



STONEHEART VALLEY

By Clark Peterson & Bill Webb



NECROMANCER
GAMES



Swords
& Wizardry



FROG GOD
GAMES

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STONEHEART VALLEY

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Foreword

A Word from the Paladin

What's the Stoneheart Valley?!

Some long-time fans of **Frog God Games** and **Necromancer Games** before are well familiar with the Tomb of Abysthor, Fairhill, and the environs described in this adventure. And, if you are one, you are likely asking yourself what exactly is this Stoneheart Valley that we speak of. Sure there are valleys in the region of Bard's Gate. There's the Lyre Valley north of the city and the Valley of the Shrines that leads to the entrance of Abysthor's tomb, but Fairhill lies along the Tradeway between Reme and Bard's Gate, and no valley was ever mentioned in regards to it.

To you good folk we say, "Bravo, true fans!" and "Hang with us for a minute here while we explain." Your observations are correct, and if you have been with us a long a time, then you're probably familiar with the fan-made map by The Lone Goldfish that provided our first real glimpse of an attempt to link together some of sites presented in various adventures in the early days of the company. Of course, it shows no geographic feature called the Stoneheart Valley, nor does the later attempt to canonize and expand upon that map in *K6: Shades of Gray* by **Necromancer Games**. Rest assured, we are well aware of this and have taken it into account in the naming of this adventure. And since you're such great fans and sticklers for details, I'm going to give you some spoilers. So stop reading this if you don't want to know.

Still here? Okay, you asked for it; here goes:

It's been no great secret that we've been talking about creating the official **Frog God Games** campaign setting (to include the material from **Necromancer Games** as well, of course), and you've probably even heard that it's going to be called *The Lost Lands*—hence the title of this book. Well, everything in *The Lost Lands* starts with The Lone

Goldfish map and grows from there. You'll notice that there was no scale on The Lone Goldfish map, which is good because *The Lost Lands* are big...way bigger than the scale on the *K6* map would indicate. We'll still incorporate the *Shades of Gray* map into the final product, but it's going to require some modification and scaling to make it fit. Another thing you'll notice is that The Lone Goldfish map only covers a narrow stretch of territory running from Reme to Freegate—the Stoneheart Mountains look like an itty-bitty little range, and there's basically nothing south of Bard's Gate.

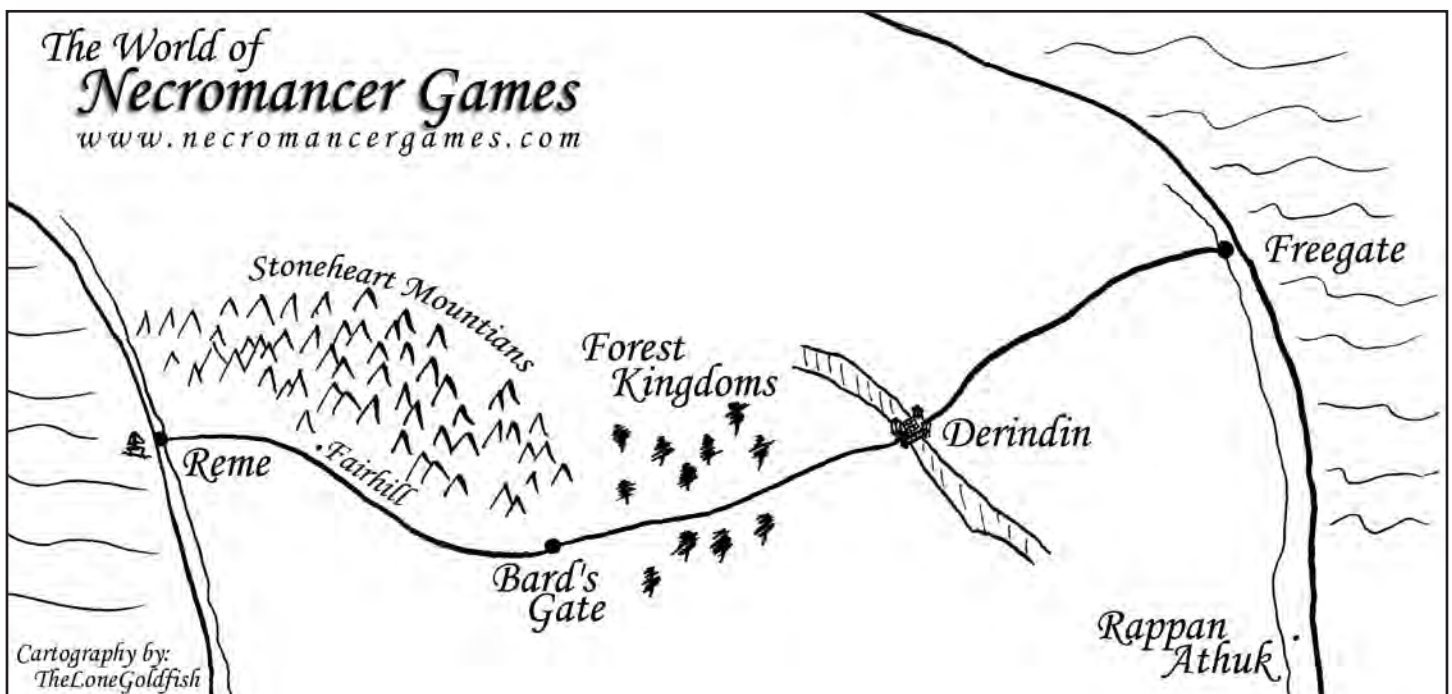
So here's our philosophy in the development of *The Lost Lands* (you've probably already seen it posted elsewhere, but I'll repeat here for anyone that came late). *The Lost Lands* will directly incorporate *every* book released by **Necromancer Games** and **Frog God Games**...yes, all of them...with a couple exceptions as outlined here:

We can't include the **Judges Guild** books; **Judges Guild** owns that Intellectual Property, and the *Wildlands of High Fantasy* setting is complete in its own right. If you want to plop it down in your **Frog God Games** campaign world, that's fine, but we won't be writing it directly into the setting.

Though Bill and Clark were involved in the some of the early **Sword & Sorcery Studios** titles—particularly the *Creature Collections*—that material will not be incorporated into the setting either. The *Scarred Lands* is its own entity and property and will not be incorporated for the same reason given above.

Robert J. Kuntz's *Maze of Zayene* series will not be included. That's part of Robert's game world that he let **Necromancer Games** play around in, but it will not appear within *The Lost Lands*.

Morten Braten's *Ancient Kingdoms: Mesopotamia* is geographic Earth, so it will not be directly included, but all of Morten's stuff is fantastic, and we will certainly be indirectly incorporating it as much as possible.



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Gary Gygas's Necropolis is set in the Earth analog of Khemit. We will be incorporating it as part of the world so you can run that adventure seamlessly.

John Stater's *Hex Crawl Chronicles* are set in their own self-encompassed world that John is fleshing out himself, so those adventures from *Frog God Games* will not be directly incorporated into *The Lost Lands* either (though look for some future indirect connections with his own opus campaign, the *Land of Nod*).

What does that leave? Well...everything else published by the Frog God or the Necromancer. It will all be included and, though there may be a necessary tweak here and there to make it all fit, it will be faithful to its original intent...Barakus, the Gray Citadel, Darkmoon? It's all there, and it will also include newcomers like the Razor Coast, the Northlands, and Richard Pet's forthcoming *The Blight* city setting. It'll all be in there.

So what should you expect from the Lost Lands? Well, like I said, it's big...really big. As I mentioned, we took The Lone Goldfish map and started from there. We took the Stoneheart Mountains to be true to their

name and made them a geographic lynchpin—the range is huge and is considered the “backbone” of the world. Everything spreads out from there with Bard's Gate and the Stoneheart Valley holding a central location.

Oh, that's right, we were talking about the Stoneheart Valley earlier. The Stoneheart Valley encompasses the area of the central Tradeway including Fairhill to the west and the foothills all the way to Bard's Gate to the east. It's really more of a gap or basin in the range between the main body of the mountains and their southern terminus than a true valley. As a result, only the northern portion of the Stoneheart Valley is seen on the maps in the adventures included herein or on The Lone Goldfish map.

With the fact that we're building a world around the one whose framework we already have in mind, now I'll give you one more spoiler if you're still game. Though the work itself is still in progress, what follows is the introduction to the forthcoming *The Lost Lands* campaign setting. Enjoy.

— **Greg A. Vaughan**

April 26, 2013

“There have been many names for our world: Kala, Eorthe, Midgard, Erce the Mother. The Khemitians call it Geb; the ancient Hyperboreans,—who were giants among men, conquerors and builders—called it Boros after their homeland under the Pole Star. The Daanites, the last remnant of that ancient and noble race by their own reckoning, call it Lloegyr, which in their tongue means the Lost Lands and, I suppose, in a way that's really what it is...lands that once felt the tread of civilization's true grandeur and now exist as but a shadow of that former glory. But for most it has no real name at all; it is just the earth we live on, and toil upon, and call home, and to whose embrace we one day return.

These Lost Lands exist on three known continental landmasses, with two great oceans beyond which none have ever explored. The Tempest Meridians, a line of storms and rough seas where navigational techniques fail and ships founder that exists in each direction across the seas from the known continents, bar safe passage and hold their secrets close. He that braves the oceans Uthaf or Oceanus to successfully chart the Tartaren Passage to that green sea of darkness beyond will surely know much renown and be remembered in history as the greatest of explorers.

The center of modern civilization as we know it resides on the largest continent, Akados, seat of the former Borean Monarchy of the Foerdewaith (now our fractured Kingdoms of Foere) and long-lost home of the ancient Hyperborean Empire, that glorious bastion of civilization that was and is no more. To the north lies the frozen polar continent of Boros from which the Hyperboreans first descended to bring their learning to the world and where, perhaps, they returned when their time of ascendance ended. To the east, across the Gulf of Huun, lies the second-largest continent, Libynos, where the Triple Kingdom of Khemit, the Ammuyad Caliphate, and the city-states of the Crusader Coast hold sway, though the dark interior of endless jungle and svelte knows many other cultures barely glimpsed in the west.

The blessed light of Rana, the Sun, holds court in the firmament during the hours of the day, rising in the east and setting in the west, and the night sky of Lloegyr serves as the abode for the moons Narrah, the Pale Sister, and smaller Sybil, the Dark Sister, as they weave their intertwining course sunwise through the darkness. A multitude of stars add their jeweled illumination to the Sisters, the brightest of which is Oliarus, the winking Pole Star that hovers above the northern homeland of the Hyperboreans, ever awaiting their return. Other stars of note that travel across the night sky are Mulvais the Red Star, Cyril the Blue Chariot, and Xharos the Black Star, though the astrologers of ancient Hyperborea tell us that these are actually planets like our own world, spinning in emptiness thousands of leagues away, as preposterous as that may sound. Their ancient scrolls also hint that there may be other worlds unseen even farther away. Better to leave such fancies to god-touched fools and the mad.

Time in these Lost Lands is guided by the dance of our moon Sisters as they transit the Thirteen Houses of the Zodiac. Each year is comprised of thirteen moons, each of which consists of four weeks, composed of seven days, for a total of 364 days a year. The hours of the day number 24 after the blessed Tesseract. The seasons rely upon the dance of these moons to guide them in at the proper hour and recede in the presence of the new season as it arrives. All beings on Lloegyr revere the twin Sisters in some form or fashion as the key to life upon the earth...”

—from *Illuminatus Geographica* by Master Scrivener Drembrar of Bard's Gate

THE WIZARD'S AMULET

Adventure Overview

The Wizard's Amulet is a short, introductory adventure for six newly created 1st-level characters. The adventure revolves around Corian, a fledgling magic-user. While an apprentice, Corian discovered a letter written by a powerful wizard named Eralion, who it is said some years ago attempted to become a lich—and failed. Accompanying the letter was a mysterious amulet graven with strange markings. Joined by newfound companions, Corian set off in search of Eralion's keep and his supposedly unguarded treasure. But Corian is not alone in desiring to unlock the mystery of Eralion's fate. Darker, more evil forces have designs on the secrets reputedly hidden with Eralion—forces willing to stop at nothing to obtain...The Wizard's Amulet.

The adventure itself covers several encounters that Corian and his comrades face on the road from Reme to Fairhill, the purported location of Eralion's keep. The adventure culminates in an ambush by Corian's nemesis Vortigern who tries to capture Eralion's amulet by force.

Adventure Background

Long ago, Eralion was well known as a good and kind wizard. He was devoted to his patron deity Thyr, a god of law and justice. As the shadow of his death grew long and he began to sense his own mortality, Eralion's heart darkened and his desire for power and fear of death became greater than his devotion to his god. He turned his attention to ways to lengthen his fading life. Eralion learned the rumor of the fabled Mushroom of Youth in the dungeon of Rappan Athuk, the legendary Dungeon of Graves, but he lacked the courage to enter those deadly halls. He researched wish spells, but he did not have the power to master such mighty magics, being himself a mage of only meager power.

Finally, in his darkest moment, Eralion turned to Orcus, the Demon-lord of the Undead, imploring the dread demon for the secret of unlife—the secret of becoming a lich. Orcus knew that Eralion lacked the power to complete the necessary rituals to become a lich, as Eralion had barely managed the use of a scroll to contact him in the depths of the Abyss in his Palace of Bones. Orcus smiled a cruel smile as he promised the secret of lichdom to Eralion. But there was a price. Orcus required Eralion to give to him his shadow. "A trifling thing," Orcus whispered to Eralion from the Abyss. "Something you will not need after the ritual which I shall give to you. For the darkness will be your home as you live for untold ages."

In his pride, Eralion believed the demon-lord. He learned the ritual Orcus provided to him. He made one final trip to the city of Reme to purchase several items necessary for the phylactery required by the ritual. While there, he delivered a letter to his friend Feriblan the Mad, with whom he had discussed the prospect of lichdom—though only as a scholarly matter. Feriblan, known for his absent-mindedness, never read the letter, but instead promptly misplaced it and its companion silk-wrapped item.

Eralion returned to his keep and locked himself in his workroom. He began his ritual, guarded by zombies given to him by Orcus—servants that would make sure Eralion went through with the ritual, although supposedly just to "offer him aid." As he uttered false words of power and

consumed the transforming potion he realized the demon's treachery. He felt his life essence slip away—transferring in part to his own shadow, which he had sold to the Demon Prince. Eralion found himself Orcus's unwitting servant, trapped in his own keep. And there he would have stayed, forgotten to the world, had it not been for the actions of a lowly apprentice.

Some twenty years later, a young wizard's apprentice named Corian learned of Eralion accidentally. During his final days under his uncle's tutelage, Corian and his master had traveled to the library of Feriblan the Mad in the city of Reme. Corian was never pleased to visit Feriblan, for while there he was always forced to have contact with Vortigern, Feriblan's apprentice, and his loathsome raven familiar—Talon. Luckily for Corian, this day he managed to avoid Vortigern. While perusing mundane documents in an outer sitting room as his master and Feriblan studied ancient scrolls, Corian nervously fiddled with a clasp on the back of a small reading stand. Quite to his surprise, a secret compartment opened which contained a small, bound piece of parchment and an item wrapped in silk cloth. Checking to see that his actions were unobserved, Corian slipped both items into the folds of his robe. The parchment proved to be the letter Eralion had left for Feriblan on his last visit before his ritual, and the item wrapped in the silk cloth an amulet of some unknown design.

Corian's actions, however, did not go unnoticed. Vortigern was fast becoming a wizard of some power. It was whispered that had the old wizard Feriblan not been mad, he would have discharged Vortigern from his apprenticeship long ago. It was believed—correctly—that Vortigern had learned all the skills of an apprentice and was remaining with Feriblan under the guise of an apprentice in order to have continued access to Feriblan's legendary library. Among the many musty volumes and forbidden tomes, Vortigern discovered a tract describing how to call forth an imp from the lower planes. Sacrificing the familiar that Feriblan had called for him, Vortigern summoned the small, devilish creature in secret to act as his familiar. The imp took the form of Vortigern's prior familiar—a raven—to prevent suspicion. It was this imp familiar who, while in raven form, saw Corian take the amulet and parchment. Talon reported what he saw to his master, though neither knew the significance of the letter and the amulet at that time.

Freed from his apprenticeship, Corian returned to Feriblan. Taking the risk of asking a direct question of the addled wizard, Corian learned that Eralion was nowhere near powerful enough to become a lich. "Eralion! A lich?!" the old wizard exclaimed. "He was no apprentice, my son, but neither was he a mage with the mastery of the eldritch powers necessary for such a dangerous undertaking! If you have heard such rumors, boy, I shall put them to rest. The magics required for such a transition were far beyond his grasp." Once on the topic of his old friend, Feriblan spoke at length, though in a disjointed fashion. He told Corian of Eralion's keep near the village of Fairhill. Feriblan made reference to a staff that Eralion possessed which apparently had magical powers. He also mentioned that Eralion had never returned several valuable magical tracts and spell books. Corian left the old wizard determined to find this tower and the items it contained—for if Eralion was not a lich, the items should be there for the taking!

Once again, Corian's actions did not go unobserved. Vortigern commanded his imp familiar Talon to watch the old mage and Corian as they met together. And so it was that Talon overheard their conversation. Once informed by Talon, Vortigern guessed the connection between

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Corian's visit and the purloined letter and item. To solidify his suspicion, Vortigern commanded Talon to consult his devilish patron—Dispater—who confirmed that the amulet Corian possessed was somehow a link to Eralion's sanctuary within his keep.

Readying himself with the necessary equipment for travel to Fairhill, Corian visited a local tavern—the Starving Stirge. There he posted a notice seeking the aid of able-bodied adventurers willing to join him in an expedition to a wizard's tower. Promising an equal division of all gold recovered; he soon gathered a group of comrades-at-arms eager for adventure and glory. Galdar, a priest of Thyr, who was instructed in a vision from his god to seek out Corian and to follow where the amulet led him, also joined Corian. Someone or something, it appeared, had angered the god of justice. Corian was glad for his company.

But Corian was reluctant to give the full story to his new friends, having on more than one occasion seen Talon, the familiar of Vortigern, peering into his chamber window in raven form. Corian, worried that the wicked bird had seen his theft of the amulet and letter, did not wish to risk further discovery while still in Reme. The party set out from Reme some four days prior to the start of this adventure, with light hearts and heavy packs—only Corian nursing the nagging fear that Vortigern and his loathsome bird somehow knew of his goal.

Their hearts would not have been so light had they known of Vortigern's plotting, for Vortigern had not been idle. While Corian gathered his allies, Vortigern assembled several magical items and two unsavory companions. Delayed with his magical preparations, Vortigern and his henchmen set out from Reme two days behind Corian and his band, intent on recovering the amulet at any cost. And that is where our story begins...

Reme is a large port city on the eastern coast of an Inland Sea. The tradeway—a merchant road—runs directly east from Reme to the city of Bard's Gate and on towards the forest kingdoms of the east. North of the tradeway, and running parallel to it, lay the Stoneheart Mountains. South of the tradeway, and also parallel to it, is the river Greywash. The vale between the river and the mountains through which the tradeway runs is verdant green and dotted with pine forests, though the forests have mostly been cleared back from the road. Fairhill lies just north of the tradeway about 8 days march from Reme, approximately half way from Reme to Bard's Gate. Hawks and falcons are a common sight, as are larger eagles. The vale is plentiful with game.

Corian (MU1): HD 1; HP 5; AC 8[11]; **Atk** dagger (1d4); **Move** 12; **Save** 14; **CL/XP** 1/15; **Special:** constitution bonus +1 hp/HD, dexterity bonus +1 [+1], spells (1).

Spells: 1st—*magic missile*.

Equipment: robes, dagger, Eralion's letter and amulet stolen from Feriblan.

Galdar (Clr1): HD 1; HP 6; AC 5[14]; **Atk** mace (1d6); **Move** 12; **Save** 15; **CL/XP** 1/15; **Special:** banish undead, bonus spell due to high wisdom.

Equipment: chain mail armor, shield, mace, holy symbol of Thyr.

Read or paraphrase the following to the players:

You have traveled four days from Reme with your newfound companions. Rain and cloudy weather have marred your travels since you left, slowing your pace and forcing you to keep off the main road and travel under the eaves of the light woods to the north of the tradeway. It seems odd at this time of year to have such strange weather. Sunshine can be seen on the far horizon, and you all have a feeling that something is amiss, as if a dark cloud is following you from Reme. Each of you thinks back to the Starving Stirge—the Inn where you formed your fellowship. You shift your packs, which seem even heavier in the rain, and recall Corian's notice: "Seeking Fellow Adventurers," it reads. "Companions to share in glory and gold and adventures unnumbered." As you look down at your muddy boots, you think to yourself that you would gladly trade Corian's promises of gold for dry clothes and a warm fire.

Act I: A Safe Haven

The First Watch

Weary from the long walk, you finally find a nice sheltered area and build your campfire. One of your scouts makes a quick catch of a small brace of conies and soon the smell of roasting rabbit wafts through the air. Each of you feels as if you can finally relax, rest your sore feet and change into dry clothing. It appears your luck may be changing.

The party makes their camp to get out of the rain in a small clearing against the base of a hill, amidst a grove of trees. The small clearing is about 20' in diameter. The hillside is steep and gives protection from the wind and rain, and the light trees give some protection from the rain as well. Stress that the characters should take off their armor and stow their weapons to keep them dry. Make a point of mentioning rust and the problems of sleeping in armor. A character sleeping in armor other than leather will be fatigued and be at -2 to attack rolls and saving throws until getting a good night's rest. Ask the players what they do with their other equipment. Figure out where they build their fire—if they build it in the open of the clearing, they will have trouble keeping it lit. The better location would be either against the hillside or by one of the trees under cover from the rain. Ask the party if they set a watch and if so in what order the characters stand watch. Once this is determined, darkness begins to fall, leading to the next scene.

A Voice in the Darkness

Darkness falls, and the fire begins to die down. As the characters not standing watch drift off to sleep, a child's voice can be heard, crying in the darkness. Taking a brand from the fire, [the character on watch] leaves the fireside to investigate, when suddenly he is attacked from the rear by a hideous stag-like creature with the head of a badger, large, yellowish-gray fangs and demonic red glowing eyes. The beast smells of rotting corpses. Twenty feet away is another, much larger than the first, crying in the voice that you thought was the child's. You are stunned that such a beautiful and innocent sound could come from so demonic looking a beast.

The character lured away from the camp has been drawn ten feet into the woods surrounding the clearing in which the party has made camp and there has been attacked by a **young leucrotta**. The **mother leucrotta** is making the noise of the crying child, drawing the character on watch right by where the baby leucrotta is hiding, ready to spring. As the character passes by its hiding place the young leucrotta jumps out of the darkness to strike.

Leucrotta, Young: HD 2; HP 10; AC 5[14]; **Atk** bite (1d6); **Move** 18; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** double retreat kick (1d4).

Leucrotta, Mother: HD 6; HP 30; AC 4[15]; **Atk** bite (3d6); **Move** 18; **Save** 11; **AL** C; **CL/XP** 6/600; **Special:** double retreat kick (2d6).

Description: A leucrotta is horrible, unbearably ugly beast. It has the body of a stag, the head of a badger and a leonine tail. It has bony, yellow-gray ridges for teeth and burning, feral red eyes. Their bodies are tan, darkening to black at the head. The stench of rotting corpses surrounds the beast and its breath reeks of the grave. A full-sized male can reach seven feet tall at the shoulder, though they average six feet. Other animals shun this foul creature. Leucrotta are very intelligent for beasts and speak their own evil language. They are wicked and malicious. Because of their mountain goat-like surefootedness, leucrotta normally make their lair in treacherous, rocky crags accessible only to them.



Tactics: Whether the young leucrotta surprises or not, it quickly moves and attacks. On the second round, the young leucrotta will then turn around an attack with its double retreat kick. After this initial attack and retreat, the young leucrotta will make a full movement to move around behind the character to try to attack him again. However, the young leucrotta has not yet learned the importance of focusing its attack on one victim. If it encounters another character it will forget about the initial victim and launch an attack against the new target. If there are other characters nearby then they are just as likely to be attacked.

The other, larger leucrotta is the young beast's mother, who stands and watches the fight, while the child moves in, bites and leaps out kicking. The mother is interested in seeing whether or not the youngster is properly using the hunting techniques she has taught him. She will remain some 20 feet away watching his actions. The mother only joins in if the child is killed outright or if she is attacked. The party would be foolish to attack her. If someone attacks her she bites once then retreats with a double kick. Then she calls for her and the child to flee. If the child has been killed she will not cease her attacks until she is killed or until every member of the party is dead.

If the baby takes a cumulative total of 5 hit points of damage or more, the pair will retreat into the night. Also, if more than three persons show up to fight against the young leucrotta, the mother will call out in their foul language and the two will retreat. Finally, if the fight is going poorly for the party, the Referee in his or her discretion can decide that the beasts have had enough practice and have them mercifully retreat. If any of these occur, the referee should have the mother "tease" the party for the next two nights, but not really attack them. They will continually hear a baby crying off in the distance or a wounded animal in pain.

The Smiling Skull

You have driven off the beasts, though some of you are wounded. You know that you must get out of this wilderness soon. You travel for two more days, and finally you believe the beasts' haunting childlike cry is behind you. At last, the weather starts to clear, and as you stop for a water break along a stream, you see a strange rock formation atop a hill to the west. You can't be sure, but from your current angle it looks as if the rocks have been placed purposefully. You venture closer and discover that someone has arranged large rocks on the top of the hill in the shape of a grinning human skull.

This is a red herring, and has nothing to do with this adventure. In fact, it is homage to a classic old adventure, which had just such an arrangement of stones on the hill in which a certain tomb was located. The party may wish to waste a lot of time and energy here, but there is nothing to find. One of the rocks, however, has been enchanted with a false magic aura, and can be located if a *detect magic* spell is cast.

