, all party members below Skill 4 must save vs. spell or run in fear.

If these undead monks are killed, the party will see three dark shadows rise up from their fallen bodies and then dissipate in the air. If the party has the tremendous good fortune to turn the Spirits, the monks will collapse and the undead will disintegrate.

(3) **Spirits**

AC: 8, HTK: 20, 23, 25(5 D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: High

Att: 1, Dm: 1-6, Special: These spirits can cast these spells at will: Cause Darkness 10' radius, Infravision, one Magic Jar attack a day (for all Spirits, their combined Insight and Intellect score is always 30).

These Spirits turn as a Shadow.

SECOND FLOOR

The Manor House

As the party ascends the stairs, they will hear a strange whistling sound. It will last three seconds then stops.

* * *

This is nothing, just a red herring to confuse the group.

10 PAPER WORKSHOP

Stacks of rags are piled against the east wall of this room. In the northwest corner is a 4' x 4' vat filled with a liquid. A large rack rests in front of the window. Stretched on it are sheets of paper. A chest lies on its side in the center

of the room. It has been smashed open and the papers inside thrown around the room.

* * *

This room was used to make paper for the monks. Inside the vat is the Master of the Library, drowned in his own paper. He was tortured by Merrick and Asophis in hopes of making him tell were the Book of Incantations was hidden—he did not know.

11 WRITING ROOM

This room contains 6 elevated desks with high-legged chairs by them. Each desk has an ink well with a large quill pen beside it. Running the length of the east wall is a huge wooden cabinet. The cabinet has been smashed in and some of its doors ripped from the hinges.

* * *

If the party searches through the cabinet, they have a 30% chance per searcher of finding a secret compartment on the bottom shelf at the north end of the unit. By lifting a small piece of shelving up from the base, a jar will be discovered within.

The jar contains a small amount of gray powder. If the powder is sprinkled on the blank pages of Roland's diary (hidden in room 17), the invisible writing in the diary will become apparent i.e., script will appear in black ink. Needless to say, there is no way for the party to discover the properties of the powder until they use it on the diary.

This magical powder will only reveal the writing in Roland's diary.

12 COUNCIL ROOM

This circular room has four exits, including the one you have just used: a door in the north, one in the south, east, and west.

Lining the walls are four tapestries. In the northwest hangs a tapestry showing a large Oak Tree bathed in a circle of white light. In the southwest a tapestry depicts a bearded man in purple robes.

The tapestry in the southeast is embroidered with the image of a wild boar and in the northeast the tapestry's image is of a large man with jet black skin riding a black charger. Antlers like those of a deer protrude from his head. All about the feet of the horse a pack of black hounds is barking and fighting.

In the center of the room are three figures dressed in the habits of monks. The figure in the middle wears purple robes, has white hair, and is stroking a long white beard. The other two figures wear brown robes. One is speaking very loudly and gesturing wildly. All three carry maces at their sides.

* * *

The purple-robed monk and the brown-robed monk to the north are really Doppelgangers. They are posing as Abbot Roland and Brother Liam, respectively. The brown robed monk to the south is Brother Merrick (the traitor).

If the party does not just barge in, but listens at the door, If the party does not just barge in, but listens at the door, they will hear the following speech by Merrick:

"It must be here. I don't care how many times we have to tear this place up, the master must have it to

begin the incantations. Do not stop searching until the entire house is leveled to the ground!"

Once the party reveals itself, the Doppelganger posing as Roland will speak to the party in Common Tongue. He will ask them what they're doing at the Abbey and he will identify himself as "Roland, Abbot of Heathchester;" he will introduce the others as, "Brother Liam, my secretary" and "Brother Merrick, my assistant."

GM NOTE: Whoever has consumed the True Seeing potion will see that two monks are Doppelgangers and that Brother Merrick is authentic.

If the party questions the monks, "Roland" will inform them that they should leave the monastery immediately. He will deny that anything wrong is happening at the Abbey and he will question the party's right to be there.

After four melee rounds, "Roland" will begin making threats against the party and reach for his mace. At this point, Brother Merrick will dart from the room, making his exit through Room 14 (closing the door behind him.) He will escape to Level II of the dungeon via the secret passage to his own room (23).

If the party attempts to stop Merrick's exit, the Doppelgangers will intervene to cover his retreat. Merrick will also cast any spells as necessary.

GM NOTE: It is essential that Brother Merrick escapes this encounter and it is reasonable that he should by his magical items and the virtue of knowing the layout of the Manor House and Lower Levels.

If melee does not occur, and Merrick gets away, the Doppelgangers will exit through the east door and begin searching that room. If interfered with in any way, they will attack.

(2) Doppelgangers

AC: 5, HTK: 12, 14, 15 (3D8), M: 9"

Alignment: Neutral, Intelligence: Very

Att: 1, Dm: 1-12, Special, Surprise on 1-4, change likeness to any humanoid creature, ESP and imitate with 90% accuracy, immune to Sleep and Charm spells, save as Skill 10 Fighter

Brother Merrick

Skill 5 Cleric

AC: 0, HTK: 40 (5D6), M: 12"

Stats: Strength: 17 (12), Intellect: 17 (12),

Insight: 18, (16), Stamina: 18, (09), Dexterity: 15, (12),

Appeal: 17, (16)

Alignment: Chaotic/Evil

Description: Merrick's statistics have been raised by Asophis as reward for his loyal service. If Asophis is killed before Merrick, the monk will drop to the stats as listed in parenthesis.

Weapons & Armor: +2 Chainmail, +2 Mace

Equipment: Amulet of Paralyzation: Once a day for 10 melee rounds Merrick can cast a 10' circle of Paralyzation around himself. He is mobile while the spell is in effect, but all those within the circle must save versus spell or be paralyzed for 2D6 melee rounds. Elves are immune to the paralyzation power of this amulet. The amulet will detect as Evil and cannot be used by Lawful or Good characters.

Spells: 3/3/1 (clerical)

13 MEDITATION ROOM

This room is sparsely furnished except for three cushions on the floor. On the north wall you see a single tapestry showing a beautiful forest scene with a stream running through the middle of the image. Two large Oak Trees stand prominently beside the banks of the stream.

In the northeast and northwest corners of the room are two large candle lanterns on pedestals. The window in this room is closed off with a thick shutter.

* * *

This is a meditation room for the monks. If there are druids in the party, they will know that part of their spiritual practice is to do visualization meditations. The monks meditate while looking at the tapestry's typical silvanian scene and try to project themselves (psychologically) into the picture.

If the party should light the candle lanterns and turn off all their own light sources (including covering magical weaponry) the picture will appear to be almost real, something approaching three dimensions.

However, as the party stares at the vibrant picture, they will suddenly see the hideous form of a terrible skull staring out from a monk's habit. This image will seem to superimpose itself over the pastoral forest scene.

Everyone in the group below Skill 5 will flee from the room instantly. (This is an image of Asophis projected from the Lich/Priest's own mind.)

14 SANCTIFICATION CHAMBER

This chamber is dominated by two large fonts in the center of the room. Both fonts are empty, and one has a severe crack in it.

A damaged altar leans against the south wall. A secret compartment at the base of the altar has been opened and the altar cloth has been ripped to pieces. All images and symbols in the room seem to have been either painted over or smashed so as to be unrecognizable.

However, in the southwest corner a 2' high wooden statue of a bald monk with a beard is untouched.

* * *

Originally, this room was used as a kind of spiritual workshop for blessing and sanctifying items for religious use. Roland used to sanctify Holy Water here.

It's through this room that Merrick has made his escape via the secret door and corridor to Room 23. If the party should turn the head of the statue so that it faces east (toward the secret door), a wooden panel in the wall opens, revealing a lever on the south wall.

This lever will neutralize the trap in this corridor (see map). If the lever is not pulled down, the trap will activate at the point marked "T" on the map. If the lever is pulled down, the trap won't fire, but the party will be none the wiser for no sound is made.

15 SECRET CORRIDOR TRAP

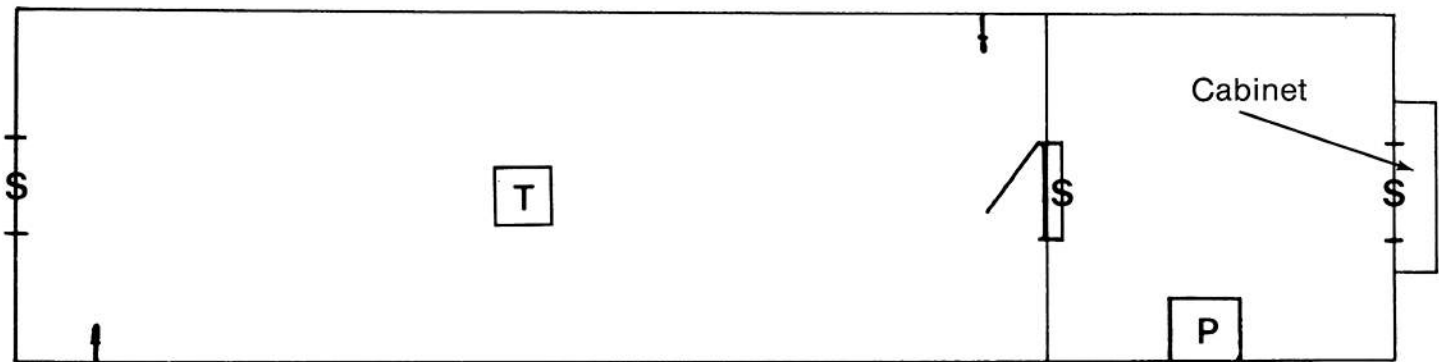
(Adjoining Rooms 14 and 23)

If anyone steps into the spot marked "T" on the map (without neutralizing the trap), 6 darts will whip out from the south and north walls. Six darts from the north wall and six from the south will fly across the corridor in a diagonal flight path.

The GM will roll for each dart to hit. A dart will hit a victim on a roll of 1 to 5 on a D8 for 2-5 hit points of damage. Distribute the damage randomly to anyone, anywhere, in the corridor, though no more than two darts will hit any single character.

The darts are angled in such a way that some fly eastward from the left of the detonation point and some fly westward from the right of the point. A lever on the north side of the east door to the corridor works in the same way as the west lever (neutralizing trap). Because there is a way to neutralize the trap, even an Elf will only have a 10% chance of detecting this trap before it's too late.

ROOM 15



0 1 2 3 4 5 6 7 8 9 10
Scale: 10 ft.

Lever (neutralizes trap) Trap Pressure Plate Secret Door

16 ABBOT'S OFFICE

As in many of the other offices, a large desk squats in the middle of the west wall. Beside the desk you see two old cabinets. The desk and cabinets have been smashed up, and all the drawers emptied except for one chest, which rests precariously on the top of the shattered desk top.

As you enter the room, you see two things, the first is a charred and blackened figure of a humanoid in front of the desk. The second thing is a transparent humanoid rising from behind the desk.

* * *

This creature is a Spectre. The Spectre guards this room because of the chest. It had a spell on it that disintegrated any creature or person of Evil alignment who came within 5' of it (the poor fellow in front of the chest). Therefore, there is a 10' zone in the center of the room that the Spectre will not enter.

What the Spectre and his masters do not know is that the spell only worked once. They and anyone else can approach the chest without harm.

Inside the chest is 500 gold pieces, a Detect Magic ring (one use per day), and a small box with a whistle inside. The whistle awakens the Oak Tree that is guarding the Book of Incantations.

17 ROLAND'S BEDROOM

This room has really been ravaged. The remains of a large four poster bed, various footlockers, chests, and a large cabinet are piled into the middle of the room. Even the floorboards, panelling from the walls, and ceiling beams have been ripped up.

* * *

The characters can search this room until they are blue in the face, the Book of Incantations is outside the window hidden within the body of the Oak Tree outside. The Oak Tree was "awakened" through Roland's magical abilities and is guarding the Book until Roland blows the whistle again. At that point, the Oak Tree will give the book to whomever asks for it.

Amongst the papers in the room, however, is a clue. One of the papers shows a precise layout of the monastery. That is all you should tell the characters. But the tree in this precise drawing is a good 40 feet away from the window. Now the tree is less than 5 feet away from the window. *It has moved closer to the window.*

Another clue to the whereabouts of the book is in Room 19, Silvanus' Shrine.

A description of the book and the tree are given at the end of this section (26).

18 ROLAND'S SHRINE ROOM

This room appears to be a museum. Various sculptures and statues line the walls along with many tapestries and paintings. In the center of the north wall hangs a large tapestry bearing the image of an Oak Tree bathed in a circle of white light. The sculptures are busts on pedestals and they sit in the middle of the west, north, and east walls. In each corner of the room there is a statue

of a Greek or Roman warrior, carved in marble. The statue in the southwest corner has been struck and a piece of the marble broken off.

* * *

All is as it seems in this room except for the statue in the northeast corner. This statue is really made of pure gold with a 1/2 inch casing of mortar around it. If the statue is chipped with a sharp tool the yellow shiny metal will appear from within. The statue is worth about 10,000 gold pieces if melted down.

The statue was originally made by Gias Flavius, the Roman Commander (see legend). The crafty Roman devised this ploy as a feasible way to get his fortune back to Rome when he had to leave.

Roland and his monks unearthed this and other statues and have innocently placed them in the Shrine Room in the belief that they are nothing more than interesting relics from a bygone era.

19 SHRINE TO SILVANUS

Circles in the floor that are free of dust suggest things have been moved out of the room. There is an enclave in the middle of the west wall. In the center of the circular recess is a pedestal. Lying on the floor, broken to splinters are the remains of a wooden statue.

* * *

The statue was of Silvanus and it was carved from part of the Oak Tree outside Roland's window. One of the wooden pieces has a plaque set into it that explains just this. Another piece of the statue is a hand holding a tome, the title of the book says: Book of Incantations. If a Detect Magic spell is cast on the wood, it will glow fiercely.

20 BEDROOM

This room contains a small bed in one corner with a night table and two chairs. Dust seems to cover everything in this rather dark room. The air is stale.

* * *

There's nothing else in the room. At one time it was used as a guest room for visiting monks.

21 BROTHER LIAM'S BEDROOM

This is another bedroom. In one corner of the room you see a small bed with a night table. A large opened chest is in the other corner and near the door you see a tall wooden cabinet.

Standing in the far corner of the room is a dark, hooded figure draped in the habit of a monk. But you notice that the robe is ripped and covered in blood. The figure pulls back his hood, revealing a face horribly disfigured with deep, black sunken eyes. The flesh about the face has sickly yellow pallor.

* * *

This figure is a Revenant. This Revenant is the earthly, undead remains of Brother Liam who was savagely murdered by Brother Merrick.

It is out for revenge, motivated after death by hatred for its murderer. The Revenant will grab the first player character it can reach and in a horribly gargled voice

command the person to speak where "that foul and traitorous coward, Brother Merrick" is hiding.

The Revenant will not hurt anyone in the party unless they attack first, in which case he will fight to subdue, not kill (he senses that the party is not one of his "killers").

If the party tells the truth about what they know of Merrick, the Revenant will leave them alone and stalk after Merrick. If they lie, he will instantly know, and just leave the room in disgust.

The creature should be allowed to escape for he will appear again on Level II.

The Revenant will not join the party, or help them in any way unless they are able to convince it they can help him find Merrick.

Revenant

AC: 10, HTK: 35 (8D8), M: 9"

Alignment: Neutral, Intelligence: High

Att: 1, Dm: 2-16, Special: Paralyzation gaze, limbs will continue to function after dismemberment, regenerate 3 HTK per melee round, it cannot be turned or affected by Holy Water or Holy/Unholy Symbols.

Spells: Brother Liam was a Skill 5 cleric and his Revenant has the same spells: 3/3/1

22 STORAGE ROOM

This room is full of old boxes and broken pieces of furniture. Dust and debris cover the floor throughout the room. In the far southeast corner you detect a shape hanging from a rope attached to one of the rafters in the ceiling.

* * *

The shape hanging from the ceiling is the body of a dead monk who has committed suicide in his mad frenzy. This poor devil was formally the Chief Steward at the Manor House. Recent events at Heathchester have apparently been too much for the fellow.

23 MERRICK'S BEDROOM

This room is another bedroom with a large four-poster in the northwest corner, a tall cabinet in the southwest corner, and a set of chests in the northeast portion of the room. A single night table stands just to the east of the bed.

* * *

In the single drawer of the night table the party will find a red necklace shaped to form a serpent. The clasp of the necklace attaches the tail of the snake to the head, forming the circle snake.

A trap door, hidden by a floor rug, is in the southeast. Of course, in the southwest portion of the room (west wall), behind the cabinet, there is the secret entrance to hidden passageway to Room 14. The back of the cabinet forms the secret door to this 10' x 10' enclave that appears to be a tiny room.

But the west wall of this secret room is, in fact, just a second secret door into the passageway beyond. From the 10' x 10' room this door can only be opened by touching a 1' x 1' pressure plate in the floor, directly in front and in the middle of the south wall of the room. (see diagram in Room 14's description).

GM NOTE: The levers that neutralize the trap in the secret corridor are well concealed and the party will not notice them unless they are looking in these areas very carefully.

24 COMMON ROOM

This room is finely appointed in rich woodpanel with plush furnishings. A thick carpet lies in front of finely sculptured mantle above a fireplace in the east wall.

In the west portion of the room is a large table with many wooden chairs around it. There appears to be a fire blazing in the fireplace, but you notice the distinct lack of heat in the room. Nor does the fire appear to be giving off smoke.

Sitting in one of the plush chairs, in front of the fire with its back to you, is the figure of someone dressed in the brown habit of a monk.

* * *

This figure is a *Forerunner*, a benevolent ghost that forewarns of misfortune and helps good causes by aiding them with information.

If the party enters the room, the Forerunner will stand up and turn to face the party.

Suddenly, the ghost will throw off its habit and stand before the party in the garb of a Roman soldier. Everyone in the group will have to make a saving throw vs. spell or be turned from the room in fear.

Those who remain will see the Roman soldier pull out from his cloak a miniature Oak Tree. The tree will be bathed in a circle of white light. Then the ghost will walk away to the north of the room and walk right through the wall. Instantly, the fire will disappear.

GM NOTE: This Forerunner is the spirit of Gias Flavius (see legend) who has not attained rest in the afterlife due to a Curse from Asophis.

Forerunner

AC: 0, HTK: 24 (5D8), M: 12"/24"

Alignment: Lawful/Good, Intelligence: High

Att: 0, Dm: 0, Special: Illusion generation, Fear Spell, Detect Alignment (all at will).

Forerunners may never speak.

25 STORAGE ROOM

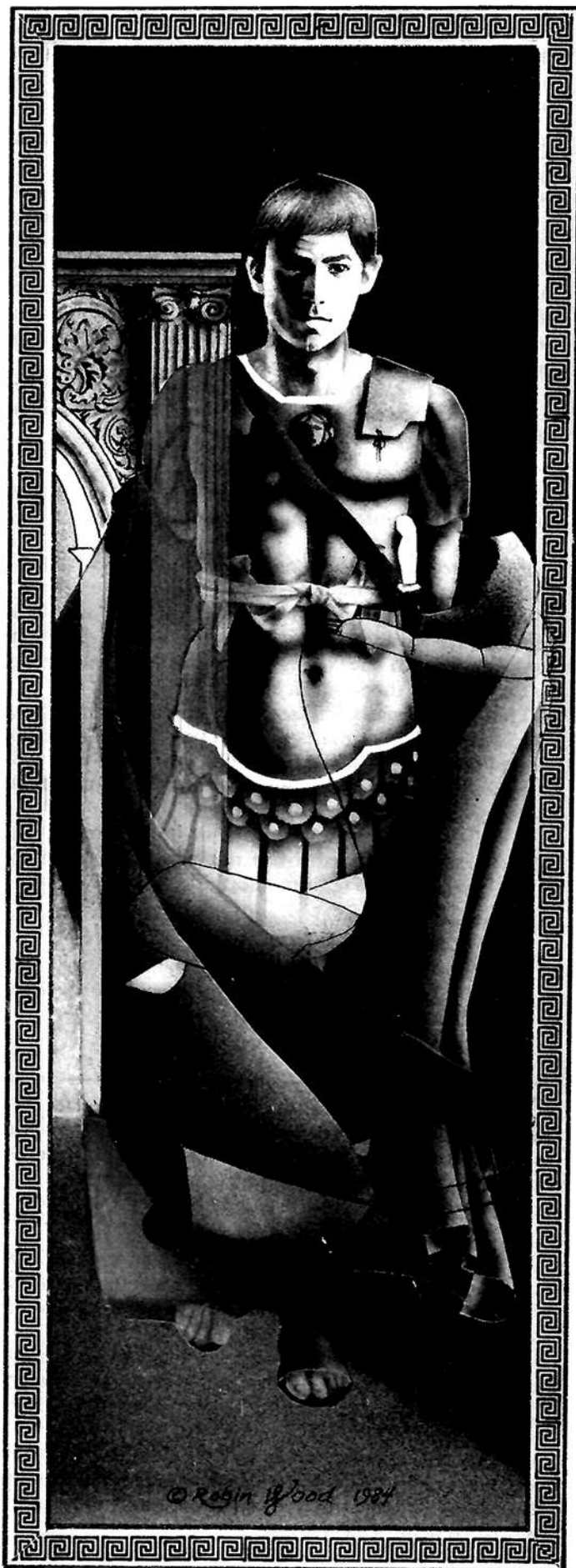
This room is a huge wardrobe facility. Two long rows of monk's habits run east/west through the room. Footlockers line most of the walls and in the far west portion of the room you see a large chest.

* * *

The lockers contain old clothes, shoes and sandals. The habits are as they appear. The large chest contains purple and red monk's robes and various articles of normal clothing.

However, the bottom of this chest conceals a secret compartment. If the party removes everything from the chest, a sharp Elf or Dwarf have a 50% chance of noticing a false bottom.

Within the concealed portion of the chest the party will find a +1 mace and a +2 short sword. The mace is the property of Roland and the sword used to belong to the Roman General, Gias Flavius.



The GM will point out to the group that the sword appears to be very old and it has the insignia of an eagle on the hilt.

Not ones for weaponry, the monks have simply stashed these items away in this concealed compartment.

26 THE OAK TREE

GM only: It is important not to draw too much attention to the Oak Tree when describing the layout of the monastery. But it is equally important not to forget to mention it.

The tree has moved so close to the building that the door to the library is impossible to open. This is the first clue that something is wrong. The other clues are in Rooms 17, 19, and 24.

Since it is not necessary for the party to find the book (they could kill Asophis instead), don't be too concerned about having them find it.

The Tree has absorbed the pulp of the book into its substance. To make the Tree release the book you must: kill the tree, cast a Dispell Magic on the Tree, cast a Hold Plant on the Tree. A Speak with Plants spell will force the Tree to admit it has the book, but will not force it to give it up.

Oak Tree

AC: 0, *HTK:* 25 (7D8), *M:* 3"

Alignment: Neutral, *Intelligence:* Animal

Att: 2, *Dm:* 4-24.

BOOK OF INCANTATIONS:

This leather bound book is locked with metal band

Once open, the first page of the book bears the inscription: "Roland de Montforte."

Within the book it first appears as if nothing is written on the parchment pages. The whole book is blank. However, if someone sprinkles the Gray Powder on the pages (the powder from Room 11), writing will appear in black ink.

There is enough powder to cover five pages of the eight page book. The first page tells of the different incantations needed to awaken a god from slumber, specifically an Evil god.

The next seven pages are the Incantations themselves and are unintelligible to even the magic users and clerics in the party.

The eighth page has some handwritten notes by various possessors of the book. The last set are signed by Abbot Roland. They read:

"This book is too powerful to be unprotected. I cannot let it fall into hands of those who will use it for violence. Even within my own brethren there are those who cannot be trusted. Of late I have become suspicious of the good Brother. Methinks, he loves power dearly . . . perhaps more dearly than his god! Strange, how the winds whisper through the forest . . . Today, we heard of a bear who had eaten her young. Brother Merrick laughed at the hearing of the tale."

LEVEL II

0 10 20 30 40 50

Scale: 50 ft.



Alarm



Door



Entrance/Exit



Pit



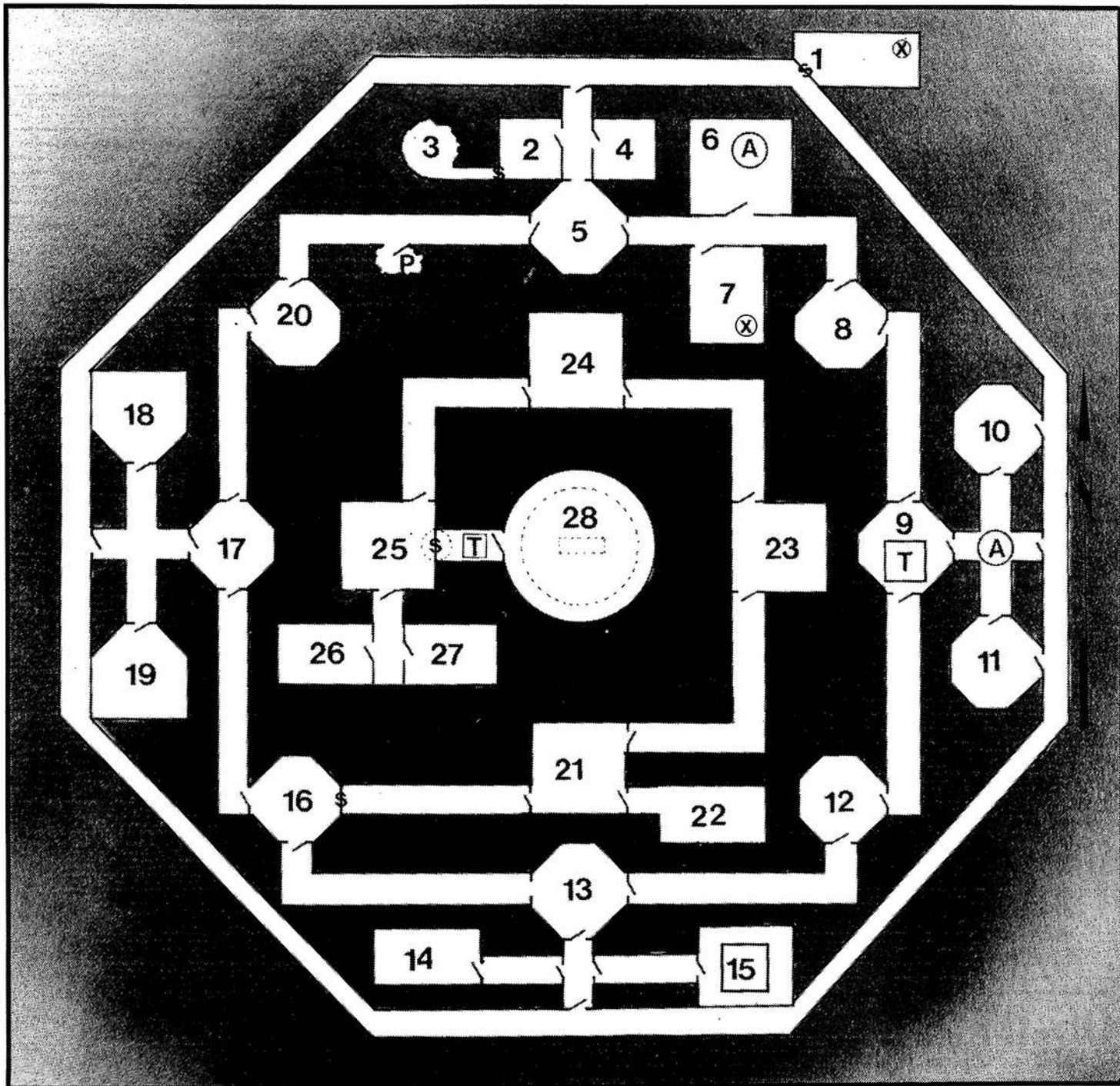
Secret Door



Secret Entrance Unit



Trap



Though the book is unimaginably powerful, it cannot be used by the player characters and will cause them more ill than fortune. Their best path is to destroy the book as quickly as possible (burning it will do).

The only other way to reveal the writing in the book, is have a magic user of at least Skill 12 cast a Dispell Magic on it (50% chance of success).

LEVEL TWO

The Labyrinth

This level represents the first level of the maze that Asophis and his Drow allies built hundreds of years ago. Unless noted, all rooms and corridors are 10' high.

Since this underground complex was built by druids, it does not have the same love of straight stone masonry found in a dwarven tunnel. The druidic ability of Stone Shape has allowed the builders to shape a naturalistic form to the stone work.

Also, it is not unusual to have plant roots hanging down into the corridors, and plants growing under artificial light sources next to doorways and in intersections. A special photovoltaic lichen gives off a glow that is the same frequency as sunlight (though not at the same intensity). The lichen grows along the corridors and in the rooms, making it possible to see even for those without infravision.

All doors are made of wood or thick plant roots bound together.

WANDERING MONSTERS

Once every Turn roll a D6 for wandering monsters. If a 1 is rolled, the party has encountered a monster or event from the chart below. Roll a D20 to determine which event is encountered. Use only this chart to determine wandering monsters on this level.

01-03 TROLLS

(1D4) *Trolls*

AC: 5, HTK: 25 (average) 6D8+6, M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 3, Dm: 5-8, 5-8, 2-12, Special: Regenerate 3 HTK per melee round; may attack three different opponents in the same melee.

04-05 ZOMBIES

(2D24) *Zombies*

AC: 8, HTK: 8 (average) 2D8, M: 6"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-8, Special: Immune to Sleep, Charm, Cold-based, and Hold spells.

06-07 ODOR

The party smells the odor of burning flesh in the air. They cannot tell from where it originates.

08-09 SOUND

The party hears hideous laughter to the north.

10-13 ORCS

(1D12) *Orcs*

AC: 5, HTK: 4 (average) 1D8, M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-8

Armor & Weapons: chainmail and spears.

Description: If outnumbered by the party, these Orcs will try to flee. In which case a band of Orcs, twice as large as the party, will return to same spot as encounter in 2D10 melee rounds.

14-16 CLOUD

A cloud of acrid smoke floats towards the party. It will not hurt them as it passes by.

17-18 SOUNDS

A haunting laughter can be heard far off to the south. This laughter can only be heard by Elves, Dwarves, and rangers.

19-20 UMBER HULK

(1) *Umbur Hulk*

AC: 2, HTK: 47 (8D8+8), M: 6"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 3, Dm: 3-12, 3-12, 2-10, Special: Confusion, tunnel through stone.

THE ROOMS

1 THE WINE CELLAR

As you reach the bottom of the stone stairs, you find yourselves in a wine cellar. Large casks on their sides line the north, west, and south walls. Against the east wall, just in front of the steps, is a very large wine rack containing scores of wine bottles. In the middle of the room, lying in contorted shapes, you see the remains of 3 human figures. One of the bodies is decapitated, but the head is nowhere in sight.

* * *

If the party examines a large cask in the southwest corner of the room they will notice that it is hollow. The cask (on its side) is about 5 feet in diameter. If they remove the lid, the inside the cask is a door at the back. The door is rectangular in shape and stands about 4 feet high.

This is the secret entrance to the maze beyond. All other casks in the cellar contain wine of varying quality.

2 ROOM OF BROKEN STATUES

Statues and sculptures are piled-up indiscriminately around the room. Many of the pieces are smashed or broken in places.

* * *

A secret door in the southwest corner of this room can be discovered by the party if it finds the note from the pocket of the dead fighter in Room 20. If the party is actively searching for the secret door (after securing the clue), an Elf or Dwarf has about a 90% chance of finding the moveable block that leads to Room 3.

Without the clue, there is only a 10% chance of discovering the moveable stone.

3 SECRET TREASURE ROOM

In this circular room, you see a golden statue of a 5' eagle. At the foot of the statue is a large chest.

* * *

The golden statue is a relic of the Romans worth 1,200 gold pieces. The chest contains 800 silver pieces, a statue of a deity (Silvanus) worth 300 silver pieces, and a Roman-style Helmet. The Helmet is enchanted and gives the wearer Immunity from Disease. However, the Helmet will not cure disease already contracted by the wearer.

GM NOTE: Originally, the Helmet belonged to Gias Flavius, the Commander of the Roman force that destroyed the Black Druids (see legend).

4 LAMIA'S ROOM

A wooden screen blocks off the southeast corner of this room. Just to the left of the screen is a mirror on the east wall reflecting the image of a beautiful woman combing her hair. In the southwest portion of the room, you see a large stone chest atop a pedestal.

* * *

The image in the mirror is a Lamia (upper torso of a woman/lower torso of an animal with two hind legs only— one hoofed, one clawed).

This Lamia has used an Illusion spell on the mirror to lure the party into the room. In a soft, sensual voice she will ask the party why they have entered her room and if they would like some wine to drink. She will tell them to rest here in her room for a moment and she will show herself from behind the screen.

At this point, the Lamia will attack. The Lamia will permanently drain 1 Point of Insight from each character she hits. On her finger is a gold ring. This ring can be removed only if the creature is dead.

This is a Ring of Power and it belongs to Doderic, the Drow magic user/fighter. It gives her an additional +2 to Hit and Damage.

Whoever places the ring on his finger will not be able to remove it. This ring will slowly weaken the character who wears it. He will fall under the influence of Doderic and if he resists, the ring will drain them of all energy; at 2 HTK every hour until they are unconscious or they have removed the ring by literally cutting their finger off.

If confronting Doderic in person, the ring bearer will be powerless to attack the Drow. However, if the character gives in to Doderic's will, Doderic will order him to attack

his own party at +2 to hit and +2 to damage on all attacks— magic or melee.

The stone chest in the southwest corner contains a gold statue of a serpent devouring its own tail, worth 300 gp.

