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The Fallen Abbey

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 9-11



The Guardians of Thornwall were entrusted with a powerful demon-slaying artifact known as Saint Gillian's Hammer. Now the abbey has fallen to a horde of demons, bent on stealing the hammer. They must be stopped!

The Fallen Abbey is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



Dungeons of
Dazegoneby

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Writing, design, layout: Matthew E Kline
The Demon-Slayer on the cover and inside cover was provided by J. E. Shields

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Dungeons of Dazegoneby

Mini-Dungeon Module G9

The Fallen Abbey

The Guardians of Thornwall were entrusted with a powerful demon-slaying artifact known as Saint Gillian's Hammer. Now the abbey has fallen to a horde of demons, bent on stealing the hammer. They must be stopped! Luckily the artifact lies at the center of the Thornmaze, a living maze protected by a powerful enchantment. But even this will only stall the demons for so long...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Fallen Abbey is designed for 4-6 adventurers of level 9-11. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

Years ago, a paladin known as Sir Gillian roamed the land, searching for demons to slay. Word of his exploits soon spread and he became known throughout the realm. Unfortunately, his acts of demon-slaying brought him to the attention of the demon prince Orcus. Orcus dispatched a group of demons find and kill the paladin. Badly wounded and cornered by the demons, Gillian prayed to his God for strength. The answer came in the form of an enchanted war hammer which suddenly appeared before the paladin. With the aid of this blessed weapon, the paladin easily slew the demons that threatened him.

Emboldened by the divine gift he became even more dedicated to hunting down demons, however, even legends must die. Gillian met his end, not by demon's claw, but dragon fire.

Hearing of Gillian's demise, a group of druids set out to retrieve Gillian's Hammer, along with whatever else of the paladin's remains they could find. The druids interred Gillian's remains within Thornwall Abbey, a former abbey which now served a dual purpose as both a memorial to Saint Gillian and home base for the Guardians of Thornwall, an order of druids dedicated to safeguarding Gillian's Hammer. To this end, they created a maze, warded by a powerful enchantment and secured the weapon within. Unfortunately, Orcus recently learned of the hammer's whereabouts and sent an army of demons to destroy it. The demons however are having a hard time dealing with the maze.

Hopefully a group of brave heroes can get to the abbey and stop Gillian's Hammer from falling into the wrong claws...

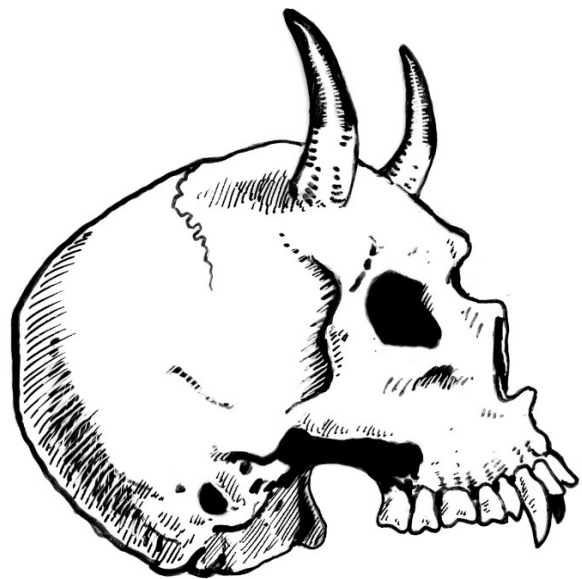
Set Up

The party is relaxing at an inn or tavern when a sparrow suddenly flies through an open window to land near a druid named Ian Arrowdell. After a few minutes of frantic sparrow flapping and tweeting the druid stands and announces to all present that Thornwall Abbey has fallen and that demons are currently working to get their hands on Gillian's Hammer, a legendary demon-killing weapon placed there for safekeeping. The druid asks if there are any brave enough to aid him in taking the abbey back. Hopefully the party rises to the challenge.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