Act II: A Bird in the Hand

A Pleasant Camp

Today's travels were a pleasant change from the previous four days. You even found some fresh blueberries and two of your group downed a small deer. You make camp in the open, near a copse of trees, and bask in the warmth of the late afternoon sun with full bellies and dry clothes. You figure your party is still four days travel from Fairhill.

Talk about a proposed watch order, as if you are going to proceed to spending the night. Once those matters are all settled, continue on to the next scene.

Corian's Tale

As the sun drops below the horizon and the fire dims, Corian asks you all to gather. You have been waiting for Corian to explain more of his purpose behind the formation of your group, wondering at his true motives. Before tonight, he has always rebuffed your questions, saying that he will speak further when you are far from prying eyes and ears in Remel. It appears that time has come.

At this time, the Referee will relate the details of the adventure background that are known to Corian. He reveals the finding of the letter and the amulet. Corian reads the Eralion's letter below to the party.

My Dear Feriblan –

I must confess to you—my closest friend—that I was not entirely truthful with you at our last meeting. I feel compelled now to tell you of it, as this may be the last time I write with mortal hands. Do you recall our discussion some months past regarding liches and how users of the arcane arts might achieve that particular state? I must admit to you that the topic for me was not entirely scholarly, as I led you to believe. And for that I am sorry.

I know that you, my friend, have gazed into darkness in the name of knowledge. That is why I sought your learned counsel. For I too have gazed into darkness. And like you, I found knowledge—knowledge beyond imagining. From the demon-lord Orcus I have wrested the secret to lichdom, and I plan to move beyond scholarly talk and bring myself immortality. Imagine it, my friend! An eternity to study the arts, to master arcane power!

As I pen these words I have arrayed before me unguents and

phials, instruments and tomes, all necessary for my transformation, save only one—an arcane phylactery of elaborate design. The ingredients for that item will bring me once again to your city. By the time you read this letter, I shall have retrieved the necessary items and shall be on my way back to my keep.

Yet, as I begin to prepare my mind for my wondrous fate, my thoughts turn to you, my oldest friend. Accompanying this missive there is a small silk pouch. In that pouch is an amulet—an amulet I have created for you. I know of your thirst for knowledge. With this amulet, you will have access to my keep where I shall reside in immortality. If you wish to learn that which I have learned, you may visit me.

Long have others of our kind called you “mad.” Perhaps it is I whom they will now call mad. But I do not care for their appellations. Let them say what they will. I have won something far greater than words—I have won immortality, and with it, power. I shall share that knowledge with you, my friend. Visit me soon. Gaze into the darkness again.

— Eralion

Corian explains his reluctance to give the full story to the party, not because of lack of trust in them but rather because on more than one occasion he has seen Talon, the raven familiar of Vortigern, peering into your chambers. Corian is certain that the wicked bird saw the theft of the amulet and letter, and the risk of further discovery was too great while still in Reme. Who knows what spells Feriblan or Vortigern might have at their disposal to read thoughts or hear words? So after setting out from Reme some four days ago, with light hearts and heavy packs—and harboring the nagging fear that Vortigern and his loathsome bird would somehow know of your goal: Eralion’s keep and its unguarded treasure.

Just before Corian finishes speaking, one of you notices that you are not the only listeners. About fifteen feet away is the largest raven you have ever seen, and its eyes glow with red fire. You jump up, frightened, as the raven flies off into the night with a shriek. This must be Talon, the familiar of Corian’s nemesis, Vortigern. You fear that your enemies are near at hand.

There is no way the characters can kill Talon now, and he will definitely get away in the round it takes the characters to grab their weapons. Feel free to play up the fear of the impending attack which never comes and make them hear plenty of “things that go bump in the night” for the rest of the night (2–3 noises disturb the watch). Vortigern, however, remains a day behind the group and will not appear until Act III. He sent Talon ahead to scout...successfully, it seems.

The characters may be frightened into traveling at night—which is unwise. If they do, halfway through the night they are attacked by **3 stirges**. The stirges are completely unrelated to Vortigern and Talon and are a random encounter. The party will not have this encounter if they remain in their camp through the night.

With a horrible buzzing, three strange flying insects the size of large rats with bat wings, grasping claws and hideous mosquito-like snouts swarm all around you. Quickly, these grotesque monstrosities are upon you seeking your warm flesh with their evil beaks.

Stirges (3): HD 1+1; HP 5, 2, 3; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Description: Stirges are an obscene cross between a bird, a bat, and an insect. They feed off the blood of living creatures and are universally feared. They have long beak-like proboscis that they use to drain blood. They have four or six insect like legs that end in incredibly strong pincers they use to attach to their victims while at their vile feast. They normally feed on animals or children, though they are known to attack humans when hungry. Because of their enhanced sense of smell and darkvision, it is difficult to surprise a stirge unless they are sleeping or



digesting after drinking their fill of blood. When they sleep they hang upside down like a bat.

Tactics: The stirges concentrate on one victim until they drain enough blood to sate their thirst, at which time they will detach themselves and fly away at one-half their speed—bloated from their recent feast. If an attached stirge sustains a hit and takes damage—even if not enough to kill it—that stirge will detach itself and fly away seeking less resistant prey elsewhere.

Act III: Vortigern’s Trap

The Farmhouse

You have traveled two days and nights since the demonic bird disturbed your camp, drawing within two days travel of Fairhill. Finally, you feel as though your enemies have lost your trail. You see a farmhouse off in the fields, near the woods, and you decide to see if the farmer will let you rest in his barn for the night. As you approach the small dwelling, you notice that something is terribly wrong. The farmer—or what is left of him—lies in the front yard of the home, half eaten and missing one arm. His wife, and three small children lie in various contorted positions, the smallest boy completely disemboweled. Blood covers the hay in the yard, and a chicken pecks at the corpse of a young girl lying in front of the barn.

A simple farm dwelling with one door and several windows, as well as a barn, with an open front and small three-foot high wooden-fenced pen enclosing the front area. The gate in the wooden fence is open allowing the animals out of the barn and pen. The farmer’s body lies in front of his home. His wife’s body and two of their children lie just inside the door to the farmhouse. Their young daughter’s body is inside the animal pen in

THE WIZARD'S AMULET

front of the barn.

Examination of the bodies by a healer or any fighter familiar with combat wounds easily determines that they were all killed with swords or axes and that the murderers were enthusiastic in their work. Careful examination by a cleric discovers that two of the children have dagger-like wounds that drip a strange poison never seen before.

The house and barn have several animals running around: 4 pigs, 30 chickens, and a draft horse. In the trees a few hundred feet away—in the opposite direction of Vortigern—are 3 cows. There is little of value in the house, but an old short sword hanging above the fireplace is a +1 *short sword*, though it has no outward appearance of being magical. A hidden compartment in the bed contains 22 silver and 45 copper pieces. Two lanterns and numerous other dry goods are about as well. If the party buries or consecrates the bodies, they will not have to fight zombies when Vortigern springs his trap (see “Ambush!” below). If they wish to search or bury bodies, let them do so. As soon as they either make camp at the farm or leave the farm to make camp somewhere else, proceed to the next scene immediately. Don't let the party get set up inside the house. The encounter with Vortigern is at hand...

Ambush!

Here it is—the grand finale. But before we begin the fight itself, a little background is in order.

Vortigern orchestrated this encounter to get the amulet from Corian. He has underestimated the party and believes he can simply take the amulet by force. Vortigern and his thugs have been following behind the characters for some time. Using Talon as a scout, Vortigern learned the party's direction of travel. Projecting the party's path, Talon scouted and found this farmhouse. Vortigern and his thugs came here and slaughtered the farmers, figuring that would draw Corian and his comrades to investigate—setting the perfect trap. So far it has worked exactly as Vortigern envisioned. Vortigern plans to summon undead to surround the

characters while he and his thugs hide in the nearby trees and fire missiles and spells at them. He then intends to send Talon to retrieve the amulet from Corian. In preparation for this encounter, Vortigern cast shield and mirror image on himself.

As you move about the farm, Corian suddenly hears a familiar voice. He looks over and sees **Vortigern** and **two large men** with bows drawn, just inside the cover of the surrounding woods some 60 feet away. Vortigern has his **familiar**—the devil-eyed raven—perched on his shoulder and he is reading a scroll. As Vortigern finishes reading the scroll, the raven transforms into a small, devilish, winged creature and with a hideous shriek flies off Vortigern's shoulder. Instantly, the ground comes alive. [Select the names of two characters other than Corian] scream in terror as skeletal hands claw through the ground and begin to encircle the party.

(Read the following only if the farmer's bodies were not buried)

The corpses of the dead farmers also rise and move slowly towards you.

Vortigern, Ex-Apprentice of Feriblan the Mad (MU3 [4 due to imp]): HP 10; AC 8[11] or 2[17] (missile) and 4[15] (melee) from shield spell; **Atk** dagger (1d4); **Move** 12; **Save** 13 (12 due to imp); **AL** C; **CL/XP** 6/400; **Special:** regenerates (1 hp/round), spells (3/2), telepathic link to Talon within 1 mile.

Spells: 1st—magic missile (x2), shield; 2nd—mirror image, web.

Equipment: robes, dagger, *dust of disappearance*, *potion of healing*, *ring of protection* +1, *scroll of animate dead*, imp familiar (disguised as raven), map to Rappan Athuk, the Dungeon of Graves, 102 gp, 58 sp, and three 20 gp gems.



Half-Orc

Throughout the world, despicable men (and women) seek to satisfy their lustful natures. On occasion, these wanton trysts are with “less-civilized” races. Half-orcs are the result of one such type of crossbreeding. When seen by civilized races, half-orcs are considered monstrosities, the result of perversion and violence—whether or not this is actually true. Half-orcs are rarely the result of loving unions, and as such are usually forced to grow up hard and fast, constantly fighting for protection or to make names for themselves. Half-orcs as a whole resent this treatment, and rather than play the part of the victim, they tend to lash out, unknowingly confirming the biases of those around them. A few feared, distrusted, and spat-upon half-orcs manage to surprise their detractors with great deeds and unexpected wisdom—though sometimes it’s easier just to crack a few skulls. Some half-orcs spend their entire lives proving to full-blooded orcs that they are just as fierce. Others opt for trying to blend into human society, constantly demonstrating that they aren’t monsters. Their need to always prove themselves worthy encourages half-orcs to strive for power and greatness within the society around them.

Half-orcs average around 6 feet tall, with powerful builds and greenish or grayish skin. Their canine teeth often grow long enough to protrude from their mouths, and these “tusks,” combined with heavy brows and slightly pointed ears, give them their notoriously bestial appearance. While half-orcs may be impressive, few ever describe them as beautiful. Despite these obvious orc traits, half-orcs are as varied as their human parents.

Unlike half-elves, where at least part of society’s discrimination is born out of jealousy or attraction, half-orcs get the worst of both worlds: physically weaker than their orc kin, they also tend to be feared or attacked outright by humans who don’t bother making the distinction between full orcs and half-bloods. Even on the best of terms, half-orcs in civilized societies are not exactly accepted, and tend to be valued only for their physical abilities. On the other hand, orc leaders have been known to deliberately spawn half-orcs, as the half breeds make up for their lack of physical strength with increased cunning and aggression, making them natural leaders and strategic advisors. Within orc tribes, half-orcs find themselves constantly striving to prove their worth in battle and with feats of strength. Half-orcs raised within orc tribes are more likely to file their tusks and cover themselves in tribal tattoos. Tribal leaders quietly recognize that half-orcs are often more clever than their orc cousins and often apprentice them to the tribe’s shaman, where their cunning might eventually

strengthen the tribe. Apprenticeship to a shaman is a brutal and often short-lived distinction, however, and those half-orcs who survive it either become influential in the tribe or are eventually driven to leave.

Half-orcs have a much more mixed experience in human society, where many cultures view them as little more than monsters. They often are unable even to get normal work, and are pressed into service in the military or sold into slavery. In these cultures, half-orcs often lead furtive lives, hiding their nature whenever possible. The dark underworld of society is often the most welcoming place, and many half-orcs wind up serving as enforcers for thieves guilds or other types of organized crime. Less commonly, human cities may allow half-orcs a more normal existence, even enabling them to develop small communities of their own. These communities are usually centered around the arena districts, the military, or mercenary organizations where their brute strength is valued and their appearance is more likely to be overlooked. Even surrounded by their own kind, half-orc life isn’t easy. Bullying and physical confrontation comes easy to a people who have been raised with few other examples of behavior. It is, however, one of the best places for young half-orcs to grow up without prejudice, and these small enclaves are one of the few places where half-orc marriages and children are truly accepted and sometimes cherished.

Even more rarely, certain human cultures come to embrace half-orcs for their strength. There are stories of places where people see half-orc children as a blessing and seek out half-orc or orc lovers. In these cultures, half-orcs lead lives not much different from full-blooded humans.

Half-orc characters have a penchant for the dark; the less people see of them in the bright light the better. Half-orc characters take a –1 penalty to hit anytime they are in bright light. Conversely, when in darkness or when striking from hiding, they receive a +1 to hit.

Half-orcs can also see in the dark. They have darkvision out to 60 ft.

Half-orc characters are limited to Fighters, Thieves, and Assassins. A half-orc who is purely a Fighter may advance beyond 7th level only if the warrior has Strength of 17 (maximum 8th level) or 18 (maximum 9th level). In the Thief and Assassin class, a half-orc may advance with no maximum level limit. Half-orc assassin is a special exception to the rule that assassins are only human.

The half-orc is a supplemental character race; you will need Referee permission to create a half-orc character, since it’s not part of the “official” *Swords & Wizardry* rules.

Talon, Imp: HD 2; HP 8; AC 2[17]; Atk sting (1d4 + poison); Move 6 (fly 16); Save 16; AL C; CL/XP 6/400; **Special:** hit only by magic weapons, immune to fire, poison tail, polymorph, regenerate (1hp/round).

Description: Imps are small, evil denizens of the planes of Hell. They are on occasion, sent by their arch-devil masters to the material plane to serve as familiars for evil magic-users and clerics. Imps average 2 ft. in height. They have leathery, bat-like wings, a barbed tail, and sharp, twisted horns. Normally an imp’s skin is a dark red and its horns and jagged teeth a gleaming white. Talon is slightly different. Talon was sent by Dispat, an arch-devil that rules the second plane of Hell from his Iron Fortress of Dis. Talon, thus, is steely-gray and his horns and teeth are the color of cold iron. Talon can assume the forms of a raven or a giant rat at will. The imp confers some of its powers upon its master. A telepathic link connects the two whenever they are within one mile of each other. This enables the master to receive all of the imp’s sensory impressions. The master also gains the ability to regenerate just as the imp does. If the imp is within telepathic range, the master acts as if he were one level higher than he actually is.

Grenag and Slaaroc, Half-Orc Bandit Thugs: HD 1; HP 5, 4; AC 7[12]; Atk longsword (1d8) or shortbow x2 (1d6); Move 12; Save 17; AL C; CL/XP 1/15; **Special:** none.

Equipment: leather armor, long sword, shortbow, 20 arrows, 20 gp, 23 sp each.

Skeletons (5): HD 1; HP 4x2, 3x2, 6; AC 8[11]; Atk short sword (1d6); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** immune to sleep and charm spells.

Zombie Children (3): HD 1; HP 4, 7, 3; AC 8[11]; Atk strike (1d4); Move 6; Save 17; AL N; CL/XP 1/15; **Special:** immune to sleep and charm spells.

Zombies (2): HD 2; HP 8, 11; AC 8[11]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm spells.

Summary of Tactics

Vortigern: Vortigern will use his spells from a distance, focusing first on taking out Corian. He uses the trees on the fringe of the farm as cover, which gives him -2[+2] to his AC. Vortigern has prepared the spells *shield* and *mirror image* prior to the encounter—see his stat block for details. He is very hard to hit from a distance. If the battle goes against him, or if Talon recovers the amulet, Vortigern and Talon will flee, using his *dust of disappearance*. See the section entitled “**Escape?**” below.

Vortigern's Thugs: Vortigern's thugs are hired bandits. Neither of them will engage the party in hand-to-hand combat unless directly attacked. They prefer to fire their missile weapons into combat, letting the summoned undead handle melee. Vortigern and his thugs take advantage of the natural cover provided by the grove of trees. If any members of the party break through the ring of undead and charge Vortigern's location, the two thugs will drop their bows and engage any such characters to prevent them from reaching Vortigern. They will foolishly protect Vortigern with their lives. He, of course, would not hesitate to leave them behind to save his own skin.

The Undead: The summoned skeletons emerge from the earth in a ring around the player characters, encircling them. If the party is in the process of burying the farmers when Vortigern animates them, they will rise as zombies and attack inside of the ring of skeletons. The skeletons and zombies attack the characters mindlessly. Remember that the zombies will not be present if the characters buried and consecrated the bodies of the farmers prior to Vortigern launching his trap. Of course, Vortigern would most likely have sprung his trap before letting that happen...

Talon: Vortigern will telepathically command Talon to attempt to steal the amulet from Corian—or whoever else obviously possesses it. Talon must roll a successful attack roll to steal the amulet if it is exposed. Once he has successfully grasped the amulet he will fly away with it. If the amulet is tossed to the ground or to another character Talon will chase after the amulet since retrieval of the amulet is his primary goal. Talon will try to kill Corian with his stinger if he can't find the amulet. But if Talon sees the amulet go somewhere else, he will chase after it. Aside from stinging or trying to snatch the amulet, Talon will not fight directly unless wounded or cornered, because Vortigern has commanded him not to. If frustrated in his attempt to obtain the amulet and injured in combat, Talon will flee to Vortigern. He does not want to risk being killed—that would damage Vortigern and would result in his imprisonment in Hell for 66 years before he would be allowed to serve as a familiar again, and he likes his current job here on the material plane. If Talon does get the amulet, he will return to Vortigern. The two will flee. See the section entitled “**Escape?**” below.

Escape?

If Talon manages to snatch the amulet, read the following:

Vortigern's devilish familiar seizes the amulet and with a shriek flies off. Vortigern, too, ducks back into the surrounding woods escaping from your sight. You search everywhere, but you cannot seem to locate the evil apprentice. Yet his laughter is all around you.

If the tide of battle turns against Vortigern and Talon and they have the opportunity to escape without the amulet, read the following:

Sensing defeat, Vortigern yells a command to Talon, his devilish familiar. Leaving his henchmen to finish the battle, Talon and Vortigern disappear into thin air. You search everywhere, but you cannot seem to locate the evil apprentice. For the time being you have prevented Vortigern from obtaining the amulet.

In either case, Vortigern will use his *dust of disappearance* to render himself and Talon invisible. Neither will stay to harass the party. They will

immediately flee the area. If they have the amulet, they will proceed towards Fairhill, though they will not enter the village. They have abandoned their henchmen, but should the thugs manage to survive, Vortigern and Talon will link up with them. Vortigern will have Talon contact Dispatser to learn the location of Eralion's keep. With this information, they head towards the keep. If Vortigern and Talon are forced to flee without the amulet they will head towards Fairhill. These events are detailed further in The Crucible of Freya. Proceed to the section entitled “Concluding the Night's Adventure,” below.

If the party vanquishes Vortigern and Talon, which should be a tale well worth retelling, read the following:

Your foes are defeated. Talon, Vortigern's devilish familiar, writhes and smokes as he dissolves into a stinking mass of slime. The hired thugs slain shall trouble you no more. And the foul undead conjured by Vortigern have found their final rest at the end of your blade. This farmhouse, previously a scene of slaughter, is now a scene of vengeance.

Concluding the Adventure

Corian's worst fear has come to pass. But now your encounter with Vortigern and his minions is over. It has become too dark to look for other lodging, so you light the fire in the fireplace of the farmhouse and bar the door. You clean the blood from your blade and tend to your wounds as well as those of your comrades. You set watch, and each of you says a silent prayer to your respective gods that the spirits of your foes find their rest and trouble you no further this night. You eventually drift off to sleep, but your sleep is fitful—filled with Talon's devilish screams. You wake to the sound of rain and gray skies. The sun, even hidden behind the clouds, is a welcome sight.

If any of the party was slain in the encounter with Vortigern, remind them that Fairhill is two days away. Suggest that perhaps there is someone there who can aid them and that possibly the party could trade something or pledge their service in return for having their friend restored to life.

Continuing the Story

The story started can be completed in the next part, *The Crucible of Freya*. In *The Crucible of Freya* the characters finally arrive in Fairhill and learn rumors of Eralion's nearby ruined keep. The village of Fairhill is fully described and mapped, including details of all its important NPCs. The characters quickly become involved in assisting Shandril, a local priestess of Freya, in recovering a stolen holy item, which eventually leads them to Eralion's keep. Of course, Corian's amulet unlocks the secret to the keep. The ruined keep is mapped, as are the levels beneath it where Eralion resides—tricked by Orcus into his horrid fate. If Vortigern escaped the final encounter, The Crucible of Freya provides ideas on using Vortigern as a continuing antagonist for the party—as he will travel to Fairhill himself to seek Eralion's keep, possibly running afoul of the party a second time.

THE CRUCIBLE OF FREYA

Module Background

A challenging introductory adventure for four to six characters of 1st or 2nd level, *The Crucible of Freya* is an excellent beginning to any new fantasy campaign. The adventure begins with the players' arrival in the village of Fairhill, but quickly involves them in a quest to recover a stolen holy item recently taken in an orc raid. In hot pursuit of the thieving orc band, the characters discover the orcs have taken up residence in a ruined keep nearby. Once there, the party is likely to learn that even more sinister forces are at work: the keep's original owner may still wield some influence over his now-ruined abode.

Adventure Background

The village of Fairhill has long been a peaceful town, located off the tradeway between two major cities—the merchant town of Bard's Gate to the east and the Grand Duchy's port city of Reme to the west. Fairhill's fields are fertile and its populace happy, due in large part to the blessings of Freya—the goddess of love and fertility—who is the patron deity of Fairhill. The temple to Freya is the focal point for the citizens of the village, and Shandril, the village priestess, is a devoted follower of her fair goddess. Under Shandril's inspired guidance, the village fields yield great quantities of grain, the cattle produce milk and calves in abundance and married couples live in joyous harmony with numerous children. As a result of its location, Fairhill has become a favorite layover on the tradeway between Reme and Bard's Gate.

In recent weeks, trouble has come to Fairhill. A small band of marauding orcs began raiding the outskirts of the village and the surrounding farmland at night. There is a darker force at work behind the orc raids. Tavik, an evil priest of the demon-lord Orcus, has been commanded to desecrate the temple of Freya in Fairhill. Tavik's plan (and the central motivating plot point for this adventure) hinges on his orc minions stealing the Crucible of Freya. The crucible is necessary to one of the most important rituals in the village—the blessing of the new wheat harvest, which is only a few days away. By stealing the crucible and interfering with the ritual, Tavik intends to blight the normally bountiful harvest.

However, Tavik and his evil creatures are not the only minions of Orcus near Fairhill. There is a presence that is darker still, if of less immediate threat. The keep in which Tavik and his orcs have taken up residence was once the retreat of **Eralion**, a reclusive mage of some local repute. For more information about Eralion's tale, see *The Wizard's Amulet*, if you have not already played through that adventure.

Soon after the characters arrive at Fairhill, Tavik executes his plan. His orcs raid the village and steal the Crucible of Freya, killing several town guards in the process and setting fire to the temple. Shandril realizes that the characters are the only means of recovering the crucible, and she implores them to assist her and her deity. Their quest inevitably leads them to the ruined keep and to a showdown with the marauding orcs. The characters should be able to cleanse the keep of its infestation and, hopefully, uncover the evil designs of Tavik, who can be an ongoing antagonist for the characters. The characters may unearth Eralion's lair

and encounter him in the foul form he now wears. At the conclusion of this adventure, the characters should have increased in level, made several friends as well as a powerful enemy in Tavik, liberated some gold, acquired a +1 sword and possibly even recovered Eralion's staff and spell books.

Module Overview

This module is presented in several parts. **Part One**, entitled "Areas of Adventure", details each relevant area in and around Fairhill—the village of Fairhill itself, the wilderness surrounding Fairhill, several monster lairs and the ruined keep, including the chambers beneath it where Eralion waits, imprisoned. **Part Two**, entitled "The Crucible", presents a specific series of events: the theft of the *Crucible of Freya* by the orcs and the players' quest to retrieve it—leading them to the ruined keep.

How To Begin

The adventure begins as your brave heroes travel to the village of Fairhill to rest and lick their wounds following their fight with Vortigern. There were three possible outcomes, each of which affects this adventure:

If Vortigern was slain and the party still has Corian's amulet, you may ignore any reference to Vortigern in this module.

If Vortigern escaped but the party still has Corian's amulet, then Vortigern and his familiar, Talon, are in Fairhill, staying at the Cask and Flagon under the name "Feriblan." Vortigern's two henchmen, if alive, are also with him, staying in the room at the inn, keeping out of sight.

If Vortigern escaped with Corian's amulet, he and his cohorts head directly to the ruined keep, where they befriend Tavik and the orcs. Vortigern and Tavik have not yet learned the use of the amulet since they have not yet discovered the hidden trap door in the floor of the southwest tower.

Locks

Many of the doors in this adventure are kept locked by the people who own what's on the other side. In addition to the ordinary ways of handling locks (thieves unlocking them, magic-users casting knock on them, or physically destroying the door/lock), you might also wish to give strong characters the ability to physically break a lock (with a tool or weapon, not with the bare hands). The advantage to this approach, as opposed to breaking down doors or shattering chests, is threefold. First, it is relatively quiet. Second, it is much quicker than hammering a door into splinters. Third, it will not break delicate potion bottles inside a chest. If you choose to give the players this option, the easiest way is just to use the normal open doors check (as described in the rulebook under Strength). For a locked door, use a d12 instead of the ordinary d6 that is used for a stuck door. If a character has nothing but bare hands, though, the chance would more likely be a d100.