Lamia

AC: 3, HTK: 37 (9D8), M: 24"

Alignment: Chaotic/Evil, Intelligence: Very

Att: 1, Dm: 1-4 (+2), Special: Drain Insight,

Spells: Once per day: Charm Person, Mirror Image, Suggestion, and Illusion (as a wand).

5 LIVING STATUES

Two large Iron Statues resembling Roman soldiers stand adjacent to the east and west doors—one at each.

* * *

If the party should attempt to go through either the east or west doors without saying the password, "Hail, Dath Rana," these enchanted Iron Statues will attack. If the party flees through the doors, the Statues will pursue them.

The words, "Hail, Dath Rana" will always allow passage through this room even if the characters failed to say the password the first time. On each occasion of entering and attempted exit, failure to say the password will prompt the Statues to attack.

(2) Iron Statues

AC: 2, HTK: 20 each (5D8), M: 6"

Alignment: Neutral, Intelligence: Non

Att: 1, Dm: 1-12, Special: Fights as a Skill 3 fighter, Immune to Sleep, Charm, Cold and Fire based attacks. Normal weapons will become fused to the bodies of the statues. Only magical weapons are effective for ongoing melee.

P BOTTOMLESS PIT

In the room marked "P" on the map, the party will discover a bottomless cavity behind the door. Should anyone step boldly into the room they will have to make a saving throw vs. dexterity or perish in this bottomless pit.

About 40 feet down, a small ledge juts out into the pit. A small hole in the wall next to the ledge can be excavated to allow passage into room 37 on Level Three.

6 SHRINE TO DATH RANA

In the center of the north wall of this room is an altar with two golden bowls at either end and a large statuette of a terrible demon with a goat's head, horns, and skeletal hands and feet all showing through a flowing robe.

The demon statuette is sitting on a throne with its hands resting on armrests that are sculpted like snakes.

On the west wall of the room hangs a painting showing a black-robed figure with two red slits for eyes. The figure is wearing a red belt shaped like a snake devouring itself. The east wall sports a mural of four hooded figures draped in black.

* * *

The statue is the image of Dath Rana sitting on his throne. The figure on the west wall is Asophis and the figures on the east wall are images of the Black Druids of Heath.

Directly in front of the altar is an alarm. If the party moves to within 10' of the altar, the alarm will sound in Room 7.

This will bring the four Ologs from that room (see Room 7 for Ologs' stats). If the party touches the statuette of Rana, the person touching the statue (by hand or with an implement) must save versus breath weapon or take 2-7 HTK from a Glyph of Power surrounding the statue.

At the bottom of the statuette are the following words inscribed in Drow, "Magi Ul Rana." If the group has a Read Languages spell or a Read Magic incantation, then the words translate as: "All Hail Rana."

The two gold bowls usually contain Unholy Water but right now are empty. The bowls are worth 500 gold pieces each.

7 OLOG BARRACKS

In this sparse room, you see four large Orc-like creatures sitting around a table playing a card game. The creatures are wearing armor and carry clubs and shields. The air in the room is quite foul.

* * *

These fellows are Ologs, Orcan-types of the Giant class, being about 7 feet tall on average. Normally they don't carry full armor and weaponry, but these four have been well outfitted.

These Ologs have a double assignment: protect the entrance to Level III "X" and answer the alarm, if sounded, in Room 6.

If the latter has already occurred, delete the Ologs from Room 7. In this case the GM will simply inform the party that Room 7 looks like a barracks of some kind with various filthy, personal items lying throughout.

The trap door in the floor is in plain sight and reveals a flight of stone steps extending into the darkness below.

(4) Ologs

AC: 4, HTK: 25, 28, 21, 22 (5D8), M: 6"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-6, Weapons & Armor: Shields, Chain-mail, Clubs.

Description: Ologs were created when an evil wizard crossed Orcs with Giant Trolls. They are strong and grow to a huge size, but are extremely dumb and unable to think for themselves. These Ologs are rare in that they use armor and shields.

8 A STRANGE INSCRIPTION

This room appears to be empty. On the far west side of this octagon you see an inscription on the stone wall.

* * *

If they ask, inform the party that the lettering is similar to that inscribed below the statuette of Rana. Again, this is ancient Drow (Elven) writing—if the group can make a case for translating it through magic or esoteric knowledge, the GM will read them the following:

*Seal your mouth three times before speaking
And you shall travel into the heart of the darkness at
noon or midnight.*

GM NOTE: This inscription refers to the fact that the secret entrance to the inner maze is in the far eastern side of Room 16.

9 GIANT RATS

This room appears empty except for the west sides of this octagon which has a mural painted onto the stone.

The picture is of a long procession of black-robed figures, all of whom carry torches. The black-robed figure at the front of the procession carries a banner high on a pole. The banner reveals the red circle snake on a black background.

* * *

The middle 10' x 10' square of this room is trapped. If at least 100 pounds of pressure is applied to any portion of the floor, it will split in two halves. Anyone standing on this portion of the floor must make a saving throw vs. dexterity or fall into a 12 foot-deep pit.

As soon as the floor opens it will close up again within five seconds. The victim(s) will fall into this pit which is home to a colony of Giant Rats. There are 20 Rats in total.

Each melee round 6 Rats will get a chance to attack one victim. If the person in the pit has a lighted torch, this will keep the Rats at bay for as long as the torch is lit and wielded.

Also, once 10 Rats are killed, the rest will flee into their tunnels.

Scattered on the pit's floor are 300 gold pieces.

GM NOTE: Without assistance from above, the trapped character(s) will find it very difficult to get out, for the walls are greased.

If the rat tunnels are followed, the party will easily find one that opens onto the Third Level (at point marked "O" on map of Level Three).

(20) Giant Rats

AC: 7, HTK: 2 (average) ½D8, M: 12"/6"

Alignment: Neutral, Intelligence: Animal

Att: 1, Dm: 1-3, Special: Disease.

A ALARM IN CORRIDOR

If the party should enter Room 10 first, then the Hobgoblins from Room 11 will enter Room 10 within one turn.

If the party enters Room 11 first, the Hobgoblins will greet them with a hail of arrows when the party opens the door.

The alarm sounds in the Hobgoblin's room as soon as anyone steps over the middle of the corridor (see A on map).

10 PRISONERS' CELL

In this room you see five hunched figures manacled to the walls. These poor creatures have been severely abused.

* * *

Four of these ragged monks are dead where they hang. A fifth monk is barely alive. If revived by the party, he will just have enough strength left to say, "Rana . . . stirs, the wand . . . and the book." He will then die (and fail to make his resurrection roll if a Raise Dead spell is cast).

These men do not necessarily appear as monks because they have been stripped bare by their captors. However, the monk who spoke wears a pendant around his neck which bears the emblem of the Oak Tree.

11 HOBGOBLINS' BARRACKS

This room is empty except for a couple of large chests against the south wall and 6 filthy mats on the floor near the east and west walls.

* * *

Read only if Hobgoblins are present.

The door to this room opens in with the hinges on the east side. Behind the door there are 2 Hobgoblins. Behind the chests are 4 more and these are set to shoot arrows.

The archers will attack first, when most of the party is in the room. Each Hobgoblin archer will let fly with two arrows for a total of 8. They have a 1-4 chance of surprising the party.

The other two Hobgoblins will attack with axes from the rear. After the arrow attack, and one melee round to change weapons, the other four will attack like the 2 behind the door.

One of the chests contains old rags, bits of clothing and stale foodstuffs. The other chest contains 300 silver pieces, 100 gold pieces and a black cape within a box. The cape is a Cloak of a Drow (Dark Elf). Whoever wears the Cloak will acquire two special abilities:

1. If they wish to, the wearer will be able to communicate telepathically to anyone they choose who has an intellect of 10 or better on a normal human(oid) scale.

However, they will not realize this ability until two Turns later, when the more intelligent members in the party start to pick up the wearer's thoughts.

The Cloak-wearer cannot read minds.

2. While wearing the cloak, the person will notice (as will others) that they can move silently. Their footfalls and movements will produce no sound whatsoever.

But, the wearer will also begin to notice one other property of the Cloak. They will become weaker and weaker within hours of putting the cape on. In fact, the wearer will lose 2 HTK an hour for up to 8 hours.

GM NOTE: Actually, this Drow Cape is about to lose its power, as do all Drow items after some length of time. This Cape has about 8 hours of enchantment left.

In regard to the energy drain, the GM will inform the player (in private) of oncoming fatigue and weakness. The GM should keep track of this cloak-wearer's Hits to Kill and make appropriate adjustments over the course of 8 hours.

12 THE NURSERY

Row after row of seedlings line the floor of this room. The room is brightly lit by the luminous lichen, which grows on the walls and ceilings. In the southwest corner of the room is a huge urn filled with a liquid. Above the urn, growing in a huge pot, is a massive hanging vine.

* * *

This octagon used to be is home for an artificial plant nursery. Now, four hundred years after it was destroyed by

the Romans, Asophis has just begun to restore the room. The seedlings, as any competent Druid could tell, are of the eight noble trees: birch, alder, willow, oak, rowan, hazel, apple, and ash, as well as shamrock, mistletoe, holly berries, and stinging nettle.

Also included are some black magic herbs (see article at the end of book). Each root or herb is enough for three doses: Satan's Feces, Mandrake root, Moonwort, Sweet Basil. See article for explanation of the powers of these plants.

All seedlings can be used as substitute for regular spell materials that require these specific plants.

The hanging "vine" is actually an animal, a **land octopus**. The moment anyone touches any of the seedlings, the octopus will reach out and attack. Its long tentacles can reach anywhere in the room.

Land Octopus

AC: 3/8, HTK: 45 (9D8), M: 3"

Alignment: Neutral, Intelligence: Animal

Att: 8, Dm: 1-6, Special: Bite for 2-12

Description: A Land Octopus looks just like a huge vine, but is an animal and unaffected by spells that affect plants. The HTK of a Land Octopus is always equally divided between its eight tentacles and head. The tentacles have an Armor Class of only 8, but the Head's horny exo-skeleton gives it a AC of 3.

If three or more tentacles strike opponent, the Octopus will draw the victim into his maw, attempting to bite for 2-12 additional points. Tentacles strike either by a crushing blow, or squeezing. In each case the damage is 1-6.

An Octopus can fight up to three opponents at the same time.

13 DEATH DOG ROOM

To the north of this room you see the rather gruesome sight of a large dog with two heads, ripping and tearing the body of a humanoid lying on the floor.

* * *

The Dog is a Death Dog. The Death Dog attacks its victims by biting—each head gets 1 attack for each melee round. Each bite causes 1-10 HTK of damage and the victim must save vs. poison or die from a slow, rotting disease within 4-24 days. Cure Disease will remit the infection.

When attacking, the Death Dog will usually go for the opponent's legs and if the Dog rolls a natural 19 or 20 when striking, it means the victim has fallen to the ground and must roll at -4 to Hit and Damage (and a +4 to Armor Class) until he can get up. A Death Dog will always prefer to attack a fallen victim. It will take the person 1 melee round without attacking to scramble into a standing position.

The dead humanoid on the ground is a Goblin who has fallen victim to the Dog. The Goblin carries 4 gems in a pouch around its belt—total worth 200 gold pieces.

Death Dog

AC: 7, HTK: 16 (4D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: Animal

Att: 2, Dm: 1-10, 1-10, Special: poison bite.

14 ROOM OF THE WIGHTS

This room appears shrouded in a dark and hazy green light. In the center of the west wall is a small altar with a chest upon it. Standing in the room you see two horrible looking creatures with black skin, terrible claws and feet and wild shocks of what appears to be rotting hair. The stench in the room is fearful. It is the smell of death and decay.

* * *

The two figures are Wights.

In the chest on the altar the party will find a solid silver box. Inside the box is a black-colored Wand with a Red Serpent's Head.

This wand is not really a wand, it's a key to open the Crystal Ball mechanism in Room 19. If inserted (tail first) into a hole in the south wall of Room 19, the Crystal Ball there will rise from a platform in the room (see encounter, Room 19.) The silver box is worth 300 silver pieces.

(2) Wights

AC: 5, HTK: 18, 21 (4D8+2), M: 12"

Alignment: Lawful/Evil, Intelligence: Average

Att: 1, Dm: 1-4, Special: Energy Drain, Immune to Sleep, Charm, Hold and Cold-based spells; can only be struck by silver or magic weapons.

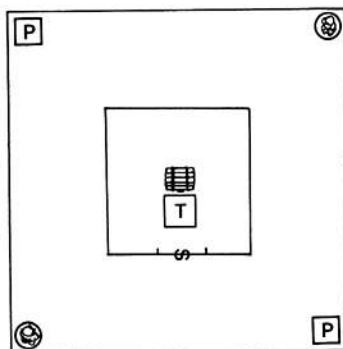
15 DODERIC'S TREASURE ROOM

This room appears unfinished. There is a 10' wide corridor completely surrounding four walls, but the center of the room is just a huge stone block. In both the northeast and southeast corners of the corridor stands a statue. The statues are sculpted from stone and look like Elves.

* * *

The following detailed diagram will illustrate the configuration in this room:

DODERICK'S TREASURE ROOM



P Pressure Plate (secret)

⊗ Secret Door

⊙ Statue

⊞ Treasure Chest

T Trap

0 5 10
Scale: 10 ft.

If at least 75 pounds of pressure is applied to each corner marked by the "P" then a secret door will open in the middle of the south wall of the inside room. Both plates must be stepped on at the same time for the door to open.

Inside the 10' x 10' room the party will see a chest on a 3' high pedestal. The chest is locked.

If opened by any other means than its key (which is around Doderic's neck), the floor trap will open in the south portion of the room. The floor trap is 10' x 4½'. If the victim fails to make a saving throw vs. dexterity, he will fall into a 12 foot deep pit filled with iron spikes. Here he will sustain 2-7 hit points of damage from the spikes and fall.

GM NOTE: The trap can be discovered by Elves, Dwarves, or by spell.

After the trap has detonated, the floor will remain open.

Within the chest are 1,500 gold pieces, 1,000 silver pieces, a potion of Strength and a magic user's Scroll: Phantasmal Force. The Strength potion has two doses and lasts for 3 rounds or until such time as the person engages in melee.

16 GUARDIANS OF THE INNER MAZE

In this room are four large paintings on four walls of the octagon. On the southeast wall you see the image of the red circle snake. On the northeast wall are many skeletons with weaponry and shields. On the northwest wall, you see a seven-headed hydra and on the southwest wall is a painting of many black-robed figures standing around a large stone.

On the floor of the room is a compass rose. You notice that it is pointing the wrong way, with its north marker actually pointing east and its south marker pointing due west, toward the door.

* * *

As the party enters the room, the painting of the Skeletons glows and shimmers. One of the Skeletons animates and sheathes its sword—though it does not leave the painting. Then it turns towards the party and says:

"Is it not true that he who can swallow pain shall pass others?"

After speaking, the Skeleton will unsheath its sword, strike up its former pose and the whole picture will again freeze into a painting.

Immediately, the red circle snake painting glows and shimmers. The snake in the painting animates and lets go of its tail; it turns toward the party and says:

"Is it not true that a moment's mistake may become a thousand years of regret?"

Once it finishes, the snake will grab hold of its tail and once again freeze into its former position.

Directly, one of the black robed figures from the painting in the southwest steps forward and says in a thick Irish accent:

"And as sure as you'll be thirsty for an ale after a long walk, he who advances too fast will fall back quickly. Isn't that the god's truth laddies?"

After he speaks, he will step back into line with the other black robed figures and the painting will freeze.

Finally, the Hydra in the northwest will animate and all seven heads will speak at once.

"Silence is golden, trust the guardians and walk towards the darkness at noon or midnight."

If at *any point* during the questioning by the paintings, any character (or player) attempts to answer the questions (even with a simple yes or no) or even if a player character talks at all, *all the paintings will animate and attack*.

If the characters do not speak during the first three questions (as instructed by the inscription in Room 8) and then follow the instructions of the Hydra, none of the paintings will attack.

The Hydra instructs the characters to walk directly towards "noon or midnight" On the floor of the room is a skewed compass rose, it is traditional to associate the direction "north" with the time of noon or midnight (at least in the northern hemisphere).

Therefore, following the compass rose on the floor, if the character move due east to the blank wall they will find that the wall can be moved and behind it is a dark corridor.

The stone slab will also move if the characters have slain all the guardians. If the characters flee the room, the guardians will not follow. If the party returns to the room, they will find that the guardians are once again paintings and healed of all damage inflicted in previous battles.

(5) **Skeletons**

AC: 6, HTK: 4 (average) 1D8, M: 12"

Alignment: Chaotic/Evil, Intelligence: Non-

Att: 1, Dm: 1-6, Special: ½ damage from edged weapons immune to Hold, Charm, and Sleep spells.

Circle Snake

AC: 4, HTK: 23 (5D8), M: 3"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 2, Dm: 1-6, 2-12, Special: Constriction damage from the Circle Snake is 2-12 HTK. Once it successfully strikes the first time, the Snake does not need to strike again to inflict this damage.

(4) **Black Druids**

AC: 7, HTK: 8 (average) 2D8, M: 12"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 1, Dm: 1-6, These druids cannot cast spells, but they are unaffected by Charm, Hold, and Sleep spells. The fight and save as Skill 3 druids.

Hydra

AC: 5, HTK: 28 (7D8), M: 9"

Alignment: Neutral, Intelligence: Animal

Att: 7, Dm: 1-6

17 THE SKELETON SPIRIT

This room is bathed in a reddish light. The walls and door frames are richly appointed in intricate stone work. The room suggests a Greek or Roman interior design.

Against the east wall a large, throne-like chair is occupied by a large figure dressed in the elaborate armor and helm of a Roman soldier. You notice that the face and hands of this figure are those of a Skeleton.

* * *

This fellow is the enchanted, undead remains of the original Roman Tribune, Marcus, who helped lead the attack on the Dark Ones in ancient times. Marcus was killed in the battle and now his undead Spirit serves Rana.

This Spirit has taken the form of a Skeleton, but it is much more powerful. It has a 15% magical resistance, can only be hurt by magic weapons (edged weaponry still only doing half damage) and this spirit has retained its normal HTK and fighting ability.

The Spirit's sword is normal but the jewels and gems on the hilt give it a value of 300 gold pieces.

Spirit Soldier

AC:2, HTK: 25 (6D8), M: 6"

Alignment: Chaotic/Evil, Intelligence: Very

Att:1, Dm: 1-8,

Special: The Spirit fights as a Skill 6 fighter, cannot be harmed by non-magical weapons, has a 15% magic resistance in addition to immunity to Sleep, Charm, Hold, and Cold-based spells.

18 THE TANGLE TREE

As you move into the cross corridor, you see doors, in all four directions. Before you have a chance to react, however, the door to the north bursts open and hundreds of clinging vines start crawling towards you.

Though not surprised, you have one only one melee round to react before they reach you. The vines are making a strange and beguiling noise.

* * *

The vine is a monster plant developed by Asophis and recently placed in Room 18 to guard Room 19. It has two functions: stop all entry into Room 18, and kill all those who attempt to gain entry. The Tangle Tree will attack anyone except Asophis.

To fulfill its first function, part of the Tangle Tree will push pass the party (in thousands of individual strands) and set up a wall of thorns in front of the door to Room 19. This will act exactly like a druid's Wall of Thorns spell. The wall will be 10' x 10' x 20' feet deep (filling the corridor to a depth of 20 feet). Only a Wall of Fire, Hold Plant, and other plant-based spells can stop this move (the Tree saves against any spell).

The other part of the plant's mission is the direct attack of the characters. The Tangle Tree's song will paralyze a character until the Tree attacks. All those listening to the song must save versus spell or be paralyzed. Roll only once per encounter. Bards are not affected by this song and can negate its effect as he would other charm spells.

The Tangle Tree has five strikes per turn. It causes damage by slashing its thorn-laden branches at its opponents.

In the Tangle Tree's room is the tree trunk (sunk into the stone floor). Nothing else is in the room.

Tangle Tree

AC: 5, HTK: 32 (8D8), M: 6"/0"

Alignment: Neutral, Intelligence: Low

Att: 5, Dm: 1-6, 1-6, 1-6, 1-6, 1-6,

Special: Saves as a Skill 10 fighter, creates a Wall of Thorns

19 SEEING STONE ROOM

In the center of this five-sided room, you see a rather large stone pedestal rising up 3 feet from the ground. On the wall to the south, you see a small image of the red circle snake surrounding a small hole.

On the inside of the entrance is a rather large and elaborate archway with two statues forming pillars on either side of the door. The statues appear to represent female figures—each with a sword.

* * *

The stone pedestal is the housing for a Seeing Stone (Crystal Ball). If, and only if, the serpent wand (from room 14) is inserted tail first in the hole surrounded by the red circle snake on the south wall, the Seeing Stone will rise up out of the pedestal. A door will open on top of the stone housing and the Seeing Stone will be revealed.

Looking into the Seeing Stone, the party will see the following scenes:

A great battle involving hundreds of Roman soldiers attacking black-robed figures in an underground maze. The group has a 75% chance of recognizing the maze as the one they are adventuring in.

The picture will then change into the form of a snake which takes shape and forms the familiar self-devouring circle.

Suddenly, the snake will burst into flame and the entire party, whether they are looking at the stone or not, will see the image of a terrible skeleton head shrouded in a dark hood.

This is Asophis' face. All those of less than Skill 5 will instantly be turned from the room (activating the caryatid columns). Meanwhile, the Seeing Stone will sink back into the pedestal and the stone door (on top) will close.

Should the party attempt to touch the crystal Seeing Stone at any time, it will instantly explode into thousands of pieces. Everyone in the room will have to save vs. dexterity or sustain 2-5 HTK of damage from shattering crystal pieces. In other words, there is no way the group can take possession of this Seeing Stone.

After the first set of visions, if the party should attempt to trigger the Stone (by inserting the serpent wand again) nothing will happen. This Stone will take 24 hours to regenerate its designed cycle.

If the party does not say "Hail Dath Rana" when it begins to leave, the two statues from the doorway will attack them. These statues are Caryatid Columns and will not attack if the party has not used the wand to activate the Seeing Stone.

(2) Caraytid Column

AC: 5, HTK: 22, 22 (5D8), M: 6"

Alignment: Neutral, Intelligence: Non

Att: 1, Dm: 2-8, Special: When the statues animate they become fleshy and their swords become steel. Normal weapons will only inflict half damage on the statues and magical weapons cause full damage, but without their magical bonuses. There is a 25% chance that a weapon will snap when it strikes a Caraytid Column (minus 5% per magical bonus point). If the Column is killed it will return to stone. These things have the same magical resistances as Stone Golems.

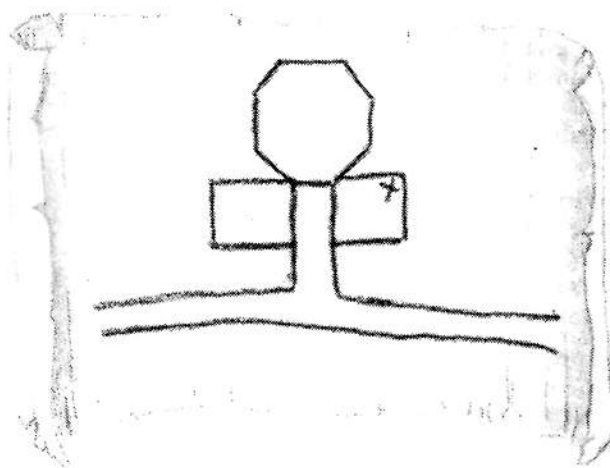
20 THE DEAD FIGHTER

In this octagonal room you see the decomposing body of a human fighter in the south portion near the wall. His broken dagger is stuck into the soft ground next to a small hole. The floor of this room is damp.

* * *

The fighter was digging a hole to hide his valuables when he was set upon by Orcs. The stone work here can be easily dug out, but for every round of digging, there is a 10% chance that the floor will collapse into Room 38 of Level Three (causing 3D6 damage).

The poor fellow in this room was the last of the Duke's men-at-arms who came before you. His body has been stripped, but if the party examines a pouch at his waist they will find a crumpled piece of parchment that bears the following drawing.



This crude drawing shows the location of the secret door to Room 3. The GM should trace this sketch on a small piece of paper and give it to the party.

21 PAINTINGS OF HELL

The corridor that leads to this room is devoid of the luminous lichen that dimly light the other corridors in the maze. In the room, each of the walls is painted with terrible scenes of slavery and torture in strange looking, fire-ridden realms.

The paintings show many humans and humanoids in chains, slaving at blazing forges and digging out pits. In most cases skeletons or hideous demons are tormenting these wretches as they toil.

22 EMBALMING ROOM

A 7 foot table made of old wood rests against the east wall. Lying on the table is the decomposing corpse of

a humanoid. In the center of the room stands a large empty vat. In the southeast corner of the room is a very large glass container. Various bottles and vials sit on shelves that line the south wall. The stench of decay is overpowering.

* * *

The figure on the table is a Coffin Corpse which will attack the moment the party starts examining any of the bottles.

If the party inspects the shelves against the south wall of this room they will find a yellow potion in a small bottle. This is two doses of a Cure Poison potion. If the party tests the potion, the GM will inform the taster that they feel exhilarated after a sip or two.

The large glass container holds Nitron, a substance used to embalm cadavers.

Coffin Corpse

AC: 8, HTK: 9 (2D8), M: 6"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-6, Special: Immune to Sleep, Charm, and other Beguiling Spells. This undead creature is treated as a Wraith on the Cleric/Undead table. Normal weapons appear to do damage to these things and if struck for more than 6 HTK of damage, the Coffin Corpse will fall to the ground.

Normal weapons do not, in fact, injure these monstrosities and they will rise in the next melee round and continue to fight. All those witnessing this event must save vs. fear or flee in panic.

Magical weapons damage the creature. If this Corpse hits, it has grasped its hands around a single victim's throat. Thereafter, the Corpse will automatically inflict 1-6 HTK per melee round on its victim until it is killed.

23 APPARITION ROOM

As you enter this room, three terrible demonic figures appear. Their bodies are comprised of flames, and in their hands they brandish flaming swords.

* * *

Actually, these figures are only apparitions of Fire Devils. Upon seeing these figures all party members must make a save vs. spell or be paralyzed with Fear for 1-4 melee rounds. Even those who make their saving throws will flee from the room in panic. Panicked players must remain outside the room, cowering in fear for 1D10 melee rounds.

Only a single magic user (chosen randomly) will be unaffected by the panic and fear that has overcome the rest of the party. He can choose to engage the apparitions, or flee the room.

If the magic user engages in melee with the Devil apparitions, all three of them will disappear as soon as the magic user casts a spell on them or touches the apparitions with any portion of his/her body or with an implement.

As soon as the magic user dispells the apparitions, he may revive the paralyzed victims with a touch. He may also collect the players who are cowering in the hall.

A mage who bravely faces the apparitions will receive 2,000 experience points and the guards in Room 25 and 26 will not be alerted. If the spell caster runs from the room, he will forfeit any experience gain the guards will be

alerted, and the mage will not be able to remember what he has seen.

No real damage will result from this encounter unless the members of the party hurt one another while fleeing. Paralyzed and panicked victims of this encounter will recall only the terrible sight of Fire Devils. Only the magic-user who confronts the apparitions will know what has happened.

If everyone was paralyzed or fleeing out of the room, then no one will be sure of what exactly happened. In any case, Room 23 will be empty upon returning.

24 EFREETI'S ABODE

This room is bathed in an orange light. Heat wafts through the air in waves. The whole room is glowing and shimmering as if it was the inside of a huge forge. In the center of the north wall, you see a large throne-like chair fabricated from molten metal. It is literally red hot.

Sitting on the chair you see a huge humanoid with fire-red skin, two horns protruding from its head, claw-like hands and feet, and monstrous teeth showing from its large mouth. At the foot of the figure is a sheet of flame that looks like a carpet of fire.

* * *

This fellow is an Efreeti, who is an unwilling servant of Asophis. He is, in fact, being forced to serve as a guard for this level of the temple and he's not too pleased about the job. This Efreeti caused the illusions in Room 23.

If in the encounter in Room 23, the magic user acted with courage and determination while confronting the illusion, he will have respect for the party and has not alerted the guards.

If the entire party fled, he will have no respect for the party. But either way, he sees the party as a way to smash Asophis and free him of bondage.

Unless the party initiates an attack, there is a 75% chance that the Efreeti will ignore the party. If they fail this roll, the Efreeti will simply cast a Wall of Fire between the party and the west door, more to give them a scare than block their way.

This is a limited attack and the wall will not be at full power. If the characters run through it, each will have to save vs. breath weapon or sustain 2-5 HTK of damage. Thereafter, the group may retire in safety on their next initiative. If the group should decide to wage all-out war on the Efreeti, he will simply assume a gaseous form and disappear.

There is a 25% chance (+15% if the magic user braved the dangers in room 23) that the Efreeti will communicate with this magic user. He will ask the party why they are here and what they propose to do. He will ask them if they enjoyed confronting the Fire Devils in Room 23. (At this point he will laugh aloud, breathing out fire as he does so.)

Then he will tell the party to be gone before he burns them to a crisp. At this point the party may leave.

Efreeti

AC: 2, HTK: 45 (10D8), M: 9"/24"

Alignment: Neutral, Intelligence: Very

Att: 1, Dm: 3-24, Special: Turn gaseous. Once per day cast the following spells: Produce Flame, Invisible,

Polymorph Self, Detect Magic, Create Illusion, Wall of Fire. Impervious to all Fire-based attacks.

25 ENTRANCE TO SACRIFICIAL CHAMBER

In this room, you see a large statue of a demon sitting on a throne against the east wall. The demon has a goat's head and the hands and feet of a skeleton showing through its black robe. The armrests on the throne are serpents with snake heads extending out and supporting the bony hands of the statue.

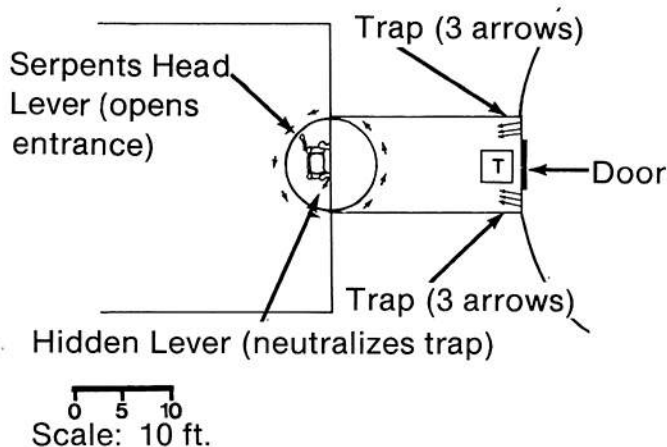
In front of the statue is a thick red 5' radius semi-circle painted on the floor. The semi-circle encompasses the statue and extends to the wall on the right and the left sides of the demon image. Spread out around the room you see eight creatures with humanoid bodies, but with the heads of lions. They are dressed in unusual chain armor, and each carries a shield and a long, barbed club.

* * *

These creatures are Flinds and they are guarding the secret entrance to the sacrificial chamber (Room 28). They're tough and should give the party a good fight. If the guards have not been alerted, there is a 60% chance of surprising the Flinds.

Furthermore, they will fight for 1D6 melee rounds before alerting the Ogres in room 26. It will take an additional 1D10 melee rounds for the Ogres to appear (See Room 26 for their stats).

The whole statue arrangement (including the floor) up to the red semi-circle is a secret door. This is one half of the whole circular entrance that, of course, extends into the hall to the east of Room 25. If triggered, this whole 10 foot diameter unit will turn clockwise 180 degrees. The following diagram will illustrate this arrangement, including the trap in the hall:



If the serpent's head armrest (on the north portion of the chair) is pushed down, the whole circular unit will begin to turn slowly. Whoever is standing within the red semi-circle will begin to move too.

The party has 10 seconds to push the hidden lever located behind the chair. Pushing this small lever down will neutralize the arrow trap beyond. (This tucked-away lever is close to the floor and will only be detected if they party is closely examining this area just behind the statue.)

The circular entrance will take 10 seconds to make the 180 degree turn. The arrows in the hall will fly out immediately after the rotation has stopped. The arrows are precisely aimed and calibrated to strike within the red circle. Each player character within this circle must save versus dexterity or take damage for 2-5 HTK of damage. (No more than 2 arrows can hit one player.) There are 6 arrows in total, all projected from small crossbows secured into niches in the far wall.

The arrow trap can be neutralized (with the lever) right up to the end or the 10 second movement of the circular throne. Naturally, the trap can be neutralized before the circular entrance unit is set in motion.

(6) Flinds

AC: 4, HTK: 10, 12, 15, 16, 19, 21 (3D8), M: 9"

Alignment: Lawful/Evil, Intelligence: Average

Att: 2, Dm: 1-6, 1-8, Special: In each melee round, Flinds can bite with their powerful jaws as well as strike with a weapon.

26 OGRE'S BARRACKS

Six barbaric-looking creatures with brown skin, long hair and fur loin cloths are in this room. Each of them carries a club at his side. Four are eating the carcass of some animal and two more are lying on straw mats, snoring loudly. Your intrusion seems to have stopped the meal and now these creatures are reaching for their clubs.

* * *

These fellows are Ogres. With the Flinds from Room 25, these Ogres share guard duties for this area of the temple. If they have not been alerted, they will be caught off-guard and they will fight at a -2 to Hit and Damage for the first melee round. The two sleeping Ogres will not be awake for the first round of combat, but after that they'll fight normally. If the alarm has been given, They will fight normally, and the two sleeping Ogres are just faking.

Once the party can deals with these chaps, they will find the Ogre's treasure in a small chest in the southwest corner of the room. The chest contains 6 gold bracelets (10 gold pieces each), 400 gold pieces, 600 silver pieces and three rings with gems (50 gold pieces each). This treasure has been accumulated at the expense of various prisoners who have been at the mercy of the Ogres.