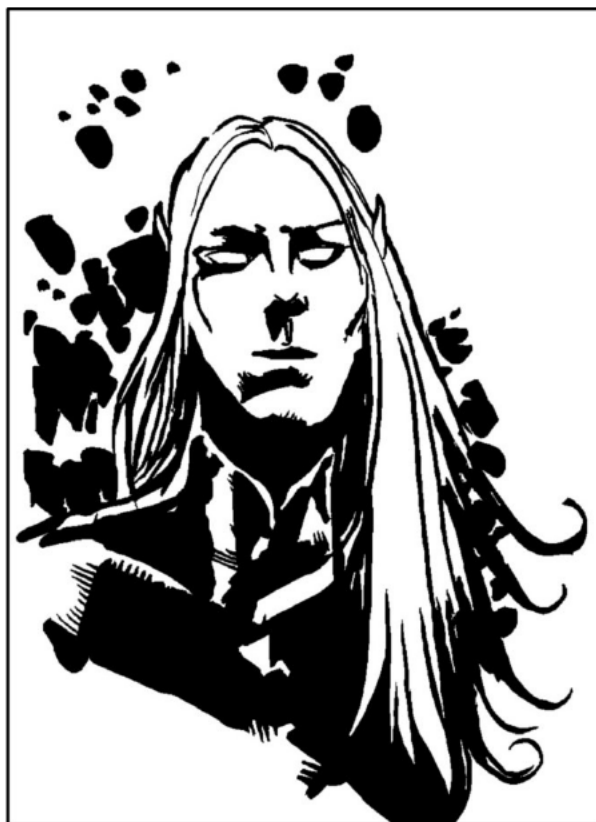
If there's a druid among the party already it's possible that Arrowdell seeks out the help of his "brother" or "sister" after being contacted by the sparrow.



Guardian of Thornwall

The half-elf druid, Ian Arrowdell, is a member of the Guardians of Thornwall. He was on his way back to the abbey, returning from a mission to deliver a set of *protection from demons* scrolls to the Captain of the Guard in a city that recently experienced some trouble with the creatures.

As a guardian, he was given a magic item known as the *Stone of the Thorn-Walker* (see New Magic.) This item allows him to open up a portal similar to a *dimension door* that leads directly to the abbey grounds. He was reluctant to use it up to this point, choosing a more mundane method of travel, over the stone's once-a-week limitation, and painful activation method. Now however he feels guilty for not returning earlier and being on hand to help his brethren defend the abbey from the demon attack.



Thankful for their help, he'll allow the group time to make any preparations they feel necessary before heading to the abbey, however he'll urge that they do so quickly.