Areas of Adventure

Wilderness Areas around Fairhill

Fairhill lies some 10 miles north of the tradeway, about 8 days march east from the port city of Reme, approximately halfway between Reme and Bard's Gate. North of the tradeway and parallel to it range the Stoneheart Mountains. South of the tradeway is the river Graywash. The tradeway follows the northern bank of the river as it winds its course from Reme, past Bard's Gate to the forest kingdoms beyond. The Graywash River serves as a political boundary, as it has few fordable sections. South of the river, most settlements are simple farming and fishing communities. It is feared these plains will one day be the battleground between the Grand Duchy and the warlike, expansionist nations to the south.

The vale between the river and the mountains through which the tradeway runs is verdant green and dotted with pine forests and lesser woodlands, though the forests have been cleared back from the road. Hawks and falcons are a common sight, as are larger eagles.

The vale contains plentiful game. Several small towns and villages dot the countryside. Lake Crimmormere and Crimmor village lie on the northern path further east of Fairhill between Reme and Bard's Gate. Small farms are common sights as you draw near to any of the villages.

The tradeway is well patrolled by both bandits and the Grand Duke's sheriffs who hunt them. It is also well traveled by merchants and adventurers in search of fortune and glory. It has also recently seen a number of orc raiding parties, causing much concern to merchants and villagers alike. Never before have orcs been present in such number, nor have they been bold enough to dare a daytime raid on the main road. The road itself is raised and made of hard-packed dirt. In some stretches it is even paved with smooth stones. Occasionally there are way stations to the side of the tradeway—large stockades made of logs with large gates in which merchants can corral their wagons and rest for the night with some security.

The half-day's march from the tradeway to the village of Fairhill runs along a small but well-traveled dirt road through lightly rolling hills and fertile grasslands, sloping gently upward toward the foothills of the Stoneheart Mountains.

Also north of the river is the Stoneheart Forest, a dense forest barely penetrated by the tradeway. The forest itself is dark and oppressive. It is unusually wet, the ground damp. Large spider webs can be seen from the tradeway, glistening with dew. Those who stop to listen notice that the forest is strangely devoid of the noise of birds or small game. Some because of its large population of these foul creatures calls the forest Stirge Wood. It is believed that somewhere in the forest there is a vast cave where the creatures breed. Local legends insist that an evil wizard has made his lair there and has somehow brought the creatures under his sway. If a party is in the forest at night, they automatically have an encounter with **2d6 stirges**, in addition to any other random encounters rolled for the night.

Stirges (2d6): HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Because of the large stirge population, there are few bandits in the forest, though there are other humanoids such as bugbears and ogres. There are also a large number of monstrous spiders that feed on the stirges. Any party traveling for more than one hour in the forest will encounter **2d4 giant spiders (4-ft diameter)**.

Giant Spiders (4ft diameter) (2d4): HD 2+2; AC 6[13]; Atk bite (1d6+ poison); Move 18; Save 16; AL N; CL/XP 5/240; **Special:** lethal poison, 5 in 6 chance to surprise prey.

Wandering Monsters

Check encounter just before dawn, mid-morning, noon, dusk, late evening, and midnight. Encounters occur on a roll of 1 on a 1d10. If an encounter occurs, roll 1d6 on the table below. The following noncumulative modifiers apply: more than one mile off the main merchant road: +2; in the forest: +4; in the foothills: +6. Plus, add a cumulative +2 if the encounter occurs at night. Special groups and their various reactions are detailed below.

1D10+MODS	RESULT
1	Merchant Caravan
2	2d6 Villagers , heading to/from Fairhill
3	2d4 Orcs and 1 Orc Leader
4	Sheriff's Patrol
5	2d4 Brigands and 1 Brigand Leader
6	Small Cavalry Patrol
7	1d10 Gnolls
8	1d6 (+2 if at night) Stirges
9	1 Owlbear . This is not the Owlbear from Area C
10	1 Ogre with 2d4 Goblins
11	1 Troll . This is not Karigror the troll from Area A
12	1d3 Worgs with 1d8 Wolves .
13	Girbolg the Ettin , from Area B
14	The Male Manticore , from Area D

Merchant Caravan: The caravan comprises **1d8 wagons or carts** and **pack animals** as well as **1d4 guards** per cart or wagon. There are **1d3 merchants** per cart as well. The merchants are on guard and want little to do with adventurers; they start with initial attitude of unfriendly. If the characters can improve the attitude to friendly, they can encourage the merchants to tell the characters of the recent orc raids in the area and to offer information about Fairhill in general. They do not otherwise offer any aid to the party.

Merchants (1d3): HD 1d6hp; AC 9[10]; Atk staff (1d6); Move 12; Save 18; AL N; CL/XP B/10; **Special:** none.

Caravan Guards (1d4): HD 1; AC 7[12]; Atk long sword (1d8) or spear (1d6); Move 12; Save 17; AL N; CL/XP 1/15; **Special:** none.
Equipment: leather armor, longsword, spear, 1d12 gp, 2d12 sp, 3d12 cp.

Villagers: If encountered in the morning, the **2d6 villagers** are leaving Fairhill; if encountered in the evening, they are returning to Fairhill. Normally a friendly lot, these villagers are cautious around adventurers because of the recent problems. Adventurers friendly in return allows the villagers to tell the party of the recent orc trouble and of the family that was raped and mutilated on the road leading from the village to the tradeway just days ago. Further questioning reveals that the villagers believe that a vampire in an old ruined keep is the cause of the mutilations. They invoke the protection of Freya and encourage the party to seek shelter indoors and the safety of a fire when night falls. The villagers can be convinced to offer aid to the party if the need is dire, including taking the party to a farmhouse or house in the village.

Villagers (2d6): HD 1d6hp; AC 9[10]; Atk weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; **Special:** none.

Orcs: These **2d4 orcs** with **1 Orc Leader** are familiar with Tavik's orcs, though they are not part of his band. They do not know the location of the ruined keep, nor can they give details about it. They attack any party of lesser numbers.

Orcs (2d4): HD 1; AC 6[13]; Atk spear (1d6); Move 9; Save 17; AL C; CL/XP 1/15; **Special:** -1 to hit in sunlight.
Equipment: ring mail, spear

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Orc Leader (Ftr2): HP 13; AC 6[13]; Atk scimitar (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** +1 to hit and damage strength bonus; -1 to hit in sunlight, multiple attacks (2) vs. creatures with 1 or fewer HD.

Equipment: ring mail, scimitar

Sheriff's Patrol: The Grand Duke's well-trained sheriff's patrol the tradeway and the lands in the vale between the river and the mountains. A normal patrol consists of **eight Waymarch Footmen**, **two Waymarch Knights** and a **Waymarch Sheriff** who leads the patrol. The Sheriff is wary of most travelers; however, those that openly align with a Lawful deity can convince a sheriff to escort a party in need. Otherwise, if the party is cooperative and answers questions reasonably, they warn characters to be wary of orcs and brigands and be on their way. The sheriff and knights ride **warhorses**, while the footmen walk.

Waymarch Footmen (8): HD 1; HP 5x3, 6, 8, 7x2, 4; AC 7[12]; Atk long sword (1d8) or spear (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, long sword, spear, 2d12 gp.

Waymarch Knights (Ftr3)(2): HD 15; HP 15, 12; AC 4[15]; Atk longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: chain mail, shield, long sword, lance, 2d10 gp, 40+2d10 sp.

Waymarch Sheriff (Ftr5): HP 37; AC 4[15]; Atk longsword (1d8+2) or lance (2d4+3); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +2 to hit and damage strength bonus, multiple attacks (5) vs. creatures with 1 or fewer HD.

Equipment: chain mail, shield, longsword, lance, 2d10 gp, 40+2d10 sp, *potion of healing*, surcoat bearing the insignia of the Grand Duke, writ of authority, (5) 20 gp gems.

War horses (3): HD 3; HP 20, 14, 17; AC 7[12]; Atk 2 hooves (1d3), bite (1d2); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none.

Brigands: These bandits consist of **2d4 brigands** led by a **brigand leader**. Brigands size up the party, and if the party appears weak or if the brigands outnumber the party by two-to-one or more, they attack. Normally, brigands attempt to ambush travelers, seeking to slay mounts and lightly armored individuals with their bows. They run if their leader or 25% or more of their company is slain.

Brigands (2d4): HD 1; AC 7[12]; Atk short sword (1d6) or short bow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** None.

Equipment: leather armor, short sword, short bow, 40 arrows, 1d4 sp, 2d4 cp.

Brigand Leader (Ftr4): HP 18; AC 4[15]; Atk longsword (1d8) or short bow x2 (1d6); **Move** 9; **Save** 11; **AL** C; **CL/XP** 4/120; **Special:** multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: chain mail, longsword, short bow, 40 arrows, *potion of healing*, 1d4 gp, 2d4 sp, 1d2 gems worth 1d3x50gp each.

Cavalry Patrol: A cavalry patrol consists of **six mounted Waymarch Knights** and **one Waymarch Cavalry Leader**. Unlike the Sheriff's Patrol, which patrols the tradeway, these small cavalry units ride across the countryside because of an increased hostile military presence to the south. They only travel through the forest if speed is needed; otherwise they stay strictly to the tradeway. They consider their military duty above the needs of helping adventurers, only offering aid in an extreme case of life-threatening peril. They will not escort the party under any circumstances, stating that their duty lies elsewhere.

Waymarch Knight (Ftr3)(6): HD 20; HP 20, 14x3, 15, 17; AC 4[15]; Atk longsword (1d8) or lance (2d4+1); **Move** 12; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: chain mail, shield, long sword, lance, 2d10 gp, 40+2d10 sp.

Waymarch Cavalry Leader (Ftr4): HP 24; AC 4[15]; Atk longsword (1d8+1) or lance (2d4+2); **Move** 12; **Save** 10; **AL** N; **CL/XP** 5/240; **Special:** +1 to hit and damage strength bonus, multiple attacks (4) vs. creatures with 1 or fewer HD.

Equipment: chain mail, shield, long sword, lance, 3d10 gp, 40+3d10 sp.

War horses (7): HD 3; HP 10, 13, 11x4, 9; AC 7[12]; Atk 2 hooves (1d3), bite (1d2); **Move** 18; **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** none

The stats for the rest of the wandering monsters are as follows:

Gnolls (10): HD 2; HP 4x4, 6, 7x2, 3, 2, 5; AC 5[14]; Atk bite (2d4) or weapon (1d10); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Stirges (1d6): HD 1+1; AC 7[12]; Atk proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Owlbear: HD 5+1; HP 31; AC 5[14]; Atk 2 claws (1d6), bite (2d6); **Move** 12; **Save** 12; **AL** N; **CL/XP** 5/240; **Special:** hug for additional 2d8 if to-hit roll is 18+.

Ogre: HD 4+1; HP 20; AC 5[14]; Atk weapon (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Goblins (2d4): HD 1d6 hp; AC 6[13]; Atk weapon (1d6); **Move** 9; **Save** 18; **AL** C; **CL/XP** 8/10; **Special:** -1 to hit in sunlight.

Troll: HD 6+3; HP 27; AC 4[15]; Atk 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Worgs (1d3): HD 4; AC 6[13]; Atk bite (1d6+1); **Move** 18; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

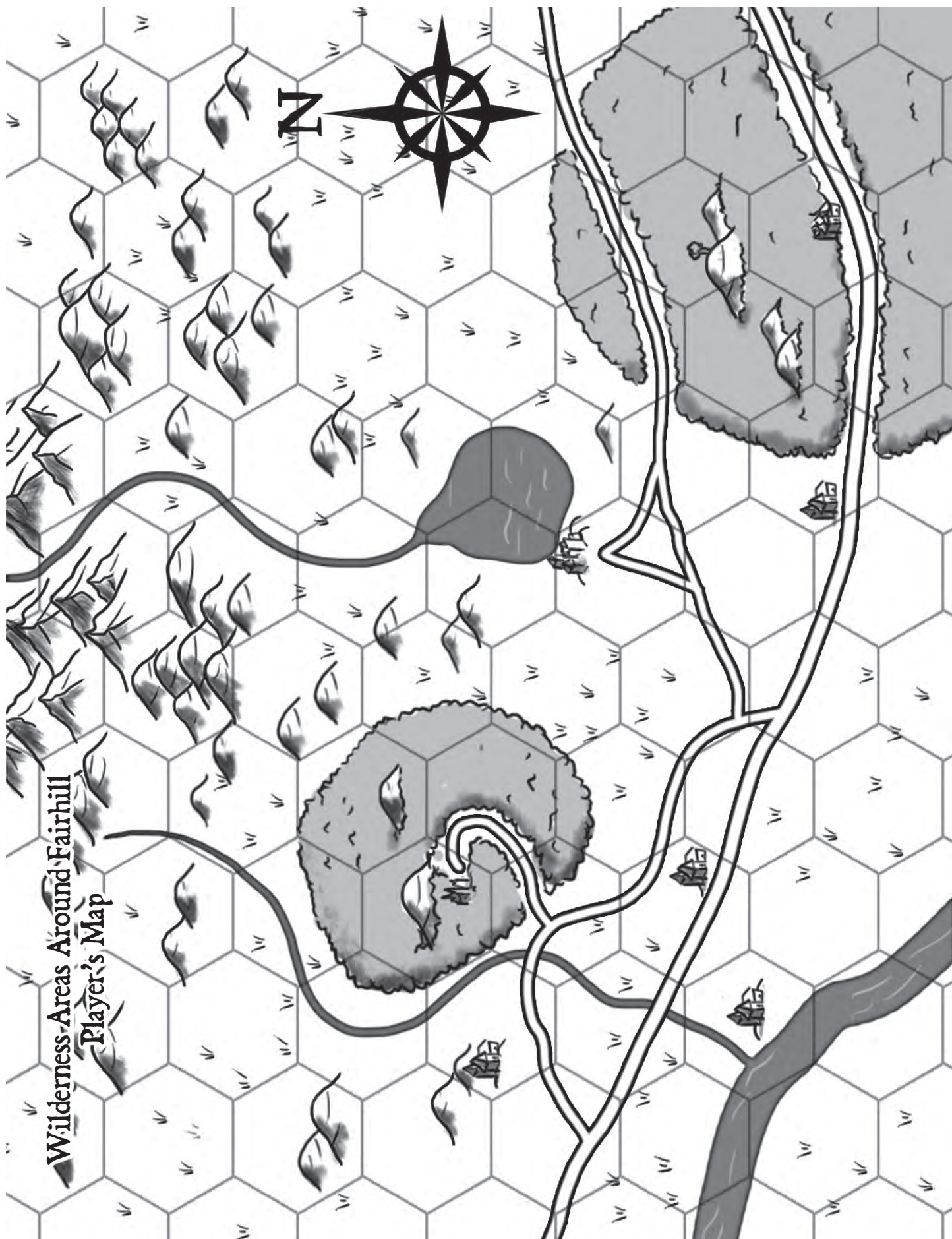
Wolves (1d8): HD 2+2; AC 7[12]; Atk bite (1d4+1); **Move** 18; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** none.

Monster Lairs

These descriptions detail the lairs marked on the wilderness map. Care should be exercised in using these encounters, as many are very difficult. They should be used as follow-ups to wandering monster encounters, as part of the story line based on interactions with the folk of Fairhill or after the main adventure has been completed. However, if the characters are foolish enough to blunder around in the wilderness and run into these lairs, their gruesome deaths become cautionary tales for the local children.

Area A: The Lair of Karigror the Troll

You come upon a small grove of trees with a bubbling brook along its side. A few yards away, you see a small pool of water with fish jumping at insects skimming along the pool's surface. As you stop to drink, you



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notice a large number of human bones in the stream. As you look around some more, you see a cave entrance on the hillside about 20 feet up. Two men in chain mail hang upside down from a pole braced against a tree limb, their throats cut. It is obvious to you that someone (or something) is aging meat for dinner.

This cave is the lair of **Karigror the Troll**. A few rounds after the party sees the bodies or if the characters investigate the cave, Karigror appears at the cave mouth and jumps down the slope landing a few feet from his pool. He stands there and looks menacingly at the party, holding his axe in one hand and a human femur in the other. Karigror will likely slaughter an entire low-level party without breaking a sweat. If your party is foolish enough to explore where it shouldn't be exploring, it meets guys like Karigror.

If the group does not immediately attack or flee, Karigror demands tribute in broken Common for "Stealin' me water." You should play up Karigror's personality and make the party think he is big, mean, green and scary—which he should be to them. Have him crunch on the femur and suck some marrow out of the bone while they are talking with him, then have him discard the bone and begin to finger the edge of his axe. If the party flees, Karigror gives a roar and chases them, but he is only doing this to keep up appearances. He has no intention of chasing down the party—though with his speed, he could.

Karigror the Troll: HD 6+3; HP 30; AC 4[15]; Atk 2 claws (1d4), bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: regenerate 3hp/round.

Tactics: Karigror is quite happy to let the party go free if they pay him a ransom of at least 100 gp, as his pantry is already full and he is rather tired

from his last fight. If the party attacks him, keep in mind that Karigror is old and wise and makes good use of the pool of water should the party try to burn him. If he is seriously wounded in battle (less than 10 hp left), he jumps up and hides in his cave, pushing into place a large boulder to block the entrance, requiring 5d6 Strength check (roll less than the character's Strength) to dislodge. Up to two additional characters can subtract 1d6 bonus from the roll.

Lair and Treasure: If the party actually defeats Karigror, his lair consists of three small caves. The first contains bones and rotten armor left over from previous meals. The second is his sleeping quarters and has piles of leaves as bedding. Beneath the leaves are 320 gp, 561 sp, 652 cp, and a ruby brooch worth 1,000 gp. The third chamber is his larder. This room holds the two-week-old bodies of four men. Two have intact armor (chain and leather), and two polearms are also usable. Beneath one particularly well-aged morsel is a metal shield, apparently used as a serving tray. On a dismembered hand is a gold and sapphire ring worth 500 gp.

Area B: The Lair of Girbolg the Ettin

You find a stony path leading from the woods up a hill. On top of the hill, you see a large round tower in a state of disrepair, with several fallen stone blocks. As you approach the tower, you hear a beautiful female voice singing a love song accompanied by a harp being played rather badly.

This is the home of **Girbolg the Ettin**. The party automatically surprises Girbolg in the act of playing the aforementioned harp. Girbolg was a normal, run-of-the mill chaotic ettin until he put on a magical helmet that he took off of a dead adventurer. This helmet—a *helm of opposite alignment*—turned Girbolg's right head Lawful, leaving Girbolg's left head Chaotic and leaving Girbolg into one very confused ettin. On one of his previous raids, he'd captured a small group of humans, including **Arialle**, the daughter of the village blacksmith, who is in fact a young bard. Girbolg has eaten all of the captives except Arialle, sparing her because of her beautiful voice. She is currently chained to a large rock, singing while Girbolg badly plays the harp.

Girbolg the Ettin: HD 10; HP 52; AC 3[16]; Atk 2 spiked clubs (3d6) or 2 large spears (2d6); Move 12; Save 5; AL C/L;

CL/XP 10/1400; Special: surprised only on 1 in 6.

Equipment: filthy leather armor, 2 large spiked clubs, 2 large spears, Arialle's harp, 3d12 gp in a small sack with several large rocks and a leather thong threaded through 13 human vertebrae.

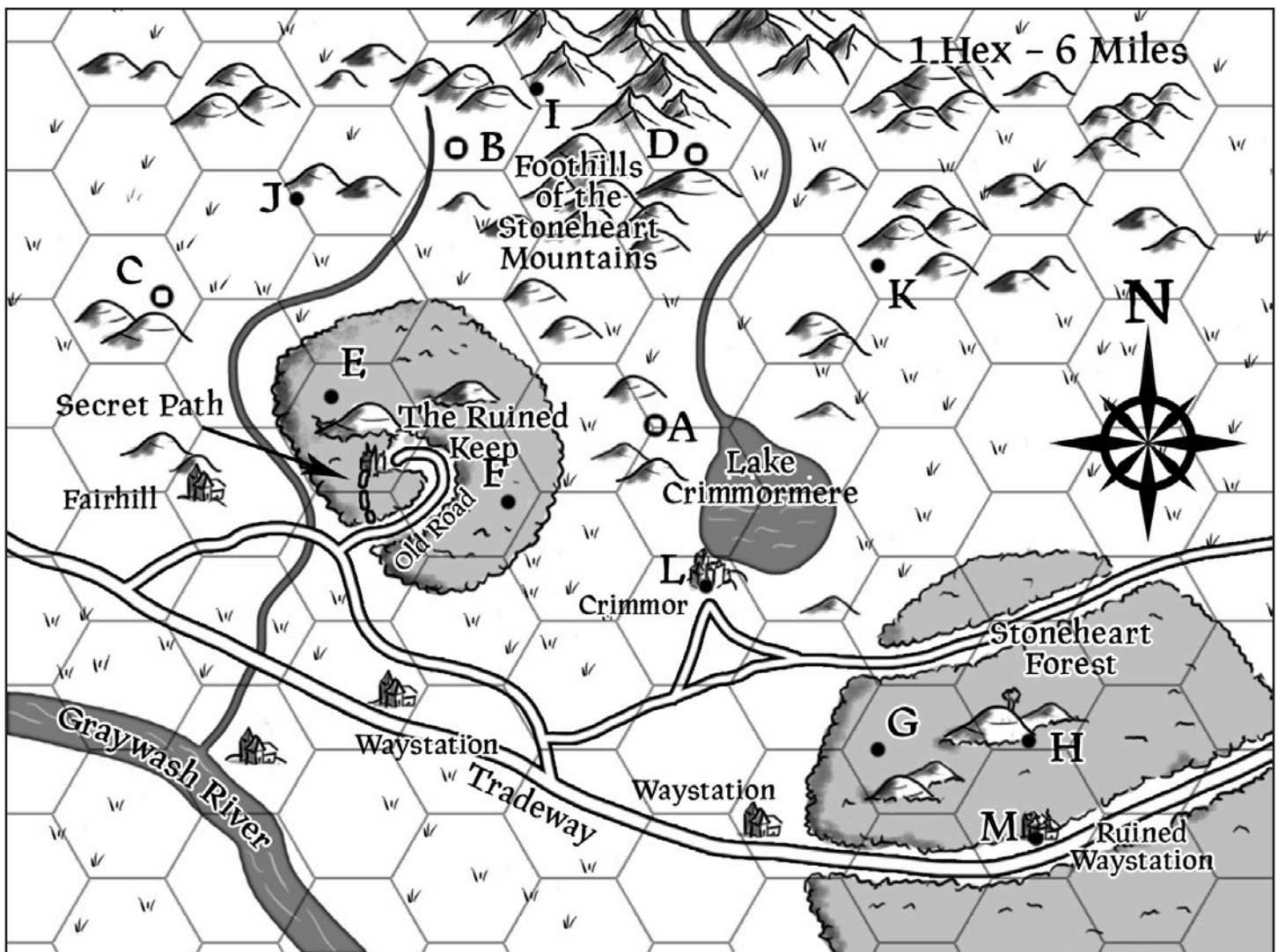
Tactics: Though ettins have a low intelligence, they are cunning fighters, ambushing their victims rather than charging into combat. Once the battle is joined, ettins fight furiously until all enemies are dead or the battle turns against them. Ettins do not retreat easily, doing so only if victory is impossible.

Arialle: HD 1d6hp; HP 3; AC 9[10]; Atk 2 fists (1); Move 12; Save 18; AL N; CL/XP B/10; Special: none.

Equipment: simple peasant clothes, harp taken by Girbolg.

Treasure: In addition to Arialle's harp (crafted by the legendary Fathilir of Bard's Gate and bearing his runic signature) worth 1000 gp to any connoisseur, Girbolg has amassed a hoard of 1145 gp, 14,632 sp and 8467 cp. Lost in the rubble of the tower interior—in an area about 20 yards from where Girbolg makes his lair—is a *ring of fire resistance*, which can only be found if a large amount of rubble is moved and a *detect magic* spell is cast.

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Area C: The Lair of the Owlbear

West, the terrain gets rocky and dry. You move to the side of the path, and a horrible smell burns in your nostrils. You hear a thrashing, crunching sound a few feet away. A tree falls, and as the dust settles, you are confronted by a huge bearlike creature with red-glowing eyes and a beak like a bird's, only filled with dozens of sharp teeth, each as long as a human finger. Blood soaks the chest of the beast, and you see the remains of its previous victim, a deer. You set your weapons as the monster charges you.

This creature is the **owlbear** that has been raiding some local farms. So far, it has killed only cattle and sheep, but it is just a matter of time until it gets a taste for humans. The farmers who have asked the party for help have had a number of livestock bitten in half and would be very happy to have the culprit killed. The farmers try to marry off their daughters or throw a party to reward the characters.

Owlbear: HD 5+1; HP 24; AC 5[14]; Atk 2 claws (1d6), bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** hug for additional 2d8 if to-hit roll is 18+.

Lair and Treasure: The lair of the owlbear is about 500 feet through the woods from where this encounter occurs. It is very easy to track back to its lair due to the swath of destruction it leaves in its wake. The lair is an abandoned house in the woods. The occupants are long dead or moved away, and no readily apparent treasure can be found. Just a few feet away are a cluster of old graves. If they are dug up, a necklace worth 500 gp can be found within a coffin. The desecration of graves will result in no XP rewarded for this treasure.