(6) Ogres

AC: 5, HTK: 15, 17, 18, 19, 21, 22 (4D8+1), M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-10,

27 FLIND BARRACKS

This room appears to be empty except for eight cloth mats that lie on the floor against the north and south walls.

* * *

If the party checks under the mat in the furthest southeast corner of the room, they will find a small sack containing 3 emeralds (100 gold pieces each) and 1 pearl (50 gold pieces).

28 SACRIFICIAL CHAMBER

A huge stone block covers the center of this room. Encircling the block you see a huge red snake painted onto the floor. The red circle snake is about 30 feet in diameter.

Lying in a pool of dripping blood, you see the carcass of a four-legged animal on top of the stone block. Beside the stone you see a figure dressed in red robes. This figure seems to be in the act of some kind of prayer or chant with its arms in the air. Standing around the stone, just inside the red circle, are four black-robed figures chanting "Shagda Diva Rana . . . alu suna Rana," over and over.

* * *

The red-robed figure is Merrick (formally Brother Merrick). Currently, he is functioning as a Skill 5 cleric in the service of Dath Rana. The black-robed figures are Drows (Dark Elves). These five are conducting an animal sacrifice to Rana. The common tongue translation of their chant is:

"Blood of Rana . . . Life of Rana"

If no alarm has been given, Merrick and his Drow assistants will be preoccupied with his spells and at a -1 to initiative. Otherwise, they will be ready for the party when it comes in.

1D4 melee rounds after the characters attack, the Revenant from the Second Floor of the Manor house, Room 21, will attack. It has been trailing the party; using them to clear obstacles from its path. Now it will attack Merrick with beserk fury and easily kill him (See Room 21, Second Floor of Manor House for stats). After Brother Merrick is dead, the Revenant will crumble to the ground, but before it dies, it says:

"Seek the wand, the Wand of Rana."

The party will find that each of the Drow carries 200 gold pieces worth of jewelry on their person. However, all magical property belonging to the Drow will begin to lose power as soon as the Elf is dead.

Merrick wears a gold medallion of the serpent circle around his neck which is worth 100 gold pieces. He also carries a gold ring in his pouch. The Ring bears the emblem of the Oak Tree. It once belonged to Brother Liam and it is magical. This is a Ring of Power that Merrick took from the unfortunate monk. To date, neither monk has used the Ring. This Ring will grant the wearer 3 of the following abilities for a 1D12 melee rounds:

Invisibility
Protection From Fire
Ability to Fly
Haste

Read Minds
Move Silently
Cure Light Wounds (1-8, by laying on of hands)
Change Self (Illusionist Spell)
Infravision (if bearer is human)

The ring bearer can only use one of these powers at a time, and each ability will last no longer than 1D12 melee rounds. The powers may be repeated, but the ring will only work for three times. Thereafter, its magic is gone and it becomes simply a gold ring worth 10 gold pieces.

On the stone altar, the party will find that the blood of the animal has formed into words that describe the party exactly, though not their Skill Levels or magic items—simply their number, class, and race.

Merrick

Human, Skill 5 Cleric

AC: 1, HTK: 30

Stats: ST: 12, IT: 15, IN: 17, SM: 10, D: 15, A: 16

Spells: 3/3/1

Description: Beneath his robe Merrick wears +1 plate-mail armor. He also carries a +1 mace, Ring of Power (in pouch).

(4) Drow

AC: 3, HTK: 10, 12, 15 (3D8), M: 12"

Alignment: Chaotic/Evil, *Intelligence:* Exceptional
Special: 10% Resistance to Magic, +1 to all initiative rolls. NOTE: Drow lose all their special abilities while in a bright light (Continual Light, sun light, etc) and must save vs. spells or subtract 2 from Hit and Damage rolls.

Weapons & Armor: All Drow have +1 magic swords, platemail armor (but no shields)

Spells: One of the Drows (GM may choose) has the ability to cast a Levitate spell capable of lifting 300 lbs. (2 people) as a Skill 10 magic user. This is the Drow's only spell.

LEVEL THREE

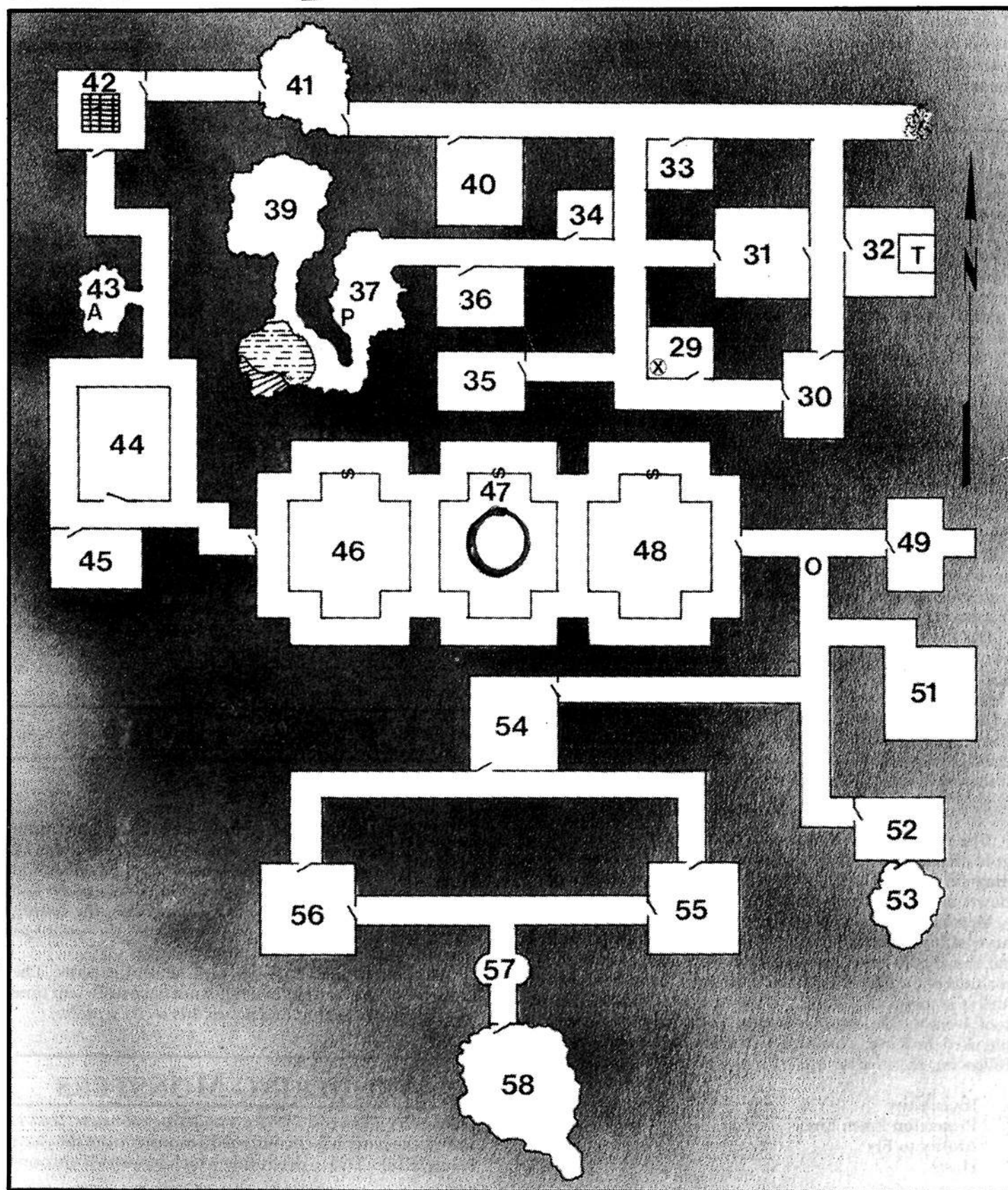
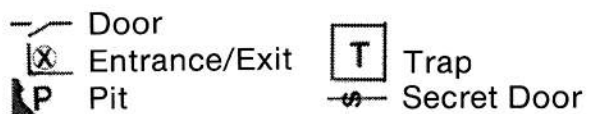
This level of the temple is roughly hewn from limestone and granite. The map appears to represent uniform tunnels, but the GM should point out to the group that the passageways and rooms are rough and uneven. In most cases, the ceiling changes height from 10 to 60 feet, though the widths as marked on the maps stay mostly the same.

Often the tunnels link-up with natural caverns. The Drow architects and engineers did not have sufficient time to apply the finishing touches to this secret temple.

WANDERING MONSTERS

Once every Turn roll a D6 for wandering monsters. If a 1 is rolled, the party has encountered a monster from the chart below. Roll a D20 to determine which monster is encountered.

Scale: 50 ft.



tered. Use only this chart to determine wandering monsters on this level.

01-17 THE MEDUSA

Medusa

AC: 5, HTK:32 (6D8), M: 9"

Alignment: Lawful/Evil, Intelligence: Very

Att: 1, Dm: 1-4, Special: Snakes on the Medusa's head can bite with a deadly poison. Whoever looks in the Medusa's eyes must make a save vs. petrification or turn to stone.

18-45 THE ORCS

(6) *Orcs*

AC: 6, HTK: (1D8) 4—average, M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-6,

Description: These Orcs are the normal guard patrol. If a room description refers to a chance of "the patrol being alerted," this is the patrol that will appear. They all carry short swords, bows and arrows, and daggers.

One Orc will have a horn that he will blow the moment he sees the party. If he does, in 1D10 melees rounds roll again on the wandering monster chart for the effect.

46-65 THE DROW

(6) *Drow*

AC: 4, HTK: 7, 8, 9, 11, 12, 12 (2D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: Exceptional

Weapons & Armor: Chainmail, buckler shields, swords, and small crossbows with darts (fire two at a time—only one round need to load)

Att: 1, Dm: weapon, Special: 50% magic resistance, infravision, all saves at +2, 75% chance of Hide in Shadows and Move Silently (using boots and cloaks of Elvenkind), hate bright light (-2 to hit and 75% chance Drow will not attack if encountered)

These Drow will not try to attack the party directly, but will hide in shadows and snipe at the party using their poison darts. The darts inflict 1-3 HTK and require the victim to save vs. poison or fall unconscious for 1D6 Turns. The Drow will fire 1D12 darts at a party per encounter then flee into the darkness. Drow can hide in shadows and move silently 75% of the time, if sighted they will flee.

66-80 THE GRIMLOCKS

(8) *Grimlocks*

AC: 5, HTK: (2D8) 8—average, M: 12"

Alignment: Neutral/Evil, Intelligence: Average

Att: 1, Dm: 1-6 or weapon, Special: Although technically blind (blank eye sockets), the Grimlocks have excellent senses that give them an effective vision of 20'. These fierce subterranean (humanoid) warriors carry axes and swords. They are immune to all spells that involve sight (Darkness, Mirror Image, etc), but hearing spells will partially blind them, reducing their hit probability by 2.

81-88 ODOR

All player characters smell burning flesh and see smoke drifting around the corner. If they look, they see nothing.

89-95 SOUNDS

To the south, the characters hear the crying of a baby, or small animal. The sound is very faint. The party will never find what made the sound.

96-00 EYEBALL

On the ground of the room or corridor, the characters find a eyeball in a small pool of blood

THE ROOMS

29 ENTRANCE TO LEVEL THREE

This room is cold and clammy. The walls are roughly hewn from rock. On the north wall you see an unfinished painting on a plastered surface. The picture suggests black-robed figures standing around a huge blazing fire. The background of the picture is an unfinished forest scene.

* * *

There is nothing of interest in this room.

30 THE DEAD MONK

In this room you see a brown-robed figure huddled motionless on the floor in the southeast corner. The smell of death and decay permeates the atmosphere.

* * *

This is the body of a monk who escaped from his captors, but subsequently was tracked down and killed by the Drow. If the party turns the body over, they will see three darts sticking in the poor fellow's chest. A druid, cleric, or magic user can tell that the darts were poisoned.

31 THE MUMMY

In the middle of the north wall, in an upright position, you see a large sarcophagus. The lid of the coffin bears the emblem of the red circle snake. On the south wall a painting depicts a praying hooded and black-robed figure.

* * *

The sarcophagus contains a Mummy. The undead monster was one of Asophis' retainers from the glory days of the Dark Ones. Within 2 segments of the party entering the room, the Mummy will attack from its coffin.

Anyone who sees the Mummy (after the coffin opens) will be paralyzed with fear unless they save vs. magic. Humans add +2 to their Saving Throw and if at least 6 players confront the Mummy they each will have an additional +1 to save.

The Mummy inflicts a Rotting Disease with every successful hit. The disease will kill a player in 1-6 months

unless the player can acquire a Cure Disease potion or spell.

There is nothing in the sarcophagus, but the party will find a secret panel in the rock where the painting is. A close examination of the painting will reveal 10 loose stones that hide a chest containing 1,500 gold pieces.

Mummy

AC: 3, HTK: 32 (6D8), M: 6"

Alignment: Lawful/Evil, Intelligence: Low

Att: 1, Dm: 1-12, Special: Fear, revulsion, and paralysis, will fight to death, immune to Sleep, Charm, Hold, and Cold-based attacks. (Also, see above.)

32 THE BOOK OF DOOM

You see a very large glass dome sitting on a pedestal in the middle of the east wall. The glass completely covers the top of the pedestal. Within the glass container is a rather large brown book.

* * *

If the party steps within a 10 foot radius of the glass dome, two small stone panels will raise in the middle of the north and south walls and two poisonous snakes will slither out of these holes (1 from each).

The only way to get the Book of Doom is to smash the glass. If this is done, a cloud of blue gas will issue from the pedestal beneath the book. Inhaling the gas causes a victim to save vs. poison or fall unconscious for 20 Turns *minus the player character's Stamina rating*. The gas does not affect the snakes.

Within the Book of Doom there are 4 pages of parchment (4 pieces of paper). The first 3 pages (one side only) are written in ancient Drow script. To decipher the script the player characters must use magic or their Read Language ability.

The manuscript is about the rise of Dath Rana from the planes of Hell. The history of the Black Druids of Heath and the Drow is also included. On the third page is a mention of the Great High Priest, Asophis, and his dedication to serve Dath Rana in the god's desire to dominate the Prime Material Plane.

The fourth page of the Book contains an *Open Door Incantation* for the Vault Room 47. At the top of this page is the symbol of the red circle snake. Below the snake, written in Drow, are the words:

Magi ul Rana

This simply translates to "Hail, Dath Rana." If the incantation is read aloud (in Drow), in front of the vault symbol of the circle snake (Room 47), the door to that room will open (see encounter, Room 47).

(2) Poisonous snakes

AC: 5, HTK: 8, 6 (1D8), M: 6"

Alignment: Neutral/Evil, Intelligence: Animal

Att: 1, Dm: 1-2, Special: Poison—2D6 HTK of damage (save vs. poison cuts damage in half).

33 STORAGE AREA

The east, west, and south walls of this room are lined with 3' high clay pots.

* * *

The pots contain flammable oil.

34 DROW WORK ROOM

Shelves line the west and east walls of this room. In the center of the north wall is a work bench covered with various tools, hammers, and spikes. Iron bars and blocks litter the shelves in the room.

* * *

These tools are used by the Drow for tunnelling and maintenance work on the catacombs.

35 WRAITH TREASURE ROOM

This room is dominated by a large statue of an Elven king sitting on a throne. Although weathered, the stone statue still retains marks of the original paintwork, which shows that the statue had black skin and the throne was painted gold. As you enter the room, you detect the presence of a dark, shrouded figure moving near the statue.

* * *

The dark figure is a Wraith. Hidden within the base of the statue is Doderic's treasure. If a pressure plate (6" x 6") is pushed, a secret door will open at the foot of the statue revealing a hidden chamber. The pressure plate is located on the floor, just to the north of the statue. (If the party checks the floor here, they have a 90% chance of finding the device.) Within the statue, is 5,000 gold pieces (in Roman coins) and 2,000 silver pieces.

Wraith

AC: 4, HTK: 26 (5D8+3), M: 12"/24"

Alignment: Chaotic/Evil, Intelligence: High

Att: 1, Dm: 1-6, Special: Energy Drain, immune to Sleep, Charm, Hold, and Cold-based spells. Can only be hit by magical and silver weapons.

36 THE MEDUSA'S CHAMBER

A small bed lies in the southwest corner of this room and a dresser in the southeast. There is a couch in the northeast corner; next to it is a basin with water in it. Floating in the water is the skin of a small snake.

* * *

There is a 10% chance that the occupant of this room will return while the characters are here. Currently, she is wandering about as a wandering monster (see wandering monster chart for stats).

37 GRIMLOCK CAVE

In this cavernous room you see cubby holes dug out of the walls with straw mats inside. The atmosphere in this cavern is cold and damp.

* * *

The dug-outs are sleeping quarters for individual Grimlocks. Like the Medusa in room 36, the Grimlocks are out wandering about. There is a 10% chance they will return while the party is in their cave.

If the party searches the cubby holes, they will find a small hole in one that leads to the bottomless pit ("P") first found on Level Two.

38 THE WATER CAVE

At the entrance to this cavern you can see a large volume of water cascading down from the west and south walls and then welling-up to form a pool. The pool covers most of the floor except for a small ledge that extends from the north passageway and continues along the northeast side of the cavern until it disappears into the darkness.

* * *

This pool is part of a natural water table system above and below the cave. The water is quite fresh and forms the

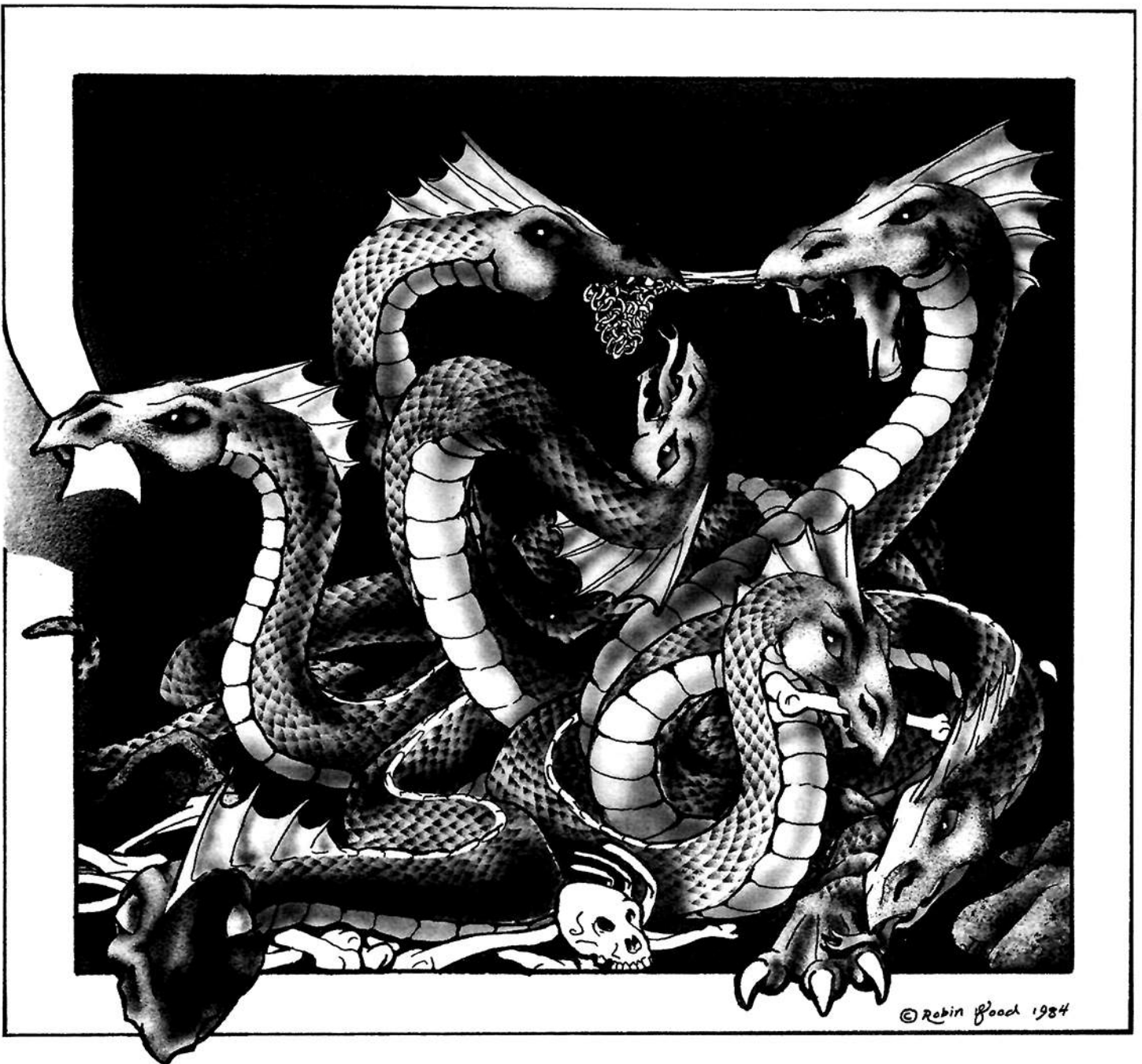
main supply for the temple's population. The luminous lichen that fills the rest of the caverns and rooms in this maze is absent from this room.

39 THE HYDRA'S CAVE

The ceiling of this large cavern is 60' high. Around the room, you see many bones scattered on the ground. In the far northwest corner of the cave, a very large creature with seven heads atop long scaly necks is extremely upset by your intrusion.

* * *

This creature is a seven-headed Hydra; it will fight to the death. In the far northwest corner of the cave is a pile of rocks and rubble. If the party investigates this area, they



will find an iron box. Within the box are 1,000 silver pieces and a cleric's scroll with a special spell: **Summon Undead Warriors** This incantation refers specifically to the teeth of the Hydra. If the two fangs from each of the Hydra's heads are removed, each one of these teeth may be transformed into a Skeleton in the following fashion:

- Cleric must be 5th Skill Level or higher
- The spell must be read aloud by the cleric.
- The material component of the spell is used (ivory).
- At the end of the verbal incantation the teeth must be thrown forward by the cleric in the direction of the cleric's opponent.

If the above directions are followed, each fang will transform into a regular animated Skeleton under the control of the cleric. The transformation is instantaneous.

The Skeletons will have a life of 1D4 melee rounds plus the level of the caster; after that they will crumble to dust. The cleric may throw 1 tooth or as many as 10 during one incantation. The cleric's Skeletons will be subject to Turn Undead incantations from opposing Clerics.

Clerics of Lawful/Good alignment will not be able to perform this spell without major censure from their god. This spell is a Level 3 spell with Verbal, Somatic, and Material components (ivory). The scroll will explain all these restrictions and directions.

As the group is leaving the Hydra's cave, the GM will inform them that the large fangs of the many-headed Hydra are glowing. If the group fails to pick up on the clue, so be it. This spell will only work with the teeth of a Hydra.

Hydra

AC: 5, HTK: 35 (7D8), M: 9"

Alignment: Neutral, Intelligence: Semi-

Att: 7, Dm: 1-6(per head), Special: The creature has 7 heads, each with 4 HTK (plus 7 HTK for the body).

40 DODERIC'S BEDCHAMBER

In the southeast corner is a bed made up with gold-colored linen. In the southwest corner you see a large chest and in the northeast corner of the room a large cabinet stands against the wall. On the four walls are paintings of black-skinned Elves. These figures are engaged in normal activities like hunting, eating, making fabric, etc. In all cases these paintings have subterranean backgrounds.

* * *

This is Doderic's (Drow magic user/fighter) chamber. Inside the chest are simple personal items, but nothing of consequence. The cabinet contains normal clothing, rarely worn by the Drow. However, the cabinet has a false back.

Within this secret compartment, the party will discover another closet that contains 1 pair of Elven Boots, a suit of finely meshed Elven Armor, and a long, leather pouch. The Elven Boots are losing their magical properties. They used to allow for completely silent movement, but now they work only 50% of the time.

The finely meshed armor is +3 chainmail and will only fit an humanoid about 5' in height and weighing about

125 pounds. That armor will allow completely free, unencumbered movement as well (move 12"). This armor has enough magical property to last a year—provided it is not exposed to sunlight. Otherwise, irreversible decay will start and it will lose its magical properties within 2-12 days.

Within the leather pouch is a magic user's scroll: Know Alignment. There is also a small gold statuette of a demon (Rana) worth 350 gold pieces.

41 NORKERS' EXCAVATION

Before you enter this room, you hear the sounds of large pounding and scraping. Inside the chamber, you see 8 smallish creatures with brown skin and loincloths. They have flat heads with single long fangs protruding down from their upper jaws. They are hacking at the hard stone surface in the southwest corner.

* * *

These creatures are Norkers. In each melee round the Norkers attack with their fang and with a club. These distant relatives of Hobgoblins are part of a work team attempting to increase the size of this chamber by chipping away rock.

(8) Norkers

AC: 3, HTK: (1D8+2) 6—average, M: 9"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 2, Dm: 1-3, 1-6, Special: Norker's low Armor Class comes from their very tough exo-skeleton hide. They attack with clubs and their bite.

42 FIRE PIT

This room is dominated in the middle by a 10' x 10' fire pit. Over the pit is an iron grid. Every few seconds you hear a distant explosion, apparently coming from below. The explosions are followed by flames that lick up from the pit, sometimes rising above and through the iron grid.

* * *

This pit leads to a molten area below Level Three. The explosions are caused by disturbances 100 feet below this chamber. The iron grid holds up under the heat from the rising flames because it is made from Adamantite alloy (made because of Drow technology).

Of late, the Drows and Asophis have found this pit very convenient for quick executions. Roland, the Abbot, is earmarked for this fate—unless the party can save him.

43 GREEN SLIME CAVE

This cave is full of a green muck that is hanging on the walls, ceiling, and forms a large pool in the middle of the floor. However, from your vantage point you can make out a niche in the west wall of the cave that contains a small chest. The niche appears to be free of the green substance.

* * *

This green muck is, of course, Green Slime. If the party attempts to get at the chest in the west wall, at point a on the map, the GM must pay careful attention to the

methods employed. For instance, anyone who is in the cave (presumably suspended in air somehow) will have a 70% chance of contacting the Green Slime from drippings from the ceiling per melee round they are in the cave.

If contact with the wall is made, there is a 98% chance of major direct exposure to Green Slime. The Green Slime can be frozen, burned, or scraped off quickly. The Slime will eat through plate armor in 3 melee rounds. Anything that comes in contact with this stuff must be either thoroughly cleansed or discarded. If the party gets the chest (which is coated with a special oil that repels the Slime) they will find the following items within:

- 1,000 gold pieces (in Roman Coins)
- 1,000 platinum pieces (Celtic in origin)
- +3 Arrow of Slaying (for Undead)

GM NOTE: The Arrow of Slaying's +3 is to Hit probability: if this arrow hits any undead in the dungeon, the creature will die instantly. If the arrow misses, it will disintegrate upon contact with the wall, floor, etc.

When found by the party, the GM will simply tell the group that the arrow in the chest is glowing white, except for the tip which is glowing red.

Green Slime

AC: 9, HTK: 52 (12D8), M: 0"

Alignment: Neutral, Intelligence: Non-

Att: see above, Dm: see above, Special: see above

This Green Slime is actually a colony of many individual fungi.

44 ROMAN BURIAL CHAMBER

GM: Inform the party members that the large door to this chamber is locked.

In this large chamber you see the skeletal remains of 12 soldiers in Roman armor and garb. Six bodies lay on slabs against the east wall and six against the west. In the center of the north wall is a pedestal with glass container over the top of it.

* * *

When the party enters the room, the 12 soldiers will animate as Skeletons and attack. The glass dome contains a scroll: Open Door Incantation (for Room 46). At the top of the scroll the party will see the symbol of a Goat's Head. Below the picture, written in Drow, are the words:

Shagda Diva Rana

This means, Blood of Rana, and if read aloud in front of the Vault Room 46 (with the scroll out), the group will have access to this room. The party will have to smash the glass to get the scroll, but this will cause no ill effect.

(12) *Skeletons*

AC: 5, HTK: (1D8) 4—average, M: 12"

Att: 1, Dm: 1-6, Special: half damage from edged weapons, unaffected by Charm, Sleep, or Hold spells.

45 RENOVATION CHAMBER

Scaffolding covers the walls to this room. It looks like it is being renovated and decorated as a prayer room. The workmen, however, are not present.

* * *

This room is as it appears—it is currently being renovated and decorated as a prayer room. The workmen, however, are not present.

THE TEMPLE VAULTS

GM ONLY: When describing this area for mapping purposes each of these rooms appear from the outside as solid, 12-sided walls. However, each Vault bears a symbol on the outside of the north wall:

46—a goat's head, 47—red circle snake, 48—a skull.

To open the vaults, the Incantation Scrolls must be spoken aloud in Drow tongue. The GM should check the exact words from the scrolls as shown in the previous text. If the party reads the appropriate Incantation (each scroll is marked with the same symbol as the door) before the symbols, then a concealed door will open inwards.

GM NOTE: Room 48's incantation is in the hands of Asophis.

When the concealed doors open the GM will read the following descriptions of the Vaults.

46 THE VAULT OF BLOOD

Within this chamber everything seems bathed in a dark, red haze. In the middle of the south wall is a statue of a demon sitting on a throne. The figure has a goat's head with skeleton hands appearing through the folds of a dark robe.

The throne itself seems to be comprised of snakes that form armrests. In front of the statue sits a large red stone, the size of man's fist, atop a velvet cushion sits supported by a 3 feet high stone pedestal. As you adjust your vision in this chamber, it appears as if the red light in the room originates from the stone.

* * *

The red gem is Rana's Bloodstone. It's a large enchanted stone that looks like a large ruby and acts as a conductor through which Rana's power is directed on the Prime Material Plane. Flesh and blood sacrifices conducted on Level Two magically re-fuel the stone.

Although the party is probably none the wiser, they must destroy the Bloodstone to keep Dath Rana from awakening. Its existence only serves to perpetuate the evil of Dath Rana.

The stone emanates its own force field that dispels any magic attacks except those outlined below. In addition, anyone coming within 10 feet of it will suffer 5 HTK of damage immediately. To touch the stone would cause sudden death (no save). To be destroyed, the stone's force field must be neutralized and the stone smashed with magical weaponry.

A Protection from Evil, 10' radius spell will neutralize the force field for as many turns as the cleric's Skill level. The spell must be carefully traced around the circumference of the field. An Ice Storm spell from a magic user will negate the force field for 1 melee round. Magic Missiles will penetrate the force field and do half damage.

When the field is neutralized, the stone will change color from bright red to dull orange. At this time it can only be injured by direct attack from magical weaponry

and touching the stone with bare hands will produce 5 HTK of damage.

The stone has 20 HTK (with or without the force field) and players may simply bash away at it without rolling to hit. Normal weapons not damage the stone. If finally destroyed, the stone will explode into thousands of droplets of blood. If the stone is not smashed while the force field is down, it will instantly regain its force field and glow red again.

GM NOTE: The penalty for failing to destroy the stone once it has been encountered is to lose 1,600 experience points (divided amongst the group). The reward for destroying the stone is 1,600 experience points awarded to the group as a whole.

47 VAULT OF THE SERPENT

As your torches illuminate this chamber, you see a large statue in the center of the room. The statue is made of stone and resembles a large humanoid with a bull's head with two horns projecting above the ears. The hands of the statue are held out and hold a velvet cushion with a red necklace in the form of a snake devouring itself. Encircling the statue on the floor, with a 20 foot diameter, is the mosaic of a red circle snake.

* * *

Anyone who steps onto the floor within the circle will instantly sustain 5 HTK of damage. There is no way to neutralize this floor-level force field. This action will also trigger 4 small lightning bolts that will shoot towards the center of the chamber from 4 crystals imbedded in the indented corners of the room. The lightning bolts are cast as if aimed by a Skill 5 magic user. They will fire at any warmblooded creature that is inside the red circle.

Each lightning bolt will inflict 2D6 HTK of damage (half if a save vs. magic is successful). After four volleys,

the crystals discharging the lightning bolts will disintegrate. People who remain on the floor inside the snake circle will still sustain 5 HTK of damage every melee round.

The serpent necklace on the cushion is a major source of evil. No one in the group will be able to comprehend its properties; it was once worn by Rana himself, when he had a physical form on the material plane.

If they choose, the party may try to sell it for 6,000 gold pieces, but anyone who wears the necklace will experience major energy drain—1 Experience Level per day until they remove it. If the necklace is removed before the end of a day, roll a percentage die to see what percentage of an Experience Level the character has lost.

The stomach of the statue has a small secret door. If opened, the group will see that the statue is hollow—inside are 5,000 gold pieces. This is the temple treasury.

48 VAULT OF RANA

On the inside of this chamber you see a pedestal in the center of the room. Atop the pedestal is a cushion bearing a hideous-looking wand. One end of the 2' wand is topped by a skull and the other end is capped by a goat's head.

* * *

This macabre wand is the **Wand of Rana**. It is a major source of the god's power. Anyone except a cleric, druid, or magic user who touches the wand with a bare hand will sustain 10 HTK of damage (no save).

Whoever tries to use the Wand (even by just willing it to do something) will be driven insane immediately (no save). In other words, the party may be able to take possession of the Wand, but there is absolutely no way they can use it. Under a Detect Evil, the wand will glow with a fierce red light.

GM NOTE: See the end of the adventure for more about the wand.



49 CHAMBER OF HEADS

In this room you see the horrible sight of 6 heads sitting atop 6' spikes. Three of the heads sit along the north wall and 3 against the south. In the center of the room, recessed in an enclave, is a stone altar covered in dried and dripping blood. Above the altar, on the wall, you see the red circle snake painted in blood.

* * *

As each party member enters the room, he or she must make a saving throw vs. poison or leave the room for 1D6 melee rounds with nausea.