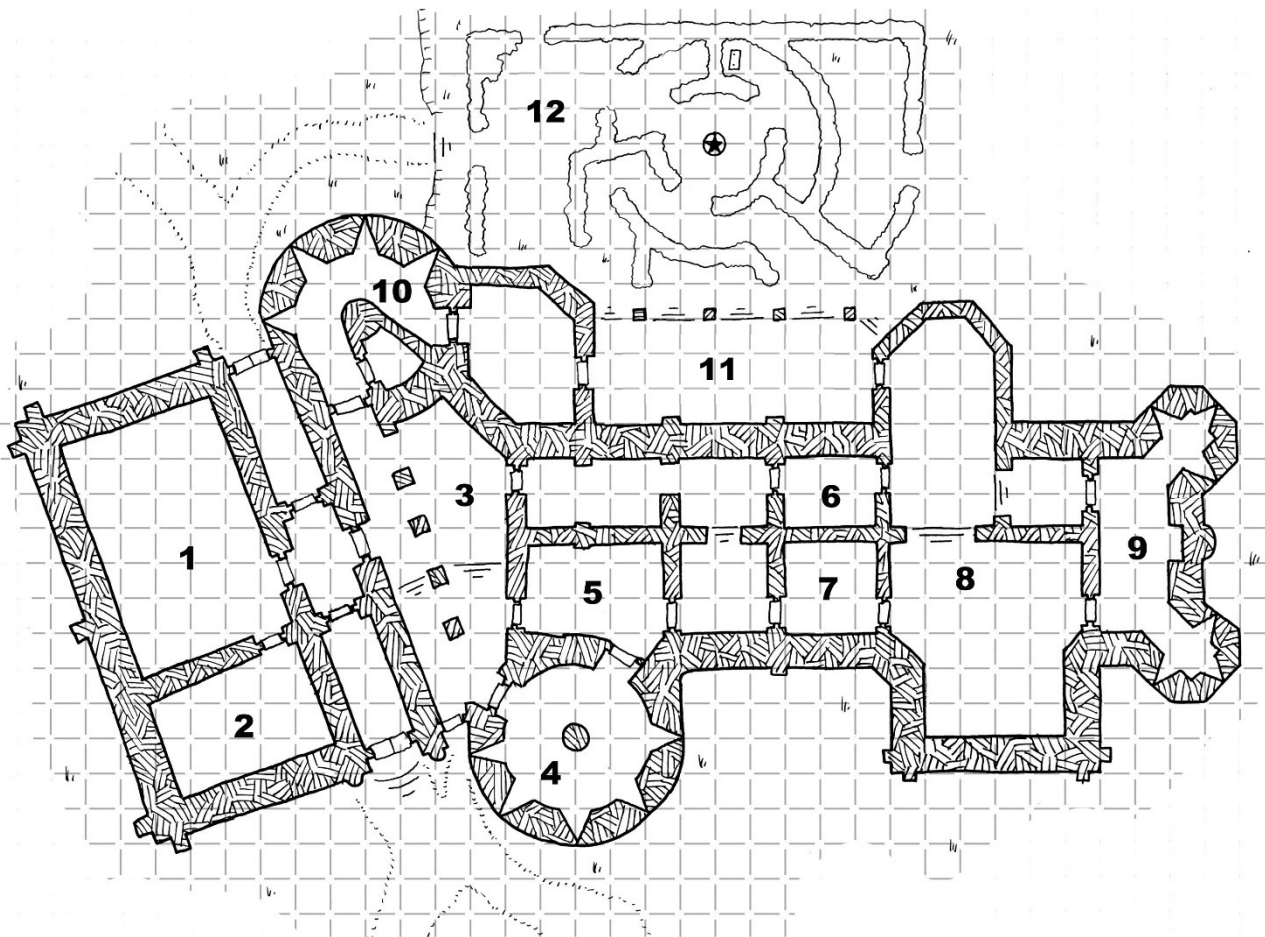
Once the group's ready, Arrowdell produces the thorn wrapped stone from out of his backpack and holds it before him. Squeezing the stone until it's thorn's draw blood, Arrowdell draws a line of red droplets across the ground. Thick thorny vines sprout from the line, growing tall, and twisting into a crude archway. A moment after the archway finishes forming the view through its interior flickers. It shifts from displaying the party's surroundings to a view of the abbey.

Seeing thick smoke rising from several of the abbey's windows, Arrowdell gives a cry of alarm and rushes through the archway. The portal will remain open for a few minutes, allowing time for the party to follow, then the vines which comprise it rot and fall away.

Arrowdell is an adventuring druid. As a result, he'll have standard adventuring equipment such as torches, flint & steel, rope, etc. in addition to the items that are listed. The gamemaster should feel free to allow him these mundane items when and if they are needed.



Arrowdell (Half-elf): HD 9; HP: 42; AC 5[14]; Atk 1 short sword (1d6); Move 12; Save 7; CL/XP 9/1,100; Special: Druid Spells and abilities. Gear: +2 *leather armor*, *short sword of dancing*, *potion of extra healing*, adventuring gear, golden symbol of the Guardians of Thornwall (worth 200gp.)



Thornwall Abbey

1sq = 5'

Key to Thornwall Abbey

The players arrive at the abbey, stepping through the archway into a 20' ring of thorns lying on the ground, 60' south of the front doors to the abbey.

Arrowdell informs the group that the item the demons are after is located behind the abbey, hopefully still safe at the center of the protective maze that's been built around it. He adds that in order to get to it they'll need to retrieve the Mazewalker's Key, an item similar to the *Stone of the Thorn-Walker*, created to counter the maze's enchantment.

The players are free to head around back to check on the status of the maze and

the security of the hammer, which Arrowdell may even admit is a good idea, however, he'll insist on heading inside to get the key (hidden in **Area 9**) and to check for survivors (though it's something he's reluctant to state aloud since he feels the prospects of discovering any are slim.)