Area D: The Manticore Lair

There are three ways your party can encounter the manticores. First, if they are exploring the foothills to the north of the village at night, they may encounter the manticore as a wandering monster. If so, read the first block of text below. Second, if they enter the area of the wilderness map marked "D," whether day or night, there is a 20% chance (1 or 2 on 1d10) that they encounter the male manticore as described in the first block. Third, they may make it to the manticore lair directly. If so, proceed to the second set of boxed text below and read that to your group, omitting the bolded text.

You crest a hilltop and look out over the surrounding countryside. You can see all the way west to the ocean from here, and you imagine you can smell the crisp air of an ocean breeze. The way is rocky, but it is vastly better than moving through the underbrush of the forest below. Suddenly, you hear a whooshing of wings, and as if materializing from thin air, a great beast is upon you! It looks like a giant flying lion, but has a man's head and a spiked tail!

This is the **male manticore**, fetching a character for its children to use for hunting practice. Its intent is not to kill anyone, but instead to capture one character and return to its nest.

Male Manticore: HD 6+4; HP 34; AC 4[15]; Atk 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); Move 12 (fly 18); Save 11; AL C; CL/XP 8/800; **Special:** tail spikes.

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Tactics: The manticore swoops in instead of shooting tail spikes. In combat, it strikes for subdual damage. Characters knocked unconscious are carried away, only to wake up an hour later in the manticore's lair at half of their starting hit points. If the male manticore takes over half of its hit points in damage, it flies up and shoots four volleys of tail spikes before leaving in search of easier game. If the male can lower the party to less than two characters with tail spikes, it resumes its attack/capture attempt. It will be able to grab an unconscious opponent and fly off (two rounds of missile fire from the characters can stop it) unless it takes over 10 points of damage, in which case it drops the character carried (2d6 damage from the fall) and continues as above.

If the manticore manages to fly away with a character, the party can easily see it fly to a hilltop lair about 2 miles away. The group can travel to the lair in about 1 hour. When they arrive, the cave entrance is unguarded.

Read the following text to them:

You finally come to the location where you believe the monster carried your lost comrade. You reach a strange cave entrance that sits some 20 feet up a steep hillside. There is a small ledge in front of the cave mouth. Even from this distance, the cave smells of great cat urine and human blood. Dozens of bones of all shapes and sizes litter the stones in front of the cave and the ground beneath—a grisly warning to all who approach.

If any player was captured and returned by the male manticore to the lair, read the following text:

You awaken in a dark cave, and as your eyes adjust, you can see daylight a few dozen yards away. You see another of the large creatures and two smaller versions. The large one has a distinctly female face, beautiful in a way, but made ugly by its protruding fangs and horrid scowl. The two smaller beasts move toward you, and you reach for your weapon, only to find it missing.

This is the manticore lair. The male is only present if he was reduced to less than half his hit points during the initial fight. If he was not, he is

off in search of another victim. The captive has had all of his weapons removed (though the manticores are 90% likely to miss a dagger). Inventive character captives can pick up a bone (treat as club) or tail spike (treat as dagger) to defend themselves. Only the **baby manticores** attack, unless they are both killed in which case the **mother** retaliates (at +2 to hit and damage). Unless the male is present, the rescue party surprises the mother from behind as she blocks the captive's escape and watches the kids have fun. If the male is present, it is watching the entrance.

The captive is about 80 feet from the cave entrance, and the female manticore sits 50 feet away, about 30 feet from the entrance. In the back of the cave (to the left of the captive) are all of the captured characters' weapons, as well as the treasure hoard of the monsters.

Female Manticore: HD 5+4; HP 24; AC 4[15]; Atk 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 12; **AL** C; **CL/XP** 7/600; **Special:** tail spikes.

Manticore Cubs (2): HD 2+4; HP 12; AC 4[15]; Atk 2 claws (1), bite (1d6), 6 tail spikes (1d4); **Move** 12 (fly 18); **Save** 16; **AL** C; **CL/XP** 4/600; **Special:** tail spikes.

Treasure: One suit of human-sized plate mail and a matching suit of chain barding for a medium war horse, pierced in numerous places from manticore spikes, requiring at least one week of work by an armorer to repair at a cost of 200 gp. Piles of torn and stripped human clothing are everywhere. *Detect magic* reveals a *cloak of protection* +2. Assorted coins and gems in a pile total 123 gp, 245 sp and 111 cp. There are four 50 gp garnets and one 1000 gp ruby among the coins. It requires a careful search to find the gems. A battered but still usable spellbook containing the spells *detect invisibility*, *fly*, *haste*, and *knock*. A locked iron box, nicked with scratches and bite marks, with a high quality lock contains a *manual of quickness* and two daggers of fine quality.

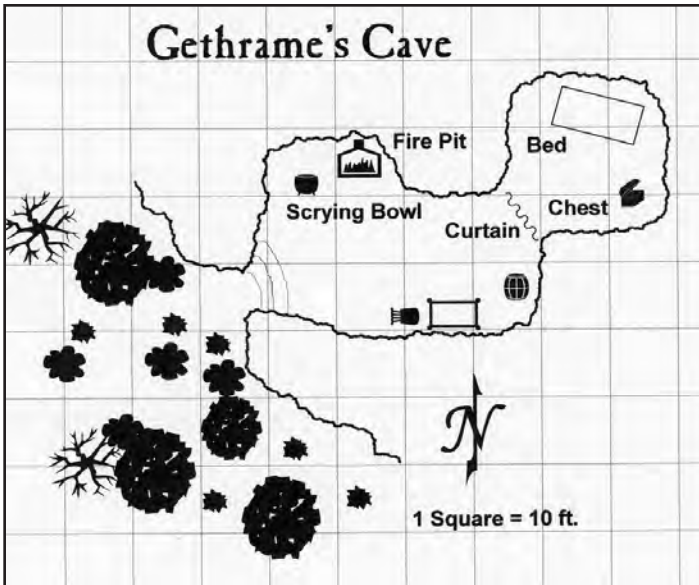
If the mother and babies are slain while the male is away, the male returns with a victim (from one of the local farms) in about 2 hours. The male is no more wounded than whatever damage the characters caused, drops the farmer and flies into a berserk rage when he sees his dead family. The male attacks at +2 on all dice rolls at that time.

Area E. The Old Crone

This location is the cave home of **Gethrame the Crone**. The cave entrance is well hidden behind bushes and brambles, set into a hillside. The cave itself is small, containing two linked chambers. The first holds Gethrame's scrying bowl (treat as a *crystal ball*) and a low table and various other creature comforts, including a small fire pit. The rear chamber contains her bed area.

Gethrame was long ago the lover of Eralion. Shandrill banished her from Fairhill many years ago and cursed her with blindness for using her bowl to scry on the holy rituals of Freya. Blind, Gethrame fled into the wilderness. Eralion found his love in a cave and she beseeched him to help her to see again. He did so, creating a *magical staff of lesser wizard eye* that allowed her sight. Creating the staff, however, required as a material component the eyes of a ratling shaman. Gethrame used the staff to continue to scry with her bowl from her cave. She saw Eralion's future and warned him of the dark fate that would eventually befall him. He ignored her warnings. Eventually, Eralion abandoned Gethrame. Heartbroken, she has lived alone in her cave for many years. Unbeknownst to her, a ranger named Herl, who secretly loves her, has kept watch over her all these years.

Though once beautiful, Gethrame is now a woman of faded beauty and old age with an air of tragedy about her. Recently, her staff that allows her magical sight was stolen by ratlings. Her cave is a shambles from her blind stumbling. She wails loudly, bemoaning her cruel fate. Only the unknown presence of Herl has kept her from harm from passing creatures.



Gethrame the Crone (MU7): HP 18; AC 9[10]; **Atk** staff (1d6); **Move** 12; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** blindness (without staff, move is reduced to 6 inside cave, 3 outside, -4 to hit if target is located), spells (4/3/2/1).
Spells: (no spells currently memorized until she retrieves her staff)

Equipment: staff of the lesser wizard eye (allows the holder to have a wizard eye in effect at will, though the eye is permanently mounted to the end of the staff and cannot move), scrying bowl (treats as a crystal ball.)

Herl, Half-Elf (Rgr3): HP 18; AC 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 12; **AL** L; **CL/XP** 3/60; **Special:** alertness (surprise only on 1 in 6), +3 damage on giants and goblin-types, tracking.

Equipment: leather armor, shield, short sword, short bow, 20 arrows, 103 sp, 28 gp, 2 100 gp gems.

Area F: The Twisted Tree and the Ratling Warren

A coven of ratlings live at this location beneath a twisted and evil tree. The entrance to their warren is through the hollowed trunk of the tree itself, which leads down a set of stairs carved into the roots of the tree into a series of caves. Locating the entrance to the ratling warren will prove difficult; most likely, the characters locate the entrance to the ratling lair by running afoul of its evil guardian: the twisted tree.

"Twisted Tree" (Treant): HD 7; HP 32; AC 2[17]; **Atk** 2 strikes (2d6); **Move** 0; **Save** 9; **AL** C; **CL/XP** 7/600; **Special:** control trees.

Description: The "twisted tree" was once a treant sapling. It was warped and twisted by the evil power of the ratling shamans and their dark goddess. It now serves as the guardian of their warren. It has knotted and twisted bark and branches and its leaves are a deep sickly green. It appears to be afflicted with some type of wood rot.

Tactics: The twisted tree attacks any that attempt to enter the hole in its trunk leading to the warrens of the ratling. Any person passing through the opening in the trunk draws an attack from one of the limbs of the evil tree. It uses its lengthy reach to attack any passers-by.

Ratling Warren: Once past the tree, the underground lair is filled with the tree's twisted roots, which hang down from the ceiling,



sometimes forming pillar-like root columns. Any of the ratling shamans can manipulate the dangling roots of the tree once per day to entangle foes (-2 to hit and damage, saving throws, no move, save negates) all intruders.

There are several cave rooms to the underground lair. A total of **14 ratlings**, **4 ratling shamans** and **Glaathaa**, the shaman leader, live in the caves. There is a 25% chance that 1d8 ratlings are away from the nest at any time, accompanied by 1 ratling shaman. There is always a guard stationed at each of the two points marked on the map of the warrens. Each room marked "Nest" is the lair of 3 ratlings. In each nest can be found 2d8 gp and 2d20 sp. Each room marked "Witches' Nest" is the lair of 2 ratling shamans. In each of their nests can be found 2d20 gp and 2d100 sp. The room marked "Glaathaa's Nest" is her personal lair. Her nest is much larger and is not made of the normal straw and cloth. Her nest is made of shreds of fine cloth, portions of tapestries, bones, animal hides and a blanket of animal and humanoid hair. In a small locked chest in her lair can be found a *wand of paralyzing* (12 charges), *potion of flying*, *potion of healing*, a golden yellow topaz worth 500 gp and 3 vials of unholy water.

Ratlings (14): HD 1; HP 5x5, 4x2, 6x2, 7, 8, 3x3; AC 6[13]; **Atk** bite (1d6+disease), short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 2/30; **Special:** 2 have diseased bite.

Equipment: leather armor, shield, short sword, shortbow, 20 arrows, 2d6 sp each.

Ratling Shamans (Clr4) (4): HP 14, 18, 16, 12; AC 7[12]; **Atk** bite (1d6 + disease), mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** 1 has diseased bite, spells (2/1).

Spells: 1st-cure light wounds, protection from good; 2nd-hold person.

Equipment: leather armor, mace, 2d8 gp each.

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Glaathaa, Ratling Shaman Leader (Clr7): HP 28; AC 7[12];
Atk bite (1d6 + disease), mace (1d6); **Move** 12; **Save** 10;
AL C; **CL/XP** 9/1100; **Special:** diseased bite, spells (2/2/2/1/1).
Spells: 1st—*cure light wounds*, *protection from good*;
 2nd—*bestow curse*, *prayer*; 3rd—*bestow curse*, *prayer*; 4th—*poison*; 5th—*finger of death*.
Equipment: leather armor, mace, 20 gp, *staff of the lesser wizard eye* (see **Area E**).

These particular ratlings are the descendants of the tribe nearly eradicated by Eralion when he killed their shaman leader and used her eyes to create Gethrame's staff of limited wizard eye. They have, by communing with their evil goddess, recently learned the location of Gethrame's cave and stolen her staff. Glaathaa currently possesses the staff.

Tactics: The guards give a squeak and use their ranged weapons, drawing melee weapons to defend any if they are engaged. The ratlings fight to the death to prevent harm to the shamans. The spellcasters use magic from a distance. The ratling shamans also use their power to call on the roots of the evil tree above to entangle (unless it has been slain). Glaathaa casts *finger of death* early in combat and uses *poison* and *bestow curse* where appropriate. If pressed, she flees. She will also parley with the characters if it is for her gain. She will not, however, willingly relinquish the staff—claiming that it is hers by blood right, since her predecessor died for its creation.

Poison

Spell Level: Cleric, 4th level; Druid, 3rd Level

Range: Touch

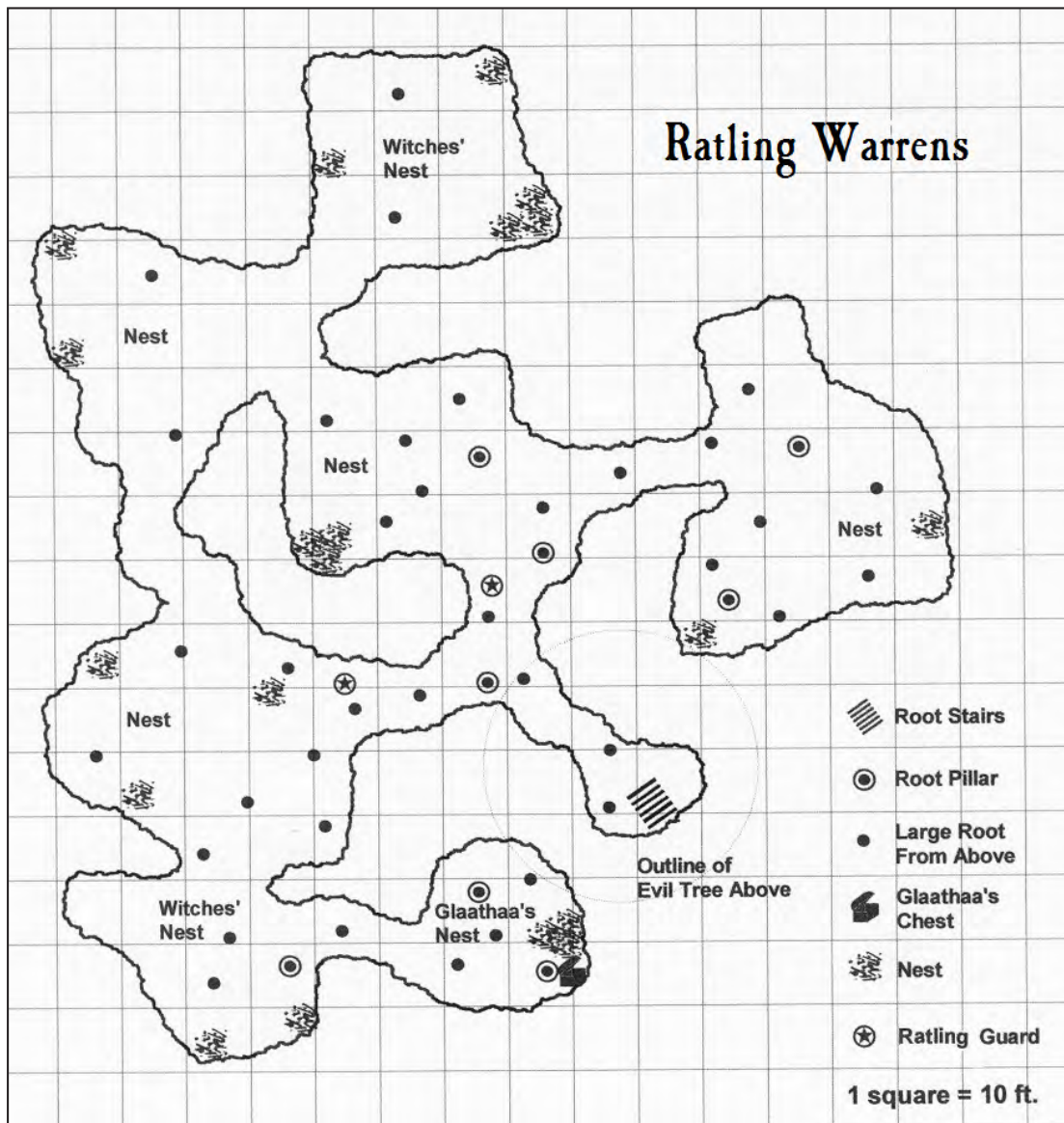
Duration: Immediate

This spell is the reverse of *neutralize poison*, and requires the caster to touch the target (make an attack roll with no weapon bonus, if any). If the attack hits, the victim is allowed a saving throw. If the save fails, the victim is killed by the poison.

Area G. The Spider Lair

The characters could be searching for the missing adventurers as a result of a rumor heard in Fairhill or they could simply stumble upon this lair as they travel through the Stoneheart Mountain Forest, possibly looking for the source of the stirge menace.

This location is a nest of 5 **giant spiders (4 ft. diameter)**. As the characters arrive, one of the spiders is attacking a trapped squirrel. What the characters don't know is that four others are about to attack them.



THE CRUCIBLE OF FREYA



Allow anyone who looks up to notice the spiders descending on them otherwise the spiders surprise on 1–5. Dozens of egg sacs are present in the webbing overhead.

Giant Spider (4 ft. diameter) (5): HD 2+2; HP 10x2, 12, 11, 9; AC 6[13]; Atk bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; **Special:** lethal poison (+1 save), 5 in 6 chance to surprise prey.

Tactics: The spiders spread out and attack multiple opponents (including animals if present). The spiders bite an opponent until he falls from the poison. They then wrap them in webs. Any opponents webbed are left alone until all opponents are subdued.

Treasure: Spun into the webs are the corpses of a group of adventurers. Three recently slain bodies, drained of all fluids, reside in the webs. One was a fighter. She still wears her chain mail and has a dagger on her belt. All other equipment is lost in the woods, and cannot be located. The second body was a thief, who still clutches his short sword in his left hand. In a pouch on his belt are a set of thieves' tools, 4 gems worth 10 gp each, and 22 sp. He wears leather armor. The final body was a wizard. He wears only his robe. Tucked inside his robe is a leather scroll case containing a scroll of 3 magic-user spells (*charm person*, *shield*, *mirror image*). His pouch is still on his belt and contains 22 gp, a 100 gp pearl and a vial of holy water. If the webs are burned, there is a 40% chance that the scroll is destroyed.

Area H. The Stirge Caverns

This is the location of a cave complex under a hill in the Stoneheart Mountain Forest, known to the locals as "Stirge Wood." The complex is filled with **stirges**, and is the home to **Yandarral**, a twisted and half-mad elf mage/druid, who resides there with his "pets." He has crafted a strange rod that allows him to control the stirges. He is not so much evil

as fanatical. He hates the development of Fairhill and other local villages (such as Crimmor), seeing them as a blight on the natural landscape. He has lost connection with reality to a degree, and has taken on some of the traits of his charges. He plans to use his stirges to eliminate the villages. He sends "advance parties" of 2d6 stirges to periodically assault the various villages. He plans to send all of his stirges to swarm and attack the occupants of Crimmor within the coming months.

Entrance and Caverns: The entrance to the cave complex is difficult to find (secret door check +1) unless it is searched for at dawn or dusk when stirges can be seen coming and going in large numbers. The entrance slopes down steeply for some 40 feet and then opens into the entrance cavern. This cavern always contains at least 12 stirges. Numerous passages lead away from this initial chamber, twisting their way to many other rooms, each containing 2d6 stirges. After 1d4+4 of these rooms have been encountered, the characters reach the chamber of Yandarral. His spartan cave contains a few creature comforts such as a cot, a lantern and a low desk as well as 10 stirges. He also has several ornamental cages in which he keeps his current favorite stirges. In the past, he has used stone shape to craft seats, a cubby-hole set into the far wall where he makes his bed, and other useful pieces of furniture from the stone of his cavern.

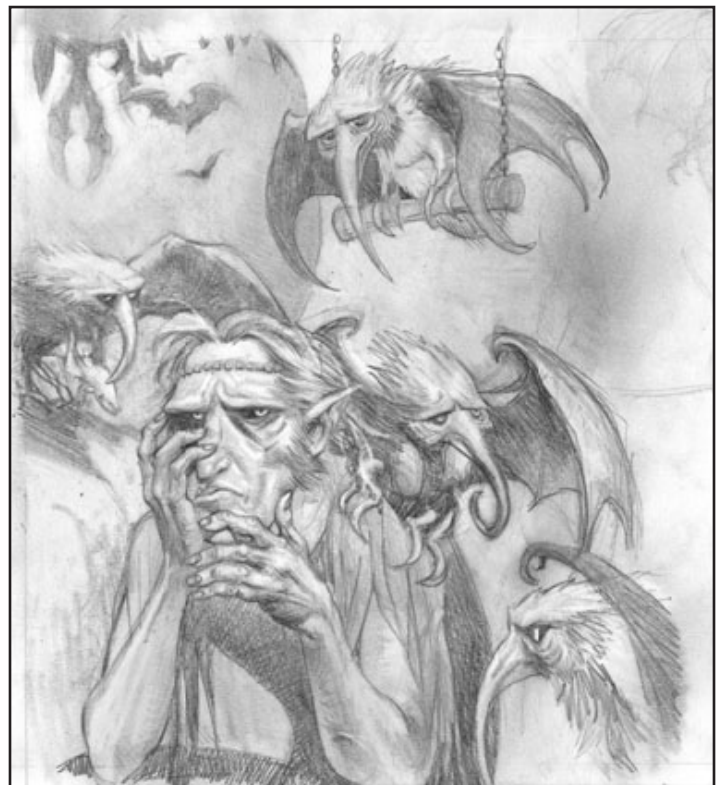
Yandarral, Elf (MU8): HP 32; AC 8[11]; Atk staff (1d6) or sling (1d4); Move 12; Save 8; AL C; CL/XP 10/1400; **Special:** elf traits, +2 save vs. spells, spells (4/3/3/2).

Spells: 1st—*charm person*, *magic missile* (x2), *shield*; 2nd—*levitate*, *mirror image*, *web*; 3rd—*fireball*, *protection from normal missiles*, *slow*; 4th—*confusion*, *polymorph other*.

Equipment: tattered robe, staff, sling, 20 sling bullets, rod of stirge control (see below).

Description: Yandarral wears only a tattered and stirge-dung stained smock over a much-neglected robe. He appears absent-minded and slightly mad. He is melancholy and mildly depressed.

Stirges (60): HD 1+1; HP 5 each; AC 7[12]; Atk proboscis (1d3 + blood drain); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.



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The Rod of Stirge Control: Created by Yandarral in his madness, the rod may not be duplicated and the process for its creation must be independently discovered. It originally had a large number of charges, which now have been mostly used. Only 10 remain. All of the stirges in the cave are under its control, as are any stirges bred from those under the control of the wielder of the rod. Any stirges controlled by the wielder of the rod may be controlled as per a *charm monster* spell. The rod allows multiple stirges to be controlled by its use.

Treasure: In a small chest in his caver Yandarral keeps 449 gp.



Area I. Winter Wolves

This location is the lair of a den of **winter wolves**. The den consists of 3 large male and 5 large female winter wolves, as well as the alpha-male leader of the pack. There are also 5 smaller female winter wolves that ordinarily will not fight unless the 8 cubs are threatened. During colder winters, the wolves range down from their lair. The lair can be found easily with a successful secret door check.

Winter Wolves (13): HD 5; HP 30, 32, 34, 25, 23, 26, 24, 22, 15, 18, 20, 16, 19; AC 5[14]; Atk bite (1d6+1); Move 18; Save 12; AL N; CL/XP 6/400; **Special:** breathe frost (range 10ft., 4d6 points of damage, save half, 1/turn)

Alpha Male Winter Wolf: HD 6; HP 35; AC 5[14]; Atk bite (1d8+1); Move 18; Save 11; AL N; CL/XP 7/600; **Special:** breathe frost (range 10 ft., 4d6 points of damage, save half, 1/turn).

Lair: Their lair consists of three ice-caves. The three large males and several of the large females occupy the front cavern. The other females and the young occupy the second cavern and the alpha male has the rear cavern. Carcasses of other animals can be found outside the lair, and some furs line the alpha male's chamber as well as the pups' den.

Treasure: The main treasure is probably the pelts of the wolves themselves, each being worth from 500 to 1000 gp. In the lair of the alpha male is a collection of 1580 gp and 3668 sp.

Area J: The Grove of the Moon

This grove is the meeting place of a coven of druids. The grove appears at first glance to be nothing more than a simple clearing. But further observation shows that the plants have arranged themselves in particular position: the thorny briar bushes provide a defensive ring, the trees immediately surrounding the grove have shaped their branches into convenient arches above the grove as well as into seats and ledges where small items can be placed. In the center of the grove is the stump of an ancient tree. Its base is carved with Sylvan and Druidic runes and its top has been carved into a basin, which, when filled with pure rain water, can be used as a scrying device by the Druids (see below). The grove is considered hallowed ground and is used for various rituals.

The druids of the grove are a loose band. Each druid lives in their own separate lair, not detailed here. They serve nature and the balance and are dedicated to harmony. There are no strict requirements for membership, other than alignment, and their number fluctuates as various druids come and go serving their own visions of the balance. The group finds the perfect blend of organized worship and individual action. They embrace newcomers who are like-minded and will not hesitate to use their powers if they can be convinced that nature and the balance will be benefited by doing so.