Those who successfully save will have the unpleasant opportunity to hear one of the severed heads speak out loud. It will say the following in common tongue:

"We are the souls of the dead. You are at the gates of Hell. Leave this place if you value your lives and souls."

After the heads has spoken, they will speak no more even if a Speak with Dead spell is cast. These poor victims are the macabre remains of monks whose lives have been taken to feed the Bloodstone.

50 RAT TUNNEL EXIT

GM ONLY: At this point on the map ("O") the rat tunnels open up into a regular tunnel. The characters are now at Level Three.

51 THE IMPRISONED UMBER HULK

This room looks like it has just been dug out of limestone. Against one corner of the room is an Umber Hulk sleeping on the ground.

* * *

The Umber Hulk has been trapped here by Asophis and has been charmed to help expand the maze. Around the Umber Hulk's neck is a fragile vine necklace that keeps him docile and controllable. If approached, the Umber Hulk will lay on its back and beg to be scratched underneath its tusks.

If the vine is broken, the Umber Hulk's natural nastiness will emerge and it will savagely attack anyone or anything in the room with beserk fury (+2 to hit and damage). The Umber Hulk has been told to stay in this room, but if you mention Asophis' name he will come with you and dig through any wall in the maze (even those around the Vault rooms).

Umber Hulk

AC: 2, HTK: 65 (8D8+8), M: 6"(1"-6")

Alignment: Chaotic/Evil, Intelligence: Average

Att: 3, Dm: 3-12, 3-12, 2-10, Special: move through solid stone at 1" per turn. If Umber Hulk's gaze is met, it causes confusion.

52 DODERIC'S TORTURE CHAMBER

In this room you see many manacles and restraint devices attached to the walls. Against the east wall is a table covered with sundry instruments of torture.

Standing in the room are three Elven figures with very dark skin. All of them wear finely meshed chain armor and the figure in the middle wears a black cape about his shoulders. Two of the Elves carry small crossbows. The middle warrior wields a glowing sword.

* * *

These three are Doderic and his guard—all of them Drow Elves. Currently, they are keeping an eye on Roland who is held prisoner in the room 53. Doderic and his rior wields a glowing sword. The guards will fight to the death against the party.

If the melee is going badly for the Drow, one of them will race to Room 53 and attempt to kill the helpless Roland, who is manacled to the wall. Roland has only 1 HTK left so a crossbow shot from the door or a sword attack will kill him.

(2) Drow Elves

Elven, Skill 6 fighters

AC: 3, HTK: 24, 29 (6D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: Exceptional

Att: 1, Dm: by weapon, Special: After firing 2 arrows each, these Drow fighters will lose a melee round to change weapons to +1 magic swords. They have all normal Drow powers.

Doderic

Elf, Skill 10 Fighter

STATS: ST:17, IT: 16, IN: 17, SM: 13, D: 18, A: 16

Alignment: Chaotic/Evil

AC: -1, HTK: 56 (10D10), M: 12"

Specials: 50% magic resistance

Weapons & Armor: +3 chainmail, +2 Ring of Protection, Doderic brandishes a +1 sword which has a Shocking Grasp spell on the end of it. This Shocking Grasp can be discharged twice in this encounter. If Doderic hits, he gets a normal damage result plus an opponent must save versus magic or receive an additional 1-10 HTK of damage (save cuts damage in half).

Equipment: Doderic is wearing an amulet that will discharge three different spells he has stored in it. the first spell is a Mirror Image spell, the second is a Levitate spell, and the third is a Hold Person spell. All spells work as if cast by a Skill 10 magic user. The spells must be cast in the order given above. This amulet will not work for any except those of Evil Alignment.

53 ROLAND'S PRISON

You see a brown-robed figure manacled to the wall of this cave-like chamber.

* * *

If the party has blocked any attempt to kill Roland, he will be precariously alive—with only one hit point left. If a Drow Elf has killed Roland, but the party gets to the Abbot within 10 melee rounds, binds his wounds, and effects a Cure Light Wounds spell, he will have 60% chance of surviving (-10% per every HTK of damage below zero the monk has sustained).

If Roland is revived for a short time (before dying), he will tell the party that they must destroy the Wand of

Rana. He will go on to tell them that the evil residing here threatens all of the life and that it must be destroyed. He will tell them to seek out the wizard, Mentha Erling. This wizard will know how to destroy the Wand of Rana.

If Roland lives, he will tell them all he knows about the secret temple and the destruction of his own monastery. Obviously, Roland knows about Dath Rana, but the GM should refrain from telling the group too much about Asophis. Roland will simply tell the group that they must destroy Asophis, Rana's High Priest, and then secure the Wand of Rana. Roland will be too weak to join the party for the rest of this adventure.

Roland de Montforte

Skill 10 cleric

AC: 9, HTK: 1 (32), M: 6"

Stats: ST: 06, IT: 17, IN: 18, SM: 15, D: 10, A: 15

Att: 1, Dm: 1-6

Description: Roland is a tall, dark-haired man with a beard and mustache. Usually, he has a commanding presence, but his recent captivity has left him at the point of death. He will be unable to cast spells for 1D4 days after the end of the adventure.

54 DEMON PAINTINGS

In this large room you see 4 paintings on the walls. The north wall shows a hideous demon with a goat's head and skeleton hands showing through the folds of a black robe. The demon holds a wand that looks like a snake's body with a goat's head at one end and a skull at the other. The body of the wand is colored red.

The east wall shows a large beast with a hairy humanoid body and a large bull's head. The creature bears an ax. The south wall bears the image of a terrible skeleton figure in black robes with a red circle snake around its waist. The west wall shows a large two-headed humanoid figure with an animal skin about its torso. In each arm the figure holds a nasty-looking club.

On the floor, covering most of the space in the chamber, you see the red circle snake.

* * *

These paintings simply correspond to the compass locations of the figures represented. The room is quite safe to enter and leave.

55 THE ETTIN'S CHAMBER

In this cavernous room (40' high ceiling), you see a large, filthy straw mattress tossed in a corner. Scattered about the floor are many bones and pieces of rotting flesh. Standing to one side is a hideous-looking giant with two heads. This creature stands about 13 feet tall. In each of its arms it wields a club. It is naked except for an animal skin over its torso.

* * *

This is an Ettin. If the battle is going badly for the creature, it will lose one attack and produce a large whistle which it will blow. 1D6 rounds later, the Minotaur from Room 56 will appear.

Ettin

AC: 3, HTK: 45 (10D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 2, Dm: 2-16/3-18, Special: Surprised only on a 1.

This two-headed giant is rather stupid but very aggressive. Each side of the monster gets an attack very melee round.

56 THE MINOTAUR

The overpowering stench, worse than a stable, strikes you as you enter this huge room (30' ceiling). In the center of the room you see a very large humanoid creature, with a hairy body and a large bull's head. This beast is carrying a very large ax.

* * *

This, of course, is a Minotaur. If the battle is going badly for it, the monster will lose its strike for one turn and bellow out a loud call. 1D6 melee rounds later, an Ettin will appear in the doorway.

Minotaur

AC: 6, HTK: 32 (6D8+3), M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 2, Dm: 2-8, 1-8, Special: Surprised only on a 1.

This creature attacks twice every melee by first butting its head at an opponent causing 2-8 HTK of damage and then by smashing with its ax, causing 1-8. The GM will roll twice for the Minotaur's initiative, separating its attack through each melee round.

57 THE HOUND OF ILL OMEN

As the passage widens, before you stands a very large Hound. The beast growls and terrible foam drips from its mouth. Suddenly, the Hound vanishes into thin air. All you see is a door beyond.

* * *

This is a kind of warning sign to the party. Nothing happens after the Hound disappears.

56 THE CHAMBER OF ASOPHIS

This large chamber appears to be more like a cave than a room. The air is thick with the smell of death and decay. A terrible cold permeates the atmosphere. Out of the shadows, in the southeast corner of the room, you see a black-robed figure moving toward you. Within the robe is a terrible-looking skeleton with horrible glowing eyes. The figure wears a red snake belt about its waist.

* * *

This is Asophis, the Lich High Priest of Dath Rana. Because Dath Rana still sleeps, Asophis is not charged with the full power of a Lich. However, if at any time during the adventure, he is able to procure the Book of Incantations and is able to perform the rituals in the book, he will gain all the powers of a Lich—including the spells of a Skill 14 Evil High Priest.

If the group disposes of Asophis they will find the following items in a stone chest in the far southeast corner of the cave:

- Magic user's scroll: Animate Dead spell
- +2 sword
- +1 shield
- (10) +1 arrows
- +2 crossbow
- 2,000 gold pieces

The chest also contains the Open Door Incantation for Room (vault) 48. This is a scroll with a skull picture at the top. Below the image, written in Drow, are the words:

Alu Suna Rana

This means, Life of Rana. As with the other scrolls, if this one is opened in front of the skull image (on the outside of the north wall of Room 48) and the words are read aloud in Drow, the secret door will open. Having opened the vault, the party may take the Wand of Rana according to the instructions for that room (See room 48).

Asophis

AC: 0, HTK: 40 (8D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: Exceptional
Att: 1, Dm: 1-8, Special: Paralyze if gaze is met, immune to the following spells: Charm, Sleep, Hold, Enfeeblement, Polymorph, Electricity, Insanity, Death, and Cold-based. The High Priest can only be hurt by magical weaponry.

Spells: 3/3/3/2 As a Skill 8 cleric.

Equipment: Bag of Devourers, Ring of Protection +2 (works for evils only), Fire Gem (shoots a 5D6 fireball three times per day.

Bag of Devourers: This bag-like magic item is actually a portable hole into a another dimensional world completely filled with Devourers, an insect that eats everything it encounters. Its powerful jaws and acid

glands make it possible to eat even through metal (see below for stats). 1D8 Devourers will appear through the bag *per melee round* for 1D8 melee rounds. The person who holds the bag is invisible to the Devourers and will not be attacked until he lets go of the bag.

Devourers

AC: 5, HTK: 2 (½D8), M: 15"

Alignment: Chaotic/Neutral, Intelligence: Non
Att: 2, Dm: 1-3, 1-8 (acid), Special: Acid: armor and weapons that strike or are struck by a Devourer must save versus acid attack. The Devourer's acid will not affect a player character until it has eaten through his protective covering.

EPILOGUE

If Roland is brought out alive, the Duke will reward the party with 10,000 gold pieces. He will also ask for 10% of any treasure taken, explaining that Asophis got most of his treasure at the expense of the surrounding countryside. Refusal to come across with the cash will mean forfeiting the 10,000 gold pieces. All property rightfully belonging to the Silvanian Order must also be returned.

Abbot Roland will not leave the maze until the Wand of Rana is in a player character's possession. He will caution the party about using the wand—it is evil incarnate.

If the Abbot is not saved, the Duke will ask for the Wand of Rana. A wizard by the name of Mentha Erling has advised him of the great power in the wand. This wizard now wants to talk to the party members. The Duke and the Druid Council agree that this meeting is essential for the safety of the kingdom. See the next adventure, The Halls of Ffendrellion.



THE HALLS OF FFENDRELLION

Fffendrellion can be played alone (without first going through *Horror of Heathchester*), in which case the GM should familiarize himself with the history.

This adventure is designed such that it must be played

through in a continuous session. The group will not have the opportunity of returning to town for fresh provisions, training, etc. The party must enter Fffendrellion and accomplish their mission with what they have and what they can find.

BACKGROUND FOR THE GM

Deep within the wild and mountainous realm of Thrain (western Wales) lies the ancient and terrible citadel of Fffendrellion. Long known as the original seat of evil in the West Country, it still dominates the landscape as a strange and foreboding alien structure. Its legends date back to pre-Roman times when the region of Thrain was ruled by the terrible Witch King, Nemar Dreillion.

In those ancient times most of the West Country had fallen under the influence of the fierce Ffenlothii Celts and their malevolent leader, Nemar. It was said by the bards that the Lord of Evil himself, Asmodeus, once appeared at Nemar's fortress at Fffendrellion.

At least one hundred years before the first Roman invasion of Britain, a fierce but fair-minded chieftain of the Belgae Tribe, Tyngar, gathered together many of the eastern Celtic clans to smash the power of Nemar Dreillion. Tyngar found many willing supporters and soon launched an invasion of the Witch King's land.

In the face of the awesome intrusion, Nemar Dreillion and his troops retreated to Fffendrellion where a terrible battle was fought in the mountain pass before the citadel. Nemar's Orcs, Trolls, and warriors reeled before the superior fighting men of Tyngar's army.

In total despair, Nemar Dreillion stood atop the gates of the citadel and cried out to all the dark forces of earth and hell. He spoke an ancient invocation, summoning the Chaotic Evil God, Dath Rana.

Suddenly, in the midst of battle, three monstrous Red Dragons appeared in the northern sky. Each one of the creatures bore the dark figure of a She Devil on its back (for a description of a She Devil see the end of this adventure).

The Dragons swooped and fell upon Tyngar's army, breathing terrible goutts of fire as they passed. Before long, half of Tyngar's army had been destroyed, along with all his war machines and chariots.

The remnants of Tyngar's fighting force were ripped to pieces by a rampaging counterattack from Nemar's dark troops. Tyngar himself was slain in the battle and his body savagely torn asunder.

Even with the victory at Fffendrellion, Nemar's power was severely curtailed for his allies shunned him and his evil god. Henceforth, he would stay within the citadel, scheming to rebuild his power.

But the Lords of Evil must be satisfied. One day, Dath

Rana appeared at Fffendrellion in the form of a Wraith. He demanded payment for his services rendered.

At this time Dath Rana was a lesser god and he sought to expand his power. But like kings, gods are dependent on their retainers. He demanded that Nemar Dreillion use his witchcraft to forge a Wand of Power that would act as a conductor through which Dath Rana could direct his power on the Prime Material Plane. The Wand could help to ensure Dath Rana's dominion in the affairs of men. This task, Nemar Dreillion agreed to do.

With an enchanted blast of Red Dragon's breath, a fire was started in a forge deep within the bowels of Fffendrellion. Here in this evil smithy, Nemar and his Dark Elven magic users (Drow) slaved for ten years in the forging of the Wand.

At last the evil thing was made, but at the outset its properties were weak. The Wand would have to age and mature before it could be used to its full potential.

The Wand of Rana was transported to Dath Rana's nemeton (temple) where it was held in safekeeping by Asophis, Rana's High Priest. When the underground temple of the Black Druids was completed at Heath, the Wand was housed in a vault.

After the destruction of the temple by the Romans, Dath Rana's power on earth waned. He went into a cold dark sleep unable to reach the Prime Material Plane and reactivate his wand.

By the time of the re-emergence of Rana's temple at Heathchester the Wand of Power was approaching its maturity. The untimely destruction of Rana's temple (see the "Heathchester" adventure) and the seizing of the Wand by a party of adventurers has caused anger and frustration in those few who still revered the evil god.

The Wand cannot be used by anyone except the evil god Dath Rana, but it can be destroyed. This can only be accomplished by hurling the Wand back into the flames in which it was forged.

At Fffendrellion the fire that forged the Wand still burns deep underground in the Draconian Pit. Further, the evil Witch King, preserved by dark and evil magics, still resides at the citadel.

In the long years after his victory, Nemar Dreillion's power has weakened, but he is still a formidable adversary.

Using his powerful crystal ball, the Witch King divined the purpose of the party and the troublesome magic user, Mentha Erling (see player's background). He will do anything to prevent the Wand's destruction!

PLAYERS' BACKGROUND

To be read aloud by the Games Master:

A magic user, cleric, or druid of your party has come into possession of a terrible wand of power: the Wand of Rana. This is an instrument of untold evil and must be destroyed. The Druid Council and the Duke who sent you on the first mission have requested that the evil thing be destroyed as quickly as possible.

But how to destroy such an accursed item? It cannot be destroyed in any normal way, and as long as one of Dath Rana's worshippers lives it is not safe to hide the Wand.

The Druid Council has sought the counsel with the Celtic wizard, Mentha Erling. This old and wizened sorcerer is a living link with the past; only he knows some facts about the Wand's origins and the secret of its destruction. He has come to the Duke's castle and requested to meet with you brave adventurers

GM NOTE: If Roland is still alive, he will also implore the party to destroy the wand.

Upon meeting the wizard, he gives the following advice to your group.

To be read aloud by the GM to the adventurers:

"Yes, my friends, I am the wizard, Mentha Erling . . . welcome. Although I have not been the epitome of virtue throughout my long years, I have never turned my hand and craft to evil designs.

"You have in your possession a peculiar rod bearing the head of a goat at one end and a skull on the other. I know of this evil thing—this wand might be the darkest thing on earth. It must be destroyed!

"And it would appear that the fates have assigned this mission to you.

"Now, I do not know the origins of this terrible thing, but I do know how to destroy it. It must be cast into the flames from whence it came. This fire burns still, deep within the Citadel of Ffendrellion in the realm of Thrain, far to the west of here.

"An old enemy dwells in this diabolical fortress. His name is Nemar Drellion who was once known as the Witch King. He is an evil and baneful mage, filled with the decay and stench of evil.

"You will find Ffendrellion on the side of the tallest mountain in Thrain, ten day's ride from here. You must enter Ffendrellion and find the fiery furnace within known by the Orcs as the Draconian Pit.

"Into that pit you must hurl the wand. Let nothing stop you—not reason, not pity, not fear. If you fail, in less than a generation this the world will resemble the planes of hell.

"The citadel is not as strongly defended as it once was, but the evil servants of Nemar still guard the walls. And know this: they expect an attack and are prepared to die defending the castle. You must enter the castle without sounding an alarm. The longer you stay hidden from the evil eyes at that dread place, the greater your chances for success.

"You must be ruthless. Show the servants of Nemar no mercy.

"There are two ways to enter the castle. One is through the main gate; the other through a small secret sally port my agents have discovered. I shall give you all a dust of Invisibility made from Black Hellbore. Sprinkle it over yourselves and it will cloak your movements—at least for a little while.

"Remember, if you are detected too soon, you most certainly will perish at the hands of Nemar Drellion's hosts.

"The exact location of the Draconian Pit is not known to me, but it is undoubtedly deep within the underground layers of this hellish citadel. Trust your instincts, when you find it you will know.

"My last words to you are these—under no circumstance are you to try and manipulate this Wand of Rana. Do not even gaze upon its hideous form. Keep it hidden until the moment of its destruction and then hurl it into the flames. You may take these provisions and may the ancient Gods of virtue be with you. Go, then, and rid the world of this evil power!"

The following provisions are given by the Duke for this quest:

2 week's food rations

2 week's iron rations

2 week's water and oil rations

1 large bag with enough Dust of Invisibility for one application per person. This dust allows the wearer to be invisible for 3 to 8 Turns. If the dust is blown or washed away, or if the wearer engages in strenuous activity, he will become visible.

Swift horses for the group

Rooms at an inn close to the citadel have been arranged.

A guide to lead the party to Ffendrellion

GM NOTE: If the party took significant losses in the last adventure, include this player character as the guide and encourage your party to play him like any other character.

ANSON ADAMS

Human, Skill 4 Bard

Stats: ST: 16, IT: 15, IN: 15, SM: 12,

D: 17 (-3 to armor class), *A:* 17

AC: 1, *HTK:* 48

Alignment: Neutral/Good, *Religion:* Celtic

Experience: 9,569

Weapons & Armor: +1 chainmail, +2 bastard sword, sling with (5) silver and (10) iron slingballs

Special Abilities:

- Fights as a Skill 5 fighter
- All abilities of a Skill 6 thief (pickpockets, open locks, hide in shadows, move silently, find/remove traps, hear noise, climb walls, read languages:)

Bard abilities:

- Inspire fellow players (+1 to hit, 10% morale bonus)
- Negate the songs of harpies and others
- Charm by bard's song (24% chance)
- Legend Lore (10%)

Other Specials:

- +10% to pick locks, and remove traps percentage.
- Find secret doors as an Elf.

Spells: (As a druid) 3/1

Equipment: A Fochlucan Harp (non-magical), standard dungeoning equipment, standard thief's lock pick and remove trap tools, Elven Boots.

Flute of Negation—while a bard plays this flute he cast an aura of Dispel Magic around him in an 10' radius. The aura acts as as Dispel Magic as if cast by a Skill 7 druid. The spell lasts as many melee rounds as the bard's level plus 1D6 melee rounds. The flute can be played only once every 24 hours. Note: everything inside the Dispel Magic aura acts as if placed in an Anti-Magic shell, including the bard's other magical items.

Wind-up Warrior: the toy is only 8" high, but it has a 15 Strength. Once wound, the toy will move for 6+1D4 melee rounds. It can only be wound twice per day. The toy can be given up to a four word simple command and will work tirelessly to accomplish its mission. Besides its strength it has these stats:

Wind-up Warrior

AC: 2, HTK: 5, M: 3"

Att: 1, Dm: 1-6.

Special: Unaffected by Sleep, Charm, Hold, Lightning or Fire-based spells.

Description: Anson Adams has served Mentha Erling for four months and is now ready to move on. He has been travelling around the world collecting stories, jokes, plays, and other entertainments to start his own traveling circus.

He has a fascination with toys and mechanical constructs and at his home (100 miles to the south) he has collected many wonderful and strange devices—none of which have any application in the coming adventure except for the magical Wind-up Warrior.

Anson will readily accept an offer to come along and fight the evil Witch King. The agent sent to spy on the Witch King was a friend of Adams. One day, the friend was caught and tortured by Nemar—the evil king sent the friend's tongue back—a warning to other spies. Through Mentha's great magic, the mage was able to make the tongue "talk" and tell them the information Mentha told the party.

GM NOTE: What Anson does not know is that the tiny Wind up Warrior is a powerful magic item. If Anson Adams is in trouble and unable to wind the toy—or if it has already been wound twice that day, the toy will animate on its own and this time it will have Hill Giant

Strength. The toy will act on its own until Anson's freed from immediate danger, or killed. Furthermore, although the toy has only 5 HTK, it is invulnerable from all normal weaponry and has a 50% magic resistance. The toy cannot confer these powers on its master.

THE JOURNEY TO THE CITADEL

GM Only: It will take the party ten days of hard traveling to reach Ffendrellion. Eight days are spent just to reach the mountains of Thrain. Roll once per day on a 1D6 for wilderness encounters. If a 1 is rolled, something is encountered. Use the standard wilderness encounter charts.

Once the mountains are reached, it will be no easy task to cross through them. The foreboding crags are almost impossible to penetrate.

To reach the castle, the party must travel through Dragon Pass, a dangerous, narrow breach in the stone face of the mountains. It is named after its most famous inhabitants—a family of Red Dragons.

The small inn which expects their arrival is near the entrance of the pass can be used as a base for any excursions into the castle. This small villa and inn run by two brothers does exist at the entrance to the pass. However, the owners will take a dim view of using the villa as a base. They carry out a lucrative business here—as long as they pay tribute to the Dragons and Ffendrellion.

THE MEND'S VILLA

This villa is owned by two brothers who were once very successful highwaymen and bandits. They have now retired (sort of) to semi-legitimate careers running an inn. Generally, they maintain an honest establishment and often host Nemar's troopers when they come by on patrol.

Both brothers were, up until the last six years, the most notorious criminals in a neighboring kingdom. They chose to settle in this wild land after a particularly successful theft left them unable to return to their original haunts.

With the wealth they had gained, the brothers were able to restore the main house of an abandoned estate and erect a wooden compound nearby. The Mends maintain six guards who patrol the compound's walls. Along with housing the legitimate traveller, the brothers often harbor criminals from the distant cities.

Both brothers use the nicknames they received as criminals. So far, this vanity has caused no trouble. "Clan" Mend received his nickname when he organized a local tribe of nomads to attack caravans while he snuck in and looted their best goods. He is commonly perceived as the leader of the two.

"Price" Mend received his nickname when he became the first to have a price put on his head. He now claims the nickname derived from having to sell the services of the villa to travellers, and the haggling this involved.

APPROACHING THE VILLA

The villa is one story tall, has thick, stone walls, and windows closed with iron grates. The doors are kept locked at night and a guard posted at the stockade door

admits no one. At sunset, a meal is served in the large hall of the villa; a dinner costs 2 sp. Off-duty guards also sleep on the benches, providing extra security. The fee to stay within the stockade walls is 1 sp per person or animal per night. Tents may be pitched. The stockade is made of 6' long logs sharpened with an axe. One guard patrols each wall all night.

The moment the characters enter the villa, they will suspect something is wrong. Everyone in the room seems to know that the party was coming, and many men leave as soon as the characters enter the room.

Questioning the crowd will only lead to an argument. A bribe (10 gp or more) or a Charm Person spell will be more effective. Any one so seduced will tell the party the following information:

To be read to the players:

"There's been a lot of talk about a party come to raid the castle. Not more than two days ago, a large patrol came from the castle. They was looking for a party that just about fits your description.

"Course, I ain't saying you have anything to do with the castle, but then I aint saying you don't. I'm just saying that there's a lot o' talk around here these days."

If the party talks to Price Mend they can get the following story (at no charge):

"I was in the hills around Dragon Pass just a few days ago and there was somethin' up—that's for dang sure. If you ask me, it weren't no prayer meeting. Those creatures up at the castle have got a nasty surprise waiting for you—that is if you're the group that's come to raid the castle.

"Course, you're safe here, but I wouldn't stay here more than overnight. This place is full of ears—if you know what I mean.

"Anyway, I was up in the pass and all of a sudden I heard a scream. Not your ordinary scream of terror, mind you. It was a scream that I would not want to hear twice.

"After that, I got out of there as fast as possible. It weren't no place for a respectable business man."

THE DRAGON ATTACK

If the party stays the night at Mend's Villa, they will be subject to an airborne attack by two Red Dragons. Before the party retires, Price Mend should offer them the choice of sleeping in one of the bedrooms or somewhere within the compound. Let the players decide where they want to sleep.

These Dragons will attack at the stroke of midnight and will flame within the circles marked on the map. First melee round they both will flame the villa. Next melee round they will strike the compound. After two flame attacks each, the Dragons will retire—unless the party comes out to meet them. In which case they will stay and fight. The Dragons are under orders from the Witch King to destroy the party.

If the party is sleeping inside the building during the Dragon attack, the first hint of trouble will be the walls

exploding into flame. Within 3 melee rounds, the rooms the characters are in will be a blazing inferno.

Anyone staying in these rooms will immediately be subject to 1D6 HTK of heat damage. An additional 1D8 HTK of heat damage will be inflicted every melee round for 20 melee rounds.

Anyone inside the building has a 25% chance per round of being hit by a burning ceiling beam or part of the stone work. A character so struck will take 1D10 HTK of damage and must save versus strength or be trapped in the rubble—unable to move or get out. Although the flames are from a Dragon, treat them as normal, non-magical fire.

If the party prefers to sleep in the compound, have them show where they want to set up their tents. Each of those who set up a tent within an area marked for Dragon fire (see map) will receive 6D8 HTK of fire damage (save vs. Dragon breath for half damage). Those outside areas marked for burning will receive no damage.

The attackers, being Dragons, will not check to see if they have killed the party. In their arrogance, they assume that a few breath attacks are enough to destroy the entire party.

If the characters attempt to engage the Dragons, the Dragons will attack using their last breath weapon—at full strength.

A Dragon will never land unless he has received more than 50% damage. Until then, he will remain airborne. Once the attack is over, the Dragon will leave and fly back to the pass.

Price Mend will be killed in the attack. He will be hit directly by a flaming ceiling beam and be smashed beyond resurrection. Clan Mend, grief-stricken over the loss of his brother, will offer to lead the party to the castle through a secret passage. In this way, they can avoid the Dragons in the pass. This secret passage, though underground, is completely safe.

GM NOTE: The party can learn about the secret passage by charming Clan Mend when they first meet him. **The party must specifically ask about a secret passage or path.**

Clan Mend

Human, Skill 4 thief

Stats: ST:14, IT:15, IN:10, SM:11, D:15, A:15,

AC: 7, HTK: 14, Alignment: Neutral

Weapons & Armor: short sword, dagger, leather armor

Price Mend

Human, Skill 2 thief/Skill 2 fighter

Stats: ST:13, IT:10, IN:12, SM:14, D:14, A:13,

AC: 7, HTK: 16, Alignment: Neutral

Weapons & Armor: short sword, dagger, leather armor

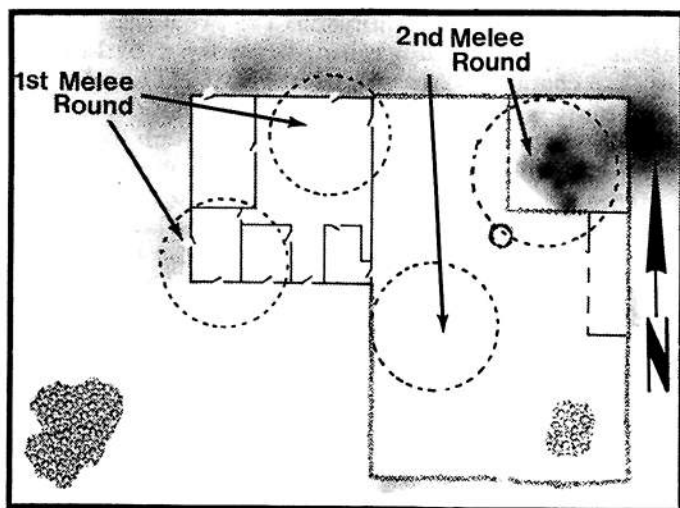
Both brothers wear leather armor and carry daggers and short swords. They prefer to let their employees fight for them whenever possible. As they have a considerable portion of their original loot left (over 50,000 gp), they value their legitimacy more than a chance at a quick gain. Only if a crime looks risk-free will the Mendes risk any involvement in a theft.

MEND'S VILLA INN

0 10 20 30 40 50
Scale: 50 ft.

— Door

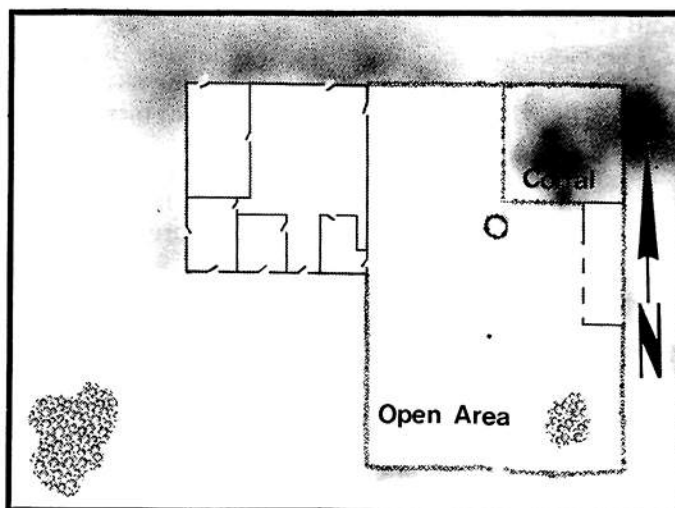
GM MAP



○ Well

— Wooden Stakes

PLAYERS MAP



(6) Guards

Human, Skill 1 fighters

AC: 7, HTK: 4, 5, 6, 7, 8, 2, Alignment: Neutral

Weapons & Armor: short sword, spear, leather armor

(2) Red Dragons

AC: -1, HTK: 45, 50 (9D8), M: 9"/24"

Alignment: Chaotic/Evil, Intelligence: Exceptional

Att: 3, Dm: 1-8, 1-8, 3-30, Special: Breath Weapon

RED DRAGON PASS

If the characters decided not to stay at the villa, and pushed on to Dragon Pass, they will see the two Dragons flying toward the Villa. The Dragons will not see them (unless attacked).

The path leads into a narrow, high-walled gorge. The sides of the gorge are 150 to 200 feet high and the path is 30' wide. It runs like this for about a mile, then it expands out into a dead ended canyon (100' x 100'). About 30' from the canyon floor is a huge cave mouth (100' x 50'). This is the only obvious exit (see map).

Inside the cave are three Red Dragons (see map). One Dragon is an Young Adult female; the other Dragons are Very Young. These Dragons will not attack if you avoid them by passing far to the left. If you attack, they will fight normally. If these smaller Dragons are killed, when the two adult Dragons return they will become enraged and will relentlessly hunt the party. After you leave Ffendrellion, they will attack the party.

(3) Red Dragons

AC: -1, HTK: 10, 10, 40 (10D8), M: 9"/24"

Alignment: Chaotic/Evil, Intelligence: Exceptional

Att: 3, Dm: 1-8, 1-8, 3-30, Special: Breath Weapon (none of these Dragons have breathed today)

At the end of the cave is another opening. In the rock wall is a stone door that has been blown open by a terrific force. In one of the stone walls, the imprint of a hand, human size, can be clearly seen. The floor here is still slick with blood. A trail of blood leads to down the path and out of sight.

GM NOTE: The trail of blood extends all the way to the castle. To defend the castle, the Witch King has unleashed a She Devil, a horrible evil that was bound in the mountain for hundreds of years. For a description see Level Four of the dungeon.

APPROACHING FFENDRELLION

The outer wall is 60' tall with 100' three story towers at each end. The upper stories look abandoned and decrepit. Sagging wood beams and missing masonry are evident even from 100 yards away.