In fact there were 12 guardians, including Arrowdell, living at the abbey. Now all save Arrowdell have been slain. Two of the bodies can be found at **Area 3**, two more at **Area 5**. The remaining lie at **Area 8** and to the west of **Area 12**.

The dead guardians each possess a symbol of their order; a demon skull bound by thorny vines (worth 200gp

each.) Arrowdell will discourage the party from taking these as loot, since guardians are traditionally buried with the symbols.

1. Study

A thick smoke collects near the ceiling of this room, making for its windows. The source of the smoke, a small bonfire comprised of burning books, sits at the room's center.

This room once contained several comfortable chairs and shelves holding a variety of books, mostly on demon-slaying. Now a pair of vrock's, along with their hell hounds are busy wrecking the place.

Kerreggoth, waiting impatiently at **Area 11**, sent his minions into the abbey in search of the secret to the Thornmaze's enchantment. The vrock's here ransacked the room, searching for the secret to the maze, destroying the bookshelves and chairs in the process. When they discovered the subject of the books they decided to start an impromptu bonfire, with a little help from the hell hounds.

If Arrowdell is with the group, upon spotting the druid one of the vrock's will croak "Another guardian! And he's brought friends!" The other will hiss, "Maybe he knows the secret of the maze!" and move to capture him.



Demon, Vrock's (2): HD 8; HP 46, 40; AC 0[19]; Atk 1 beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d8); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: Magic resistance (50%), darkness, immune to fire.

Hell Hounds(6HD) (2): HD 6; HP 31,25; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 11; CL/XP 7/600; Special: Breathe fire (12hp).

2. Guardians Quarters

A pair of vulture-headed horrors are busting apart wooden frames and tearing up mattresses to the beds that once stood in this room.

There were once several bunk beds here along with wooden trunks which held the guardians clothing and personal items. These are all now scattered about the room. A flurry of tiny feathers was released into the air as the mattresses were torn apart, these feathers swirl about the air, causing a minor annoyance to all present during combat.



Demon, Vrock's (2): HD 8; HP 44, 32; AC 0[19]; Atk 1 beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d8); Move 12 (Fly 18); Save 8; CL/XP 11/1700; Special: Magic resistance (50%), darkness, immune to fire.

3. Hall of Remembrance

A pair of hell hounds chase each other around a row of four pillars that run down the center of this room. They appear to be fighting over a length of cloth which they're attempting to tear free from each other's grip.

The northeast wall of this room once bore three displays of items belonging to Gillian, a long sword, a cape, and a dozen arrows. Now the items lay scattered across the floor, save for the cape which is

currently serving as a chew toy for the hell hounds. They're having a hard time with it however since the cape is actually a *cape of protection from demons* (see New Magic.)

The body of two guardians lie near the northeast wall as well. Apparently killed in defense of the items displayed here.

Once the party is spotted, the hell hounds give up on the cape, attempting to make chew toys out of the group instead.



Hell Hounds(6HD) (2): HD 6; HP 31,25; AC 4[15]; Atk 1 bite (1d6); Move 12; Save 11; CL/XP 7/600; Special: Breathe fire (12hp).



As stated above, the hellhounds were fighting over a *cape of protection from demons*, which held up remarkably well due to its protective enchantment.

The dozen arrows are +1, +2 vs. *demons*. The long sword is non-magical, however it's a bit more ornate than normal, with a gem-encrusted gold guard and pommel (worth 1,000gp.)

4. South Lookout

The curved wall of this circular room features several arrow slits built into it.

A group of 6 sithrexi have been stationed here to watch for anyone approaching the abbey from the south. They'll fire out of the arrow slits in the wall at the party if they spot them outside.

The sithrexi switch to daggers to deal with any intruders entering the room.

If the demons spot the players approaching the abbey, they'll send at least one of their number to alert the guards stationed in **Area 9** and **Area 10** as well as Kerreggoth in **Area 12** (the hezrou however is more concerned with getting the hammer and will probably ignore this warning, relying on the sithrexi to deal with the intruders.)



Sithrexi (humanoid) (6): HD 6; HP 28,26,26,25,21,20; AC 6[13]; Atk 1 Weapon (1d6 + cumulative 10% of poison); Move 12; Save 11; CL/XP 9/1100; Special: Magic resistance (25%), poison, 20% of summoning giant snake.