The druids are led by **Illarda**, the Priestess of the Moon. This particular sect of druids worships **Narrah**, a female incarnation of the moon, as their goddess of Nature (see the **Appendix**, for details). For this reason, they follow the natural movement of the moon closely and many important rituals revolve around the rising and setting of the moon as well as its phases. The trees surrounding the grove open at night to allow moonlight into the grove. When the moon's reflection is captured in the basin of rain water collected in the tree stump it is used as a scrying device. Ripples in the waters of the basin capturing the moon's image are interpreted as per an augury spell. With their connection to the moon, the grove is protected by a group of **5 Neutral-aligned guardian worgs**. The druids of the grove – those that have the ability – prefer wolf form when transforming by *shape change*.

The druids will also help train and teach characters. Illarda has an inner circle (Drd6, Drd3) of permanent members and none of them will join the party as a character, though they may be convinced to assist the party as NPCs. The druids will also be joined by 1d10 additional druids (Drd1–Drd4). These additional “non-permanent” members may join the party as characters.

Illarda, Priestess of the Moon, Elf (Drd8): HP 28; AC 4[15]; Atk +1 spear (1d6+1) or sling (1d4); Move 12; Save 8; AL N; CL/XP 10/1400; **Special:** elf traits, druid abilities, +2 save bonus vs. fire, spells (4/3/2/1)

Spells: 1st—*faerie fire*, *locate animals* x2, *predict weather*; 2nd—*create water*, *cure light wounds* x2; 3rd—*call lightning*, *hold animal*; 4th—*animal summoning* I

Equipment: +1 leather armor, +1 wooden shield, +1 spear, sling with 40 bullets, *potion of extra-healing* (x3), *potion of neutralize poison* (x2)

Guardian Worgs (5): HD 4; HP 18, 16, 20, 17, 15; AC 6[13]; Atk bite (1d6+1); Move 18; Save 13; AL N; CL/XP 4/120; **Special:** none.



Area K: The Monastery of the Standing Stone

The Monastery of the Standing Stone was founded long ago around a large stone in a grove of trees by a group of monks who found serenity in the alignment of the stone in relation to the trees and the surrounding mountains. A small, simple garden has since been planted around the stone. It is a place of meditation. **Master Kala of the Yellow Robe** is the leader of the monastery and she carries on the traditions of those masters who have gone before her. The monastery currently consists of several low buildings of wood and stone (a mix of the surrounding mountains and forest) in a rough circle surrounding the garden and the standing stone. Trees have grown up within the compound and mix harmoniously with it.

The whole place possesses an aesthetic beauty. One of the largest buildings is the dirt-floored dojo where the monks practice the mental and physical rigors of their discipline. Similarly, hidden in a set of nearby caves, are the graves of the honored ancestors and prior members of the monastery. Much reverence is given to the honored dead. The only persons at the monastery are the monks and any visitors. All monastery duties are shared by the brother monks, including cooking, cleaning and tending the garden and grounds. There is an intricate and detailed list of rotating duties that each of the monk must perform.

The monks of the monastery are a bit distant, due to their penchant for meditation, though they are not an unfriendly lot. They are receptive to visitors, making available to them all the simple creature comforts the monastery provides and treating them as guests of honor. Kala, the master of the yellow robe, greets all visitors without pleasure but with honor. Kala believes and teaches the suppression of emotion, as have all the masters of the monastery before her. She teaches that honor and duty

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and the fulfillment of those principles, are the ultimate expression of a living creature. One is measured by his or her faithful fulfillment of these principles, not the outcome of his or her actions. Kala has assigned **Hord**, a young monk, to oversee all visitors. Characters visiting the monastery will have most of their interactions with him. He sees to all their needs. He carries his shortbow with him at all times.

Mistress Kala of the Yellow Robe (Mnk8): HP 20; AC 0[19] or -1[20] with staff; **Atk** fist x2 (2d8+1) or three-section staff of striking (2d6+4) or +1 dagger (1d4+1); **Move** 18; **Save** 9; **AL** L; **CL/XP** 8/800; **Special:** monk abilities.

Equipment: robes, three-section staff of striking, +1 dagger (x2), ring of protection +2.

Description: Known as the mistress of the yellow robe, Kala is a short, thin woman of indeterminate age and few words. She wears a thin, flexible robe of yellow silk, bright as the sun, tied off with a white sash. The robe is emblazoned on the front left breast and the back with a stylized representation of a stone and a tree. It is obviously of finest craftsmanship. Kala is a master at working with silk and she crafted the robe herself. Kala is also one of the few monks expert at using the three-section-staff in combat—an exotic two-handed martial arts weapon made of three lengths of wooden staff joined by chain links. The weapon has great defensive capabilities and provides a +1 AC bonus.

Hord (Mnk2): HP 5; AC 8[11]; **Atk** fist (1d6) or shortbow x2 (1d6+1); **Move** 13; **Save** 14; **AL** L; **CL/XP** 2/60; **Special:** monk abilities.

Equipment: robes, shortbow, 40 yellow-fletched arrows.

Other members are monks ranging from 1st to 5th level. They are proficient with and have access to all normal and monk weapons. None possess any magic items. None will leave the monastery to join the party as characters, though some may be convinced to accompany the party as an NPC for a brief time with Kala's permission. Two initiates (Mnk1) also at the monastery could be convinced to join the party if the rest of the group is of the proper alignment.

Area L: The Village of Crimmor

Crimmor is a small village, slightly smaller than Fairhill. It was once a rather prosperous fishing village and a gathering place for merchants on their way from Bard's Gate to Reme. It is run by a merchants' guild, though in recent years an informal thieves' guild has become the true base of power. Originally, the lake near Crimmor, Lake Crimmormere, was a source of a rare type of fresh water fish—a type of largemouth bass famed for its flavor and its ability to be dried and preserved. In the last 10 years, however, these fish have all but disappeared. In truth, the fish have been mostly devoured by a band of fresh water locathah that have made their underwater lair in the north end of the lake. Rumors abound in Crimmor about strange creatures that have been spotted by fishermen. They are only seen in the water at night and are considered by locals to be the ghosts of Crimmor fishermen who died in boating accidents on the lake. Now, with the ascendancy of Fairhill, the lack of fish and the corruption in the guilds, Crimmor has declined, and is rarely visited, except by the traveling merchants who know of Stipish's prowess in repairing wagons. The lack of fish, however, is not Crimmor's most pressing concern. Every night, the village is beset by 2d6 stirges sent as scouts by Yandarral from the Stirge Caves (see **Area H**). Yandarral is planning a major attack against Crimmor in the near future.

Places of Note: **The Merchant's Wagon**, a local tavern and inn that has seen better days; **Iindriarog's Tent**, a hut on the outskirts of town where the adept sells trinkets of local witchcraft (most having to do with fishing) though of no real power; **The Blessed Net**, a tavern for local fisherman that is now a rather depressing and dilapidated watering hole; **The Guild-hall**, where the guildsmen meet; **Crimmor Market**, an open market where merchants can trade their wares; **The Docks**, from which fishermen still put out their small boats and cast their nets in the lake only to return empty handed; **Stipish's Shop**, though the town may be run

down, Stipish is still the best at making and repairing wheels for carts and wagons and his shop is usually busy

Area M: Ruined Way Station

As with all such way stations, this way station is a 60 foot by 60 foot compound with a 15 foot high wooden palisade wall and a 20 foot wide set of wooden double doors set within the wall. The compound itself does not have a roof. This particular station has been mostly burned down and occupied by a band of marauding gnolls. Though most way stations do not have interior structures, the gnolls have built a small inner 20 x 20 compound of wood with a makeshift roof. A total of **11 gnolls** and their **gnoll leader** occupy the compound: 6 gnolls within the compound and the remaining gnolls (including the leader) wait outside in the surrounding forest. They are hopeful that official forces will come to attack. They have been paid by agents of the nations to the south to lure and attack Waymarch troops. They flee rather than fight to the death if battle goes against them.

Gnolls (11): HD 2; HP 9, 8 (x3), 10 (x2), 11, 12 (x2), 6 (x2); AC 5[14]; **Atk** bite (2d4) or pole arm (1d8+1) or light crossbow (1d4+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

Equipment: leather armor, pole arm, light crossbow with 20 bolts, 3d6 sp.

Gnoll Leader: HD 3; HP 18; AC 3[16]; **Atk** bite (2d4) or two-handed sword (1d10) or light crossbow (1d4+1); **Move** 9; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** none.

Equipment: chain mail, pole arm, light crossbow with 20 bolts, 3d6 gp.

Treasure: Inside the compound, the gnolls have a **small wooden chest** containing 1000 gp—their pay-off money to start trouble.

The Village of Fairhill

The Village of Fairhill rests on the largest of several gently sloping hills about 10 miles from the tradeway. Four hundred twenty souls inhabit the village and surrounding farmland. Arlen, the magistrate, governs the village. Though numerous other shrines are present, Freya is the patron deity of Fairhill and her temple is the most prominent. Thus, the true "leader" of Fairhill is Shandrill, the priestess of Freya. She disdains that role, however, and openly supports Arlen as magistrate. There is little political strife in Fairhill, as Arlen, Shandrill, Captain Baran and the tavern owners all work together. Fairhill is a peaceful town and has not had any real troubles with bandits or monsters. That is, until recently...

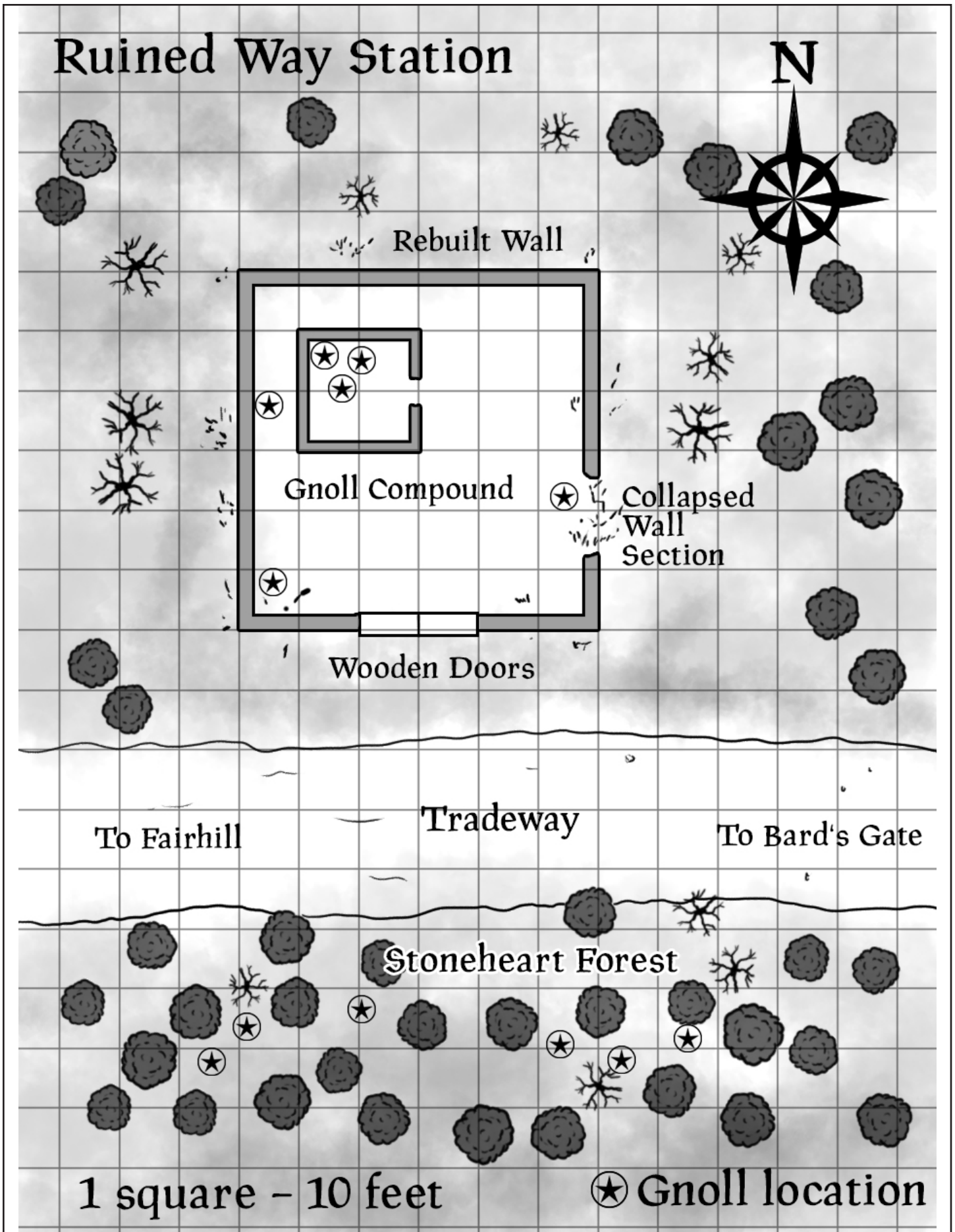
For the past several weeks, orcs have appeared of the outer farms and roads of Fairhill. A village family was raped and mutilated on the road leading from the village to the tradeway just days before the players arrive. Rumors of a vampire in an old ruined keep are running rampant, and the peace that the villagers once enjoyed is seemingly at an end.

Fairhill (Village): Population 420 (human 79%, elf 8%, dwarf 5%, half-elf 5%, halfling 2%, other 1%).

Authority Figures: Arlen, human magistrate (Ftr3); Baran, human captain of the guard (Ftr5); Shandrill, elf priestess of Freya (Ftr1/Clr5).

Important Characters: Lauriel, Baran's lieutenant (Ftr2); Tarnen, proprietor of the Cask and Flagon; Glarian, female half-elf proprietor of the Drunken Cockatrice; Voril, blacksmith.

The village militia is composed of **25 well-trained guards** (Ftr1), led by **Baran**, the captain of the guard, and **Lauriel**, his lieutenant. **Arlen**,



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himself a grizzled old veteran of many dungeon crawls, is the nominal leader of the militia, though Captain Baran, is its true leader. During the day, there is always at least one group of four guards making a circuit around the perimeter of the village and another similar group stationed in the central market (**Area 8**). At night the guards light a number of fires that ring the village perimeter. Through the course of the night, there are always a minimum of two patrols of five guards each that carry torches and travel a circuit from fire to fire making sure they stay lit and keeping watch for orcs or other evil creatures. In addition, there are always at least three guards stationed at each of the two guardhouses (**Area 7**), as well as three guards stationed at the top of the Tower of the Guard (**Area 1**). Arlen and Baran have proposed building a wall around the village, but **Shandril** is reluctant to do so, trusting instead in Freya's protection.

Rumors in Fairhill

While in Fairhill, the party may hear any number of local tales and legends through roleplaying. Rumors marked "general" can be learned without specific questioning. The rumors marked "specific" about particular NPCs can only be obtained by specifically asking about those persons. Certain locations in town provide information more readily to the characters. There is a reason why inns and taverns full of adventurers are good places to hear local legends. When a character stumbles upon a rumor, don't just read it; feel free to use it as an opportunity for roleplaying. If the players are able to get more information out of the encounter by means of skillful questioning, so much the better!

"These orc raids have been growing more and more frequent. Bah! It's as if we live next to Rappan Athuk or some other den of evil!" (general)

- "It's horrible! I hear they found the whole family by the road, mutilated. And the women and children...they were...I can't speak of it!" (general)
- "Eralion? Wasn't he the wizard who built that old keep off in the forest? They say it's ruined now. I wouldn't go near it. 'Happy is the village whose wizards are all ashes,' I say." (specific)
- "Eralion's Keep? Everyone knows that a vampire lives within those ruined walls. What else can explain the shadowy figure people see at night. I would advise you to stay away from that accursed place!" (general)
- "Shandril has been here for a long time—as long as I can remember. Without her, this village would have disappeared long ago. Praise be to Freya." (specific)
- "The wizard Eralion? He's been dead these last 20 years or so. His keep is in ruins now. Someone said he used to worship Thyr, but how can that be when his keep was built by demons and held together by magic? You won't catch me going near some ruined wizard's castle." (specific)
- "So, you fancy yourselves adventurers, do you? You're probably friends of that halfling, Lannet. You tell him he owes me for those beers." (general)
- "I heard tell that Baran lost his hand to swamp trolls years ago and that even Shandril couldn't heal him." (specific)
- "Have you heard the story of Fendrin? He lost his wife and children to some evil beast. A manticores I heard it called, though I've never seen it. He's probably over at the Cockatrice now, drowning his sorrows." (specific)
- "Adventurers are you? Huh! Some villagers went missing recently. They fancied themselves adventurers. Never saw them again, did we? One of them was the blacksmith's girl, Arianne." (general)
- "You know, they say that Arlen used to be a great adventurer and that he even served in the Lyreguard [an elite military unit] at Bard's Gate." (specific)
- "Some say Shandril is more than she seems. I think she might have used some strange magic on Arlen. He always seems to do what she wants. I don't trust her." (specific)
- "A wizard and a bird? You know, now that you mention it, I did see someone matching that description. I remember that bird. There was something not right about it. My dog barked at it and then hid behind my legs. I think I saw them at the Cask and Flagon." (specific)
- "I heard merchants talking. They said someone has destroyed the old way station on the Tradeway through Stirge Wood [the local name for the Stoneheart Forest]. The Duke's men will have to do something about that

or the merchants won't be able to get here from Bard's Gate." (general)

- Heard from merchants: "The road from Bard's Gate to Reme is getting downright dangerous. I've heard tales of orc attacks. And someone has burnt down the old way station in the Stoneheart Forest [also known as Stirge Wood]. Now you have to be mad to travel that road at night." (general)
- "Stirge Wood [the local name for the Stoneheart Forest]! Hah! You wouldn't catch me dead in that place. And dead is what you'll be if you go there. Full of spiders and stirges, it is! Nasty!" (general)
- "Adventurers! Hah! Probably end up like that lot that went into Stirge Wood a while back looking for spider treasure. Haven't heard from them since. Good riddance, I say. The wizard that was with them was an arrogant fool!" (general)
- "Looks like a hard winter. They say winter wolves have been seen in the northern hills between the two rivers." (general)
- Heard from merchants: "We were beset by a group of gnolls in Stirge Wood [the local name for the Stoneheart Forest]. Seems they've taken up residence in the burnt way station. We left with our lives but not our purses. And they took three of our horses!" (general)
- "The Monastery of the Standing stone is run by the Master of the Yellow Robe, a fierce warrior!" (general)
- "There is a grove of druids to the northwest. I hear they are led by a group of evil shapeshifters. They are strange and they worship the moon." (general)
- "I heard that the folks in Crimmor are having more trouble with stirges. Of course, they live so close to that evil forest no one should be surprised." (general)
- "That monk, Hord, was recently in town from the monastery getting supplies. A stirge flew nearby and in the blink of an eye Hord strung his shortbow and shot the beast at over 100 yards! It was quite a shot!" (specific)
- "The druids of the grove? I hear they are led by a high priestess named Illarda." (specific)
- "Ratlings? I hear they live in the eastern portion of the same forest where that old wizard built his keep." (specific)
- "I wouldn't cross Shandril. They say that when she first came to Fairhill she drove out an old witch who tried to kill her. They say Shandril blinded her. Some say she still lives in the forest near to Eralion's keep." (specific)
- "Master Kala is the leader of the monks at the monastery. She is very wise. Her yellow robe is magical!" (specific)
- "They say that the stirges that have been attacking Crimmor are bred from a giant stirge as big as a dragon." (general)
- "Illarda, the high priestess of the druids to the north, is a werewolf." (specific)
- "I heard that some years ago a group of Rangers tracked some ratling back to their lair below an evil tree. But they couldn't defeat the tree so they were never able to eradicate those evil menaces." (specific)
- "I heard tell that long ago Eralion was in love with both Shandril and some witch and Shandril cursed the both of them! They say the old witch still lives in a cave near his keep and mourns for her lost love." (specific)

Locations in Fairhill

I. Tower of the Guard

This stone building is the watchtower where the garrison monitors folks approaching the town. During the day, **Baran**, **Lauriel** and **12 town guards** are stationed here. The tower has three upper levels. The first floor contains the barracks/mess hall. The second floor contains Baran's chambers, where he lives in Spartan simplicity. The third floor contains a storage room, holding extra spears, arrows, longbows, shields, swords and chain mail sufficient to outfit 12 men. All the doors in this tower are iron-reinforced doors that can be barred and locked. Baran, Lauriel and the sergeant of the watch (the most senior guard on duty in the tower) all have keys to the doors. The roof has a signal fire and is crenelated. There is always a minimum of three town guards on the roof at any time. An old spear-firing ballista (2d6, range 200 ft., 2 rounds to reload) is mounted on the roof and 36 spears are stored in a

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barrel next to it. Next to the ballista is a large bell that those on watch can use as an alarm for the town. Beneath the first level, accessible by a hidden stair, is the dungeon, which has four individual cells and a watch station for a jailer. Guards while on duty are uncooperative to questioning.

2. Magistrate's House

Arlen lives in this enclosed dwelling with a small garden. It is one of the few stone buildings in the village.

His house, though opulent by Fairhill standards, is far from luxurious. It offers all the amenities one might find in an average house in a city such as Bard's Gate or Reme—which is uncommon in a village of this size. Inside the house, Arlen has well-crafted furniture brought by him from Bard's Gate. Arlen is a very gracious host, frequently inviting visiting persons to dine with him. His wife, **Ginia** and his daughter, **Sirya** share Arlen's gracious demeanor. Sirya fancies herself a rogue and is intrigued by any adventurers. Arlen is less-than-enthusiastic about her recent obsession. In his inner room, he has a locked chest containing 4 *potions of extra-healing* and 3000 gp in gems, as well as 529 gp and 303 sp. Each potion has a 50% chance to break if the chest is smashed open by violence.

3. Noble's House

Similar in design to Arlen's house, this house is slightly smaller. Normally used by the relatives of the magistrate, passing nobles or characters of importance, this building is currently empty. Arlen has the key to the front door. Unbeknownst to anyone, the last traveling dignitary to stay here had recently pilfered a valuable gem (1000 gp) from his home city. Fearful that someone knew of his theft, he decided to abandon the gem and hid it in a nook in the top desk drawer in the house. If the characters complete the adventure detailed in **Part Two** of this module, Arlen may allow them to stay in this house whenever they visit Fairhill, so long as he is magistrate.

4. Temple of Freya

Normally, **Shandril** is here. This wooden building with its peaked roof is an open one-room shrine with a stone altar at the north wall. The altar is decorated with a carving of the head of a stag. A silver crucible, the *Crucible of Freya*, rests upon the altar. It is used to sacrifice wine or wheat from the harvest or to bless a person or creature with fertility. When Shandril is not present, the crucible rests here unguarded—no one in town would dare touch it. For more information about Freya, see the **Appendix**.

The Crucible of Freya

This silver crucible appears far too decorative and fragile to be used to melt or burn anything placed inside of it. It is finely worked and traced with the same strange runes that appear on Shandril's sword, *Valkyria*. Despite its fine appearance, the bowl itself is enchanted so that the user, when invoking Freya, is protected as if under a *protection from fire* spell (up to three times per day). Once per week, the crucible may be filled with fresh rainwater and, if *blessed* by a priestess of Freya, the water becomes holy water. In addition, once per week, when a female consumes the above detailed holy water from the crucible and is simultaneously *blessed* by a priestess of Freya, she is blessed with fertility and can successfully conceive offspring regardless of age.

5. Shandril's House

Though Shandril has been given a house indicative of her status in the village, she lives here grudgingly.

She much prefers to stay in the temple. The house is furnished with only the most essential wooden furniture, though she has a very large wood-framed bed covered with numerous animal furs (worth 50 gp each). A unlocked chest at the foot of the bed holds articles of clothing.

6. Shrines to Other Gods

Each is a small covered shrine with small statues of the other Lawful-aligned gods, such as Mitra, Thyr, and Muir. At any time, 2d6 worshipers can be found here in various phases of worship. In addition, there may be 1d4 priests (Clr1–3) of any of the above deities paying respects to their respective gods. Only Kath, a cleric of Bowbe, lives in Fairhill on a permanent basis. The other priests are traveling clerics.

Interestingly, there are no druidic shrines in the village, nor is there a shrine to Telophus, Vanitthu or any demi-human or humanoid gods. If questioned about this, Shandril replies simply: "It is the will of Freya."

7. Guardhouses

Three guards are stationed in each of these stone buildings. The guardhouses have stout wooden doors and contain a rack of spears, shields and short swords as well as several barrels of arrows. Guards while on duty are uncooperative to questioning.

8. Central Market

Here, farmers and merchants gather at the great tables under their tents in the sun and sell all manner of goods. Anything from the *Swords & Wizardry Complete* rulebook costing 100 gp or less is available here. The loose assemblage of merchants and farmers is overseen by the town guard (4 guards are here at any time) and by **Arlen** himself—the merchant life of the village being his primary concern. Breach of the peace in the central market is not tolerated and will win the violator a week in one of the dungeon cells in the tower of the guard until the matter can be decided by Arlen and Shandril.