* * *

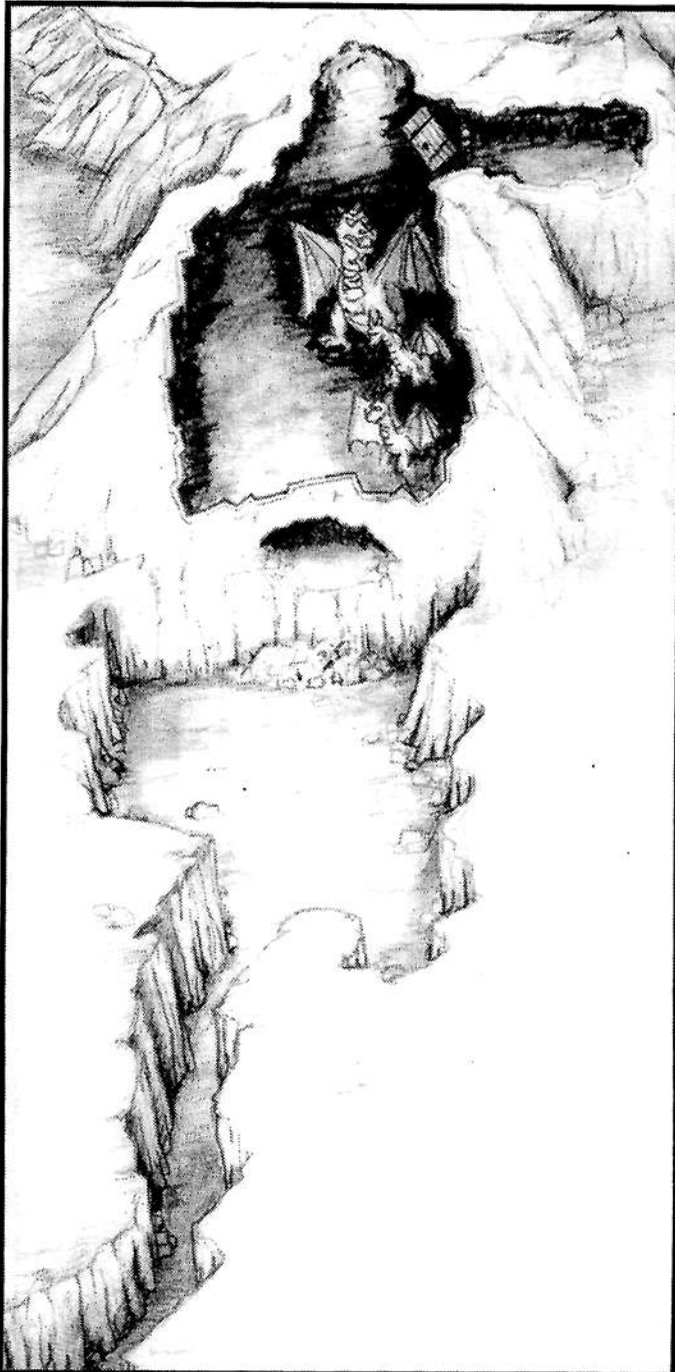
Ffendrellion is a wall surrounding a citadel or keep. Unlike other dungeon sites, it is not a ruin—although it is in a state of decline. The servants of Nemar Drellion still guard the walls and passages. The fortress was designed so that the troops in the outer wall had no contact with the guards of the inner keep.

If the characters follow instructions, they should dust themselves with the Black Hellbore and attempt to enter the castle. The outer guards, though they have been alerted, will not be expecting the party. Everyone is convinced that the Dragons will finish the party off (or have finished the party in a blaze).

There is a 0% chance that the party will be detected before they reach the wall. Anson Adams knows the location of the traitor's gate and how to open it.

DRAGON'S CAVE

0 10 20 30 40 50
Scale: 50 ft.



ENTERING THE CITADEL

The party may elect to boldly sneak through the main entrance "E" by whatever means they can. This will involve opening the portcullis and overpowering two Half-Orc Guards (a 75% chance of being detected).

It's more likely, however, that they'll enter through the secret traitor's gate "G." Upon close inspection of the outside wall, they will discover a loose brick. Pushing the stone inwards will open a secret door in the wall, giving the party access to the inner passageway.

The walls of the citadel are 60' high and any attempt to scale them with rope and grappling hook has a 25% chance of failure and a 25% chance of alerting the guard.

The upper levels of the tower are unsafe and the rooms abandoned. For this reason, they are not mapped out. If the characters move about on this level, there is a 05% chance per melee round that one of the characters will fall through the rotting floorboards into the room below. The fall will inflict 1D8 HTK and, of course, alert anyone in the room below.

ALERTING THE GUARD

The guards at Ffendrellion do not expect trouble so soon, but they are still on their toes. At certain points around the outer wall, there will be certain percentage chances of "alerting the guard." If the GM rolls this percentage, 1D6 melee rounds later the party will hear a gong being sounded over and over. 1D10 melee rounds after the alarm is sounded, roll for a wandering patrol on the chart below.

Also, every Turn roll a D6. If a 1 is rolled, roll on the chart below as well.

There are no other wandering monsters on this level.

WANDERING PATROL

01-20 ORCS (12) Orcs

AC: 5, HTK: (1D8) 4—average, M: 9"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 1, Dm: 1-6, Description: These Orcs carry spears and wear chainmail armor.

21-40 HUMANS (6) Human Skill 1 fighters

AC: 2, HTK: (1D8) 5—average, M: 6"

Alignment: Neutral/Evil, Intelligence: Average

Att: 1, Dm: 1-8, Description: These fighters all carry long swords and wear platemail with knight's shields.

41-60 BESERKERS (6) Berserkers

AC: 7, HTK: (2D8+2) 10—average, M: 12"

Alignment: Chaotic/Evil, Intelligence: Average

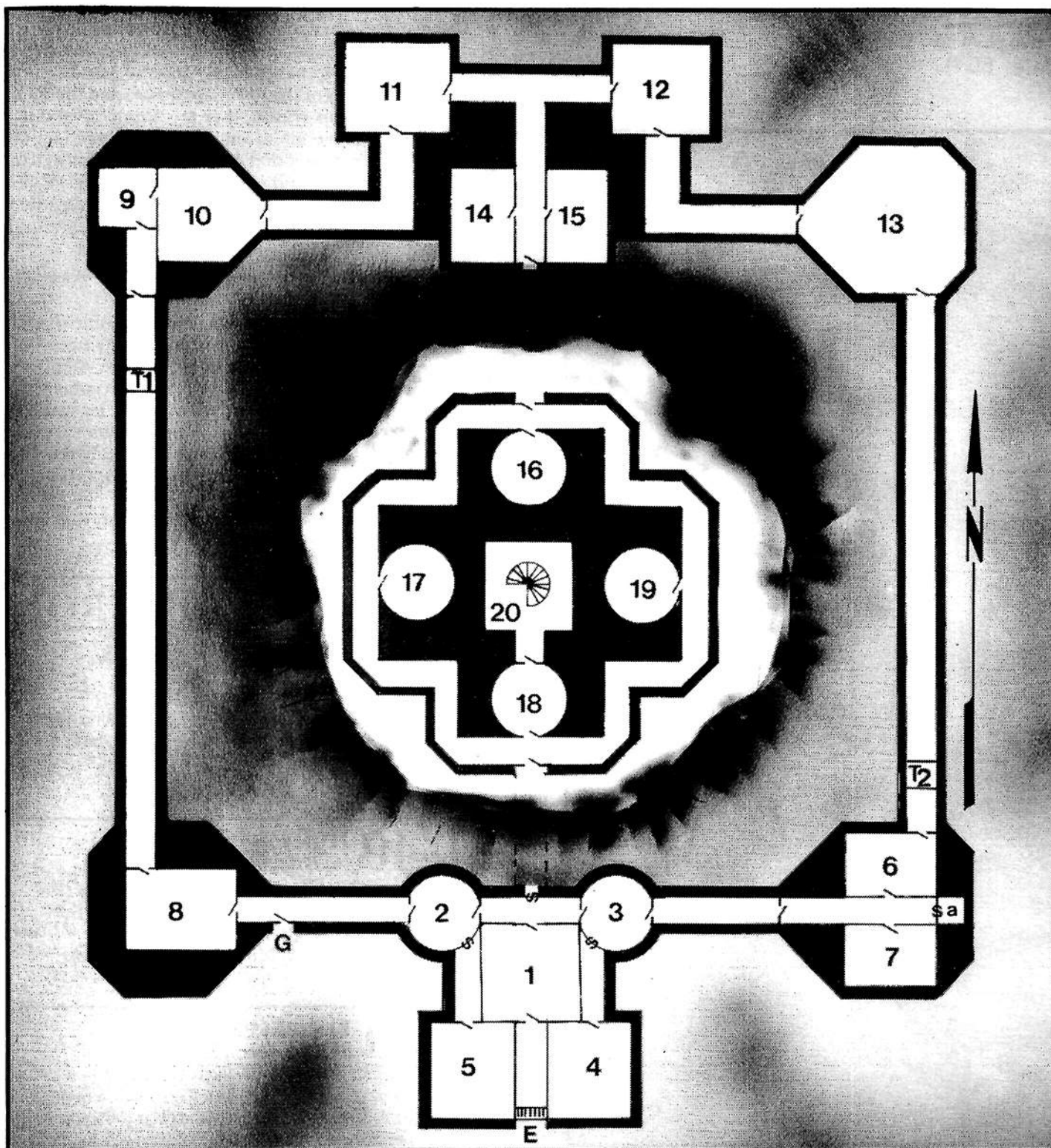
Att: 1 or 2, Dm: 1-8, Special: +2 to Hit (50%) or Strike twice per round (50%)

THE CITADEL

LEVEL I

Scale: 50 ft.

- | | | | |
|---|---------------|---|---------------|
|  | Door |  | Stairway |
|  | Entrance/Exit |  | Traitors Gate |
|  | Portcullis |  | Trap |
|  | Secret Door | | |



61-80 FALSE ALARM

No one comes by. They cannot find you.

81-00 KOMAR

Half-Orc Captain, Skill 8 Fighter

Stats: ST: 17, IT: 16, IN: 08, SM: 17, D: 12, A: 16
AC: 2, *HTK:* 52

Weapons & Armor: +1 longsword, -1 cursed shield, +1 plate armor, +3 war hammer. *Description:* Komar is very vain of his position within the Guard. He takes his job seriously and will prove to be a savage opponent. At the first opportunity, Komar will leave and return with one of the three groups from above (roll randomly). Komar prefers his war hammer to his

longsword in battle. However, he thinks his shield is a wonderful defense. He does not know it actually hinders his defense.

THE ROOMS

1 GATEWAY ENTRANCE

This area seems to be a roofless courtyard with cobblestones on the ground.

* * *

There is a 75% chance that player characters will be detected in this courtyard (unless they are invisible which reduces the percentage to 05%).



2 GATEWAY ROUND TOWER (WEST)

This circular room is a guard room. Sitting about a round table in the middle, you see 6 Orcs drinking from large mugs.

* * *

These 6 Orcs have just come off duty and they're now hoisting a few pints of ale. They will, however, turn and attack the party immediately. There is a 60% chance that the guard will hear the fighting.

(6) Orcs

AC: 6, HTK: (1D8) 4—average, M: 9"

Alignment: Chaotic/Evil, Intelligence: average

Att: 1, Dm: 1-6, Special: These Orcs carry spears and wear studded leather (no shields)

3 ROUND TOWER (EAST)

This circular room suggests a guard room. In the center is a large round table with chairs. It is littered with eating things and a few pieces of stale food. Suspended from hooks on the walls you see quite a few weapons: crossbows, javelins, and axes. Against the south wall hangs a large brass gong and mallet.

* * *

There is a 40% chance of being detected while in here.

4 GATEHOUSE TOWER (EAST)

This room is dominated by a large fire pit in the center. Above it hangs a huge iron cauldron. All about the room, against the walls, are many wooden casks.

* * *

The casks are filled with poor quality flammable oil. This room is a furnace where oil is boiled for purposes of fending off intruders (the oil is hurled down from the parapets). There is a 10% chance of being detected while in here.

5 GATEHOUSE TOWER (WEST)

Throughout this room are many boxes filled with arrows wrapped in cloth below the tips. There are also quite a few urns filled with oil. Lining much of the wall space are long wooden poles with hooks on the end—these poles stand upright in wall mountings. Straw mats lie haphazardly amongst the boxes and urns.

* * *

Again, this is repository for defense weapons. If the party examines all the boxes of unlit fire arrows, they will find a false bottom beneath one of them. Within the concealed housing are 12 glowing arrows. These are +2 magic arrows (+2 to Hit and Damage) appropriate for a long bow. There is a 20% chance of being detected while in this room.

6 CAPTAIN'S ROOM

In this room you see a figure dressed in elaborate plate armor sitting at a desk. Standing near the desk are three other large warriors also dressed in plate armor. They all carry long swords and wear high, black helms.

* * *

The fellow seated is Komar, Half-Orc Captain of the Guard. The other three are junior, Half-Orc officers. Komar and his officers will fight to the death in this encounter.

Within Komar's locked desk is a key. This key unlocks the chest hidden in the secret room adjacent to Rooms 6 & 7 (see map). These four Half-Orcs carry about 150 gp. between them. There is a 100% chance of being detected while in this room.

Komar

Half-Orc Captain, Skill 8 Fighter

Stats: ST: 17, IT: 16, IN: 08, SM: 17, D: 12, A: 16

AC: 2, HTK: 52

Weapons & Armor: +1 longsword, -1 cursed shield, +1 plate armor, +3 war hammer.

Description: Komar is very vain of his position within the Guard. He takes his job seriously and will prove to be a savage opponent. Komar prefers his war hammer to his longsword in battle. However, he thinks his shield is a wonderful defense. He does not know it actually hinders his defense.

Komar will attempt to flee if the party is besting him. He will find one of the three wandering patrols and return to try and destroy the party.

Nig-rash

Half-Orc Lieutenant, Skill 5 fighter

Stats: ST: 15, IT: 14, IN: 12, SM: 14, D: 15, A: 12

AC: 2, HTK: 23

Weapons & Armor: +1 javelin, +2 broadsword, +1 dagger

Skillith

Half-Orc Lieutenant, Skill 4 Fighter

Stats: ST: 18, IT: 11, IN: 04, SM: 16, D: 10, A: 10

AC: 2, HTK: 20

Weapons & Armor: +1 longsword, +1 bow with 10 arrows

7 ARMORY

You have entered what appears to be an armory. The room is filled with spears, short and long swords, crossbows and arrows; none are magical. In one corner of the room is an open chest filled with spikes.

* * *

There is a 50% of detection while in this room. If detected, add 50% to the wandering patrol rolls, treating all rolls over 00 as 00.

A SECRET ROOM

(Adjacent to Room 6 & 7)

If a party member steps on a small pressure plate in the far south corner of the corridor, a small door will open inwards. Within this 10' x 10' chamber marked "A," the party will discover an iron chest on a table. The key from the captain's desk (Room 6) unlocks the chest. 400 silver

pieces and 300 gold pieces are inside. This money is used to pay the citadel's guard.

Also in the chest is a glowing sword. This weapon belongs to Komar; it's a magic sword with an Evil alignment. Anyone of Good alignment can only use the sword as a normal weapon. Evil players will strike at +2 to Hit and +2 to Damage with this weapon.

There is a 50% of detection while in this room. If detected, add 50% to the wandering patrol rolls, treating all rolls over 00 as 00.

8 GUARD BARRACKS ROOM

This room contains 24 straw mats lying against the walls. Beside each is a small footlocker. The atmosphere is thick with the stench of sweat and filth.

* * *

This room contains nothing of value. The lockers are filled with the personal rags of the Orc guards who sleep here. Right now they are on a four day patrol outside the castle. There is a 20% chance being discovered by the guards while in here.

T1 WEST CORRIDOR TRAP

At the point marked T1 in west corridor, the party has a 25% chance per character of setting off a trap. The trap is sprung by stepping within the 10' x 10' area, 40 feet from the north door. When the trap is sprung, two heavy portcullis' will drop in front of and behind the trapped area.

The trap will also set off an alarm in Room 9 where there is a 50% chance of a guard being present. Finally, when the iron gates have dropped, 10 spears will whip out from both walls within the 10' x 10' foot area. (Five spears will project from each wall.) The GM will roll a D20 for each spear and a 18, 19, or 20 will cause the victim to sustain 2-8 HTK of damage.

If the alarm (sounding in Room 9) has been heard, the GM will roll 2D4 to see how many guards proceed down the corridor from the north (Room 9). These guards will be human archers.

If the party is trapped within the two gates, the guard will attempt to pick them off with arrows. Each arrow will fly at -1 to hit due to the possibility of being deflected on the bars of the portcullis.

To escape this trap the party can either bend bars or lift one portcullis with a combined strength of 75 strength points.

(2D4) Archers

AC: 7, HTK: (1D8) 4—average, M: 9"

Alignment: Neutral/Evil, Intelligence: Average

Att: 1, Dm: 1-6 or 1-6, Description: All these guards carry bows and arrows, wear leather armor, and have a longsword slung at the hip.

9 STEWARD'S OFFICE

This small room has a desk in the northwest corner. Atop the desk is a stack of parchment. In the center of the room is a large gong with a mallet hanging on one side.

* * *

There is nothing of importance on or in the desk. The papers concern the citadel's provisions. The gong is one of the alarms that is rung when intruders are sighted. The steward is off buying provisions 100 miles to the south.

GM NOTE: If the archers above were not alerted, the party will find them dicing in a corner of this room. If the archers are present here, there is a 100% chance of detection. If they have already been dealt with, there is a 50% chance of being detected while in this room.

10 STORAGE ROOM

This room is filled with many casks in rows on the floor. Against the walls shelves hold many bags of grain and flour.

* * *

The casks contain water, oil and medium quality wine and meade.

GM NOTE: If the party approaches this room from the east, they will see two Half-Orc guards posted on either side of the door. These two will fight to the death. There is 100% chance of being detected if the party attacks the guards. If they do not, the percentage drops to 50%.

(2) Half-Orc guards

AC: 2, HTK: 15, 12 (2D8), M: 6"

Alignment: Lawful/Neutral, Intelligence: Average

Att: 1, Dm: 1-6, Weapons & Armor: spears, platemail armor. these guards are alert. If they can, they will attempt to bang the gong in Room 9 to alert the rest of the fortress.

11 NORTH GUARD HOUSE (WEST)

In this room you see 12 narrow beds against the walls. Sitting or lying on 6 of them you see 6 human fighters in plate armor with swords at their sides.

* * *

These men are designated by Komar as reinforcements for any attack. They are fully alert and prepared for trouble. They will immediately and aggressively attack the party. Throughout the room, and on the bodies of the fighters, the party will discover 150 silver pieces. The chance of being detected here is 100%.

(6) Skill 2 human fighters

AC: 2, HTK: 09 10, 11, 11, 12, 15, (2D8), M: 6"

Alignment: Neutral/Neutral, Intelligence: High

Att: 1, Dm: 1-8, Description: These fighters wear plate mail and carry shelds. Each one is armed with a +1 sword.

12 NORTH GUARDHOUSE (EAST)

This room contains 12 beds against the walls. Beside the beds are 12 footlockers.

* * *

The room contains nothing much of value except for 20 gold pieces in the locked footlockers. Chance of detection in this room is 30%.

13 GUARDS' MESS

In this large room, you see many long tables with chairs either side. In the north portion of the room is a kitchen setup with two fire pits for roasting meat or boiling water. Throughout the room are 20 fighters who are sitting down to dinner.

* * *

These fellows are human fighters just the same as those in Room 11. They are armed and wearing their armor. In addition there are 3 servants in this room who represent no threat to the party. If the party the party confronts and destroys this group of men, they will discover about 100 gold pieces and 150 silver pieces on their bodies. There is a 100% chance of being detected while in this room.

(20) Human Skill 1 fighters

AC: 6, HTK: (1D8) 4—average, M: 9"

Alignment: Lawful/Neutral, Intelligence: Average

Att: 1, Dm: 1-8, 1-6, Description: These fighters are still wearing their chainmail armor; each carries a sword and a javelin.

T2 EAST CORRIDOR TRAP

In the 10' x 10' space marked on the map as T2 the floor will give way if touched in any place. Anyone standing on the open pit will have to save vs. dexterity or fall into a pit of Green Slime. Thereafter, the pit will remain open.

(3) Green Slimes

AC: 9, HTK: 10, 12, 14 (2D8), M: 0"

Alignment: Neutral, Intelligence: Animal

Att: 0, Dm: 0, Special: Turns anything it touches into Green Slime in 1D4 rounds. Can be frozen, burned, excised, and killed with a Cure Disease. All other forms of attack are useless.

14 BERSERKERS' BARRACKS

This room contains 12 narrow beds against the walls. At the end of each is a footlocker.

* * *

One of the footlockers contains 20 gold pieces and another contains about 200 gold pieces worth of small emeralds in a pouch. There is a 25% chance of being detected while in this barracks.

15 INTERROGATION ROOM

In this room you see 6 very large humans dressed in animal furs. The leader is questioning 2 Orcs who are shackled to the east wall. These wild-looking men carry long swords.

* * *

These wildmen are Berserkers. The two Orcs are deserters and the Berserkers are questioning them about their purposes. The Berserkers will most certainly take exception to the party's intrusion and subsequently fight them to the death. This band of Berserkers are remnants (offspring) of the original Ffenlothii Celts of ancient times.

(6) Berserkers

AC: 7, HTK: (2D8+2) 10—average, M: 12"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 1 or 2, Dm: 1-8, Special: +2 to hit (50%) or strike twice per round (50%)

THE INNER CITADEL

Once the party enters the inner citadel, they will no longer encounter wandering patrols from the outer curtain wall.

NORTH ENTRANCE

GM only: The north entrance to the citadel is blocked by a large wooden door. However, There is a smaller door (2 feet by 4 feet) carved out of the base of the larger one. The large door is locked from within, but the small one will open if the party pulls the latch. (The guards within have forgotten to lock this small door.)

GM NOTE: The entrance to the south is completely barred from within.

16 SHRINE TO ASMODEUS

This circular room is bathed in a reddish light. Opposite the door, to the south of the room, you see a large stone statue of a man with a greek god's physique and two small horns that protrude from the sides of the head. For eyes, the statue has two very brilliant sparkling stones. In front of the statue, waist high, is an altar-urn with blue smoke wafting from the top. This altar is resting on a stone pedestal about 3 feet high.

* * *

The statue is a likeness of the Arch Devil, Asmodeus; the eyes of the statue are diamonds worth 400 gold pieces each. The smoke is a harmless incense burning within the urn on the altar arrangement. If the eyes of the statue are removed, a terrible green gas will escape through a number of tiny holes at the statue's base.

This gas will cause all within 20 feet of the statue to save vs. breath weapon or fall unconscious for 1D6 Turns. Even if a save is made, all characters within 20 feet of the statue will feel groggy for 1D6 Turns (-1 to Hit and Initiative).

17 SHRINE OF DISPATER

Dominating the center of this circular room is an elaborately carved stone statue of a humanoid draped in the cloak of a druid. Below the cape, the figure has hooves instead of feet and small horns protrude from the statue's head.

All about the room, engraved pictures on the wall show forest scenes with black-robed figures engaged in rituals. A druid will be able to state that the rituals are druidic in nature.

* * *

This room is the shrine to Dispat, the ancient Celtic God of the Underworld. The pictures surrounding the likeness of the god shows the Black (evil) Druids in their nemetons (sacred forest clearings).

If the party closely examines the hooves of the statue, they will ascertain that the hooves are made from pure white gold worth 200 gold pieces each. To get them, the party will have to topple the statue and break the hooves off.

18 SHRINE OF RANA

GM NOTE: The door to this room is locked from the inside, and the party will have to first pick or break the lock, and then force the bolt on the inside (10% harder to pick than normal, -1 to bash rolls).

* * *

In the center of this room you see the rather gruesome statue of a skeleton wrapped in a dark robe. The head of the statue bears the likeness of a goat's head. In one hand, the statue holds a rod with a skull at one end and a goat's head at the other. In the other hand, the statue holds the skull of a man.

All these things are fashioned perfectly in stone. Against the east portion of the wall is an altar with a golden font resting on it. Behind this, secured to the wall, you see the figurine of a red snake with its tail in its mouth. The snake forms a perfect circle.

* * *

This room is the shrine to a key figure in this adventure; the Chaotic Evil god, Dath Rana. The GM will note that the statue holds the likeness (in stone) of the Wand of Rana. The red snake is Rana's symbol and the golden font is almost full with the blood of a Medusa.

The party may want to snatch the golden font because it is worth 1,500 gold pieces, but if they spill the Medusa blood on the floor, it will instantly transform into 50 scorpions, each about 3 inches long.

Once the transformation takes place, everyone must save vs. their dexterity or be bitten by a scorpion. Once bitten, another save versus poison must be made or the person will fall unconscious in 1D6 melee rounds. A Cure Disease, Neutralize Poison, or Slow Poison spell will negate the effects of the scorpion bite.

Everyone still in the room during the second melee round, must repeat the above saving throws.

To forestall the appearance of the scorpions, the party will have to (1) Pour the blood into another vessel or (2) Set fire to it as it sits in the font.

The scorpions will only appear if the blood is spilled onto the floor. The only effective way of fighting off the scorpions is to use fire or a Cloud Kill spell.

19 SHRINE OF ARAWN

The circular room is bathed in a blue light. Against the west wall is the statue of a terrible demon

sitting on a throne. The demon is in armor and carries a shield. The shield bears the emblem of a black star on a gray background. On both sides of the statue are pedestals. Atop one is the decomposing skull of a human. On the other pedestal is the hideous sight of decaying entrails surrounded by a cloud of flies.

* * *

This is the shrine of Arawn, the Celtic Lord of Death. At the base of the throne is a secret compartment. Inside is a gold ring set with tiny ruby studs. Written in ancient Elvish on the inside of the ring are the words: *Nalu Sira Deus*, which means, "Behold the Power of Death."

Whoever wears the ring and speaks aloud this incantation will have the power to turn any undead creature as if they were a Skill 10 cleric. The rest of the party will note that this person's eyes turn bright red when they speak aloud the incantation while wearing the ring.

After correctly using the ring as many times as their Stamina, the ring bearer will die. The GM should write down the number of times the ring is used and remember to check that number against the player character's Stamina. If the ring and incantation are used more than twice, the GM will inform the wearer that they are beginning to feel weakened.

If the wearer continues to use the ring the same number times as he has points of Stamina, he will die and become a servant of Arawn. As a magic ring this item is almost priceless, but its currency value is 500 gold pieces.

20 THE HORSEMAN'S CHAMBER

Just inside the entrance passage to this room, you see a large iron statue bearing a sword and shield. In the center of the room is a large stone statue of a warrior mounted on a horse. The horse and rider are sitting atop a stone pedestal.

The warrior bears a shield in the left hand and a short javelin in the right. On the west, north, and east walls are hanging tapestries depicting battle scenes with fierce warriors in chariots and on horseback. The tapestry on the north wall shows three Red Dragons flying through the air above the battle.

* * *

The entrance to Level Two is below the stone statue. The javelin on the stone statue is hinged and can be moved. Pulling the spear down so that the weapon is horizontal to the floor will trigger the entry mechanism. The statue and the pedestal will move back revealing a hole in the floor with steep steps leading down.

However, if the password is not given at this time, the Iron Golem (the other iron statue) will animate and attack the party. The password is *Sanctum*.

The Golem will attack immediately, but it can be stopped without fighting it. Down the stairwell is a lever; pulling the lever will roll the horse statue and pedestal over the opening. The Iron Golem will not pursue the player characters.

Iron Golem

AC: 1, HTK: 80 (10D8), M: 6"

Alignment: Neutral, Intelligence: Non-

Att: 1, Dm: 4-40, Special: This Golem differs from the norm in two ways: it can be damaged by +2 magical weapons (or better) and it does not breathe a cloud of poisonous gas. It is still immune to all forms of magic except for magical lightning.

LEVEL TWO

Level Two forms the foundation for this inner citadel. It is below ground and not much larger than the upper portion. There are no wandering monsters as such on this level, due to the small area of this level.

The Lothian Guards on this level are free to investigate any disturbances and leave their stations to do so.

21 BEDROOM

This room is a richly appointed bedroom with a large canopied bed against the west wall. In the northeast corner is a small table with two chairs. Beside the bed is a small night table and in the southwest corner you see a large wooden cabinet.

* * *

This innocent looking room is, in fact, a nasty execution chamber. If more than 100 pounds of weight is applied to mattress, the top of the canopy will snap over the bed. Pointing down from the canopy fixture are 100 small spikes designed to kill a victim who has just gone to bed. Anyone who lies on the bed will receive 8D8 HTK of damage (a save versus dexterity will cut the damage to 2D8).

If someone opens the large cabinet, a spring-loaded blade trap will whip out from the back of the cabinet. This blade flies out about 3 feet from the ground and it will do 1D12 HTK of damage (half that if a victim makes his save versus dexterity).

22 BATHING ROOM

In the center of this room, you see a polished black and white marble bath pool sunk into the floor. On either side of the pool are two men cleaning the rim.

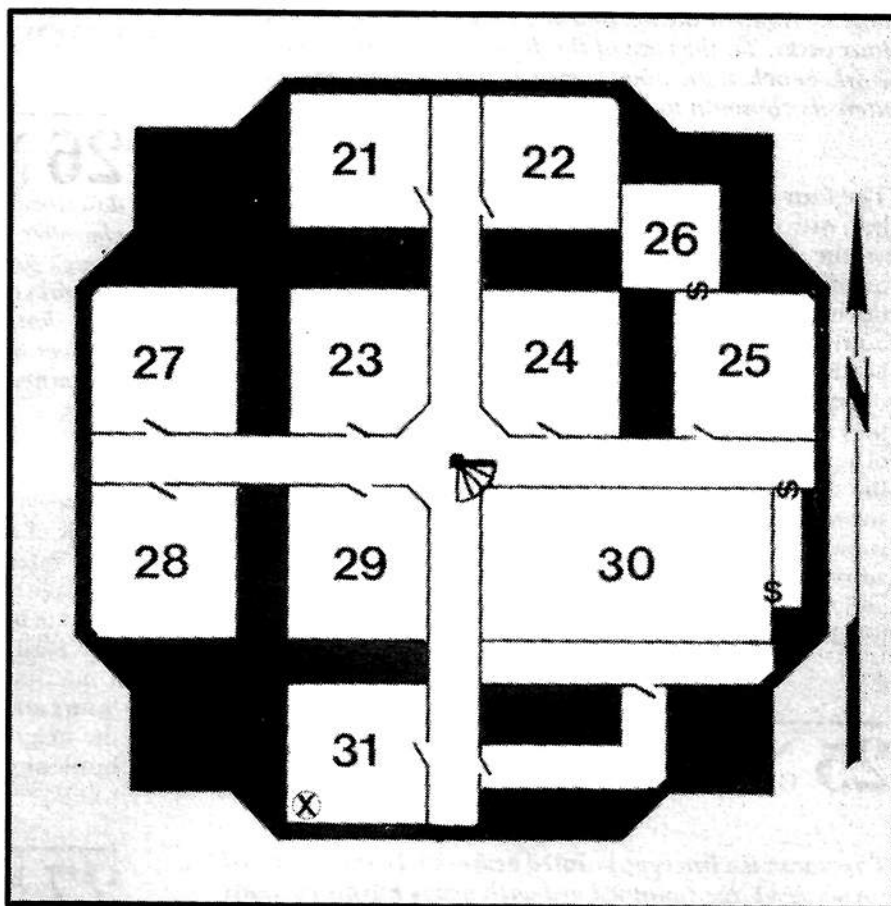
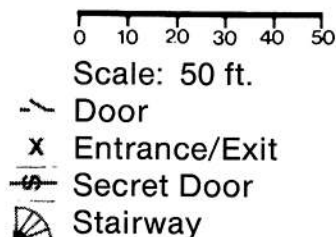
* * *

This attractive bath is a Pool of Forgetting. Whoever tastes or bathes in this water will fall victim to severe amnesia (no save). The victim will completely forget his identity and biography. The two servants are deaf mutes and can provide no information to the group. They are immune to the effects of the pool.



THE CITADEL

LEVEL II



23 LOTHIAN GUARD ROOM

In this room is a soldier dressed in plate armor sitting at a desk. The desk is covered in papers.

* * *

This is the headquarters of Nemar Drellion's personal bodyguard, the Lothian Guard. The individual in this room is the Captain of the Lothian Guard. He is occupied by some paperwork and is 15% easier to surprise than a normal man.

Once alerted, he will attempt to call out the guard by shouting. He has a 25% chance of summoning 1D6 guards.

If he is killed or subdued, the party will discover the Lothian Guard roster with 16 names. This should tell them that there are, in fact, 16 men in the guard. The captain also carries 30 pieces of gold in a pouch about his waist. If captured, the captain will tell the party nothing.

GM NOTE: Gregor and all Lothian Guards know this level and the level below. None will willingly help the party, but if charmed they can tell the general contents of all rooms on this level and the one below *except the secret treasure rooms or panels.*

Gregor

Human, Skill 7 Fighter

Stats: ST: 16, IT: 18, IN: 16, SM: 14, D: 12, A: 17

AC: 2, *HTK:* 39 (7D10), *M:* 6"

Alignment: Lawful/Evil, *Description:* Gregor carries +2 sword that allows him to turn invisible once per day for 3D24 melee rounds. He also has a Necklace of Missiles with three 4D6 fireballs left.

(1D6) Lothian Guards

Human, Skill 2 fighter

AC: 2, *HTK:* (2D10) 10—average, *M:* 6"

Alignment: Lawful/Evil, *Intelligence:* High

Description: Each Lothian Guard has an 18 in one of his stats. Roll randomly to see which stat. They are all fighters and must have a strength of 15. All other stats are average. Each guard carries a +1 longsword and is clad in plate armor with a shield.

24 NEMAR'S STOREROOM

GM NOTE: The door to this room is locked.

* * *

This room is lined with shelves filled with many jars and bottles. Against the north wall, below the shelves, you see four casks. To the west of the door, on the south wall, is a work bench with bowls, measuring devices, and other utensils common to an apothecary.

* * *

The four casks contain the following (west to east): alcohol, nitron, sulphured water and oil. The jars and bottles on the shelves contain various substances of little consequence. However, on the workbench are two potion bottles marked by a circle and lightning bolt respectively. The bottle with a circle contains a red potion and the triangle bottle contains a white potion.