5. Tomb

A trio of cackling imps claw at the lid of a stone sarcophagus standing against the north wall of this room.

This room houses the remains of Gillian. The trio of imps here are quasits. They believe that the means of overcoming the Thornmaze's enchantment may lay interred with the paladin, inside the sarcophagus.

The bodies of another two guardians lie near the sarcophagus, apparently slain by the demons.



Quasits (3): HD 3; HP 16,15,12; AC 2[17]; Atk 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Move 14; Save 14; CL/XP 7/600; Special: Magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities.



Arowdell will prevent the party from opening the sarcophagus. It

contains nothing of value other than the burnt remains of Gillian.

In addition to their golden symbol, one of the guardians possess a *Stone of the Thorn-Walker*. Arrowdell lets the party take this, thinking it will serve them better.

6. Vestry

A stack of several wooden casks sits against the south wall of this room. A pair of imp-like demons are here, sitting on the ground next to a cask lying in a puddle of wine. They both appear to be drunk.

Wooden pegs line the wall here, a remnant of the building's abbey days when the room held ceremonial cloaks and other vestments. Now the room is used to store casks containing wine,



mead, and juice for consumption by the guardians.

The two quasits here are drunk. They'll have trouble using their magic and suffer a -2 penalty to their attack rolls.



Quasits (2): HD 3; HP 15,13; AC 2[17]; Atk 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Move 14; Save 14; CL/XP 7/600; Special: Magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities.



The casks are stacked on their sides in a pyramid like formation. Nine contain juice (worth 1gp each), nine containing mead (worth 10gp each), and eight contain wine (worth 50gp each)

7. Narthex

A loathsome looking blob-like creature is here, pulling food off shelves on the northern wall with its spindly arms, which it greedily wolfs down.

While this structure was an abbey this room served as a narthex for the temple next door (**Area 8.**) Now it's used as a pantry. The shelves against the north wall held all sorts of cheeses, breads, fruits, vegetables, and salted meats, along with jams and preserves. The dretch here is making a meal of the place. Upon seeing the group, it will panic, attempt to release a sticking cloud and summon giant rats at the same time, then try to flee to **Area 8.**



Demon, Dretch: HD 4; HP 30; AC 2[17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; CL/XP 6/400; Special: Stinking cloud, summon Rats, magical abilities.

Giant Rats: HD 1d4hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

8. Temple

A group of seven bald humans are angrily overturning tables and tossing chairs around. They appear to be frantically searching for something.

This large room was the abbey's temple. It now serves as the guardians dining hall. Several chair lined tables stood in the temple's southern section, now tossed and splinted by the sithrexi, still searching for the means to overcome the thornmaze.

A large statue of Gillian stood in the section to the north, depicting the paladin standing triumphantly upon a pile of the slain creatures. The demons took offense to it and shattered it.

The sithrexi here are annoyed at being in the service of the hezrou, faced with what they believe is an increasingly more impossible task. Upon seeing the party one will bark "Maybe they can tell us the secret of the Thornmaze!" another will position himself between the first and the party stating, "Or, maybe they can rid us of Kerreggoth?"

The demons will all pause, waiting to see if the party wants to fight or talk. Arrowdell is eager to attack, seeing the bodies of several more slain guardians lying about the room.

Given the chance the demons will explain how they were sent into the abbey to find some way of overcoming the enchantment guarding the thornmaze.

They state that Kerreggoth, their hezrou master's original idea was to just throw a small army of lemurs at it, but his army now stands helplessly enthralled by the maze. The sithrexi know that Kerreggoth dare not return empty handed to Lord Orcus. If they will not help them find a way to wrest Gillian's hammer from the center of the maze then perhaps they'd be willing to rid them of their master? The demons will then wait for the groups response.

If the party consults Arrowdell, the druid will be of the mind that one should not make deals with demons. The fact that the bodies of his compatriots lie near doesn't help sway his opinion any, he will however defer to the decision of the party.