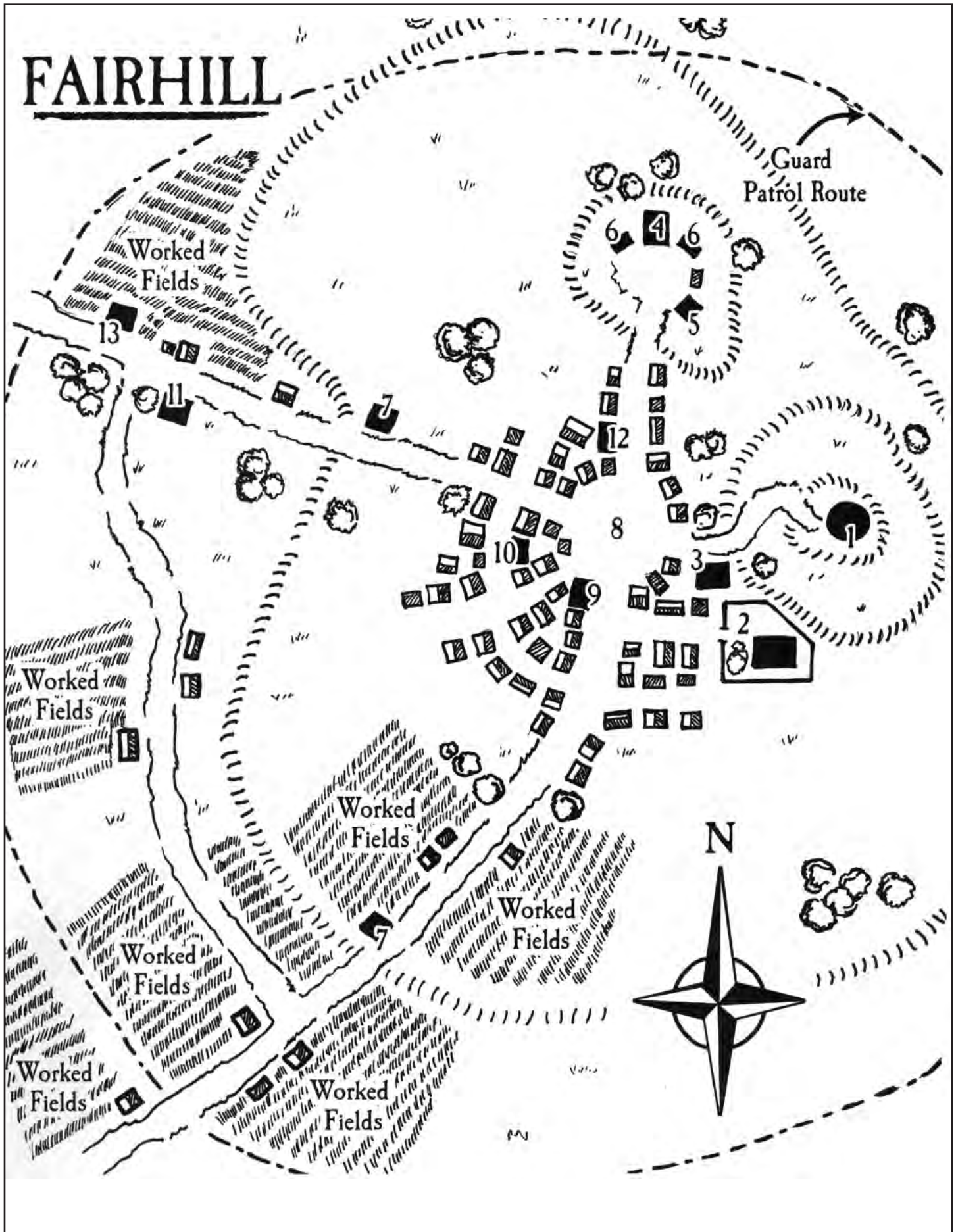
9. The Drunken Cockatrice Inn

Run by **Glarian**, the female half-elf innkeeper. The bar is clean, the ale fresh, the hearth-fire roaring, the food well cooked and the rooms reasonably priced. The inn has three stories, reached by a beautifully crafted wooden-railed stairs, and a total of 12 rooms to rent. Rooms cost 2 gp per night, meals 2 sp—a bargain considering Glarian's cooking is famous as far away as Bard's Gate. **Fendrin** can usually be found here, drunk. He will tell his sad tale to anyone who will listen. See his description in the NPC section below.

10. The Cask and Flagon

Cheaper and less clean than the Cockatrice, this inn is run by **Tarnen**, an elderly innkeeper who used to adventure long ago but who no longer possesses any of his prior skills. The inn itself is poorly maintained and consists of a large common room with a fireplace, a large kitchen and a storage room in the rear. The food is substantially worse than the Cockatrice. The common room has four booths along one wall with curtains that can be drawn for privacy. Tarnen's four dogs normally sleep on the floor of the common room and beg at customers' feet for table scraps at meal times. To the side of the room, a set of railed stairs allows access to the upper level where the eight individual rooms are located. Each room is locked and only the lodger has the key—even Tarnen does not keep a spare. Three of the rooms are currently rented. Tarnen charges 1 gp per night for a room and 1 sp per meal.

Lannet the thief currently boards here because it's cheap, but he eats at the Cockatrice. If **Vortigern** is in Fairhill, he is staying here under the assumed name of "Feriblan." If questioned, Tarnen may recall Vortigern and Talon and tell the party that such a person is staying here in one of the upstairs rooms.



11. The Tavern of the Three Kegs

This tavern also stables horses for travelers at 1 gp per horse per day, plus 2 sp per day for feeding. The ale here is local product and is outstanding, though expensive (1 sp per pint). A surly, fat halfling named **Perik** runs the tavern. Perik wants nothing to do with his patrons, simply taking their money and dispensing their ale. The tavern does not have any rooms for rent since Perik prefers horses to people. Luckily, his halfling waitress, **Dalia**, makes up for Perik's lack of charm.

12. Smithy

This smithy is run by **Voril**. Voril desperately misses his daughter, **Arialle**, who has not returned from a recent trip to Crimmor. She is currently the captive of the confused ettin, **Girbolg**. (See **Wilderness Area B**). He is a competent smith and with enough time can craft or repair simple armor. Heavier armor such as ring and plate mail is normally beyond his ability, though he will craft a suit for anyone who rescues his daughter. This takes him 6 months to complete, and is a custom work of art. Voril is suffering greatly from her absence, and he has not made anything in his forge for weeks. His depression causes him to take four times as long to make any requested item.

13. Fendrin's Farm

This simple dwelling is Fendrin's farm. He is currently at the Drunken Cockatrice, mourning the death of his wife and son. See his description, below. The house is unlocked; the door stands open. There is little of value inside, though hidden in a drawer of a small chest near the unmade bed are several pieces of jewelry (a necklace, ring and brooch, 25 gp each) belonging to Fendrin's now-dead wife. Next to the bed stands Fendrin's poor-quality short sword with no scabbard. The fields behind Fendrin's house remain unplowed.

Major NPCs in Fairhill

There are a number of important non-player characters in Fairhill that are central to any story set in the village. Become familiar with them.

Arlen

Arlen is a stern but fair man. He is 45 years old, and his hair and beard are dark, with a hint of gray above the temples and a small streak of gray in his short beard. Arlen has a proud and confident demeanor. He carries a three-foot rod of hard, dark wood covered by bands of iron with him at all times, and it functions as a +1 *mace*. He carries it as a badge of his office as magistrate. In combat he girds himself with his trusty short sword, which, though nonmagical, has been with him since his days in the Lyreguard in Bard's Gate. His dark eyes seem to pierce whomever he holds in his gaze, making it difficult to lie directly to him. Arlen's preference for robes, his dark hair, close-cropped dark beard, steely gaze and ever-present rod convey to those who don't know him the impression that he must be a mage. He is not. He has had many occupations. He was once a captain of the Lyreguard of Bard's Gate. He was an adventurer and explored the Stoneheart Mountain dungeon. Rumors say he has been to the famous dungeon of Rappan Athuk, but if the place is ever mentioned in his presence he goes pale and refuses to speak of it. He was once a 7th level fighter, but he lost four levels due to undead attacks in Rappan Athuk, which led him to give up adventuring and settle down in Fairhill.

Arlen, Magistrate of Fairhill (Ftr3): HP 18; AC 3[16]; Atk +1 *mace* (1d6+2) or short sword (1d6+1); Move 12; Save 12; AL L; CL/XP 3/60; **Special:** multiple attacks (3) vs. creatures with 1 or fewer HD, +1 to hit and damage strength bonus.

Equipment: robes, chain mail, shield, +1 *mace*, short sword, *ring of protection* +1.

Shandril

Shandril is unique in many ways. Aside from her captivating beauty, she is one of very few elves who are clerics of a non-elfen deity. Shandril is tall for an elfen female. She wears her long hair in braids, also unusual for an elf, in the style of a Valkyrie—a warrior-maiden of Freya. Though she prefers a simple tunic and, in colder weather, her cape of winter-wolf fur, when the situation dictates, she will don her shining plate mail, shield and silver helm. When so arrayed, she is an imposing figure. She is kind and gentle, yet firm in her opinions and her devotion to her goddess. She has no desire for political power, though she has a considerable amount of it as a result of her standing in the village. She is a friend of Arlen. The two of them consult on important issues.

As with many people who are now in Fairhill, Shandril was once an adventurer. As a young elfen warrior, she found the sword, "*Valkyria*," which she liberated from a spider's hoard. Upon drawing the sword, she was visited by a vision of the goddess herself. Filled with the ecstasy of that visitation, Shandril pledged herself from that day forward to be Freya's devoted priestess. Abandoning her homeland, Shandril ventured north, through many lands, doing Freya's will until she came to the rolling hills south of the Stoneheart Mountains. There she found the small merchant village of Fairhill. At Freya's direction, she founded the temple in the goddess' honor in her new home. That was some 90 years ago. Under Shandril's guidance and with the blessing of Freya, Fairhill has become a fertile, prosperous and peaceful village. Shandril also has been blessed by her goddess with an item of great significance—the *Crucible of Freya*. With the crucible, Shandril makes burnt offerings of new shoots of wheat and newly picked grapes to invoke the blessing of Freya for the fertility of the land. She also uses the crucible to make holy water and to bless the residents with fertility and love.

Shandril, Warrior Maiden and Cleric of Freya (Ftr1/Clr5): HP 24; AC 1[17]; Atk *Valkyria* (1d8+2) or longbow x2 (1d6+1); Move 12; Save 11; AL L; CL/XP 6/400; **Special:** banish undead, bonus 1st level spell for high wisdom, -1[+1] dexterity AC bonus, elf racial traits, +2 save bonus vs. paralyzation and

Valkyria

This sword appears to be little more than a ceremonial sword or possibly a druidic weapon of some type. Its handle of horn makes it appear unsuitable for true combat, and it is encased in a rustic, unadorned reinforced leather scabbard. However, once the blade is drawn, it is clear that this sword is of exquisite workmanship. The length of the blade is traced with finely etched runes of an unknown design. There is an ethereal quality to the sword that those looking at it cannot comprehend. Once gripped, the horn handle fits the wielder's hand better than any weapon ever held, and the blade glows with a warm, low light in the presence of any priestess of Freya or in any area holy to Freya. The horn handle was crafted from a stag sacred to the goddess and sacrificed to her.

This sword was, in fact, crafted on another plane and used at one time by one of Freya's Valkyries. When taken to any of the outer planes, the sword becomes a +3 *longsword*. Any Lawful-aligned character holding the weapon will see a vision of the goddess Freya, differing in intensity based on Wisdom and Charisma scores. If the wielder has both a Wisdom and a Charisma score of 14 or above, the vision of the goddess will be incredibly strong, and the goddess will greet and invite the wielder to worship her as one of her clerics. If the wielder is Lawful-aligned but does not have sufficient scores, the goddess' presence is sensed. If the wielder does in fact become a priestess of Freya, the sword grants additional power. Once per week, the wielder can contact the Valkyrie who was the previous owner of this sword. This contact is treated as a *commune* spell, but allows the wielder to ask only one question.

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poison, +1 to hit and damage strength bonus, +1 to hit missile bonus, spells (3/2).

Spells: 1st—*cure light wounds, detect evil, protection from evil*; 2nd—*bless, hold person*.

Equipment: ceremonial garb, leather tunic, cape of winter-wolf fur, plate mail, shield, silver helm, +1 longsword “Valkyria”, longbow, 20 arrows, 5 +1 arrows, holy water (x8), *potion of healing* (x6), scroll of five spells (*cure serious wounds* (x3), *heal, raise dead*), the *Crucible of Freya*, 25 gp, 102 sp.

Baran

Baran, the captain of the guard, is a stern man. He keeps his reddish-brown hair pulled back from his face. His full moustache hides a scar above his mouth. Baran’s most immediately noticeable feature, aside from his demeanor, is the fact that he has no right hand. His right arm ends in a grisly stump of scar tissue. He lost his hand fighting swamp trolls in the fens to the far south, and the pain of the wound has never left him. After years of mercenary service, he found himself in Fairhill. There he found a place of peace and safety—respite from his years of pain. He befriended Shandrill who was unable to heal his arm—too much time having passed since the injury. He won the trust of Shandrill and Arlen and 10 years ago was appointed the captain of the guard. The safety and security of the town are his primary concerns. He will sacrifice anything to keep Fairhill safe. The recent troubles have caused him great anguish. He feels personally responsible for the safety of the village, and every villager who is harmed affects him as if he himself had been stricken.

Baran the One-Handed, Captain of the Town Guard (Ftr5):

HP 28; **AC** 3[16]; **Atk** +2 *bastard sword* (1d8+4) or *light crossbow* (1d4+1); **Move** 12; **Save** 10; **AL** L; **CL/XP** 5/240;

Special: multiple attacks (5) vs. creatures with 1 or fewer HD, –1[+1] dexterity AC bonus, +2 to hit and damage strength bonus, +1 to hit missile bonus.

Equipment: +1 *chain mail*, dark green cloak with the symbol of Freya, +2 *bastard sword*, *light crossbow* with 20 bolts.

Lauriel

Lauriel, Baran’s lieutenant, is slight of build, though she is made of stern stuff. She is fiercely loyal to Baran because he saved her from certain death at the hands of an ogre several years ago. She is grim and determined, unafraid to express her opinion when not in the presence of her superiors. Her piercing eyes shine with an inner strength. She is also dedicated to Shandrill, whom she views as a role model. She is considering becoming a paladin of Freya (which she will do when she gains her next level of experience). If she sees Shandrill give her magic sword to any member of the party, she will protect the sword and its wielder at all costs as if they were Shandrill herself. She will harbor a secret jealousy—feeling that she should have been given the honor of wielding Shandrill’s sword.

Lauriel, Baran’s Lieutenant (Ftr2): **HP** 12; **AC** 3[16];

Atk longsword (1d8+1) or longbow x2 (1d6+1); **Move** 12; **Save** 13; **AL** L; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD, –1[+1] dexterity AC bonus, +1 to hit and damage strength bonus; +1 to hit missile bonus.”

Equipment: chain mail, shield, longsword, longbow, 40 arrows, small sack with 12 gp and 29 sp.

Town Guards: For a rural village, the guards of Fairhill are of exceptional quality and organization.

Baran has trained them well. The guards are of any race, though most often human and half-elven. They

can be either male or female. They wear a green surcoat with a small silver bowl device worked on the left breast over their leather armor, and they carry wooden shields that bear no device. They are to the last person loyal to Baran and Arlen.

Town Guards (Ftr1): **HD** 1; **AC** 5[14]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 1/15; **Special:** none.

Equipment: ring mail, green surcoat with crucible device, wooden shield, short sword, shortbow, 20 arrows, small sack with 2d4 gp.

Kath, Cleric of Bowbe

Kath is a large man, great of girth, with a booming voice and a friendly demeanor.

He is exuberant and greets friends with great enthusiasm. Kath enjoys locking friends in one of his affectionate bear-hug greetings and slapping their backs. He means well, but he is rather dim-witted. Though dim, he is an incredibly lucky person. He has bumbled his way into any success he has ever had. Shandrill has befriended Kath and is very patient with his meager understanding of his own deity. Kath does whatever Shandrill asks and is always the first to volunteer to face any peril. He may volunteer to aid the party if they are in need, though he will not remain as a permanent member. For more information about the god Bowbe, see the **Appendix**.

Kath, Cleric of Bowbe (Clr2): **HP** 10; **AC** 2[17]; **Atk:** mace (1d6); **Move** 12; **Save** 14; **AL** L; **CL/XP** 2/30; **Special:** banish undead, +2 save bonus vs. paralyzation and poison, spells (1).

Spells: 1st—*cure light wounds*.

Equipment: plate mail, shield, mace, holy symbol of Bowbe, 2gp.

Lannet

Lannet is your stereotypical halfling thief; nosy and unable to resist his larcenous impulses, particularly as they relate to shiny objects and gems. His pickpocketing is innocent, and Lannet will, if confronted, return any item to its owner with a smile and a wink. Like more traditional halflings, Lannet is slightly chubby with a ruddy complexion. His face has an ever-present smile beneath his green eyes and curly brown hair. He wears leather armor and a gray cloak of obviously fine quality, which is in fact a *cloak of elvenkind*. What sets Lannet apart is his inquisitiveness and his cloak. Though most halflings have rather short attention spans, if Lannet finds something that interests him, a person or an item, he obsessively tries to learn everything about that person or thing. If Vortigern and Talon are in town, Lannet becomes interested in Talon and uses his cloak to spy on the two as much as possible. Lannet also takes an interest in the party when they arrive in Fairhill. He uses his cloak and follows them when they set off on adventure, which can be a blessing if you as Referee need an unlooked-for dagger throw to get the characters out of a jam.

Lannet, the Much-Too-Inquisitive Halfling Thief (Thf3): **HP** 7; **AC** 6[13]; **Atk** dagger (1d4) or shortbow x2 (1d6); **Move** 12; **Save** 13; **AL** N; **CL/XP** 3/60; **Special:** backstab (x2), +2 save bonus vs. traps and magical devices, read languages, thieving skills.

Thieving Skills: Climb 87%, Tasks/Traps 25%, Hear 4 in 6, Hide 20%, Silent 30%, Locks 20%

Equipment: leather armor, *cloak of elvenkind*, daggers (x4), shortbow, 20 arrows, *potion of extra-healing*, 36 gp, 12 sp, 50 gp gems (x5), any items Lannet has filched from others.

Dwarves of the Shattered Axe

This band of novice adventurers is heading from Reme to Bard’s Gate, or so it claims. The dwarves got sidetracked in Fairhill. They are staying at the Cask and Flagon where they imbibe large amounts of ale until all hours of the morning. They get the name of their adventuring band from the device on Durgis’ shield—an axe with a broken haft. At first glance, they do not appear to be seasoned warriors.

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Durgis

Durgis is a pompous, self-important dwarf who acts as if he is a high-level fighter. He refers to his axe as “Grodek” and says he recovered it from the hoard of a troll some years back. He claims it is a magical and intelligent weapon. Anyone can see that it is in fact a weapon of common craftsmanship at best. He claims to have been to the dungeon of Rappan Athuk and to have found piles of gold there. When asked why he doesn’t retire given his claimed wealth, he responds brusquely, “Adventurin’ is in me blood, boy. But then a wee whelp such as yourself wouldn’t understand an adventurer’s life.” He hitches up his belt and refuses to speak any further.

Unless offended as previously described or his veracity challenged in some other way, he will tell his false tales all night long (particularly if someone else is buying the ale), each tale getting more grandiose and unbelievable. Many of his tales will be factually impossible, such as his tale of how he allegedly turned a gorgon’s gaze against itself, thus turning it to stone (which, of course, is not how a gorgon’s petrification power works). He claims to have traveled with numerous characters of legend. Despite his boasting, Durgis is a coward at heart. At the first sign of trouble, he will feign a hangover or claim that “such a task is beneath a man of my skills.”

Durgis, Cowardly Dwarf Fighter (Ftr1): HP 4; AC 5[14]; **Atk** hand axe (1d6); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15; **Special:** dwarf racial traits.

Equipment: ring mail, poor quality hand axe, wooden shield, 24 gp, 41 sp, 10 gp gems (x2).

Trel, Burl and Gar

Durgis’ companions, Trel, Burl and Gar, have been browbeaten by Durgis into submitting to his pretend authority. They generally restrict themselves to saying “Yes, Durgis,” or “Right you are, Durgis.” They travel with Durgis because they actually believe Durgis is as experienced an adventurer as he claims to be. When Durgis tells his tall tales, the three stare at him in awe of his fictional prowess. They have more courage than Durgis, if less intelligence, and if Durgis is insulted they will stand and draw their weapons against whomever would be bold enough to insult such a “great and legendary adventurer.” As long as Durgis is around, they would never consider leaving his company to join up with the player characters.

Trel, Burl, and Gar, Durgis’ Dwarf Companions (Ftr1): HP 4, 4, 7; AC 4[15]; **Atk** battleaxe (1d8+1) or heavy crossbow (1d6+1) (x1/2); **Move** 12; **Save** 14; **AL** N; **CL/XP** 1/15; **Special:** dwarf racial traits, +1 to hit and damage strength bonus.

Equipment: chain mail, shield, battleaxe, heavy crossbow, 20 bolts, 8 gp, 29 sp.

Lasha

Lasha set out some four months ago from the Monastery of the Standing Stone to wander the world and grow in wisdom. She has befriended Shandril and is discussing with her the distinctions between the monk and the priest. She admires Shandril’s devotion and her wisdom. Lasha, believing there is something to learn from the teachings of all deities, desires to spend a month or more in Fairhill, discussing religious matters with Shandril and spending time in quiet meditation. If asked to join the party, she meditates on the topic before giving her response. She sits for two days in undisturbed thought and then agrees, if the party is friendly to Shandril. She fights with a unique two-weapon style in addition to her unarmed tactics. Lasha has shaved her head bald, wears no jewelry and keeps no possessions other than her staff, her two kamas, her robe and a small pouch. She is polite and always measures her response before she answers any question. She has a habit of bowing slowly and low to anyone at greeting and departure.

Lasha (Mnk2): HP 6; AC 8[11]; **Atk** strike (1d6) or staff (1d6+1); **Move** 13; **Save** 14; **AL** L; **CL/XP** 2/30; **Special:** alertness,

deadly strike, deflect missiles, +1 weapon damage bonus, thieving skills.

Thieving Skills: Climb 86%, Tasks/Traps 20%, Hear 3 in 6, Hide 15%, Silent 25%, Locks 15%

Equipment: robe, staff, small pouch with a 10 gp gem.

Fendrin

Fendrin is a local farmer whose property has fallen into disrepair. His fields lie fallow and unplowed—the plow rusting in the rows. He drowns his sorrows in ale at the Drunken Cockatrice. Fendrin came to this sad state some six months ago when his wife and son were captured by the male mantichore (see **Monster Lair, Area D**). Fendrin shot at the beast with his shortbow as it flew off with his family. He managed to hit his wife with one arrow, killing her. The mantichore then dropped his son, who fell to his death. At the time Fendrin figured death was preferable to whatever fate awaited them at the mantichore’s lair. Now, however, he laments his decision, believing he should have tried to rescue them. He is reluctant to tell his tale, but if talk of the party venturing to kill the mantichore is raised, a grim fire ignites in his eyes, and he insists on accompanying the party to take vengeance on the monster. If he ever sights the beast, he charges it with maniacal frenzy without thought to his own safety or the safety of the party. Fendrin has a poor-quality short sword that he is not skilled at using. He has a shortbow and 20 arrows. He is similarly unskilled with his bow, and it was a miracle he was able to hit his wife in the grasp of the flying mantichore.

Fendrin: HD 1d6; HP 3; AC 9[10]; **Atk** short sword (1d6) or shortbow (1d6); **Move** 12; **Save** 18; **AL** N; **CL/XP** B/10; **Special:** –2 to hit with weapons, single bow rate of fire.

Equipment: poor-quality short sword, shortbow, 20 arrows.

The Ruined Keep

The now-ruined keep sits on a low mound within a small forest near Fairhill, the dark trees encroaching on its broken walls. The keep was constructed by the mage Eralion some 90 years ago (about the time Shandril arrived in Fairhill) using scrolls and elementals, not demons as mentioned in local rumors. Though Eralion did later turn to darkness, he was not originally an evil mage. In fact, when the keep was built, he erected a chapel to his patron deity, Thyr. As the darkness grew within him, Eralion abandoned his god. The chapel remained consecrated until Tavik arrived.

With Eralion’s death, the magics holding the keep together weakened, and it deteriorated. Some years ago, the keep was a haven for bandits. They never learned of the evil that dwelled beneath them. A small unit of Waymarch forces rooted out the bandits and did much damage to the already decrepit structure. The keep lay abandoned until several months ago, when Tavik arrived with his cadre of orcs. At Tavik’s direction, the orcs set about fortifying the keep. They filled some of the major cracks in the otherwise intact towers. They installed a “back door” in one of these cracks, using an iron door from the destroyed gate in the internal wall. They raised a dirt palisade in the exposed portions of the exterior curtain wall, sharpening large logs and setting them at intervals along the palisade. They repaired the scorpion and moved it to the top of the chapel tower.

Above Ground

The walls of the keep are crenellated to a height of 18 feet. The top of the wall behind the crenellations is 12 feet high. The towers are three stories high, and their roofs are crenellated as well. The gatehouse is two stories tall with a crenellated roof. Unless otherwise noted, all doors in the keep are iron-reinforced oak doors (AC 5[14]; HP



35; **Open Doors** [x2]) that can be barred from the inside. The floors between levels are made of thick wooden planks and beams. Many are rotted. In total, the keep is home to Tavik (**Area 8**), Nagrod the orc chieftain (**Area 9**), Grosh the ogre (**Area 9**, second level), 2 orc sentries (**Area 8**, bell tower) and 18 orc warriors (4 at **Area 8**, 6 on guard duty around the palisade and 8 off duty in **Area 9**), as well as Kren and his 6 orcs.

1. The Main Path and the Gatehouse

Eralion never had much contact with the neighboring village of Fairhill, going so far as to clear a road giving him access to the forded river east of Fairhill and the road south to the tradeway. That road, however, has now been almost fully overgrown. Neither the current occupants nor the prior bandits made any use of the road. In fact, they considered the direct approach it provided a defensive liability, and were happy for the hindrance of the overgrowth.