Separately, these potions are harmless and useless. If they are mixed together, however, they will form one dose of a potion of Storm Giant Strength. The GM will inform the drinker of this potion that they feel very virile and strong. The Storm Giant Strength will last for 1D12 melee rounds. Storm Giant Strength allows the drinker to lift an additional 12,000 in weight, inflict +12 HTK to Damage, and throw rocks 160 feet with a base damage of 1-12. Also, bend bars and lift gates percentage is 100%.

25 NEMAR DRELLION'S BEDROOM

GM NOTE: The door to this room is locked.

* * *

This room is a finely appointed bedroom. In the northeast corner is a large canopied bed with heavy purple curtains hanging down. Against the west wall is a large cabinet made of oak—which will enrage any druids in the party. On the north wall, at the west side, hangs a large mirror with a wood frame.

* * *

The wooden cabinet contains clothes, shoes and other exotic, but inconsequential, personal items. The bed is richly appointed and lying under the pillow the player characters can find a +2 dagger.

The mirror is an unusual Mirror of Life Trapping. Upon gazing into the mirror this person will disappear from the room. Anyone else who looks into the mirror will also be trapped.

The GM will take the first person and in private inform them that they are trapped in another dimension. Then, acting as Nemar Drellion, the GM will interrogate the victim through a kind of telepathic communication. The victim must answer truthfully to all Nemar's questions and the GM will inform the player accordingly.

If there is another victim, the GM will tell this player that they are trapped in another dimension and they are powerless to do anything.

In both cases, the GM is advised to deal with each of them in private. Nemar Drellion will now know everything about these characters including their weaknesses

and fears. He will also know all that is common knowledge in the party.

The only way to free the trapped players is to smash the mirror. Once the mirror is smashed, all missing party members will return to the room, unharmed and in the flesh. The group will also see that there is now an open doorway to another room (Room 26).

26 NEMAR'S SECRET ROOM

You are at the threshold of a room that can only be described as an Alchemist's chamber. All around the chamber you see test tubes, flasks, oil burners, and other things common to a laboratory.

Against the north wall is a long bench piled high with jars, bottles, small chests, and other paraphernalia. Shelves on the west and east wall hold various jars and containers. On the center of the workbench is a large metal chest.

* * *

Whoever steps into the room will instantly sustain 10 HTK of damage from an electrical charge in the floor. If two enter simultaneously, each will sustain 10 HTK of damage. This attack will only happen once. The metal chest is locked.

Within the chest are the following items: A Tome of Understanding (A Lawful/Good cleric can read this in 48 hours and increase their Insight by 1 point), a scroll with the magic user's spell: Lightning Bolt (3rd Level), and a hunk of gold worth 500 gold pieces.

27 BARRACKS ROOM

In this room you see 8 empty beds with 8 footlockers.

* * *

The beds and footlockers hold nothing of value.

28 BARRACKS ROOM

In this room you see 8 beds, 4 of which are occupied. Beside each of the four occupied beds you see a helm and a long sword.

* * *

These four are off-duty Lothian Guards. The party has a 50% chance of surprising these guards. Altogether the party will recover 150 gold pieces in the room from the lockers and the fighters. While each fighter's platemail is in his locker, the Lothian Guards' shield and +1 sword are near their beds.

(4) Lothian Guards

AC: 9, HTK: 10, 12, 13, 14 (2D8), M: 12"

Alignment: Lawful/Evil, Intelligence: Average to Exceptional

Att: 1, Dm: by weapon, Description: Each Lothian Guard has an 18 in one of his stats. Roll randomly to

see which stat. They are all fighters and must have a strength of 15. All other stats are average. Each guard carries a +1 longsword near his bed, but they are not armored.

29 MUSEUM ROOM

This room is locked. Tampering with the lock will set off an alarm. In 1D10 melee rounds 6 Lothian Guards will confront the party.

* * *

This room appears to be a kind of museum. Throughout the chamber you see many statues on pedestals. Here and there between the statues you see glass jars and other containers holding various relics and artifacts.

These arrangements sit atop stone pedestals. In the middle of the south wall one of these glass containers holds a skull with a crown upon it.

* * *

The statues represent various warriors from ancient times. Assorted relics in the room include weapons, pots, pans and other utensils fashioned from crude bronze metal.

The skull is the head of the ancient Celtic chieftain, Tyngar, who lost the battle before the gates of Ffendrellion hundreds of years before. The crown upon the skull's forehead is worth 500 gold pieces. This room is Nemar's museum dedicated to a past that is influenced by his own hand.

30 THE GREAT HALL

This large room is dominated by an impressive wooden table in the center. Around the table are 7 chairs, the largest of which sits at the head of the table to the east. On the back of the chair, you see the image of a red circle snake.

A huge tapestry depicting a mandala hangs on the north wall. The east wall is decorated with tapestry bearing the image of a fierce warrior on a horse. The warrior's face is not visible behind a large black helm but two fiery eyes appear in the slit of the visor. The large black horse under the rider breathes fire from its nostrils.

* * *

The warrior is a very old rendering of the Witch King himself, Nemar Dreillion. The large hex on the west wall is a Cursed Symbol Against Good. Anyone of Good alignment in the group will have to save vs. spell or be turned from the room in fear.

A magic user (unless of Evil alignment) who attempts to cast a Read Magic on the Hex will be hurled back across the room, sustaining 2D4 HTK of damage. An Evil magic user who successfully reads the hex will know of its purpose and he/she will subsequently refuse to tell the others what it means.

Originally, this hall was Nemar Dreillion's war and counsel room. The 7 chairs were for Dreillion and his six evil governors when he held dominion in the realm of

Thrain. Anyone who attempts to sit in Nemar's circle snake chair will be driven temporarily insane for 1D6 Turns (no save).

If the party examines the tapestry on the east wall of Room 30, they have a 75% chance of discovering a secret door formed by a sliding panel in the wall. If a pressure plate on the floor, just to the south of the panel, is pushed, the door will slide open.

As seen on the map, the passage leads north to a secret door with a handle on the inside. From the outside (opposite Room 25) the secret door appears to be just part of the wall and is impossible to open or detect.

31 ENTRANCE TO LEVEL THREE

In this room you see 4 Guards dressed in plate armor carrying shields and swords. Against the north wall is a large winch with a handle. Two cables extend from the winch to the ceiling.

* * *

These Lothian Guards are protecting the entrance position to Level Three. If the handle on the winch is turned, the floor will slowly open in the southwest portion of the floor marked "X." At this point, steep steps will appear. They lead downwards to the blackness below.

(4) Lothian Guards

AC: 1, HTK: 14, 13, 16, 17 (2D8), M: 12"

Alignment: Lawful/Evil, Intelligence: Average to Exceptional

Att: 1, Dm: by weapon, Description: Each Lothian Guard has an 18 in one of his stats. Roll randomly to see which stat. They are all fighters and must have a strength of 15. All other stats are average. Each guard carries a +1 longsword, and carries a +1 shield.

LEVEL THREE

WANDERING MONSTERS

01-25 DROW (6) Drow

AC: 4, HTK: 16, 18, 14, 23 (4D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: High

Att: 1, Dm: by weapon, Special: As per Drow, each has an Elven Cloak and Boots at 75% effectiveness, +1 sword, crossbow with darts. Darts are covered with poison; save versus poison with -4 to die roll or fall unconscious for 20 Turns *minus Stamina*.

Each Drow will fire one dart and then flee into the darkness.

26-50 CREEPERS (3) Creepers

AC: 5, HTK: 12, 24, 22 (3D8), M: 6"

Alignment: Neutral, Intelligence: Animal

Att: 6, Dm: 1-3, 1-3, 1-3, 1-3, 1-3, 1-3,

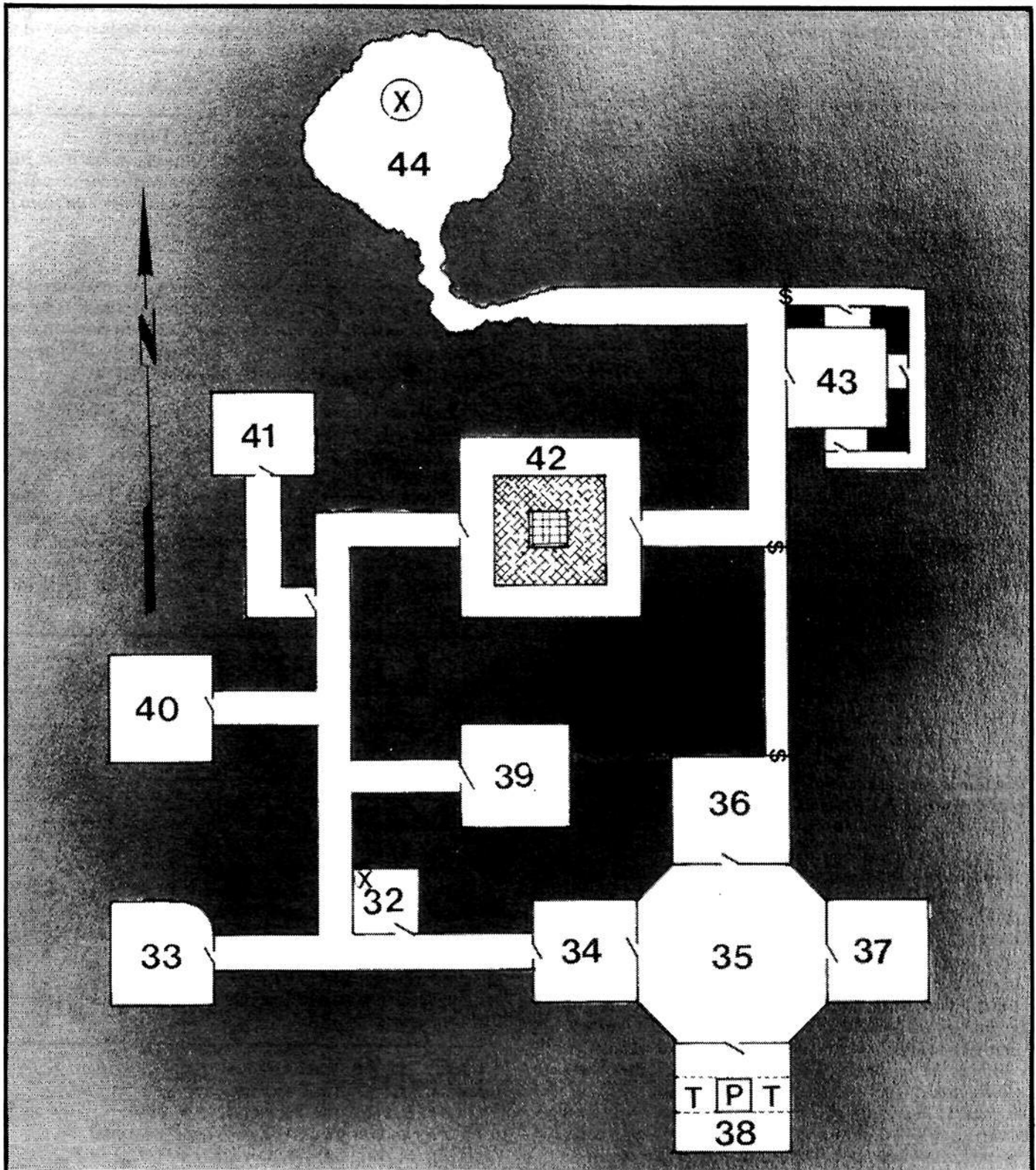
THE CITADEL

LEVEL III

0 10 20 30 40 50

Scale: 50 ft.

- | | | | |
|----------|-------------|----------|---------------|
| P | Pit | T | Trap |
| | Secret Door | | Entrance/Exit |
| | Door | | Grid over Pit |



Special: Creepers are always encountered in groups of three or more, linked together to form a wall of branches. Each Creeper is 3' wide, 5' high, and 2' deep. Linked together, Creepers look like a moveable wall of thorns. They move down a hallway thrashing anything in its way with a mass of thorny branches that cause 1-3 HTK per strike. Only 6 strikes per opponent can be made in any group of three Creepers even though they technically have a possible 18 strikes. However, a trio of Creepers can strike at three separate opponents at a time.

Creepers have a defense against fire. Glands located near the top of the plants are filled with water. When a fire source comes within 10 feet, the plants quickly release the water as a mist.

The plant automatically makes its save against all fire-based attacks and fire damage on this plant is reduced in power by 2D6 HTK of damage. Creepers can release their mist three times a day.

51-75 WEREWOLVES

(2) *Werewolves*

AC: 5, *HTK:* 35, 31 (4D8+3), *M:* 15"

Alignment: Chaotic/Evil, *Intelligence:* Average

Att: 1, *Dm:* 1-10, *Special:* only hit by silver or +1 or better magic weapons. These Werewolves have been specially bred by the Witch King for their large size and savage disposition (note the change in damage and the high HTK). When encountered, they will be wolf form and will stay in wolf form during the attack. These Wolves are excellent trackers and will follow the party relentlessly.

76-00 ORCS

(12) *Orcs*

AC: 6, *HTK:* 4 (average) 1D8, *M:* 12"

Alignment: Chaotic/Evil, *Intelligence:* Average

Att: 1, *Dm:* by weapon, *Special:* These Orcs were on patrol when the party first breeched the walls. When they returned, Nemar ordered them into the lower level to try and destroy the group. These "wall" Orcs are as lost here as the party. Therefore, there is a 50% chance that the Orcs will flee if encountered.

If they stand and fight, there is a 60% chance they will flee after three or more of their number are killed.

These Orcs carry short swords, spears, and bows and arrows.

THE ROOMS

32 ENTRANCE CHAMBER

The walls of this chamber appear to be roughly hewn from rock. The air is damp and clammy. Judging from the stone floor at the foot of the stairs, this room appears to have been well used.

* * *

As soon as the party leaves this room, the GM should use the Drow Elves as snipers in the corridor (for stats see wandering monsters from above). Three of the Drow will fire a total of 6 darts at the party.

If at least half the party fall victim to the Drow darts (lying unconscious), all the Drow will attack with swords in an effort to recover the Wand of Rana.

33 DISENCHANTER'S CHAMBER

From the animal smell and the straw on the floor you seem to have discovered an animal's lair. Suddenly, from the darkness ahead, you see a creature that resembles a deer. However, it has a very long snout with a suction-like end. The creature appears startled by your intrusion.

* * *

This creature is a Disenchanter and it feeds off magical dweomer. It will attempt to grasp onto a magical weapon, shield, etc., with its long snout. Its attack form drains the magical energy from any magic item. If the beast hits, it has successfully drained an item of magic.

Generally, the Disenchanter will go for the item with the most magic. In turn, the beast can only be damaged by magical weaponry or other magical attack

Disenchanter

AC: 5, *HTK:* 28 (5D8), *M:* 12"

Alignment: Neutral, *Intelligence:* Animal

Att: 1, *Dm:* drains magic, *Special:* can only be hit with magic weapons.

34 CHAMBER OF THE CHANGELING

This roughly hewn chamber is covered in strange pictures carved into the rock walls. These images seem to be very old and rather primitive in design. As you look about the room, you are suddenly aware of a light appearing in the southeast corner.

* * *

As the light becomes brighter, the group will suddenly see the image of the magic user, Mentha Erling, materializing before them. This figure will be a total visual, tactile, and aural illusion. In fact, it is a strange life form called a Changeling. It has been sent by Nemar Dreillion to beguile the party and help to ensure their destruction.

The Changeling will act and talk like Mentha Erling. As the mage, will explain that he has come via teleportation because he has found the location of the Draconian Pit. Actually, the Changeling is trying to lead the group to a trap set up in Room 37.

If the party does not co-operate, the Changeling will attempt to hypnotize the character who carries the Wand of Rana. The gaze of the Changeling, even for a moment, will transfix the Wand-bearer, making him totally passive. At this point the Changeling will attempt to grab the Wand. If successful, the Changeling will dematerialize back into light.

Changeling

AC: 4, *HTK:* 10 (3D8), *M:* 12"

Alignment: Neutral/Evil, *Intelligence:* Exceptional

Att: 1, *Dm:* 1-6, *Special:* Illusion power that acts as an Polymorph Self spell (although it is an illusion, not an actual change of form).

The Changeling is immune to the following spells: Cold-based attacks, Hold Person, Lightning Bolt, and Charm attacks. It can only be damaged by magical weaponry or other magical attack forms. If killed, the



Changeling will perish into a flash of red light. Its death scream is terrifying!

35 CHAMBER OF SEVERED HEADS

You are repulsed by a tall altar arrangement in the center of this large room. This strange column rises up from the floor and almost touches the ceiling. In various niches rest human skulls. Near the top, one of these grizzly skulls still has flesh hanging on its bones. Much of the severed head's features are still apparent.

* * *

This is a typical Celtic Shrine containing the heads of Nemar Drellion's greatest warriors. The one on top is the head of a warrior who has recently died. There is a 25% chance that a member of the adventuring party will notice that a trail of water extends from the door to the north (leading to Room 36) and the door to the east (Room 37).

36 CHAMBER OF BEASTS

As you open the door, you see two rather large, puma-like creatures with tentacles extending from their backs. Each has terrible green eyes.

* * *

These nasty brutes are Displacer Beasts who are guarding the secret passageway to the north section of this level (see map). If they are killed, there is a 25% chance that a keen Elf, Dwarf, or ranger will discover the secret passage in the northeast portion of the room.

(2) Displacer Beasts

AC: 4, HTK: 28, 26 (6D8), M: 15"

Alignment: Neutral/Evil, Intelligence: Semi-

Att: 2, Dm: 2-8, 2-8, Special: Saves as a Skill 12 fighter +2 to the die, -2 on opponent's attack die roll.

37 AMBUSH BY LIZARD MEN

GM NOTE: The Lizard Men are laying in wait for the party, hiding behind large crates in the room. If the

party is looking for an ambush or trap when they enter this room, they will not be surprised. Otherwise, the Lizard Men get one free round of attack against the player characters.

* * *

All about the walls of this room, you see many casks and crates. There is a peculiar fishy odor in the room.

* * *

There are 10 Lizard Men who attack with claw/claw/bite. They have been ordered to secure the Wand of Rana and as a reward for doing this they may feast on the bodies of the party. They're pretty hungry and will fight until death.

(10) Lizard Men

AC: 4, HTK: (2D8+1) 9—average, M: 6"/12"

Alignment: Neutral, Intelligence: Low-Average

Att: 3, Dm: 1-2, 1-2, 1-8

38 THE GOLDEN SHRINE

GM NOTE: The heavy iron door to this room is locked by two large key locks.

* * *

This room is bathed in a dark violet light. In the middle of the south wall, shining with a bright golden light, is a statue on a pedestal. The statue resembles a large bird and it stands 2' high by 10" wide.

* * *

This statue is the image of an old Ffenlothii God in the form of a hawk. The sculpture itself is made of solid gold and its value is 4,000 gold pieces. However, this room is a deadly trap. As soon as 350 pounds of weight is applied to the floor, a heavy portcullis will drop down from the ceiling, just inside the doorway.

Thereafter, if anyone steps on the 10 x 10 foot square in the middle of the room, the floor will give way at "P" (see map) to a deep shaft. The shaft leads down to Level Four (see Level Four map, Room 51). Anyone who falls down this shaft will land in the poisonous pool that surrounds the Draconian Pit. The victim will take 2D6 from the fall, and must save versus poison (at a -4 to save) or die. There is a 25% chance that the person will land on the ledge around the pool. If this roll is successful, a victim must save versus dexterity or slip into the pool.

The shaft is dark and twists slightly. Party members left up above will not see where the victim has fallen, though they will hear a splash.

On either side of the pit are two more traps. If anyone tries to go around the open pit, 3D6 spears will fall straight down on the 10x10 squares either side of the pit (save versus dexterity or take 2D6 HTK).

To leave, the player characters can either bend bars or lift the portcullis with a combined strength total of 55 strength points.

39 PRISON CELL

Although the door is open, judging from the bars this chamber appears to be a cell for one or more prisoners. The floor of the chamber is littered with straw and two wooden benches are covered by filthy mats. The room stinks with the smell of human waste.

40 PRISON CELL

GM NOTE: The door to this cell is locked. It is also barred from the outside by a long iron bolt.

* * *

Within this grisly cell you see the bodies of 3 dead humans. From the bloated bodies and wild staring eyes, it seems that these unfortunate folk have starved to death.

* * *

If the bodies are checked, there is a 35% chance that a character will notice that one of the bodies has nicely made boots. Within a secret compartment in the heel of the right boot is a golden ring. This is a Ring of Feather Falling.

41 OLOG GUARD ROOM

Two large, Orc-like creatures are asleep on filthy mats. There are 3 other empty mats in the room.

* * *

These fellows are off-duty Ologs.

(2) *Ologs*

AC: 4, HTK: 35, 32 (5D8), M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-8

42 PRISON ROOM

This very large chamber is a prison facility. The room is dominated by a large pit covered by an iron grid. Beneath the grid, you see many prisoners in varying conditions of health. Standing around the perimeter of the pit are three large Orc-type creatures in armor and carrying long swords and shields.

* * *

The Orc-types are 3 more Ologs. They will fight the party to the death!

This iron grate is controlled by a winch mechanism against the north wall. Turning the winch lifts the door.

In the pit are 6 prisoners, five of which will flee when they are freed. However, the last prisoner is a Half-Orc named Dreego and he will stay and talk with the party. He will offer to join the party and guide them as best he can to the Draconian Pit.

He will claim that he hates Nemar Drellion and is only too happy to help the party as his revenge. If asked why he was imprisoned, he will tell them that he and his comrades mutinied against the severe treatment in the citadel.

In reality, Dreego is another agent of Nemar Drellion and he has been planted in the prison pit in order to beguile the party. He will do his best to join them, but as soon as a significant melee encounter comes about he will turn and attack the magic user or cleric in the group.

In the prison pit is another door. It leads to the Fourth Level (see map). This door is barred and bolted from the outside.

Dreego

Half-Orc, Skill 5 fighter

Stats: ST: 16, IT: 16, IN: 12, SM: 12, D: 10, A: 15

AC: 9, HTK: 24 (5D8), M: 12"

Special: Dreego has no weapons or armor, but he will try to convince the party to give him some; change his stats accordingly.

43 CLERIC'S ROOM

GM NOTE: Dreego will tell the party that he has no idea what's in this room.

* * *

On the walls of this room you see many clerical hexes and symbols. Against the west wall is a large red circle snake design. In all four corners of the room, large candle lanterns burn with a blue light. In the north and southeast corners are large chests. A large wooden bookcase, filled with books, stands against the north wall.

* * *

If there are still some Drow Elves at the GM's command, use them now to ambush the party from the 3 secret rooms adjacent to this large one. There are tiny slits or holes in the wall from where as many as 6 Drow may fire their darts at the party (maximum of 2 Drow per secret room).

If all the Drow have been killed, nothing will happen.

The group will only find the secret passage around Room 43 if they are actively looking for it.

A clerical scroll, Detect Lie, is stashed on the top shelf of the bookcase. The chest in the southeast corner has a false bottom containing a +2 mace.

44 CAVE OF THE PSEUDO-DRAGON

GM NOTE: As the party approaches the entrance to the cave, the GM should inform them of a steamy mist filling the passageway.

* * *

Although your vision is somewhat obscured, you seem to be at the threshold of a cave. Through breaks in the mist, you can see that the cave is rather large, extending west and north of the entranceway. As you move into the cave you can see that the mist is rising from many points in the cave floor. At first, the atmosphere in the cave seemed to be odorless, but as you move further inside, you begin to detect the faintest hint of jasmine in the air.

* * *

This jasmine aroma is a very toxic vapor conjured up by the Pseudo-Dragon to render the party unconscious. All humans, but only full-blooded humans, will fall unconscious within 1 turn of breathing this vapor, no save. All other races will not be affected. Their sleep will last 1D6 Turns. The vapor will disappear in 4 melee rounds.

Within this cave is a Pseudo-Dragon (Nemar Drellion's Familiar) and it guards the entranceway to Level Four.

If all the members of the party are unconscious, the Pseudo-Dragon will take the Wand of Rana. In this case, the Wand of Rana is returned to Nemar Drellion and the party must proceed to the pit without it (see end of the adventure).

If the party destroys the Pseudo-Dragon, the adventurers will discover a large iron trap door in the floor of this cave leading to stone stairs below. If the group checks the northwest portion of the cave, they will discover the Pseudo-Dragon's treasure trove in a wooden chest. Within they will find 1,000 silver pieces and 300 gold pieces.

Pseudo-Dragon

AC: 2, HTK: 10 (2D8), M: 3"/24

Alignment: Chaotic/Evil, Intelligence: High

Att: 2, Dm: 1-3 (bite), poison (sting), Special: Poison



Sting (+4 to hit—causes 2D6 HTK), 35% magic resistance. The Pseudo-Dragon has chameleon-like power and it can blend into its environment with only a 20% chance of being detected.

LEVEL FOUR

WANDERING MONSTERS

01-20 WRAITHS

(2) *Wraiths*

AC: 4, HTK: 13, 23, 27, (5D8+3), M: 12"/24"

Alignment: Lawful/Evil, Intelligence: Very

Att: 1, Dm: 1-6, Special: Drain 1 life level per hit, can only be struck by silver or magic weapons, immune to Sleep, Charm, Hold, and Cold-based spells.

21-70 HOBGOBLINS

(1D12) *Hobgoblins*

AC: 5, HTK: (5D8) 20—average, M: 9"

Alignment: Lawful/Evil, Intelligence: Average

Att: 1, Dm: 1-8,

Description: These Hobgoblins are a special breed retained by Nemar Drellion for security purposes on this level. Their sense of smell has been heightened and they can track with a 95% accuracy. After they are encountered once, another group of 1D12 Hobgoblins will appear in 1D6 melee rounds. In total, there are 24 Hobgoblins wandering around this level. After these are killed, no more will come.

Their barracks is in Room 45.

71-00 FIGHTERS

(2) *Skill 5 Human Fighters*

AC: 1, HTK: 25, 35 (5D10), M: 6"

Alignment: Chaotic/Evil, Intelligence: High

Att: 1, Dm: by weapon, Special: each is wearing +1 plate armor, and carries a +2 long sword.

THE ROOMS

45 HOBGOBLIN'S BARRACKS

This room appears to be a kind of bunkhouse. Against the four walls are a total of 24 beds, each with a footlocker. The smell in the room is quite distasteful.

* * *

The lockers contain various personal items belonging to the Hobgoblin guards. The party may find about 100 gold pieces if they search the room thoroughly.

46 DIRE CORBY CAVE

GM NOTE: The passageway leading to this cave is partially flooded with water. The water is two feet in places.

* * *

You are at the entrance to a cave dotted with water pools.

* * *

As soon as the party enters the cave, they will be attacked by 10 Dire Corby creatures. These nasty fellows are bird-like men with long beaks and claw-like hands and feet. Although two-legged and humanoid in appearance, they resemble their ancient bird ancestors.

(10) *Dire Corby*

AC: 6, HTK: (2D8) 8—average, M: 12"

Alignment: Neutral/Evil, Intelligence: Low

Att: 2, Dm: 1-6, 1-6, Special: These creatures emit terrifying shrieks when they attack.

47-48 CHAMBER OF THE STONE GOLEM

This chamber is divided into two halves. In area 48, you see a large stone statue. A 5' stone block covered in red stains is in area 47.

* * *

The statue is a Stone Golem. This Stone Golem is here to protect the treasure in Room 49 and the secret entrance to the rest of this level. This Golem must be killed if the party is to proceed.

The large stone block in Chamber 47 was once used for human sacrifices. Apparently, it has not been used for some time.

The south wall of Chamber 48 has a secret door. From Room 48, all the party sees is a stone wall. But there is a door here; it can only be opened by moving a secret lever in the corridor by Room 49, marked "X" on the map.

An alert Elf or ranger has a 75% chance of noticing that a small piece of stone in the north wall of this corridor is loose (4' from the ground).

If the stone is removed, a small iron lever is revealed. Pulling the lever down will set in motion the following sequence: first, the large stone block in Chamber 47 will begin to sink into the floor. As it sinks, a stone door will open in the southeast portion of Chamber 48.

Stone Golem

AC: 5, HTK: 60 (10D8), M: 6"

Alignment: Neutral, Intelligence: Non-

Att: 1, Dm: 3-24, Special: +2 or better weapons needed to hit; immune to all spells but Rock to Mud and Stone to Flesh; cast a Slow spell every other melee round.

49 TREASURE CHAMBER

GM NOTE: The heavy iron door to this room is locked. The wall here is painted a bright green.

* * *

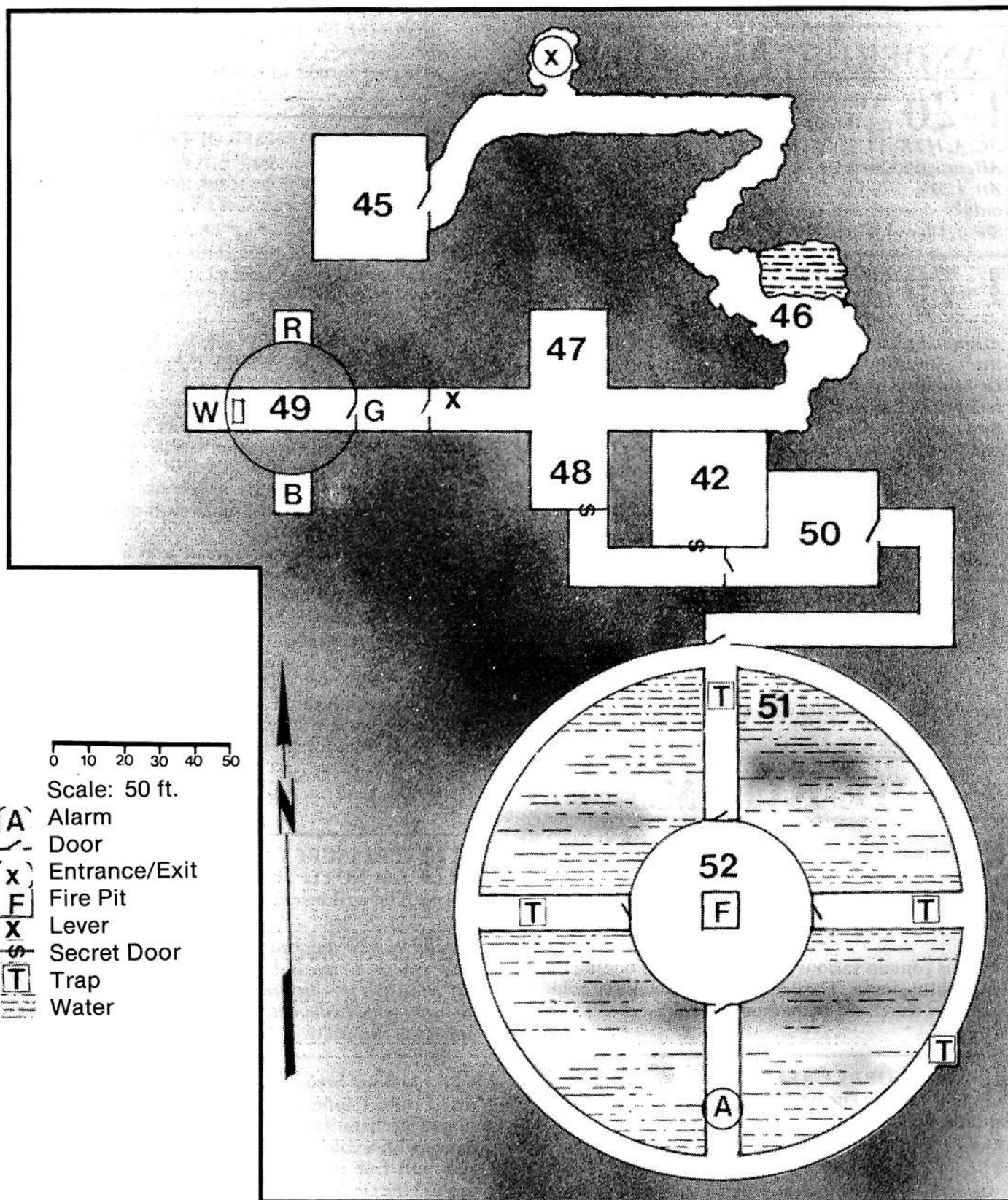
You are in a 30' long corridor. At the other end, near the wall, you see a stone slab about 3' high, 4' long, and about 18" wide. On the surface of the slab are 4 colored circles about 8 inches in diameter. From south to north the circles appear in this order: red, white, black, and green.

* * *

This room has been designed by Nemar Drellion to store his treasure. It functions through an interesting combination of mechanics and magic. The corridor turns in accordance with a color code, the entrance opposite the stone slab will line up with one of the four colored rooms around the circle.

THE CITADEL

LEVEL IV



The movement of the corridor is almost imperceptible and only an Elf with the keenest of hearing will detect the faintest sound of gears turning.

The room functions in the following way:

1. Hands must be passed over the colored circles on the stone slab.
2. The room will only turn if two colors are touched—no more, and no less.
3. The first color must be the color of the room currently aligned.
4. The second color will be the destination of the turning room.
5. The turning area only functions clockwise but it may skip the sequence. (eg. it is possible to touch green circle twice and end up aligned with green.)

The room disfunctions in the following way:

1. If only one color circle is touched, nothing will happen.
2. If 3 or 4 color circles are touched, a keen Elf can hear gears running, but the room will not turn.
3. If the currently aligned color circle is not touched first and then 1 or more color circles are touched, everyone in the room will take 4 HTK of damage (no save).
4. Each time 2 or more color circles are activated in the improper manner, everyone standing on the floor will take 4 HTK of damage (no save).