If the group agrees to aid the sithrexi the demons will allow them to pass unmolested. They'll also send word to the sithrexi at **Area 4**, **Area 9** and **Area 10** not to harm the party. The sithrexi cannot harm Kerreggoth directly, since they have sworn an oath of service to the hezrou, and if Orcus found out the consequences would be dire.

If they're attacked, or their offer is refused the sithrexi attack. Five will remain in their humanoid form while the other two shift into their giant snake forms.



Sithrexi (humanoid) (5): HD 6; HP 31,29,28,26,26; AC 6[13]; Atk 1 Weapon (1d6 + cumulative 10% of poison); Move 12; Save 11; CL/XP 9/1100; Special: Magic resistance (25%), poison, 20% of summoning giant snake.

Sithrexi (giant snake form) (2): HD 5; HP 25,19; AC 5[14]; Atk 1 bite (1d6 + poison); Move 12; Save

11; CL/XP 9/1100; Special: Magic resistance (25%), poison.

9. Kitchen

This appears to be the abbey's kitchen. The last smoldering embers of a cooking fire linger in the ashes in a wide hearth on the east wall.

Two sithrexi are stationed here as guards, positioned near the arrow slits to the north and south. They will fire at anyone approaching the abbey from the east. If the party has agreed to help the sithrexi in **Area 8** the two stationed here will reluctantly leave the group alone.



There's a secret compartment hidden behind a loose brick at the back of the hearth. It contains the Mazewalker's Key. Arrowdell knows of its location, however the temporary truce being honored by the sithrexi here may not survive the sight of the key being retrieved from its hiding place. The demons will attempt to take it, thinking it has something to do with the maze's enchantment. The group will have to distract the sithrexi, or dispose of them quietly, so that Arrowdell can retrieve the key without them seeing it.



Sithrexi (humanoid) (2): HD 6; HP 26,26; AC 6[13]; Atk 1 Weapon (1d6 + cumulative 10% of poison); Move 12; Save 11; CL/XP 9/1100; Special: Magic resistance (25%), poison, 20% of summoning giant snake.



The compartment also contains the guardian's emergency funds; a sack of 60 gems worth 100gp

each. Arrowdell will toss this to the party as partial repayment for their help thus far.

10. North Lookout

The hallway curves here. A section of wall to the north contains a row of arrow slits.

A pair of sithrexi are stationed here, watching for anyone attempting to approach the abbey from the north, firing upon them through the arrow slits on sight.

If the party has agreed to help the sithrexi in **Area 8** the two stationed here will leave the group alone.



Sithrexi (humanoid) (2): HD 6; HP 31,29; AC 6[13]; Atk 1 Weapon (1d6 + cumulative 10% of poison); Move 12; Save 11; CL/XP 9/1100; Special: Magic resistance (25%), poison, 20% of summoning giant snake.

11. Rear Landing

A wide covered patio sits here, open to the north. Doors to the east and west grant entry to the abbey.

The hezrou Kerreggoth is here, pacing back and forth across the patio, pausing every once in a while to slam a massive fist against the stone floor out of anger and frustration.

From this vantage point one can easily see overtop of the low walls of the Thornmaze. Kerreggoth can see his prize at its center but he can't reach it due to

the enchantment, and its driving him crazy.

From here a large amount of lemures can be seen gathered together at the point marked by the number 12 on the map. They all seem to be standing in a trance; immobilized.

When he first spots the party, he'll roar "Well?!?" then croak a terrible laugh, "I thought you were one of mine, bringing me the means to win my prize for Lord Orcus!" He'll then turn his attention back to the maze. "If you can't bring me the hammer, I have no use for you. Be gone!"

There's a couple of options here. The party could attack or they could simply

leave. They might decide to try to get the hammer from the center of the maze to use it against Kerreggoth before fighting the demon. Kerreggoth may allow them to try this, thinking that he can easily take the hammer from them after its been retrieved. If, however he sees the group trying to destroy members of his lemure "army" he may move to stop them.



Kerreggoth (hezrou): HD 9; HP 58; AC 0[19]; Atk 2 claws (1d3), 1 bite (2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

12. The Thornmaze

Behind the abbey sits a maze comprised of walls of twisted thorn covered vines. The walls only stand 4' high. A glowing war hammer sits atop a pillar at its center.