The keep's gatehouse is intact, but the inner and outer portcullises have permanently rusted shut, making them effectively impassible. The orcs, therefore, do not guard the gatehouse. They have gone into the gatehouse through the door on the second floor, which opens out onto the north curtain wall, and removed any items of value to store them elsewhere.

Ground Floor: This level consists of the main passage through the gatehouse, closed on either end with the rusted portcullises. The chambers to either side of the main passage have arrow slits allowing hidden soldiers to fire arrows at any intruders. These rooms are abandoned. They are accessed either by a trap door from the second floor or by large doors on the south wall leading into the main courtyard of the keep.

Second Floor: This level consists of one large room. Unlike other buildings, the floor of the gatehouse is stone. In the center of this room above the main passage are "murder holes," allowing defenders to pour hot oil or other liquids on intruders below. Also in this large room are two winches—one for both the front and rear portcullises blocking the first-floor passageway. Both are stuck and unusable. In fact, as an added measure of security, the orcs disabled the winches and broke the chains. Access to this level can be had through two barred trap doors in the floor (can be easily opened by persons on the second floor) that lead down to the first level. Also, this large room has two doors, each opening onto the curtain wall on either side of the gatehouse.

2. The Secret Forest Path

This is the path used by the orc raiding parties. It ends at the "back door" of the keep. The path itself is even more heavily overgrown than the main path. Following the secret path to the keep requires three successful Secret Door checks, with each check constituting one hour of time. The total time to reach the keep depends on how well the party can follow the path. Characters exiting the secret path can make additional check to notice the orc sentry in the bell tower. See **Act III**, below.

3. The Northwest Tower and the "Back Door"

Ground Level: The northwest tower, which is missing a portion of its roof and second floor, is known as the "back door." The orcs filled the crack in the tower with stones from the destroyed walls and installed a large external iron door that they took from another part of the keep. It is locked with a large iron padlock. The key to the lock is given to the leader

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of whatever raiding party has set out from the keep. It can be picked, but the lock is of surprisingly high quality. If the party has encountered and defeated Kren and his raiding party, they should have the key to the door in their possession and can easily use it to unlock the door. The orcs keep the lock and the hinges surprisingly well oiled.

Inside the tower, in the very center, is a colony of **green slime**. There is a well-defined path around the outside of the room that avoids the slime, which is obvious to anyone who looks. The orcs also sometimes “mine” the green slime, filling small ceramic pots with the stuff to use as wicked projectiles. The orcs also use torches to burn a path around the slime and to keep it away from the iron door. The duty of mining or clearing the slime is given to any orcs who displease Tavik. More than one orc has lost a hand doing this. A set of stone stairs leads to the second floor. The wooden floor on the level above is rotted and has a large hole in it, as does the roof.

Green Slime: Unless a saving throw is made, any metal or organic substance it touches begins to transform into green slime. It can be destroyed with fire, extreme cold, or a cure disease spell. Slime kept in a ceramic pot only lives for 1 week once separated from the main patch.

Second Level: The second level has a rotted floor with a large opening to the first level below. The roof above is also destroyed. The floor collapses under almost any pressure. Anyone walking on the floor must make a saving throw or fall to the floor below, suffering 2d6 points of damage and falling into the green slime. A person can safely stay against the wall and move along it to either of the two doors that open onto the curtain wall of the keep.

4. Watch Fires

Normally, there are no watch fires around the keep. However, if the orcs fear attack, they build watch fires at the locations indicated on the map. See **Act III** for more details about the orcs’ levels of alertness. These fires make it very difficult for the party to sneak into the keep at night. If the party is wise, they wait for the fires to die down (about 4 hours). The lazy orcs do not go out to stoke the fires, and if the party does wait, the orc sentries are unlikely to notice anyone crossing the watch-fire area.

5. Palisade

The palisade is made of dirt and rocks and is sloped on the inner side. It drops sharply on the outer side, which is also set at intervals with sharpened logs to repel charging attacks and to provide cover for defending orcs. A total of **six orc palisade guards** stand watch at the palisade at any given time. Unlike the other orcs, these orcs use spears and bows to take advantage of the cover provided by the palisade and spikes. Climbing the external wall of the palisade requires a Climb Walls check at +5% chance for success by a thief. Characters with no thief abilities can climb this particular wall with a 50% chance per ten feet.

Orc Palisade Guards (6): HD 1; HP 4, 7, 6, 5, 3, 5; AC 6[13]; **Atk** spear (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 attack penalty in sunlight.

Equipment: ring mail, spear, shortbow with 20 arrows, 1d6 gp, 2d8 sp.

6. The Outer Courtyard

The outer courtyard sees the most orc activity, since it is adjacent to the southwest tower where Nagrod the chieftain resides and where the off-duty orcs sleep. At night, however, it is abandoned and dark by Tavik’s orders, allowing the watching orcs to spot possible intruders more easily. **Six orcs** stand watch at the palisade in the outer courtyard.

Orc Guards (6): HD 1; HP 5x2, 7, 3x2, 4; AC 6[13]; **Atk** spear (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 attack penalty in sunlight.

Equipment: ring mail, spear, shortbow with 20 arrows, 1d6 gp, 2d8 sp.

7. The Inner Courtyard

The inner courtyard is much quieter, as it connects to Tavik’s abode. The inner courtyard has only **two orcs** standing watch at the palisade on the west wall of the keep. Inside the inner courtyard are the remains of several wooden structures. These buildings were burnt to the ground when the Waymarch forces drove out the brigands. There is also a well here that remains serviceable.

Orc Guards (2): HD 1; HP 4, 6; AC 6[13]; **Atk** spear (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15;

Special: –1 attack penalty in sunlight.

Equipment: ring mail, spear, shortbow with 20 arrows, 1d6 gp, 2d8 sp.

8. The Chapel

Ground Level: This building was once a chapel to Thyr, god of law and justice. **Five orcs** sleep among the ruined pews of the desecrated chapel. The chapel itself consists of one main room with an altar, behind which is a small sanctum, divided from the main room by a curtain. The sanctum was once the chamber of the resident priest. It is now the home of **Tavik**, a half-orc priest of Orcus. The walls of the chapel are covered with evil runes and orc feces. The angelic statue of a celestial servant of Thyr remains unmarred, but only because Tavik wants Thyr, through the statue, to witness the desecration of his temple. The altar itself has been smeared with blood, and Tavik has placed a *candle of defiling* upon it. The tapestries and pews, which were once of fine quality, have been destroyed and are currently used as soiled bedding by the orcs who sleep here.

If any person invokes Thyr while in this defiled shrine and calls for justice, Thyr places the equivalent of a *prayer* spell on that person and his or her allies for the duration of the combat.

Orcs (5): HD 1; HP 5x2, 7x2, 6; AC 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15;

Special: –1 attack penalty in sunlight.

Equipment: ring mail, short sword, shortbow, 20 arrows, spent torches, 2 flasks of oil, tinderbox, 1d6 gp, 2d8 sp.

Tavik resides in the priest quarters, where he keeps his prayer book and evil items dedicated to Orcus. If Vortigern and Talon stole the amulet from Corian, then **Vortigern** and **Talon** are present here. Vortigern and Talon sleep in this room during the night and are active and awake during the day. Tavik sleeps here during a majority of the day and is active at night. The two evil spellcasters have developed an unholy alliance in an attempt to gain power from the mage’s keep. They have not yet determined how to use the amulet.

Vortigern, Ex-Apprentice of Feriblan the Mad (MU3 [4 due to imp]): HP 10; AC 8[11] or 2[17] (missile) and 4[15] (melee) from *shield* spell; **Atk** dagger (1d4); **Move** 12; **Save** 13 (12 due to imp); **AL** C; **CL/XP** 6/400; **Special:** regenerates (1 hp/round), spells (3/2), telepathic link to Talon within 1 mile.

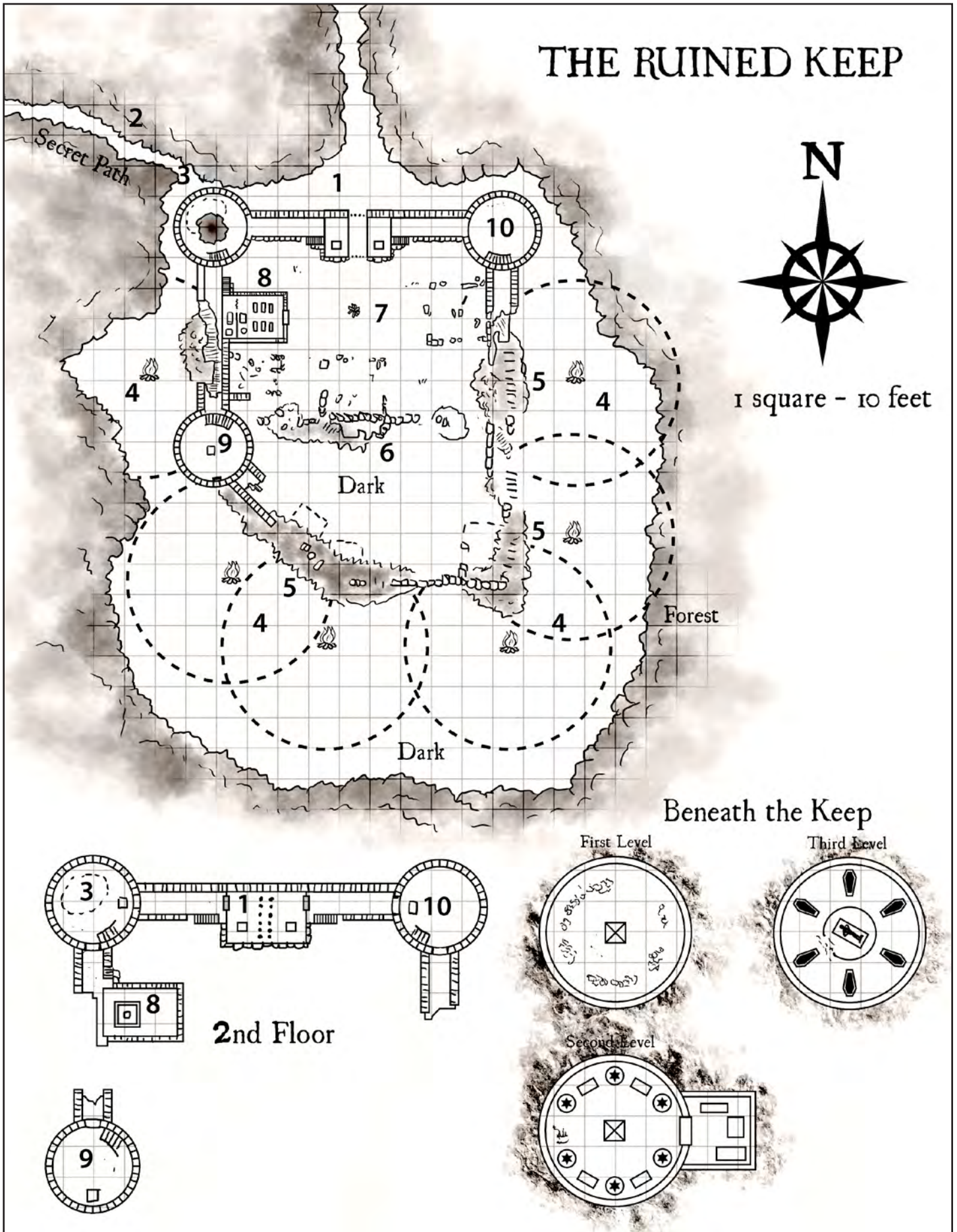
Spells: 1st—*magic missile* (x2), *shield*; 2nd—*mirror image*, *web*.

Equipment: robes, dagger, *dust of disappearance*, *potion of healing*, *ring of protection* +1, *scroll of animate dead*, imp familiar (disguised as raven), map to Rappan Athuk, the Dungeon of Graves, 102 gp, 58 sp, and three 20 gp gems.

Talon, Imp: HD 2; HP 8; AC 2[17]; **Atk** sting (1d4 + poison); **Move** 6 (fly 16); **Save** 16; **AL** C; **CL/XP** 6/400; **Special:** hit only by magic weapons, immune to fire, poison, polymorph, regenerate (1hp/round).

Tavik, Half-Orc Priest of Orcus (Clr4): HP 18; AC 4[15]; **Atk** +1 spiked mace (1d8+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240;

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Special: control undead, death touch (1/day; roll 3d6: if equal or greater than opponent's hit points, opponent dies, save negates), +2 save versus paralyzation and poison, spells (2/1).

Spells: 1st—*cause light wounds* (x2); 2nd —*hold person*.

Equipment: blackened chain mail, shield bearing the visage of Orcus, +1 *skull-tipped spiked mace* (+2 vs. Lawful, +3 vs. Paladins), *enchanted prayer beads* (can use a *word of recall*, 1 time, to temple of Orcus in the Stoneheart Mountain dungeon), *potion of extra-healing* (x2), unholy water (x6) (1d8 damage to lawful clerics and paladins), "back door" key. The party will not recover any items if Tavik is slain because his corpse with these items will be transported to the temple of Orcus.

Tactics: Tavik is anxiously awaiting news from his raiding party. If he hears a commotion outside, such as an attack, he calls up to the sentries to determine the nature of the attack. He is overconfident about the strength of his force. He has seen nothing from Fairhill that causes him to fear that his keep will be assaulted. He believes his orcs and his ogre are more than a match for any invaders. Thus, if he hears combat, he enters into any melee, believing he can bring even greater glory to his evil demon god. If encountered in the chapel, he immediately invokes Orcus, lighting the *candle of defiling* as he wades into combat.

If battle turns against him, he flees to the northeast tower (**Area 10**) and hides with the spiders. If he appears to be in mortal danger or if he is brought to 5 or fewer hit points, he uses his *enchanted prayer beads* to return himself to the temple of Orcus in the Stoneheart Mountain dungeon, detailed in *The Tomb of Abysthor*. If he is slain, a spell is triggered, transporting his corpse to the same temple to be raised from the dead (after sufficient torment by Orcus in his Palace of Bones in the Abyss). If slain by the party, Tavik will (after being raised) attempt to hunt down and kill the party.

Treasure: Tavik has an unlocked small chest containing 831 sp and 51 gp, as well as a 50 gp brooch. He carries most of his important treasure on him.

Bell Tower: The chapel also has a wrought-iron circular staircase in the back of the main room next to the altar that leads up to a trap door and beyond it to the bell tower, which provides an excellent vantage point over most of the keep and the surrounding forest. **One** orc is permanently stationed here. The sentry has a horn that he can blow

Death Touch

Many of the priests of Orcus can inflict a death touch. This fearsome demonic gift allows the priest to touch a foe and potentially cause instant death. If the servitor of Orcus hits a target with his hand (a successful to-hit roll is required), the Referee rolls a number of six-sided dice (the number of dice depends on the priest's power, and is given in the priest's stats). If the resulting number is equal to or greater than the victim's current hit points, then the victim must make a saving throw or die in the same manner as if killed by the *finger of death* spell. If the number of resulting hit points is fewer than the target's hit points, *no damage is taken at all*. This ability may only be used a limited number of times per day, although the death-energy is not lost if the Chaotic priest's attack misses.

Candle of Defiling

This black tallow candle, if placed on the altar of Lawful deity by a Chaotic priest, defiles the altar. The candle burns with a wicked, flickering light, dripping a viscous, red ichor that stains any substance as if with blood. While the candle burns, it acts as if both *protection from good* and *bless* spells have been cast. The candle burns for 12 hours. It may be snuffed out and re-lit. The candle lights at the will of its owner by speaking the name of his or her Chaotic deity. The speaker must be no more than 60 feet away to light the candle in this manner. One hour of burning the candle on a Lawful-aligned altar is sufficient to require that the altar be re-sanctified.

in case of trouble, and he mans a scorpion—a large, mounted siege crossbow that is trained in the direction of the main courtyard to the south. The orcs have removed the bell from the tower so that they can use the scorpion. There are 12 steel spears specially made to be fired from the scorpion, which can be brought to bear and fired in 2 combat rounds once an enemy is sighted. The orcs cannot bring the scorpion into a firing line on persons approaching the "back door" of the keep or the gatehouse. They can target anyone in the outer courtyard or the field to the south of the keep. The spear ends are coated in a pitch that can be ignited by the sentries if they have a lit torch, which they usually do not. After the sentries light a torch, it takes an additional round to ignite the spears prior to firing them. It takes two rounds to reload the scorpion.

Orc: HD 1; HP 6; AC 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 attack penalty in sunlight.

Equipment: ring mail, short sword, shortbow, 20 arrows, spent torches, 2 flasks of oil, tinderbox, 1d6 gp, 2d8 sp.

9. The Southwest Tower

Ground Level: The first floor of this tower houses **Nagrod**, the orc chieftain, and **eight more orcs**.

Grenag and **Slaaroc**, Vortigern's henchmen, are also here if Vortigern is here and if they survived *The Wizard's Amulet*. (See *The Wizard's Amulet* for details.) The floor of this level of the tower is strewn with once-fine rugs stolen from a caravan headed to Fairhill. They are now soiled, having been used as sleeping blankets by the orcs.

Nagrod, Orc Chieftain (Ftr2): HP 16; AC 5[14]; **Atk** battle axe (1d8+3); **Move** 9; **Save** 13; **AL** C; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer hit dice, –1 attack penalty in sunlight; +2 to hit and damage strength bonus.

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Equipment: chain mail, battle axe, 347 sp, two 25 gp amethysts, "back door" key.

Orcs (8): HD 1; HP 6, 7, 4, 8, 3, 5, 7, 5; AC 6[13]; Atk short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** -1 attack penalty in sunlight.

Equipment: ring mail, short sword, shortbow, 20 arrows, spent torches, 2 flasks of oil, tinderbox, 1d6gp, 2d8 sp.

Grenag and Slaaroc, Half-Orc bandit thugs: HD 1; HP 5, 4; AC 7[12]; Atk longsword (1d8) or shortbow x2 (1d6); **Move** 12; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** none.

Equipment: leather armor, long sword, shortbow, 20 arrows, 20 gp, 23 sp each.

Beneath the center of the soiled rugs and under a large board that the orcs have placed covering it, there is a secret trap door in the floor that leads to the rooms below. It is crafted into the flagstone floor. Unless the rugs are moved, it is impossible to find the door. If the rugs are moved, the door can be found with a successful secret door check. The trap door is not locked and, once found, can be freely opened. However, because the rugs are so soiled with orc urine, moving them requires a saving throw, or the character must rush from the room and vomit.

Treasure: Though most of the rugs (22) are so soiled as to be beyond recovery, three can be saved and (after much cleaning) are worth 300 gp each. Again, saves are required for each rug cleaned.

The Upper Level: The second floor of the tower is the home of **Grosh the Ogre**. He keeps no treasure of his own other than a leather thong on which hang 12 human skulls. He comes downstairs immediately if he hears any sign of melee in the area. His spiked club is a fearsome weapon.

Grosh the Ogre: HD 4+1; HP 25; AC 5[14]; Atk spiked club (1d10+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: spiked club.

10. The Northeast Tower

The door to the northeast tower is locked from the outside **Open Lock**. It contains **two 6 ft. diameter intelligent giant spiders**. The ground floor is filled with debris—broken furniture and torn tapestries. Stone stairs lead to the second level. The floor of the second level is completely rotted. Anyone walking on the floor above falls through the floor to the level below, suffering 2d6 points of damage. A save is allowed for the character to grab the edge of the floor rather than fall. The orcs have thrown all the broken wooden items from the keep into this room. The orcs are deathly afraid of the spiders. They have killed three, but two still remain. Their plan was to set the wooden items on fire, but Tavik forbade it because he does not want a large fire to reveal their presence. Characters who enter this room may think of the same idea. All they need do is throw a lit torch into the room and shut the door. The spiders quickly die. Of course, the entire tower goes up in flames as all the upper floors catch fire.

Giant Spiders (6ft diameter) (2): HD 4+2; HP 30, 16; AC 4[15]; Atk bite (1d6+2 + poison); **Move** 4; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** lethal poison, webs.

Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft. per round) through the webs.

Treasure: Two *potions of healing* can be found in the webs of the spiders and among the debris.

Notes: If Tavik is hiding here, he remains hidden until the spiders attack the party, after which he joins the attack. The spiders do not attack Tavik, their wicked intelligence recognizing him as a fellow creature of evil.

Beneath the Keep

The following rooms can be reached only by finding the trap door in the southwest tower. All rooms are 40 feet in diameter. Each, except the last, has a trap door set in the center of the floor. There are no stairs between the levels. (Eralion used *rope trick*, *fly*, *dimension door* or other magic to move up and down between levels.)

Referee Tip: Right about now, your characters should be getting a little scared about what could be down below. Here is a way to increase the tension: Roll dice when you don't need to as if you are checking for something. Couple this with questions directed at specific characters, such as, "What is your save?"

Lower Tower Level I — The Battered Room

You enter the dark, musty chamber beneath the orcs' den and see a swath of destruction. Everything smells like orc, or maybe ogre, you can't be sure. Broken pieces of once fine furniture lay strewn about, and shredded tapestries lay scattered as if by the winds. A single trap door is set in the center of the floor, and the area around it is strangely free of debris, as if someone cleared all the trash away from it purposely.

Once someone in the party descends into the room and examines the trap door, read the following text:

The trap door is nailed shut with silvery nails, and a number of what appear to be silver pieces are wedged into the cracks, forming a nearly complete silver square around the perimeter of the door itself. Several runes appear on the door. One inscription seems all too familiar.

This room contains broken furniture, shredded tapestries and broken items of unknown use. There is nothing of value here. The trap door to the next level has been nailed shut by silver nails. The orcs (or someone) have driven what appear to be wedges of silver—made out of coins or other objects—into the trap door to try to keep it shut from this side! Any character can notice this as they examine the trap door. Any cleric should know that silver is a traditional ward against the undead. Now would be an appropriate time to remind the party of the rumor that there is a vampire in the keep. Point out that though rumor has it that Eralion failed to become a lich, that doesn't mean he simply died. This should add to the scare factor and give some credence to the "vampire in the keep" rumor. *The inscription on the trap door is identical to that etched on the amulet Corian found accompanying the letter from Eralion.*

The trap door is *wizard locked*, cast at 9th level, and radiates magic. It requires either a *knock* spell to open, or anyone possessing Corian's amulet, which accompanied Eralion's letter, can open this door by producing the amulet and waiving it above the door.

Lower Tower Level 2 — The Wizard's Workroom

A faint gust of stale air rushes out as the door seal is broken. Dry, stale air fills your nostrils with the smell of a charnel house as you peer down into the darkness. The room below appears to be some sort of laboratory, with candles, tubes and various pieces of glassware strewn about on a series of tables. Statues ring the room.

Once any member of the party has descended into the room, read the following text:

Your torchlight seems somehow dimmer here and creates dancing shadows against the walls. You notice that the room is ringed with a series of man-sized statues of knights in chain mail and full helms.

Around the wall, sitting as stationary statues, are **six zombies**. The zombies are dressed in chain mail and wear full helms, giving no indication while stationary (other than the horrible stench) that they are undead, unless evil is detected. The zombies animate and attack two rounds after the party enters the room. Have a few worms jump from the eye slots of the zombies' helms onto the characters. The worms are harmless, but increase the terror factor.

Zombies (6): HD 2; HP 10x2, 8, 5x2, 6; AC 4[15]; Atk longsword (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: immune



to sleep and charm.

Equipment: chain mail, shield, longsword.

There is a trap door in the center of the room. The trap door leads to **Level 3**. There is a door on the east side of this room that leads to a small chamber that has not been disturbed. It contains a bed, a brazier with incense and other creature comforts of a mage.

Treasure: On a bedside table in this side chamber is a spellbook that holds 10 first level magic-user spells.

Lower Tower Level 3 — The Crypt

The trap door opens with an eerie creak. You peer into the darkness and see some kind of crypt. Six small stone sarcophagi line the walls at regular intervals, and on a raised dais of blackest stone, in the very center of the room, rests an ornately carved stone coffin with hieroglyphs and symbols all over it. A skeletal corpse lies on the stone coffin with both hands grasping a staff. Shards of a once-ornate flask lie on the ground in front of the coffin, and several loose papers sit beside it.

This room contains seven stone sarcophagi: six around the perimeter of the room and one on a raised dais in the center of the room. The six crypts contain the remains of six humans used by Eralion in his final ritual. All were entombed alive, and if the crypts are opened (Open Doors [x4], up to four characters can reduce number of dice) scratch marks can be seen where the poor victims tried to claw their way out.

If someone examines the corpse and the runes on the dais, read the following:

As your torchlight flickers against the runes, you can tell that the writings are of a most ancient script, yet appear to be freshly carved. The corpse is dressed in the fine robes of a mage. He holds his staff in a death-grip. A cold wind seems to blow here, and [name a random character] feels a chill run down his spine. You all feel weary from the long fight with the zombies above.

On the dais in front of the main crypt there is a broken flask of fine make that contained what Orcus told Eralion was the potion that would transform him into a lich. The potion was instead a very lethal poison.

There appears to be some residual sticky substance inside the flask. The papers radiate evil, if checked by magic, and contain writing in Draconic that is indecipherable. The residual substance on the flagon is poison (save at -4 or die). On the main sarcophagus rests the corpse of Eralion, dressed in ornamental robes, covered in blood-smeared runes and wearing a false phylactery. With both hands, Eralion's corpse firmly grasps his staff. This room is the home of Eralion, who, transformed by Orcus' treachery, is now a **shadow**. He has never previously had visitors to his lair. His shattered mind believes the characters may be his old friend, Feriblan, finally come to visit him. If the characters are extremely quiet, they hear what they believe to be the whispered question "Feriblan?" Once Eralion realizes the intruders are not his old friend, Eralion attacks.