The treasure room is marked R (for red) on the map. If this room is aligned with the corridor, the party will see a wooden door. Within the 10' x 10' room is a large chest containing 5,000 gold pieces, 7,000 silver pieces, and a smaller box containing 3,000 gold pieces worth of precious gems.

To safely leave the room, the party must touch the red circle and then the green circle. This will bring them back to their original point of entry.

If the turning area is aligned to the room marked "W" (white circle), the party will see a normal looking wooden door. (When the party enters the corridor, this door is at the end of it.) If they open the door, 4 arrows will fly out from crossbow traps within. Each arrow will do 1-6 HTK of damage per hit. Anyone standing in the line of fire must save vs. dexterity or be struck.

If the turning area is aligned to the room marked "B" on the map (black circle), the party will see a normal looking wooden door. If they open the door, 4 spears will fly out through the door. Each spear will do 1-8 HTK of damage and anyone in the line of fire will have to save vs. dexterity or be struck.

During each attack no more than 4 players will have to make saving throws in each case.

Further, the GM will note the rooms appear (to the party) as normal rooms. Except for the green wall on the other side of the exit, the rooms themselves are not color coordinated.

50 CHAMBER OF THE ANTI-PALADIN

In this elaborately decorated chamber you see the figure of a very large knight in black plate mail armor. In one hand the fighter holds a glowing long sword and in

the other, a large shield bearing the symbol of the red circle snake. The snake image on the shield is glowing.

There are three beds in this room.

* * *

This character is an enchanted Anti-Paladin, a magically powered defender of Evil. The adventurers will be unable to surprise this fighter.

When the party enters, the Anti-Paladin will identify himself as Ingmar, Lord of the Dark Fighters. He'll ask the party to lay down their arms, surrender the Wand of Rana, and leave Ffendrellion at once. He will speak of the glory of Evil and all the great power and riches available to those who follow Nemar Dreillion.

The anti-paladin will try to keep the party talking for 3 melee rounds. If he succeeds, any surviving Hobgoblins and Fighters from the wandering monster chart will attack from behind. If he fails, and the party attacks immediately, it will take 1D10 melee rounds for the Hobgoblins and fighters to arrive.

If Ingmar is killed, Ingmar's equipment may be used in the following fashion:

+1 plate armor may be used by any large human, but not a Paladin.

+2 shield which will be rendered useless upon his death.

+2 sword may only be wielded by characters with Evil Alignment. (For all others the sword will be normal).

Ingmar, the Anti-Paladin

Human, Skill 5 Anti-Paladin

AC: -1, HTK: 27 (5D10), M: 6"

Stats: ST: 17, IT: 11, IN: 15, SM: 14, D: 15, A: 18

Alignment: Lawful/Evil

Att: 1, Dm: by weapon, Special: +2 to all saving throws, cause 10 HTK of damage by touch, immune to disease, Detect Good at 60 feet, continually radiates a Protection from Good in a 10' circle.

Weapons & Armor: +1 plate armor, +2 shield, +2 sword which can cast a Hold spell once per day.

51 THE POISON POOL

This is a large circular chamber dimly lit by a luminous lichen. It is completely filled by a dark, steaming liquid. Only a narrow 2' wide ledge encircles the pool, 8' above the surface. In the center of the chamber is a stone column about 50' in diameter. Leading to the column are four bridges from the ledge, each ending in a door. The smell of the fumes rising from the liquid below is terrible and sickly.

* * *

The liquid in the pool surrounding Room 52 is a deadly poison. Anyone who falls the 8 feet into it must save vs. poison or die within a melee round. The east, north and west bridges all have traps, indicated on the map as "T."

If anyone steps on these portions of the bridges, a 10' x 10' foot section falls away completely from the rest of the bridge. A victim must save vs. dexterity to escape the fall into the poisoned pool.

Stepping onto the bridge in the south will set off an alarm warning that will sound in Room 52 (marked "A" on the map). When this happens, the players will hear a scream that sends shivers up their spine. It is a horrible

moaning followed by an ear shattering screech. It is coming from Room 52.

If the group travels along the south bridge, two Drow archers will attack from slits in the door. The other bridges lead to doors, but the doors are fake. They open to a stone wall. The only way into Room 52 is through the south door.

GM NOTE: The trap from Room 38 of Level Three leads to this pool, as indicated on the map. There is a 25% chance that a victim of this trap will fall on the 2' ledge and not in the pool. If this roll is successful, the victim must still roll a save versus his dexterity during the first melee round so that he won't slip off the ledge.

52 THE DRACONIAN PIT

In this large circular chamber, is a large fire pit in the center. Blue and orange flames periodically burst and lick up to the ceiling. The walls of the chamber are covered in strange symbols, some of which appear to be magic user wards and glyphs. Much of the wall space in the room is lined with work benches and shelves covered in all manner of flasks, jars, books, and papers.

Standing about the fire pit are 6 figures: two Drow fighters, two fighters in plate armor, a tall human draped in black robes, and a small humanoid figure, covered in knotted and snarled hair. The creature is gnawing on a bone and is bound by a chain around its neck. The end of the chain is held by the human draped in the black robes.

* * *

The two Drow are the archers who fired at the party through slits in the door. The fighters are Nemar Drellion's hand-picked, personal bodyguards. They will fight to the death to protect the Witch King.

The black-robed human is Nemar Drellion, the Witch King. Here he will make his last stand against the powers that threaten his god. To insure that the party cannot destroy the Wand of Rana he has released a fearsome evil beast: the She Devil. There are only seven She Devils and until now they were all securely trapped in subterranean prisons. Her history is given below.

Nemar Drellion won't attack the group, preferring to cast spells instead. His loyal retainers, however, will not hesitate. They will attack immediately.

Nemar has control of the She Devil and will not release it unless his own men are slaughtered.

Nemar Drellion will use his wand and cast Magic Missiles every melee round until otherwise engaged in another attack form.

The Witch King communicates telepathically with his bodyguard and the Drow so he can continue to give orders even if a Silence spell renders his retainers deaf.

(2) Drow archers

AC: 5, HTK: 16, 18 (4D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: High

Att: 1, Dm: by weapon.

Weapons & Armor: +2 swords, chainmail (does not encumber wearer), crossbows with darts.

Special: 50% magic resistance, +2 on all saves.

(2) Skill 8 Fighters

AC: 1, HTK: 32, 29 (8D8), M: 6"

Alignment: Lawful/Evil, Intelligence: Average

Att: 3/2, Dm: by weapon.

Weapons & Armor: +2 magic swords—on a natural 20, they turn opponents into stone, +1 shield, plate armor.

Description: These fighters are Nemar Drellion's hand-picked, personal body guards. They will fight to the death to protect the Witch King.

Nemar Drellion

Skill 9 Magic User

AC: -1, HTK: 21 (8D4), M: 12"

Stats: ST: 10, IT: 18, IN: 15, SM: 12, D: 15, A: 17

Spells: 4/3/3/2/1

Special Powers: The black-robed Witch king has acquired many special powers during his long life. But his power has been steadily dwindling and he can no longer cast the higher level spells. But do not underestimate him, he is still a powerful and deadly opponent. He has a 90% resistance to all first through fourth level spells except Magic Missiles and the Lightning Bolts.

Even with these forms of attack, Nemar Drellion has a +2 to all saving throws (which is still as a Skill 11 mage).

Equipment:

Wand of Magic Missiles (two per melee round).

Amulet of Protection from Normal Missile (continual effect).

Ring of Protection creates a misty aura around the mage so that his image is shifted a few feet to the right or left—lowers armor class by 10 points. Unfortunately, it was made specifically for the Witch King and cannot be worn by anyone else.

Nemar's Will: Nemar has one last form of attack, while he still has at least 10 HTK left, Nemar Drellion can prevent the destruction of the Wand of Rana through an awesome application of his will.

No one in the party will be capable of physically hurling the Wand into the Draconian Pit. Anyone who attempts to perform this action will instantly freeze, their muscles locked in rigid spasms. Nor can anyone magically throw the wand into the flames. If the Witch King's Hits To Kill fall below 10, then this mind power will stop.

GM NOTE: It is possible for the Wand-bearer to destroy the Wand at any time by hurling *himself* into the Draconian Fire while holding the Wand. In other words, a suicidal leap into the flames, while holding the Wand of Rana, will destroy the Wand and the bearer.

She Devil

AC: 3, HTK: see below, M: 18"

Alignment: Chaotic/Evil, Intelligence: average

Att: 3 or 1, Dm: 1-6, 1-6, 1-4 or scream

Description: The seven She Devils were created by Dath Rana out of his own flesh. He used the Devils to destroy those that opposed him. The She Devils are utterly immune to all damage. The Devils, for all intents and purposes, have infinite Hits To Kill. All damage is instantly healed right before the astonished eyes of an attacker.

However, they can be affected by spells that hold, restrain, or paralyze. The Devil saves against spells as

a Skill 10 fighter and if a save is made, the monster ignores the attack. Even a Sleep spell will work against these creatures—if they do not save against it.

Finally, the Devil prefers to attack male creatures. She will only attack females if they attack her first.

She Devil Scream: If the She Devil is frustrated from an attack, she can emit a powerful scream that causes vibrations in the air and creates a powerful blast of air. The blast extends in a wave 20' wide and 30' tall for 60 feet. The power of the scream varies randomly on a scale of 1 to 4, whenever the She Devil screams roll a D4 and use the chart below to determine the effects.

At **Power Level One**, a character in the path of the scream will suffer no damage but must save versus breath weapon or be deaf for 1D12 Turns.

Power Level Two will cause 2D6 HTK of damage to all who are struck by the wave and they will go deaf for 1D4 days (save versus breath weapon to save hearing and cut damage in half). Normal fires can be put out by this blast.

Power Level Three will cause 5D8 HTK of damage, plus 1D4 points of structural damage. Normal doors and windows are instantly shattered by this attack. Character will go deaf for 1D4 days (no save), but can roll a save versus breath weapon to cut damage in half. Glass and fragile objects will shatter if exposed to this scream level.

At **Power Level Four**, the She Devil cause 5D10 HTK of damage (save for half damage), 1D10 of structural damage, and causes anyone with the field of the scream to go permanently deaf (no save). The scream can shatter walls and overturn carts and wagons.

A She Devil can scream three times a day. In this adventure she has already screamed once.

IF THE WAND IS DESTROYED

If the Wand is successfully hurled into the Pit, a huge explosion of crimson light will signal the evil instrument's destruction. When the wand is destroyed, Nemar Drellion and the She Devil will disappear in a cloud of

black smoke. The others (Fighters and Drow) will attempt to flee for their lives.

After the destruction of the Wand of Rana, nothing will remain in the room. Even the Draconian fire will disappear. Apart from the bodies of the dead, only Nemar Drellion's Wand of Magic Missiles will remain. This can be used by any magic user or magic user multi-class.

IF THE WAND IS TAKEN

If the party has lost the wand, there will be a few changes in the last encounter. The most notable will be the Witch King. If he acquires the wand, his power will be instantly increased. Drellion will still be found at the Draconian Pit, though he came in order to seal the Pit off.

When the characters enter, the King will be reading a scroll. If he is allowed to continue reading for 3D4 melee rounds without being struck, or even struck at with a magic item or spell (it does not have to actually hurt him), the Pit will seal up right before the eyes of the player characters.

Once this happens, the characters have failed. Nothing will be able to open the Pit.

The Witch King will not use the Wand of Rana—his purpose is to prevent its destruction and hold it for safe-keeping. In this situation, the party will have to kill the Witch King in order to retrieve the cursed wand and hurl it into the flames.

GM NOTE: These are the changes to Nemar Drellion once he obtains the Wand of Rana:

Nemar Drellion

Skill 14 Magic User

AC: -1, HTK: 55 (11D4+3), M: 12"

Stats: ST: 10, IT: 18, IN: 18, SM: 18, D: 15, A: 18

Spells: 5/5/5/4/4/2/1

LEAVING THE CITADEL

If the party killed the young Dragons at Red Dragon Pass, the two adult Red Dragons will attack them as they leave the citadel. Otherwise, the journey back to the Duke's castle will be uneventful.

THE DRUID'S WORLD

The Druids were a class of well respected, protected, and learned men who served a vital role in Celtic society. Together with the Bards and Seers, they formed the priesthood and literate class of the Celts for the entire history of the culture. The Druid himself served many related functions.

In times of war, or in armed disputes, the Druid was a mediator. In peacetime, the Druid was the civil judge, educator, and source of needed knowledge in matters of all types. Always, the Druid was the priest of the Celtic culture.

Below are some new spells, magic items, potions, and powers developed specifically for Druids.

These special powers were first presented in *The Dragon* (Issue #32, Vol. IV, No. 6)

DECLARATION OF PEACE

A New Druidic Ability

Although the Druid, due to his involvement with life, is unable to turn undead, his role of the peacemaker gives him a similar ability with most humanoids. Before or during any armed combat if he has not struck any blow, a Druid has the ability to make a Declaration of Peace.

This declaration has a 10% plus 5% per level (15% 1st level, 20% 2nd, etc.) chance of causing all armed combat to cease for two rounds per level of the Druid. This does not affect magical combat in any way, nor will it stop a humanoid who is in combat with any non-humanoid opponent.

Once the combat is stopped, any non-combat activities may take place such as cures, running away (and chasing), blessings, magic of any form, or even trying to talk out the dispute.

After peace has been successfully declared, combat will resume when the effect wears off (roll initiatives), or at any time earlier if anyone who is under the restraint of the Declaration is physically harmed in any way. This could be caused by an outside party or even by magic, which is not restrained by the Declaration.

A Fireball going off tends to destroy even a temporary mood of reconciliation. Once a Druid strikes a blow or causes direct harm in any way to a member of a party of humanoids, he permanently loses his ability to include any member of that party in a Declaration of Peace. The Declaration of Peace affects all those within the sound of the Druid's voice, a 50' radius which may be modified by circumstances.

DRUIDIC MAGIC ITEMS

The cauldron played a large part in Druidic ceremonies. Below are listed several types of cauldrons that might be used by a Druid. All are usable only by them. Cauldrons are made of iron, 1 to 1 ½ feet in diameter, and rather heavy.

Cauldron of Warming: This cauldron has the effect of being able to warm any liquid placed in it to its boiling point without the aid of a fire or other outside heat.

Cauldron of Foretelling: The possessor of this cauldron can cast one extra augury spell per day by concentrating on the swirling of mistletoe in the water within it. The augury takes effect as the water is magically heated.

Cauldron of Freshness: Any herb left in this cauldron overnight and sprinkled with salt, sugar, and ground pearl (100 GP) will be restored to the condition it was in one day after being picked. This will not restore any herb that was consumed or turned to dust.

Cauldron of Fresh Water: This cauldron fills three times per day with pure water.

Cauldron of Ambrosia: Once per week this cauldron produces one gallon of a golden wine with an exquisite taste. This may be sold for a minimum of 50 GP or has a 50% chance of distracting any non-intelligent monster, if splashed before him, with its tantalizing odor. This wine sours to vinegar in one week.

Cauldron of Blindness: This cauldron taints any edible placed within it so that when it is consumed or rubbed over the body, blindness for 1-3 days ensues. It is otherwise undetectable from a Cauldron of Warming or a Cauldron of Restoring Freshness.

Cauldron of Entrancement: This cauldron appears to be a Cauldron of Foretelling, but any Druid using it is entranced by it and cannot tear his eyes away (as a charm). If he is physically removed from this cauldron, the shock will render the Druid unconscious for 1-4 hours.

Cauldron of Creatures: Once per week this cauldron allows a Druid to become polymorphed into any natural animal, bird, or reptile. This is done by sprinkling into fresh water a powder made of crushed ruby (500 GP minimum value), mistletoe, mandrake, and some part of the creature desired. The polymorph will last for up to one week, but can be ended at any time by the Druid who is changed. Treat otherwise as a Polymorph Self, but the Druid is only rendered unconscious if he fails system shock.

Cauldron of the Arch Druid: Traditionally the possession of the Arch Druid, this cauldron has the powers of all the cauldrons listed above. Each power may be used once per week. Druids lower than 10th level have a 50% chance of not getting the power desired. (Roll a 10-sided die for the effect. On a roll of ten the cauldron cracks and is useless.)

HERBS

The Druid was, as mentioned, an expert in herbs and their use. During the Middle Ages, dozens of herbs were said to have had magical powers. A majority of the herbs listed below should be comparatively rare and difficult to find. Due to their usefulness, they will never be found

growing near areas of human habitation or along roads or other places where easily found. A Druid should probably need to make a special effort to seek out these plants in remote forests and clearings.

Even then, potent herbs would be hard to find. Possibly a 3% per level likelihood of discovering and recognizing any one herb, with the probability doubled if only one particular herb is being sought, would give the appropriate level of difficulty.

The herbs of the Middle Ages were divided into those used for Black Magic and those used for White or Protective Magic. Listed below are several examples of both types. Listed with each herb's common name is its botanical or Latin name to assist those who wish to do further research into their "powers."

In nearly all cases the usefulness of the herb is limited in duration. Once the leaf, root, or whatever has wilted or dried, its effect should either disappear or be greatly diminished.

Black Magical Herbs

Satan's Feces (*Ferula Assafoetida*): The roots of this very rare herb act as eaten to give the user protection from any devil (not demon) summoned by him in the same manner as a pentagram. The duration is limited (1-8 turns) and varies with freshness and potency of the root.

Devil's Hand (*Orchid Gymnadenai*): The orchid has often been associated with Satan in mythology and you may wish to include several types of the beautiful, but foul-smelling, flower in your campaign. If struck with the blossom of this plant while being cursed, a character will have 3 subtracted from his saving throw.

Mandrake (*Mandragora Officinarum*): The mythology of the Mandrake could be an article in itself. Suggested here are two of the more common powers attributed to the herb. The fruit of the Mandrake is called the "devil's testicles" and is used in ceremonies relating to fertility. This plant is greatly treasured by evil Magic Users, as it is needed in the creation of orcs and greatly increases the fecundity of any goblin-class monster. The root of the Mandrake has been granted by myth to have healing abilities (and so should really be considered white magic). Consuming the root will cure 8 HTK of damage, minus one for every day since the root was picked.

Giant Puffball (*Calvatia Gigantia*): This large fungus can be up to 1' across. When burst with the proper incantation, it will act as Dust of Sneezing and Weeping for a 10' x 10' area. It is rather fragile and will burst with any hard blow.

Black Hellbore (*Hellboris Niger*): This was attributed by the French to cause witches to become invisible and so be able to fly undetected. The dust from three roots of this herb will cause whom or whatever it is sprinkled over to become invisible for 3-8 turns. If the dust is washed or blown away, the wearer becomes visible. This herb does not lose its potency over time and so can be accumulated.

Linden Tree Leaves (*Tilia Vulgare*): When crushed into wine, they are said to give the drinker a glimpse of the future. Treat as a very limited Augury spell. A side effect

is that it causes the user to also become very drunk immediately after the augury.

The Centaury (*Esythraeci Centarium*): A love philter.

Moonwort Leaves (*Botrychium Lunaria*): They cause any horse that treads on them to go lame.

Sweet Basil (*Ocimum Basilicum*): When mixed with horse dung, it will produce a scorpion of normal size, but of double potency, as related in a 17th century Decameron.

White Magic Herbs

Mistletoe is vital to Druidic spells and is treated fully in the Player's Guide.

Benedicta (*Geum Uranum*) protects against venoms when worn around the neck; add +2 to all saving throws. The effect lessens two weeks after picking.

A Sprig of Rue (*Ruta Graveolens*), when dipped in holy water and rubbed on the body, will add +1 to saving throws against evil creatures. This effect uses up the sprig and lasts for four hours.

The Sacred Herb (*Verbena Officinalis*) was actually used by the Druids in their "lustral water." When drunk with wine, it causes +2 strength and uncontrollable lust for 3-8 turns.

The Hypersicum (*over the phantom in Greek*) is an herb that adds +1 to any cleric's die roll for turning undead. The herb must be consumed in the round immediately before the Turn is attempted and the effect lasts for only the round after consumption.

Charlemagne's Herb (*Carolus Magnus*) was said to have been given to Charlemagne when his army was struck by a plague. This very rare herb cures any disease if consumed within three days of being picked.

Lycopodium is said to have been used by Druidic nuns on the isle of Sain in the Loire valley. It was picked with a very complicated ritual (25% chance minus 2% per level of error) and was said to bring good luck. Treat as a +1 luckstone for 30 days after picking.

The Root of the Peony (*Paeonia Officinalis*) or the paeonia to the Greeks, was felt to have been blessed by Paeon, the giver of light, with the ability to protect the wearer against magic. The dried root worn in a pouch on a leather thong around the neck will add +2 to one saving throw against magic and then turn to useless dust. If worn, it will react to the first spell thrown at the user.

Springwort or Blasting Root (*Euphorbia*), if eaten by a thief immediately before an attempt is made to open a lock, will add 10% to the thief's likelihood of success. The root loses 1% of this effect for every week since it has been dug up to a minimum of 5%. The entire root must be eaten, and the effect of several roots would be non-cumulative.

Scarlet Pimpernel (*Anagallis Arvensis*) is said to have sprung from Christ's blood at Calvary. It was thought to be potent cure for the magic of witches. The leaves when eaten act once as a Dispel Magic spell equal in level to the level of the Druid who picked the plant. After 30 days this

ability is lost and the leaves become a mild narcotic causing the user to sleep for 1-4 hours.

Mugwort (*Artemisia Vulgaris*) was said to protect against "flying evil things." If a fresh sprig of the plant is carried so as to be visible from above, the wearer will be undetectable by any evil creature that is in flight unless the monster saves versus spells at -3. If the creature does save, it will be attracted to the wearer before all party members.

Coco deo mer (*the see of Lodocea*) was thought to be a preventative for poisons. If a poison is drunk from a cup made from the very large seed, it will have no effect. Needless to say, this seed is very rare and highly prized by kings, lords, and others who might be the object of assassination attempts. The cup keeps its potency for 1 year.

You will probably wish to add your own herbs to this list. Many drugs we are familiar with today, legal and illegal, are the products of herbs. You may even wish to add some of your own inventions that have beneficial effects and annoying side effects.

Abbreviations:

ST - Strength

IT - Intellect

IN - Insight

SM - Stamina

D - Dexterity

A - Appeal

AC - Armor Class

HTK - Hits to Kill

Att: - Attacks per melee round

Dm: - Damage per attack

M: - Movement in feet/yards per melee round

gp - gold piece(s)

sp - silver piece(s)

EP - Experience Points

THE MANOR HOUSE

0 10 20 30 40 50

Scale: 50 ft.

Door



Entrance/Exit



Secret Door



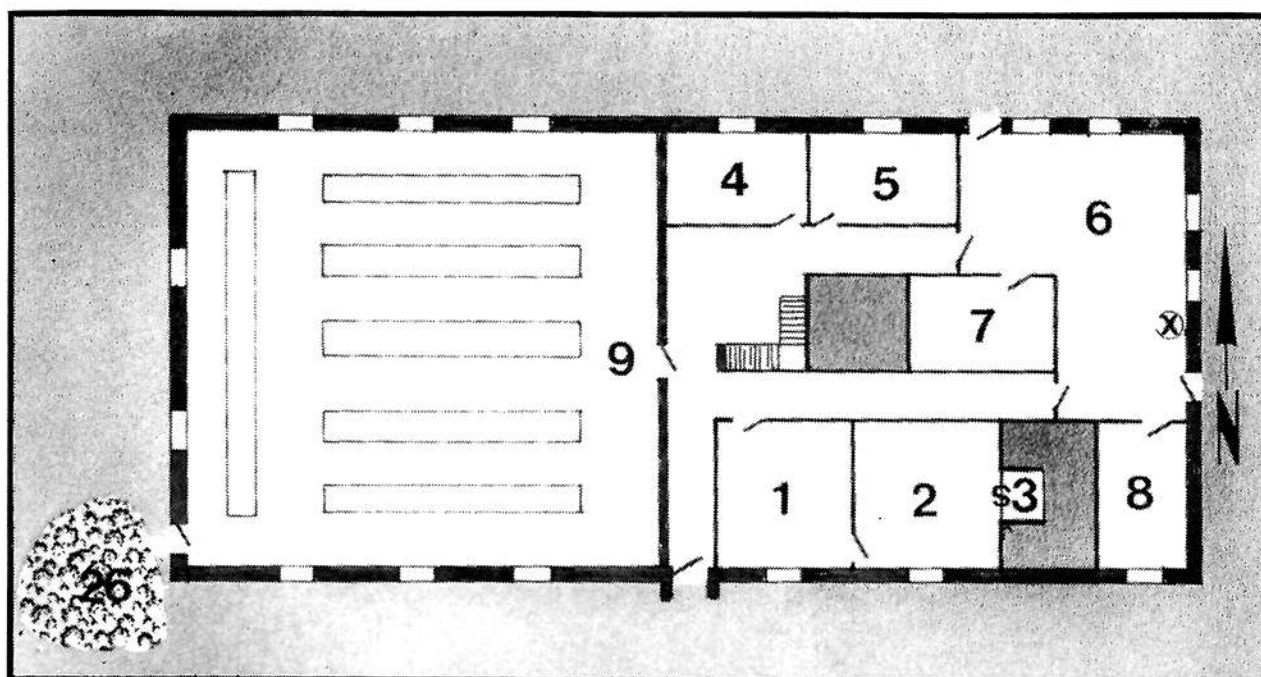
Stairway



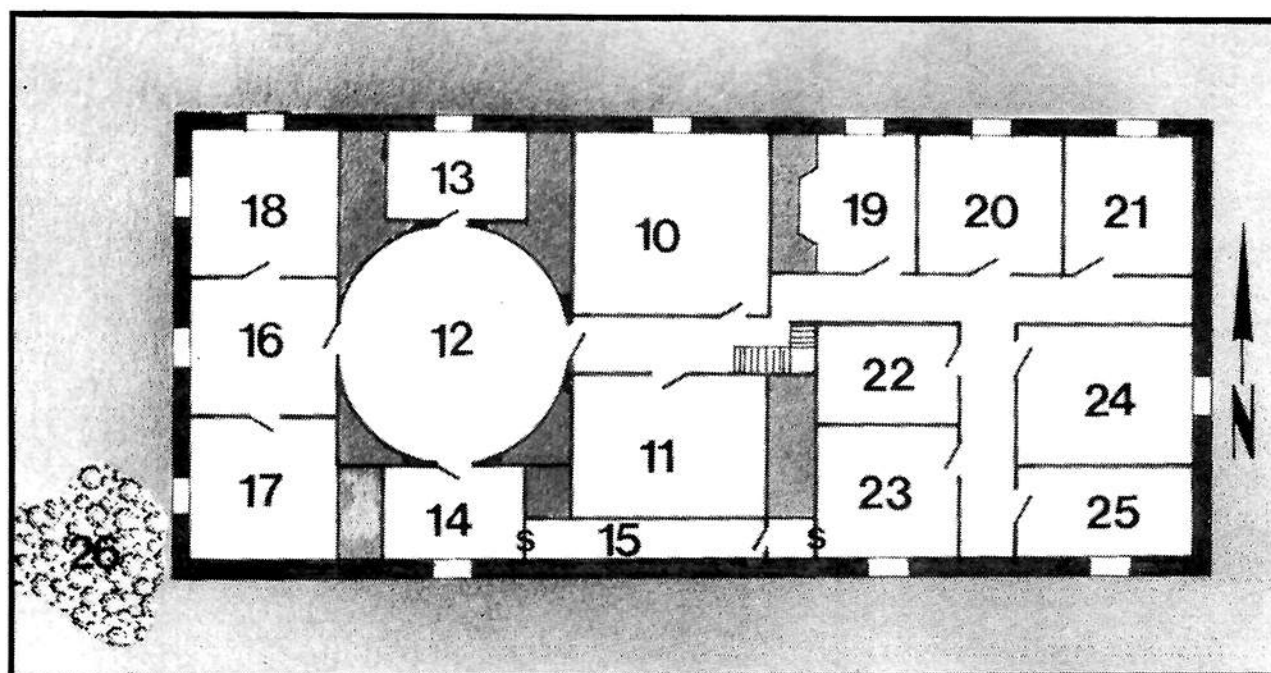
Window



LEVEL I, GROUND FLOOR



LEVEL I, SECOND FLOOR

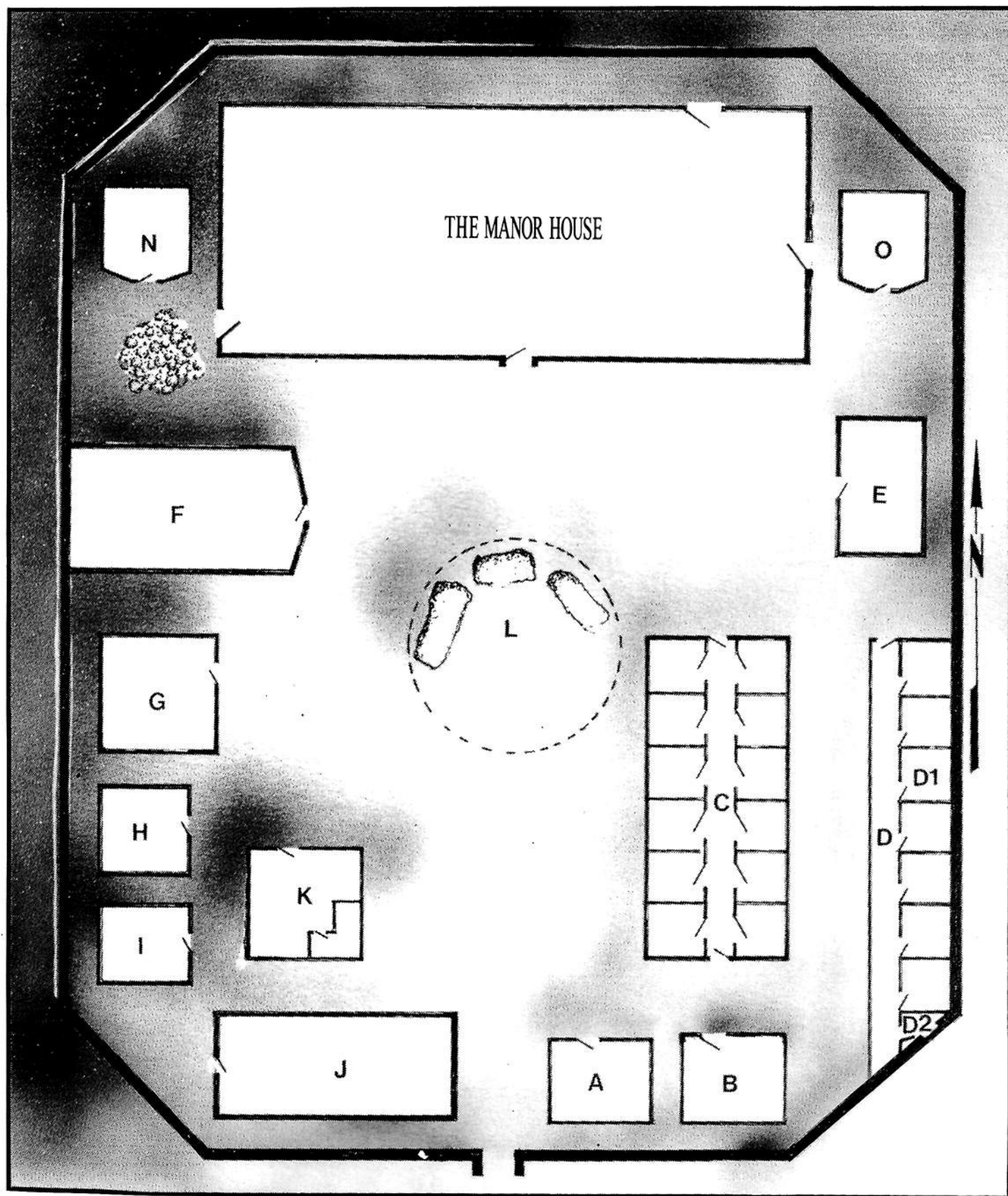


HEATHCHESTER ABBEY - LEVEL I

0 10 20 30 40 50

Scale: 50 ft.

Door ~



LEVEL II

0 10 20 30 40 50

Scale: 50 ft.