A large amount of lemures (40) are gathered at the western entrance to the maze. They all stand immobile, held in a trance-like state by the power of the maze. Upon inspection, the players will see that hundreds of tiny scratches, like those inflicted by crawling through thorns, are appearing constantly on the demon's bodies. The lemure's regenerating ability is causing the scratches to disappear as quickly as they appear. The players won't be as lucky...



The thornmaze is enchanted by a variation of the *maze* spell.

The spell makes any who enter the maze think they're moving down endless corridors of living thorn covered walls. In reality, they



stand frozen within the boundaries of the Thornmaze. While held in this state a creature experiences the 'death of a thousand scratches' taking 1d6 points damage every minute. Just before a creature dies from these 'scratches' they can make a successful save vs. death to break the trance. If they succeed they must immediately leave the maze or else risk falling into the trance again.

Only a creature carrying the Mazewalker's Key found in the secret compartment in **Area 9** can enter the maze safely.



Demon, Lemures (40): HD 3; HP 22,22,21,19,19,18,17,17,17,17,16,16,15,15,14,14,14,13,13,13,13,12,12,12,11,10,10,10,10,10,10,9,9,9,9,9,8,8,6; AC 7[12]; Atk 1 claw (1d3); Move 3; Save 14; CL/XP 4/120; Special: Regenerate (1hp/round).



Saint Gillian's Hammer sits at the point in the maze marked with a star.

Getting Gillian's Hammer

The Mazewalker's Key makes the one who carries it, held before them, immune to the maze's enchantment. Arrowdell will hand the key to one of the party members (preferably a paladin or fighter) asking them to retrieve the hammer, thinking them better suited for the task, since they'd be able to wield it right away if necessary.

If Kerreggoth is still alive he'll take notice to a player entering the maze, however, since only the one with the key enters, he'll assume that the maze's

enchantment is still active. He'll wait to try to take the hammer until it's brought out of the maze.

Upon touching the hammer, the artifact will release a "pulse" of holy energy. This energy has the same effect as holy water on the lemures, destroying all 40 of them. When this occurs if Kerreggoth is still around he will move to attack anyone standing outside the maze, seeking to bait the player wielding the hammer to leave the enchanted area and fight.

Arrowdell will ask for the key back after the hammer has been retrieved.

Wrapping Up

Once Kerreggoth has been dealt with, any remaining demons that have the power to do so return to the lower planes, freed from their service to the hezrou. If the players had an agreement with the sithrexi at **Area 8** one of the demons will approach the group and gift them with a jade snake statue (worth 4,500gp) as a token of their appreciation.

Arrowdell lets the party keep *Saint Gillian's Hammer*, thinking them more capable of protecting it than the abbey and its guardians in their current state. However, once the abbey's been restored and new guardians recruited he may ask that the hammer be returned.

The druid also offers to make the group Guardians of Thornwall. If they take him up on this offer he retrieves some items from another compartment (hidden in the small room near **Area 10**) for the group; a *Stone of the Thorn-Walker* and a golden symbol of the order for each of them.

Becoming a guardian means helping Arrowdell bury the dead and restore the abbey. It also means seeking out demons and slaying them wherever they may hide...

Continuing the Adventure

Here are some suggestions for further adventures:

✕ A party member who was struck or bitten by a sithrexi, starts suffering from horrifying snake-related hallucinations and nightmares. Unless a cure for their condition is found, in three days' time the victim will transform into a giant snake and sink into the lower planes, where they'll serve as a pet to the sithrexi in their City of Jade.

✕ The party's actions have brought them to the attention of Orcus, who is none too happy with the fact that they now possess *Saint Gillian's Hammer*. Orcus now plots to take it from them, either through force or trickery...

✕ One of the party members turns out to be a demon in disguise...

✕ News of the party's feats of demon-slaying spread. They're challenged to a demon-slaying competition by another group of adventurers who feel their title of the realm's best demon fighters is being contested. Whichever group kills the most demons in one month wins the title of Demon Slayers of the Realm. Both groups will have to provide proof of their kills (or serve as escorts for impartial observers.)