Alarm



Door



Entrance/Exit



Pit



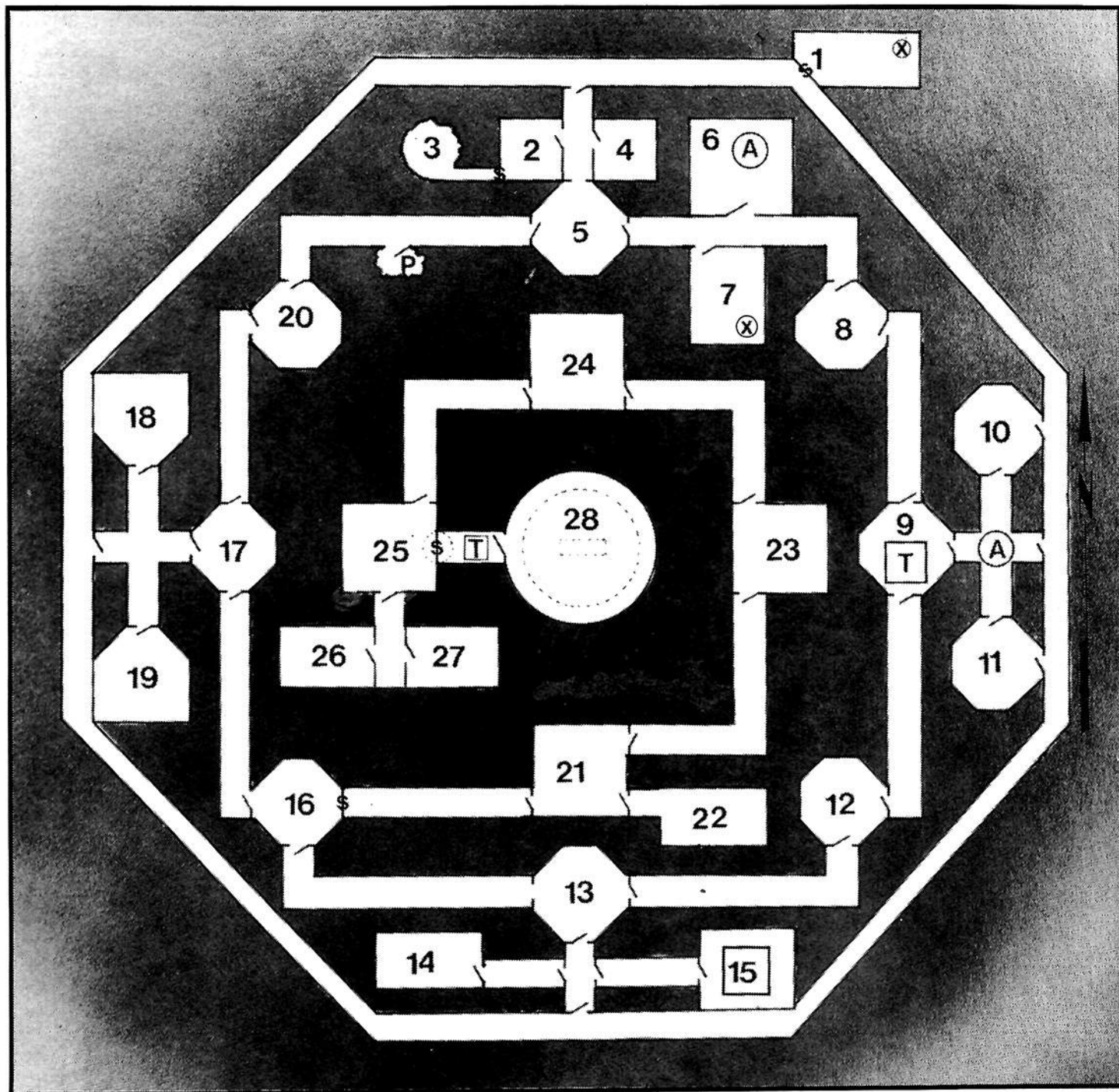
Secret Door



Secret Entrance Unit



Trap



LEVEL III

0 10 20 30 40 50

Scale: 50 ft.



Door



Entrance/Exit



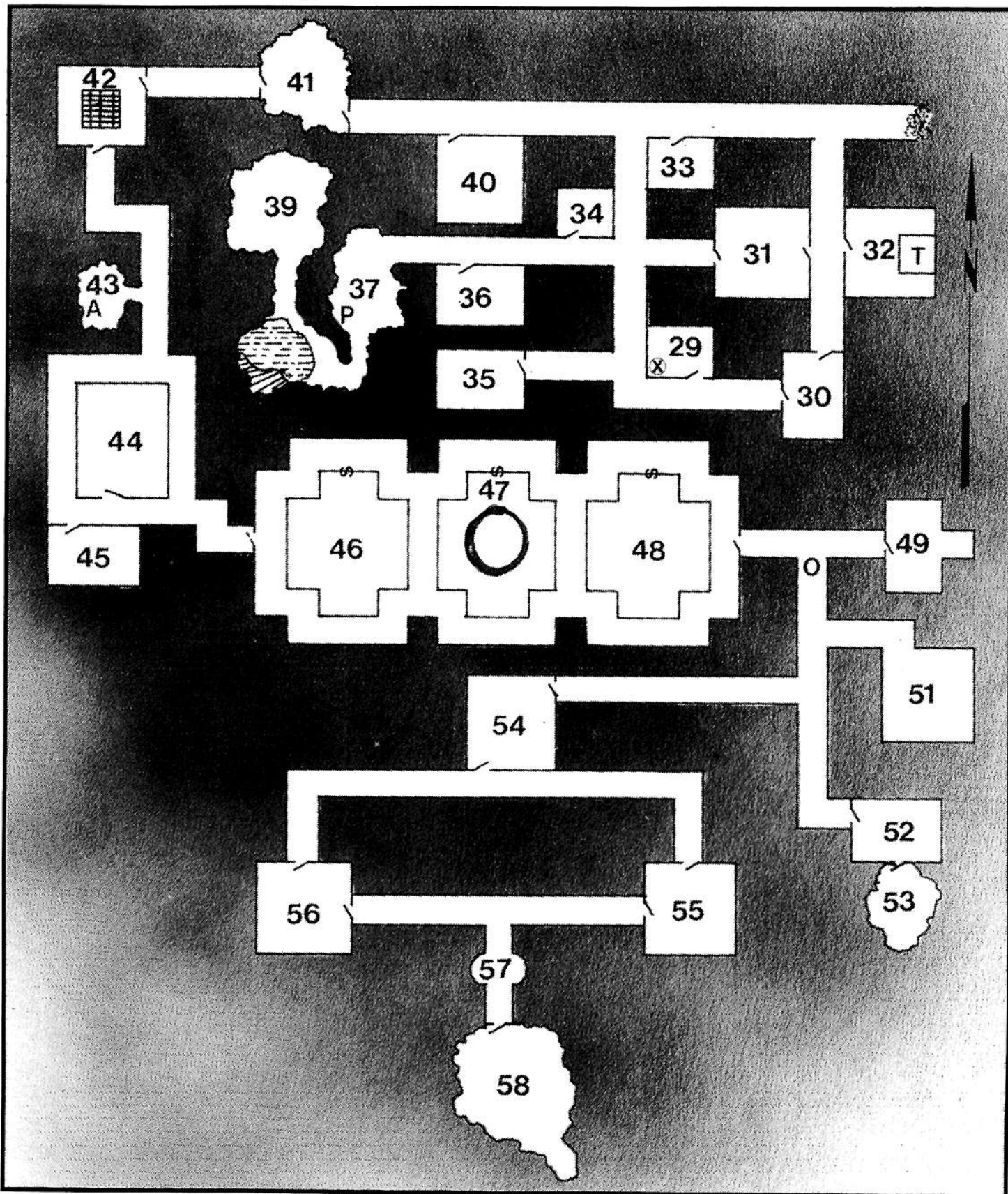
Pit



Trap



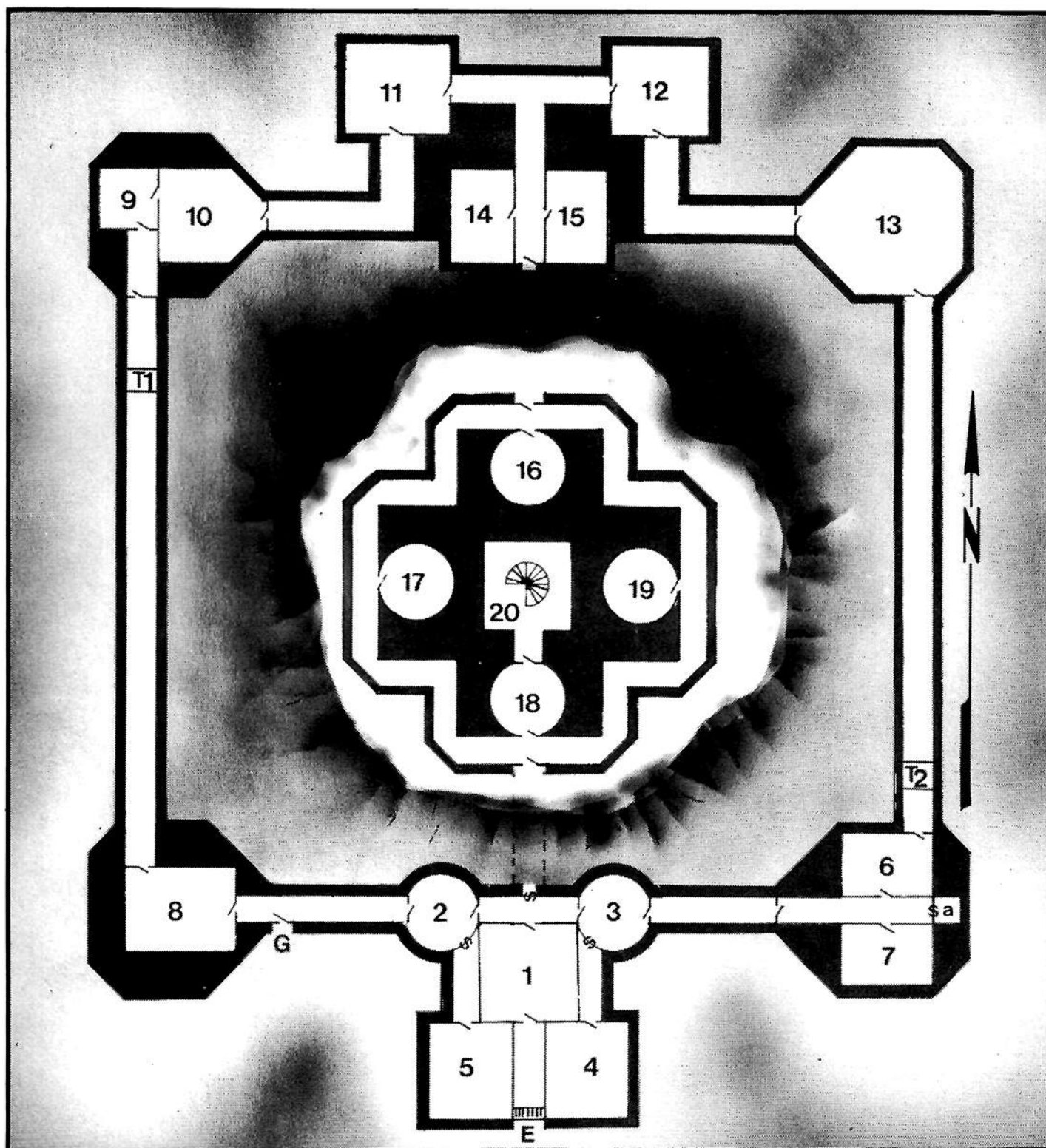
Secret Door



LEVEL I

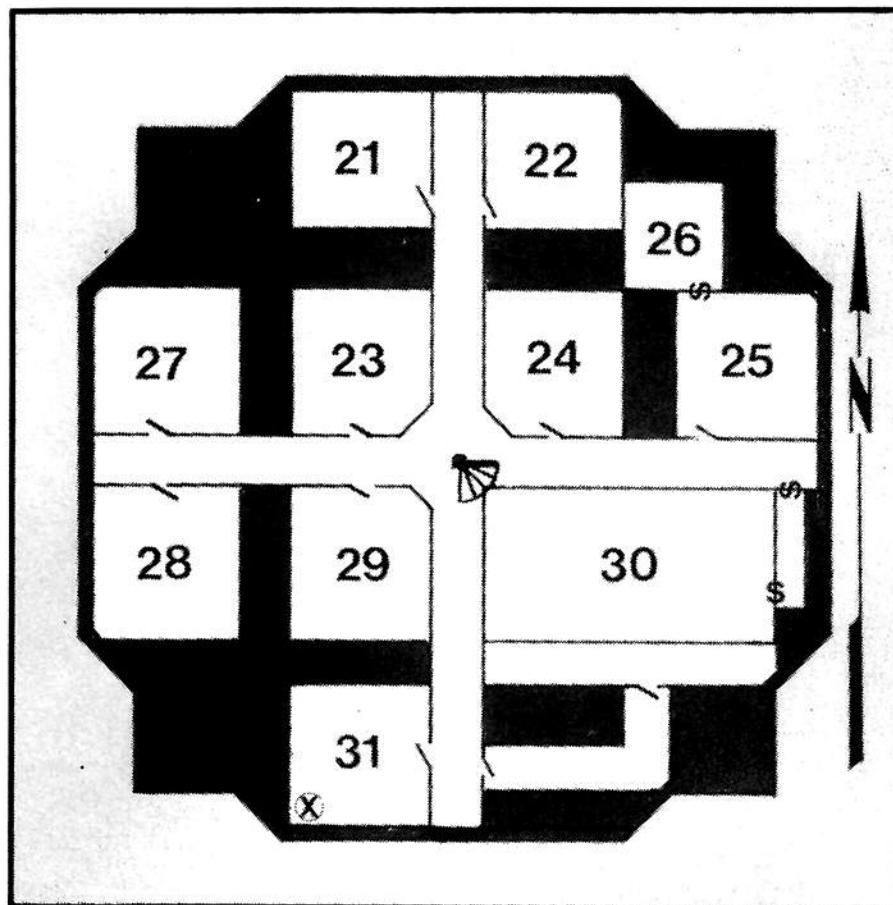
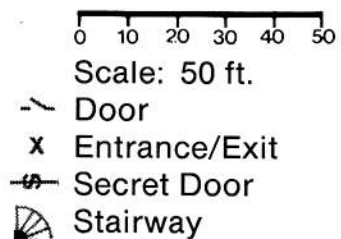
-  Door
-  Entrance/Exit
-  Portcullis
-  Secret Door

 Stairway
 Traitors Gate
 Trap

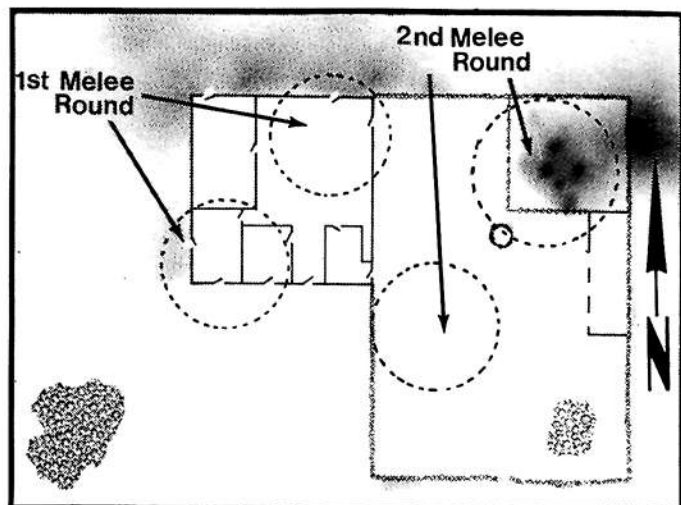
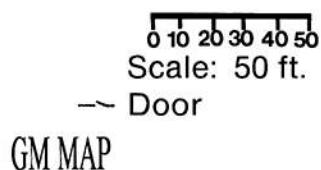


THE CITADEL

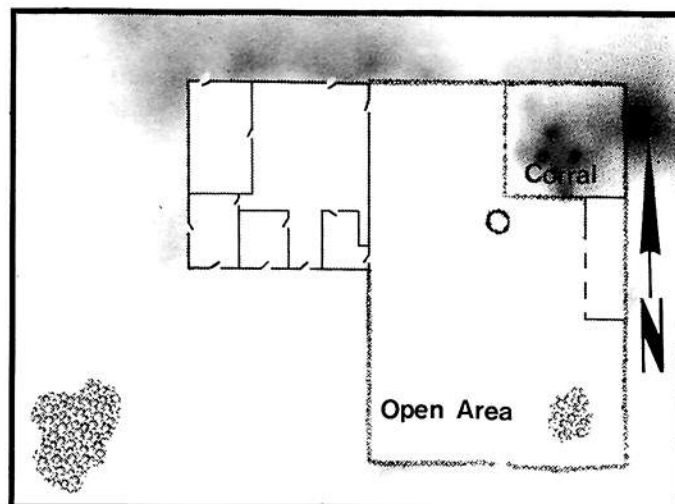
LEVEL II



MEND'S VILLA INN



PLAYERS MAP



THE CITADEL

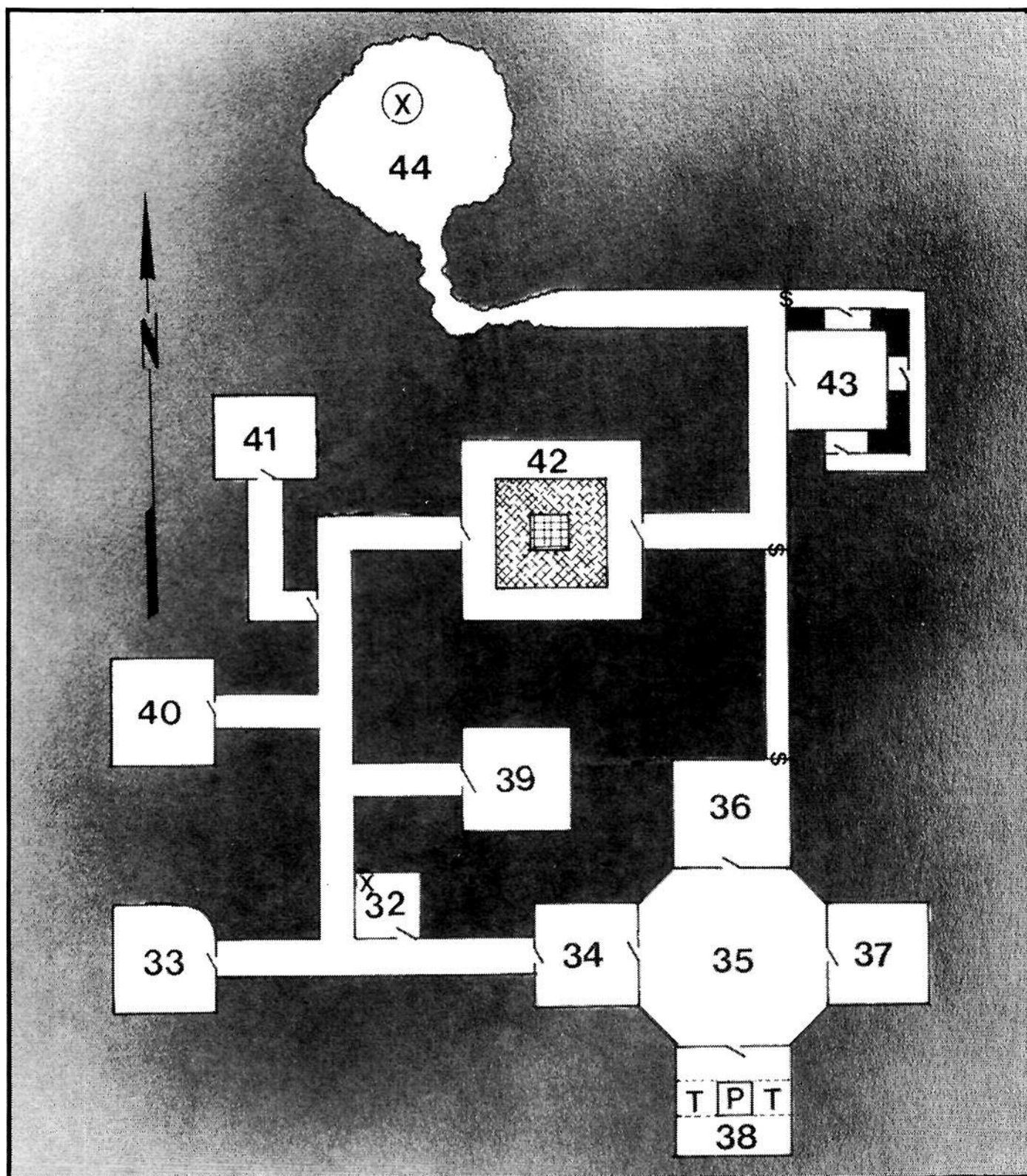
LEVEL III

0 10 20 30 40 50

Scale: 50 ft.

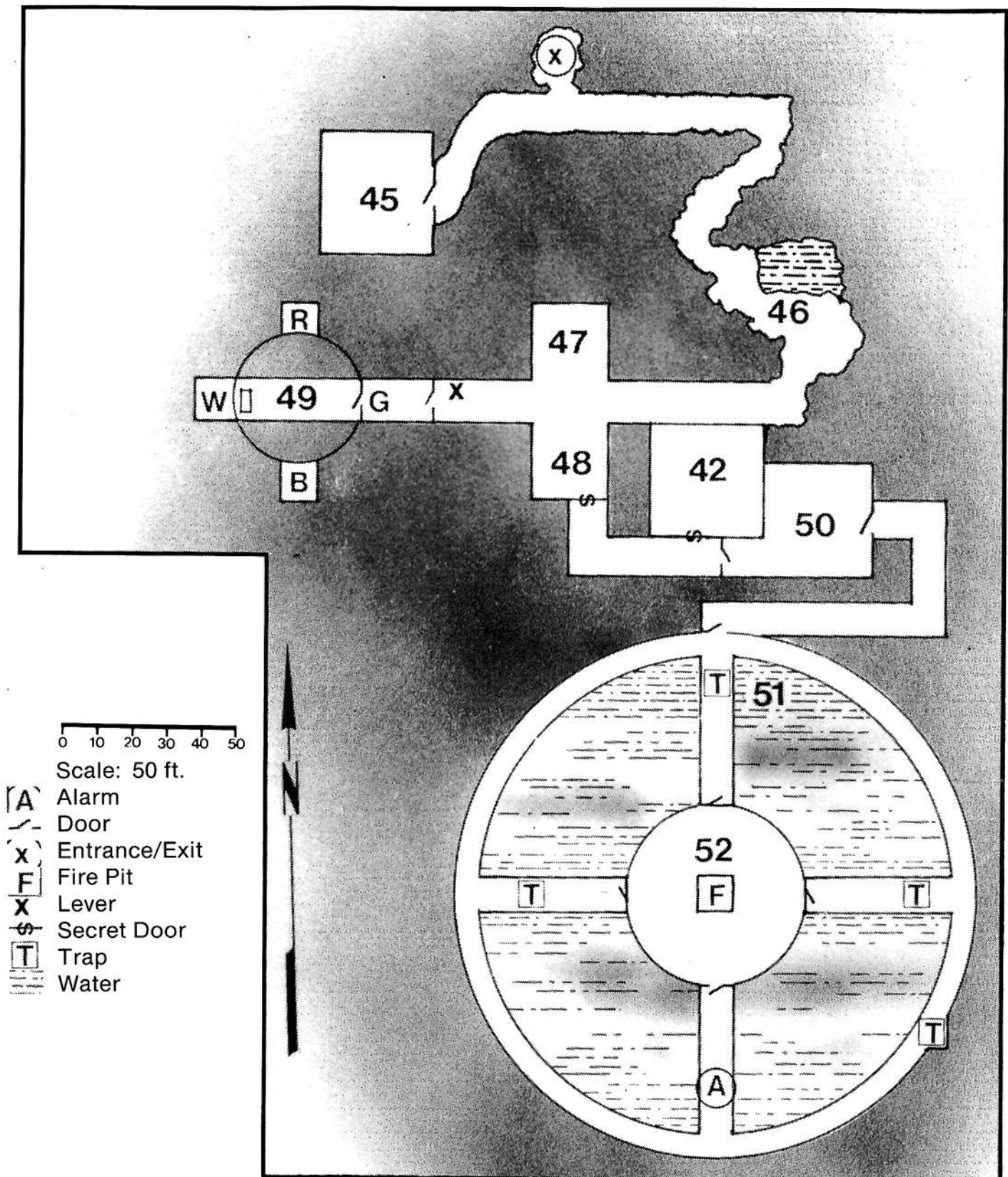
P Pit
\$ Secret Door
 / Door

T Trap
X Entrance/Exit
 ▨ Grid over Pit



THE CITADEL

LEVEL IV



HEATHCHESTER

LEVEL TWO

WANDERING MONSTERS

Once every Turn roll a D6 for wandering monsters. If a 1 is rolled, the party has encountered a monster or event from the chart below. Roll a D20 to determine which event is encountered. Use only this chart to determine wandering monsters on this level.

01-03 TROLLS

(1D4) *Trolls*

AC: 5, HTK: 25 (average) 6D8+6, M: 12"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 3, Dm: 5-8, 5-8, 2-12, Special: Regenerate 3 HTK per melee round; may attack three different opponents in the same melee.

04-05 ZOMBIES

(2D24) *Zombies*

AC: 8, HTK: 8 (average) 2D8, M: 6"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-8, Special: Immune to Sleep, Charm, Cold-based, and Hold spells.

06-07 ODOR

The party smells the odor of burning flesh in the air. They cannot tell from where it originates.

08-09 SOUND

The party hears hideous laughter to the north.

10-13 ORCS

(1D12) *Orcs*

AC: 5, HTK: 4 (average) 1D8, M: 9"

Alignment: Chaotic/Evil, Intelligence: Low

Att: 1, Dm: 1-8

Armor & Weapons: chainmail and spears.

Description: If outnumbered by the party, these Orcs will try to flee. In which case a band of Orcs, twice as large as the party, will return to same spot as encounter in 2D10 melee rounds.

14-16 CLOUD

A cloud of acrid smoke floats towards the party. It will not hurt them as it passes by.

17-18 SOUNDS

A haunting laughter can be heard far off to the south. This laughter can only be heard by Elves, Dwarves, and rangers.

19-20 UMBER HULK

(1) *Umbur Hulk*

AC: 2, HTK: 47 (8D8+8), M: 6"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 3, Dm: 3-12, 3-12, 2-10, Special: Confusion, tunnel through stone.



LEVEL THREE

WANDERING MONSTERS

Once every Turn roll a D6 for wandering monsters. If a 1 is rolled, the party has encountered a monster from the chart below. Roll a D20 to determine which monster is encountered. Use only this chart to determine wandering monsters on this level.

01-17 THE MEDUSA

Medusa

AC: 5, HTK:32 (6D8), M: 9"

Alignment: Lawful/Evil, *Intelligence:* Very

Att: 1, *Dm:* 1-4, *Special:* Snakes on the Medusa's head can bite with a deadly poison. Whoever looks in the Medusa's eyes must make a save vs. petrification or turn to stone.

18-45 THE ORCS

(6) *Orcs*

AC: 6, HTK: (1D8) 4—average, M: 9"

Alignment: Chaotic/Evil, *Intelligence:* Low

Att: 1, *Dm:* 1-6,

Description: These Orcs are the normal guard patrol. If a room description refers to a chance of "the patrol being alerted," this is the patrol that will appear. They all carry short swords, bows and arrows, and daggers.

One Orc will have a horn that he will blow the moment he sees the party. If he does, in 1D10 melee rounds roll again on the wandering monster chart for the effect.

46-65 THE DROW

(6) *Drow*

AC: 4, HTK: 7, 8, 9, 11, 12, 12 (2D8), M: 12"

Alignment: Chaotic/Evil, *Intelligence:* Exceptional

Weapons & Armor: Chainmail, buckler shields, swords, and small crossbows with darts (fire two at a time—only one round need to load)

Att: 1, *Dm:* weapon, *Special:* 50% magic resistance, infravision, all saves at +2, 75% chance of Hide in Shadows and Move Silently (using boots and cloaks of Elvenkind), hate bright light (-2 to hit and 75% chance Drow will not attack if encountered)

These Drow will not try to attack the party directly, but will hide in shadows and snipe at the party using their poison darts. The darts inflict 1-3 HTK and require the victim to save vs. poison or fall unconscious for 1D6 Turns. The Drow will fire 1D12 darts at a party per encounter then flee into the darkness. Drow can hide in shadows and move silently 75% of the time, if sighted they will flee.

66-80 THE GRIMLOCKS

(8) *Grimlocks*

AC: 5, HTK: (2D8) 8—average, M: 12"

Alignment: Neutral/Evil, *Intelligence:* Average

Att: 1, *Dm:* 1-6 or weapon, *Special:* Although technically blind (blank eye sockets), the Grimlocks have excellent senses that give them an effective vision of 20'. These fierce subterranean (humanoid) warriors carry axes and swords. They are immune to all spells that involve sight (Darkness, Mirror Image, etc), but hearing spells will partially blind them, reducing their hit probability by 2.

81-88 ODOR

All player characters smell burning flesh and see smoke drifting around the corner. If they look, they see nothing.

89-95 SOUNDS

To the south, the characters hear the crying of a baby, or small animal. The sound is very faint. The party will never find what made the sound.

96-00 EYEBALL

On the ground of the room or corridor, the characters find a eyeball in a small pool of blood



FFENDRELLION

WANDERING PATROL

01-20 ORCS

(12) *Orcs*

AC: 5, HTK: (1D8) 4—average, M: 9"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 1, Dm: 1-6, Description: These Orcs carry spears and wear chainmail armor.

21-40 HUMANS

(6) *Human Skill 1 fighters*

AC: 2, HTK: (1D8) 5—average, M: 6"

Alignment: Neutral/Evil, Intelligence: Average

Att: 1, Dm: 1-8, Description: These fighters all carry long swords and wear platemail with knight's shields.

41-60 BESERKERS

(6) *Beserkers*

AC: 7, HTK: (2D8+2) 10—average, M: 12"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 1 or 2, Dm: 1-8, Special: +2 to Hit (50%) or Strike twice per round (50%)

61-80 FALSE ALARM

No one comes by. They cannot find you.

81-00 KOMAR

Half-Orc Captain, Skill 8 Fighter

Stats: ST: 17, IT: 16, IN: 08, SM: 17, D: 12, A: 16

AC: 2, HTK: 52

Weapons & Armor: +1 longsword, -1 cursed shield, +1 plate armor, +3 war hammer. Description: Komar is very vain of his position within the Guard. He takes his job seriously and will prove to be a savage opponent. At the first opportunity, Komar will leave and return with one of the three groups from above (roll randomly). Komar prefers his war hammer to his longsword in battle. However, he thinks his shield is a wonderful defense. He does not know it actually hinders his defense.

LEVEL THREE

WANDERING MONSTERS

01-25 DROW

(6) *Drow*

AC: 4, HTK: 16, 18, 14, 23 (4D8), M: 12"

Alignment: Chaotic/Evil, Intelligence: High

Att: 1, Dm: by weapon, Special: As per Drow, each has

an Elven Cloak and Boots at 75% effectiveness, +1 sword, crossbow with darts. Darts are covered with poison; save versus poison with -4 to die roll or fall unconscious for 20 Turns *minus Stamina*.

Each Drow will fire one dart and then flee into the darkness.

26-50 CREEPERS

(3) *Creepers*

AC: 5, HTK: 12, 24, 22 (3D8), M: 6"

Alignment: Neutral, Intelligence: Animal

Att: 6, Dm: 1-3, 1-3, 1-3, 1-3, 1-3, 1-3,

Special: Creepers are always encountered in groups of three or more, linked together to form a wall of branches. Each Creeper is 3' wide, 5' high, and 2' deep. Linked together, Creepers look like a moveable wall of thorns. They move down a hallway thrashing anything in its way with a mass of thorny branches that cause 1-3 HTK per strike. Only 6 strikes per opponent can be made in any group of three Creepers even though they technically have a possible 18 strikes. However, a trio of Creepers can strike at three separate opponents at a time.

Creepers have a defense against fire. Glands located near the top of the plants are filled with water. When a fire source comes within 10 feet, the plants quickly release the water as a mist.

The plant automatically makes its save against all fire-based attacks and fire damage on this plant is reduced in power by 2D6 HTK of damage. Creepers can release their mist three times a day.

51-75 WEREWOLVES

(2) *Werewolves*

AC: 5, HTK: 35, 31 (4D8+3), M: 15"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 1, Dm: 1-10, Special: only hit by silver or +1 or better magic weapons. These Werewolves have been specially bred by the Witch King for their large size and savage disposition (note the change in damage and the high HTK). When encountered, they will be wolf form and will stay in wolf form during the attack. These Wolves are excellent trackers and will follow the party relentless.

76-00 ORCS

(12) *Orcs*

AC: 6, HTK: 4 (average) 1D8, M: 12"

Alignment: Chaotic/Evil, Intelligence: Average

Att: 1, Dm: by weapon, Special: These Orcs were on patrol when the party first breached the walls. When they returned, Nemar ordered them into the lower level to try and destroy the group. These "wall" Orcs are as lost here as the party. Therefore, there is a 50% chance that the Orcs will flee if encountered.

If they stand and fight, there is a 60% chance they will flee after three or more of their number are killed.

These Orcs carry short swords, spears, and bows and arrows.

LEVEL FOUR

WANDERING MONSTERS

01-20 WRAITHS

(2) *Wraiths*

AC: 4, *HTK*: 13, 23, 27, (5D8+3), *M*: 12"/24"

Alignment: Lawful/Evil, *Intelligence*: Very

Att: 1, *Dm*: 1-6, *Special*: Drain 1 life level per hit, can only be struck by silver or magic weapons, immune to Sleep, Charm, Hold, and Cold-based spells.

21-70 HOBGOBLINS

(1D12) *Hobgoblins*

AC: 5, *HTK*: (5D8) 20—average, *M*: 9"

Alignment: Lawful/Evil, *Intelligence*: Average

Att: 1, *Dm*: 1-8,

Description: These Hobgoblins are a special breed retained by Nemar Dreillion for security purposes on this level. Their sense of smell has been heightened and they can track with a 95% accuracy. After they are encountered once, another group of 1D12 Hobgoblins will appear in 1D6 melee rounds. In total, there are 24 Hobgoblins wandering around this level. After these are killed, no more will come.

Their barracks is in Room 45.

71-00 FIGHTERS

(2) *Skill 5 Human Fighters*

AC: 1, *HTK*: 25, 35 (5D10), *M*: 6"

Alignment: Chaotic/Evil, *Intelligence*: High

Att: 1, *Dm*: by weapon, *Special*: each is wearing +1 plate armor, and carries a +2 long sword.



“It was a scream I would not want to hear twice.”

It was one of those missions that you instinctively knew would be trouble; one that will lead to a lot of blood spilled - yours. And it didn't help to have the villagers spreading rumors and making up stories. Sometimes being in the service of a Druid is not healthy, for even while the sun shines bright, you're led into the



Shadows of Evil

Shadows of Evil is designed for three to six characters from fourth to seventh level and is suitable for use with all popular roleplaying systems including Advanced Dungeons and Dragons*.



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