✕ Annoyed at the group's decision to strike a bargain with the sithrexi in **Area 8**, Arrowdell suggests that the party's first task as guardians be to hunt down the demons "they let get away."

✕ Arrowdell approaches the group asking them to turn over the hammer. Upon doing so the druid reveals himself to be a shape changing demon, which then vanishes in a puff of foul smelling smoke, along with *Saint Gillian's Hammer*...



NEW MAGIC

Cape of Protection from Demons

The inner lining of this grey cape is covered with the text of a *protection from demons* scroll stitched in silver thread.

The cape functions as a +1 *cloak of protection*, +3 vs. *demons*. Once per day the wearer can cast *protection from demons* as though they possessed a scroll of the same name.

Saint Gillian's Hammer

This intelligent +1 *war hammer*, +4 vs. *demons*, will urge its possessor to seek out demons to slay.

Its owner can will it to shed light in a 15' radius. All demons take 1 point damage at the start of each turn they're exposed to this light. The hammer will also activate this power and wake its owner if a demon comes within 15' of them while they're asleep.

Striking a lesser demon (HD 1-3) with the hammer will destroy the creature. On a natural 'to hit' roll of 20 demons up to the same number of hit dice as the wielder's level must make a successful save or they too are destroyed.

Each week the hammer goes without slaying a demon there's a cumulative 10% chance of it draining a level from its owner. This level can only be restored by killing a demon.

Stone of the Thorn-Walker

This stone appears to be just an ordinary rock wrapped in a blood-red thorny vine.

To use the stone properly a return point must first be created. This consists of squeezing the stone until its thorns draw blood, then drawing a 20' circle on the ground. The process must be repeated for three consecutive days, dealing 2d4 points damage to the 'drawer' each time it's done. After three days, a ring of thorn covered vines will form.

Once this ring has been created the stone attunes itself to it, allowing an archway to be created anywhere in the realm and instantaneous travel to occur between the owner's current location and the thorny ring "return point".

When the stone's owner wishes to return to the ring they squeeze the stone until it draws blood (dealing 1d4+1 damage) then draw a line on the ground. An archway of thorny vines will spring up from the line, allowing anyone present to pass through it into the ring at the return point. The archway remains for several minutes before rotting away.

Only one return point can be created at a time. A return point will rot away after it's used, requiring a new one to be made.



NEW MONSTERS

Demon, Sithrex

These demons can take the form of a bald humanoid or a hideous giant snake. The markings on the scales of their giant snake form make them easy to distinguish from the non-demonic variety. In their humanoid form they can almost pass for normal humans, however there's always some remnant of their other form (slit pupils, patches of scales, fangs, etc.) which gives them away.

In snake form, a sithrex injects a deadly venom with its bite attack, however the longer a sithrex's away from the lower planes the weaker their poison becomes. In human form this venom is spread throughout their weapons, envenoming the arrows and daggers they use. Their weapons do not remain poisoned if they leave their hands. Each successful attack has a cumulative 10% chance of poisoning



the target. This count is reset once the target successfully saves from poison, a *cure disease* or *remove curse* spell is cast on the target, or the target avoids taking damage from sithrex attacks for 1 hour.

Sithrex are 25% resistant to magic and have a 20% chance of summoning a (standard) giant snake to their aid.

Sithrex (humanoid): HD 6; AC 6[13]; Atk 1 Weapon (1d6 + cumulative 10% of poison); Move 12; Save 11; CL/XP 9/1,100; Special: Magic resistance (25%), poison, 20% of summoning giant snake.

Sithrex (giant snake form): HD 5; AC 5[14]; Atk 1 bite (1d6 + poison); Move 12; Save 11; CL/XP 9/1,100; Special: Magic resistance (25%), poison.

Art Credits

We'd like to thank the following for providing great spot art at low cost so that we can keep offering our products relatively cheap.

The Demon-Slayer on the cover and inside cover, was provided by J. E. Shields.

The Monster, Treasure, and Obstacle icons were made by Lorc. These are available on <http://game-icons.net>

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The Quazit on page 7, Hezrou on page 10, and "Sithrex" to the right were all created by Jacob E. Blackmon.

The map for our "old school" Fallen Abbey was provided by Dyson Logos.

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