Eralion was, long ago, the mage of this keep. His failed attempt at lichdom, as a result of treachery by

Orcus, turned him into a vile shadow. He was, at his peak, a 9th level magic-user. He retains some small bit of his prior arcane knowledge, though it has been twisted by his evil fate. If a character convinces Eralion that he is in fact Feriblan, then Eralion will materialize in front of that character, opening himself up for attack. If he is not attacked, he will attempt to speak with the characters, but his broken mind prevents intelligent communication. At this point, if the characters ask Eralion if they can help him, a portion of Eralion's consciousness returns. He says, simply, "Chapel." If the characters restore the chapel above by having the altar re-consecrated and if they open all the trap doors so that Eralion may

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leave his resting place, he will travel to the chapel and ask forgiveness of Thyr. His deity, however, is the god of justice. With a holy flash, Eralion is judged and destroyed; his soul sent to the Abyss for eternal torment, with the players left to wonder which is worse, unlife as an undead creature, or eternal torment in Orcus' Palace of Bones. What did you expect, a happy ending?

Eralion the Shadow-Mage (MU3): HD 3+2; HP 17; AC 4[15];
Atk touch (1d4 + strength drain); **Move** 12; **Save** 13; **AL** C;
CL/XP 4/120; **Special:** drain 1 point Strength with hit, +1 or better weapon to hit, spells (3/1).

Spells: 1st—*magic missile* (x2), *sleep*; 2nd—*mirror image*.

Equipment: *bracers of defense* AC 4[15].

Tactics: Eralion hates light and seeks to extinguish it, attacking anyone holding a light source. He enjoys sneaking up behind his victim from the shadows and draining their strength by touching but not damaging them, so that his touch goes unnoticed—with only the victim's growing weariness as an indication of his attack. Tell any person struck in this fashion that they are feeling weary, ready for sleep, and the weariness is getting worse. Remember that in indirect light, such as torchlight, Eralion is 90% undetectable. The only way to locate Eralion is to either be attacked directly by him or to count the shadows on the floor. Once he is discovered, Eralion begins to use his spells. Once he is attacked, he cannot be reasoned with. The only way to distract him into speaking with the party is as described above, and then trying to reason with him.

Treasure: In the hands of Eralion's corpse is the best weapon to defeat his shadow: *Eralion's staff* casts *continual light* upon uttering the name "Eralion." In his sarcophagus are 276 gp, 2007 sp, 1567 cp, eight gems of 25 gp value and six pieces of jewelry valued at 150 gp total. Also, on Eralion's corpse is the ceremonial dagger used by Eralion in the failed ritual for lichdom. There is a *potion of invulnerability* and a *scroll of invisibility* inside the sarcophagus (same chance to open as others above). Additionally, if Eralion is slain, his *bracers of defense* AC 4[15] become corporeal.

The Crucible

This part details the adventure, starting with the characters' arrival in Fairhill and ending with their assault on the ruined keep. It makes use of the material detailed in Part One. The following section is presented in Act and Scene format to make it run smoothly.

Prologue

Referee Tip: It is always a good idea to start a game session with a little action. In this case, the early excitement is an encounter with an orc raiding band—introducing the party to what will become their main foe throughout this module, though they don't know it yet. Before you get to the action, you should do a few things. First, make sure the characters have reviewed their character sheets. If they have any questions, resolve them now. Ask any spell users which spells they memorized during the previous night's rest. Resolve any other miscellaneous issues such as healing and equipment. Finally, have your characters indicate a general marching order. Once you have accomplished these housekeeping matters, proceed to "A Little Excitement." Your players will certainly have more than a little excitement.

A Little Excitement

It has been two nights since the encounter with Vortigern and his devilish familiar, Talon. You still bear the wounds of that battle. Many of your group nurse lingering injuries, both physical and mental, not the least of which are the nightmarish images that plague Corian in his dreams. You recall vividly the bodies of the innocent farmers, the clawed hands of the skeletons as they rose from the earth, summoned by Vortigern, and the hellish shriek as Talon revealed his true form. Weary from your long journey and many experiences, your party makes its way along the path toward the village of Fairhill, searching for a warm fire and a safe bed—a place to brush the dirt of the road from its boots. The road you travel gradually slopes upward as you leave the tradeway behind, heading toward the foothills of the Stoneheart Mountains. The rolling hills are covered with green grass and spring flowers, lifting your spirits. You believe that you should arrive at Fairhill within two hours.

Roll a surprise check (1–3 on a d6). If the party is not surprised, read or paraphrase the following:

As you travel the road to Fairhill, your natural instincts—heightened by your recent adventures—cause you to scan the hills for possible areas of ambush. Your instincts prove to be good ones. You spot three humanoids with bows hiding slightly behind the crest of a nearby hill, their backs to the afternoon sun, making it hard to discern their exact nature. You find just enough time to shout a warning and dive to the ground as the volley of arrows hisses towards you.

If the party is surprised, read or paraphrase the following:

The all-too-familiar hiss of an arrow cutting through the air pulls you from your daze. You count One...two...three of them as you dive to the ground. You hardly have time to wonder how you could have let your instincts be dulled by the thought of a soft bed as you assess your current situation and look around to see which of your companions have been injured. You curse yourself for not learning your lesson from the encounter with Vortigern's thugs.

The attackers are **three orcs**, sent by Tavik to harass villagers and merchants. This group of orcs recently stole food from a nearby farmhouse and, following their feast, took up a position on this hill. As taught by Tavik, they try to ambush with the sun behind them so they are hard to see.

Orcs (3): HD 1; HP 5, 7, 4; AC 6[13]; Atk short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 attack penalty in sunlight.

Tactics: These orcs are new recruits and are not yet coordinated enough to know to train their fire on one target. Pick their targets within the party randomly. As long as the party stays prone, the orcs continue to fire at them for six rounds. Seeing that they are outnumbered by the party, once six rounds have passed or if the party charges the hill where the orcs are hiding, the orcs run for some nearby woods, having had enough target practice for one day.

If they try, the party can easily track the orcs into the nearby woods. The orcs figure they are safe once they make it to the trees, so they slow down. If the party is determined to continue, they can overtake the orcs without much difficulty. If caught, the orcs can be interrogated and will quickly reveal that their base is the ruined keep nearby and that their leader is a half-orc named Tavik.

Arrival in Fairhill

When the characters arrive they most likely pass one of the guard stations at **Area 7**. When they do, read the following text:

As you approach the village proper, passing the outlying farmhouses, you are stopped by an imposing man with a grim expression. He is arrayed in well-used chain mail, his reddish-brown hair pulled back away from his face and his heavy green cloak swept back. A woman in chain mail and two town guards holding spears and shields, wearing green surcoats with a small silver bowl emblazoned on the left breast, accompany him. The man lifts his left hand, motioning you to stop. You notice that his right arm ends in a cruel scar and that he has no right hand, certainly lost in some horrible manner. In a well-worn scabbard, a bastard sword rests against his hip. He calls to the party in a commanding voice, "Announce yourselves and state your purpose."

The man is Baran, described in **Part One** above, and with him is his lieutenant, Lauriel, and two town guards. Baran questions the party about their purpose and generally is suspicious of them. He only relents in his questioning if he notes a cleric of a known lawful deity among the party. His manner is brusque and short, acting as if the party was the sole source of his irritation. He curtly directs them to the Three Kegs where they can stable their horses if any. He also orders them to the Temple of Freya, where all visitors are expected to pay homage.

Lauriel stands by silently. She would never challenge Baran's authority, even though she disagrees with his treatment of the adventurers. If the characters cause problems, she is the first to draw steel and call for the guard. If such a problem arises, four additional guards with spears and shields arrive in four rounds.

The Temple of Freya

At some point, the characters will surely make their way to the Temple of Freya. If they explore the town first, proceed to “Around Town,” below. But once at the temple, read the following:

You approach what must surely be the Temple of Freya. It is a simple wooden structure, with a peaked roof. Its front has no door and it is open to the outside. Inside the one-room shrine is a stone altar in which is carved the head of a stag. A female elf of stunning beauty stands before the altar, wearing a tunic and a long cloak of winterwolf fur. In her hands she holds a shining silver bowl, worked with strange runes. Before you can stop her, she plunges her entire arm and the bowl into the flaming brazier next to the altar. She begins to intone words in a strange language.



The party enters as Shandril is finishing a small sacrifice of grain to Freya. Anyone foolish enough to interrupt her gains her disfavor. If they wait patiently, she finishes the small ritual and greets the party. If asked, she explains what the crucible is and how it is used to bring fertility and prosperity to the village. She gladly discusses her faith with any other clerics. After a short time, she tells the party that she must continue with her devotionals and returns to her prayers.

If the players request healing, Shandril gladly casts one *cure light wounds* spell on any injured individual. If the characters wish a companion raised from the dead, Shandril only agrees under the most serious of circumstances, especially if the person's help is essential to successfully recover the crucible once it is stolen.

Around Town

This part of the adventure is rather freeform. Let your characters explore Fairhill. They can visit the central market and the various inns. They may want to secure a room before they do anything else. Simple inquires let them discover the basics about Fairhill: Arlen is the magistrate, Baran is the captain of the guard, the Drunken Cockatrice has the best food, the Cask and Flagon is cheaper and more boisterous and the Three Kegs doesn't have rooms but serves the best ale. You may wish to have them meet Lannet, Fendrin or possibly Durgis and his dwarves. Perhaps Arlen takes an interest in them. Maybe they meet Lasha in meditation.

If you want to get the action going, you can proceed to Act I the very first night the characters arrive at Fairhill. However, there is no rush. This part can be as long or as short as you want it to be—from a few hours to a few days. This is where you expand on the various possibilities offered by

Fairhill. If Vortigern and Talon are in Fairhill, you may wish to have them make an attempt on the characters' lives. Or you could spend a whole session having the characters locate and finally deal with Vortigern and Talon. The only thing that should happen is that the characters be given the chance to learn a few rumors.

Act I: The Crucible Stolen

At the Inn

The party has probably checked into the Drunken Cockatrice or the Cask and Flagon. After their meal, read the following:

As the meal draws to a close, all seems in order. Your prior adventures behind you, you and your companions sit in the common room enjoying the warm fire and the cold ale. Talk begins to turn, as it always does, to legends of past exploits and to tales of wonder from distant lands, with each of you thinking that one day, folks may well be telling your story in a place such as this.

If they have not already met **Lannet**, you should introduce him to the characters. Have some fun roleplaying him. He becomes curious about the party. Let the party members tell tales if they wish. Repeat the rumor about the town recently being subjected to raids by marauding orcs and that several of the town guard have been killed. Make sure to repeat the vampire rumor as well. Then, just as they are comfortable, spring the next scene on them.

Alarm!

The loud peal of the town bell cuts through the din of the inn's common room. You hear sounds of battle from outside, and you see the flickering of strange lights through the window. As you grab your weapons and run outside, you immediately notice that the Temple of Freya is ablaze and that there is a skirmish between a cadre of town guards and a group of brutish humanoids of some kind. You can see that several town guards lie dead or injured. From the periphery, you notice Shandril and Arlen rushing toward you. The flames engulf the temple fully and light the village with a hellish glow. With a shout, the humanoids lob what appear to be flaming torches at the guards and flee to the east, shrieking in their foul tongue.

Without using magic, there is no way to cover the ground between the characters' current location and the temple in time to catch the humanoids. Even if the characters are so inclined, Shandril and Arlen call to them, asking for their aid. Shandril cries out that the Temple of Freya has just been looted by orcs, and that three town guardsmen were killed in the skirmish. Arlen and Shandril take control of the situation and try in vain to put out the fire.

Seeing the party as Fairhill's only dependable allies, now that the town guard is absorbed in the tasks of restoring order and fortifying the town from future attacks, Shandril implores the party to help recover one of the stolen items—the magical crucible sacred to Freya, necessary for the blessing of the harvest. Baran reluctantly agrees with Shandril's plan, looking the characters up and down disapprovingly.

If the characters volunteer to help, read the following:

Shandril smiles. “Freya bless you for your courage,” she says. She removes from her waist a sword in a very plain, unadorned leather scabbard. The handle is made of horn. It does not look like it would make a good combat weapon. Shandril presents the sword to [the most able-looking fighter]. “Take this, if you will carry it,” she says. “Promise to recover the crucible and bring to justice those who have defiled the temple of my goddess.”



What Shandril offers is her sword, *Valkyria*. The recipient and all the party members must pledge to recover and return the crucible and to bring the orcs to justice. If the sword is refused (because of its meager appearance), she smiles and replaces it on her hip. In any event, she blesses the party and provides them with 2 *potions of healing*. If the sword is accepted, she also asks the recipient to swear that he or she will return it.

Baran tells the party that the raiding creatures were orcs and that he believes the orcs have occupied a ruined keep to the northeast. Baran is reluctant to send his forces after the orcs because he believes this foray may be a ruse to draw the guards away and thus leave the town exposed and unguarded. Arlen thanks the party and tells them that they are free to keep anything they recover from the orcs, aside from the crucible. Arlen orders several guards to bring horses for the party.

Baran reluctantly sends three of his guards to lead the party to the keep and to guard the horses. **Lauriel**, one of the town guards appointed by Baran to accompany the party, is openly suspicious of the characters. She was, however, the first to volunteer to go with them. The other two guards sent with the party are named **Jerinor** and **Hathol**. If you feel that your characters are too underpowered to handle the keep, **Lasha** and/or **Kath** might volunteer to accompany the party. **Lannet** hides and then sneaks out after the party, using his cloak of elevenkind to follow along unobtrusively.

Jerinor and Hathol, Town Guards (Ftr1): HP 5, 6; AC 5[14];
Atk short sword (1d6) or shortbow x2 (1d6); Move 12;

Save 14; **AL** L; **CL/XP** 1/15; **Special:** none.

Equipment: ring mail, green surcoat with crucible device, wooden shield, short sword, 20 arrows, small sack with 2d4 gp.

Act II: Hot Pursuit

The Chase

The first step in reaching the keep is to head east to the river where it can be forded. Though there is no real chance of catching the orcs at the ford even on horseback, make it awesome.

Referee Tip: This situation is pre-determined. Even though it isn't clear to the characters, the orcs are too far away and are moving fast enough to make it to the ford ahead of the characters. In general, if a situation is pre-determined, don't waste too much time on it, but that doesn't mean you should always skip it entirely. Roll a few dice, and let the players roll some dice, before letting on that no, they can't catch the orcs before the ford.

They are, however, still on the orcs' trail. The trail leads to a fork in the road and past it along the road into the nearby forest.

Rolling some dice in this situation may sound pointless, but this sort of artificial tension – as long as it is used sparingly – can serve a very real purpose in the game. That purpose is to conceal the times when you're rolling dice for a *real* reason, but the players should not have the warning that die-rolling provides. If they know that you occasionally roll dice for no reason, you're concealing the times when you're rolling to see if they spot a secret door, trip a trap, or see a hidden monster. And if you're going to create artificial tension, do it right. "Go deep or go home," as the dwarves say.

Decision in the Forest

Once in the forest, Lauriel or one of the party members notices that another path seems to break off from the main road and head off north into the forest. Lauriel says she does not remember seeing this path before. This path is the "secret path" on the wilderness map that leads to the ruined keep.

If the characters search the immediate area near the path, they find a small leather pouch containing several small items taken from the shrine — their prey, it seems, took this secret path. Tell the players that the tracks seem very fresh, and by acting quickly the party may be able to overtake the orcs.

Regardless of this information, Lauriel proposes to lead the party east and to the north entrance of the keep, following the old road. She is forceful in suggesting this route. She argues that the secret path certainly heads to the keep, but that the old road can better accommodate horses and they can thus make better time. Plus, she fears an ambush on the secret path. Don't blurt these reasons out all at once, use them one by one in response to arguments from the characters.

Tell the party that she is correct that it would be difficult to take horses along the secret path. However, you may certainly also point out that if they do not follow the orcs directly, they may not be able to overtake them before they get to the keep. Then who can say if they will be able to recover the crucible or not?

Following the Secret Path: If the party persists, Lauriel reluctantly agrees and suggests that Jerinor lead the horses out of the forest and stay with them at the edge of the forest. Lauriel and Hathol accompany the party onward to make sure it takes actions consistent with the wishes of the village. Unbeknownst to anyone, Lannet, shrouded in his *elven cloak*, is following. He does not make his presence known until later. The party travels along the secret path, through heavy undergrowth. Have them attempt a secret door check. Each check represents one hour of time spent trying to follow the path. At any point, a successful roll confirms that the characters are gaining on the orcs and that the orcs have slowed their pace. Once they succeed at second check, proceed to the next phase: "Encountering the Raiding Party." If the die rolls all fail, then treat the miserable situation basically as outlined in "Following the Road," below.

Following the Road: If the party relents and agrees with Lauriel, they follow the old road east as it wraps around to the north of the keep. About two miles from where the secret path split from the road, the old road becomes overgrown and difficult to pass. Horses may be ridden, but only single file and only at a slow walk. It takes six hours to travel the old road to the keep. If at this point the characters decide to turn back and take the secret path they can still catch the raiding party. If they push onward, when they come within one mile of the keep on the old road, the forest encroaches on the road even further. Riders must dismount and walk their horses. Needless to say, the raiding party arrives at the keep before the characters do. This, however, is not as bad as it seems since the orcs celebrate the theft of the crucible and many get drunk, making an assault on the keep easier. See **Act III**, "Assault on the Keep."

Encountering the Raiding Party

The sound of orc voices grows louder as you draw nearer to the orc band. You are now only a few dozen yards behind the orcs, and you can clearly hear their wicked songs of celebration. The overgrowth shrouds them from your view. Your lead scout turns and makes the signal for silence. Lauriel circles her hand above her head, signaling everyone to rally to her to plan your attack. You smile, knowing the orcs are unaware that their death is at hand!

The orcs are loud and boisterous from their successful raid, believing in their foolishness that they have not been followed. They are happier than usual because raiding the temple was an important task given to Kren by Tavik. Kren hopes this success may help him unseat Nagrod as the leader of the orc band. Kren carries the crucible.

Because of the noise the **orcs** are making, allow the players to dictate the encounter, including moving ahead of the orcs and setting an ambush. If the characters don't think of an ambush, Lauriel might recommend it (75% chance). The path is five feet wide, and the orcs are traveling in a single file line, with **Kren** traveling at its head. He holds the crucible aloft, often spitting in it. If the characters stage an ambush, the party automatically gains surprise before the orcs can act. If any of the characters loudly invoke the name of Freya as they attack, the orcs suffer a –1 penalty to their attack rolls for three rounds, stricken with fear.

Kren, Orc Lieutenant (Ftr2): HP 12; AC 5[14]; **Atk** battle axe (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** multiple attacks (2) vs. creatures with 1 or fewer HD, +1 to hit and damage strength bonus, –1 to hit in sunlight.

Equipment: chain mail, battle axe, *Crucible of Freya*, sack tied on his belts containing a 100 gp pearl and a large iron "back door" key to the northwest tower of the ruined keep, 18 gp, 33 sp.

Orcs (6): HD 1; HP 4x2, 7, 6, 8, 3, 5; AC 6[13]; **Atk** short sword (1d6) or shortbow x2 (1d6); **Move** 9; **Save** 17; **AL** C; **CL/XP** 1/15; **Special:** –1 attack penalty in sunlight.

Equipment: ring mail, short sword, shortbow with 20 arrows, spent torches, 2 flasks of oil, tinderbox, 1d6 gp, 2d8 sp.



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Lannet: Lannet stays some distance from the party when they launch their attack. He only appears if the party is in dire need, then provides a crucial sneak attack or thrown dagger. If you don't have to reveal his presence, don't.

To Press On or Turn Back . . .

Once the crucible is recovered, the characters have another decision to make. Lauriel wants to return to Fairhill immediately and deliver the crucible to Shandril. The party should realize that now may be its best opportunity to attack the keep. Certainly there must be more orcs at the keep than this small raiding party. If the raiding party never comes home the other orcs will know something is wrong. They may increase their defenses. They may even march on Fairhill. Remind the recipient of Shandril's sword that she pledged to bring those responsible to justice. Wouldn't all the orcs truly be responsible for these acts and thus need to be brought to justice? You may prod the characters to think that at the very least they should scout the rest of the trail to see if it leads to the keep and, if so, reconnoiter the keep to gather information on their foes while the orcs are unaware.

Again, bring the conflict to a head. Lauriel feels great loyalty to Shandril and is very insistent about returning the crucible. If the recipient of Shandril's sword speaks, Lauriel suggests that she should have been given the sword and that the character is not worthy to bear it. Lauriel insists that she carry the crucible back to Fairhill. If pressed on the issue, Lauriel agrees that they can scout the keep but not attack it until the crucible is returned.

If the party decides to return to Fairhill: Shandril is pleased by their prompt return of the crucible. If the person entrusted with Shandril's sword attempts to return it, Shandril tells her that she feels there is yet work to be done on behalf of the goddess and that the character should keep the sword for the time being. Both Arlen and Baran, however, question the characters after Lauriel gives her report. Baran is clearly disappointed that the party did not press on to the keep and worries that the orcs will take revenge on the village. Arlen agrees and asks the characters to volunteer to return to the keep once they are healthy at a minimum to determine the size of the orc force. If the characters scouted the keep but returned to Fairhill without attacking, Baran and Arlen both ask the characters to launch an attack quickly—tonight if possible. Shandril and Kath assist in returning the party to full health with healing spells. Once the characters set off for the keep, proceed to Act III.

If the party decides to press on: The secret path is heavily overgrown and horses cannot pass. Negotiating the path requires two additional successful secret door checks to reach the keep from the spot where the party ambushed Kren and his orcs. If the party did not return to Fairhill, the characters will reach the keep before the orcs realize the raiding party is missing. Proceed to Act III.

Act III: Assault on the Keep

Running the assault on the keep is by far the most difficult part of this adventure because there are so many variables. This section should assist you. You must first determine the circumstances controlling the orcs' level of alertness so that you will know what plusses or minuses might apply to the guards. Then you must determine the direction from which the party approaches the keep so that you can give it a proper description. You must next assess the manner of the party's entry into the keep. Finally, specific notes are provided for handling the assault. Each of these is dealt with in turn.

The Orcs' Level of Alertness

The level of alertness of the creatures in the keep depends mostly on external events, each of which is described below.

The orc raiding party has not yet gone missing: This situation occurs

if the party encounters Kren and the orcs, defeats them and quickly pushes on to the keep without returning to Fairhill. In this situation, the keep is at its lowest level of alertness since it does not yet know that the raiding party has been defeated. All creatures are at their normal locations as indicated in **Part One**. None of the creatures have any bonuses or minuses to alertness. They take no special actions. They await the return of Kren and his orcs. This situation is best for the party, particularly if it waits for Nagrod and his orcs to be dispatched (see below) and it ambushes that group as well, thus thinning the ranks of the orcs significantly.

The orc raiding party does not return: If the raiding party does not return for several hours, Tavik decides the raid has failed, which surprises him. Tavik then commands Nagrod and four orc warriors to follow the secret path back to the village to learn what has happened to the raiding party. Since the "back door" is locked, Nagrod and the orcs exit over the northernmost palisade in the southwestern wall, just below the southwest tower. They travel up the edge of the keep to the "back door" and head away, down the secret path. If the characters have not yet entered the keep (because they have been busy reconnoitering the entire keep), the characters can ambush this group of orcs just as they did Kren's group. However, if they spring their ambush too close to the keep so that the battle can be heard there or if any of the orcs escape, the keep immediately goes on full alert. If Nagrod does not return by morning, Tavik places the keep on full alert.

If the characters have already snuck into the keep through the "back door" when Nagrod and his orcs make their way to the secret path, they will notice that the padlock on the back door is open, because the characters cannot lock it behind them. However, Nagrod attributes it to Kren's sloppiness and simply locks the padlock. Nagrod has his own key to the "back door". This may prevent retreat by the characters, since there is no way to open the padlock on the "back door" from the inside. When Tavik dispatches Nagrod and his four orcs, he does not take any further defensive precautions because the thought has not yet occurred to him that anyone from Fairhill could be bold enough to bring the battle to him.

The orc raiding party returns with the crucible and the characters attack the keep that night: If the characters followed the old road and were unable to overtake Kren and the raiding party (or were unable to overtake the raiding party for any other reason), then the orcs return to the keep victorious, their prize in hand, to the gleeful shouts of their comrades. Tavik takes custody of the crucible. He places it on the desecrated altar and defiles it by placing the candle of defiling inside of the crucible and lighting it. Until the crucible is properly cleansed of the staining filth created by the candle, none of its powers can be used.

The orcs open several kegs of ale and drink themselves into a stupor. In this situation, add Kren and his orcs to those normally present on the first floor of the southwest tower. Tavik is annoyed at his orcs' celebration, but he still believes that there is no real chance of any repercussion for his theft of the crucible. If the party attacks the night of the celebration, all the orcs (including the guards) are at surprised on 1–5 on d6. Due to the noise from the keep, all Move Silent checks are made at a +20%. In addition, there is a 1–3 on 1d10 chance that at any given time a posted guard will be away from his post. This does not apply to the sentries in the bell tower of the chapel. Though this situation provides some strategic advantages, the keep is at its fullest strength with the return of Kren and his orcs.

The orc raiding party returns with the crucible and the characters attack at dawn the next morning:

This may prove to be the most advantageous situation for the characters, though as stated above, the orcs at the keep are at their greatest number. After their celebration, the orcs are severely hung over. There is a 1–5 on 1d10 chance that any guard is asleep at his post. In addition, because it is now daytime, all the orcs are surprised on 1–3 on a d6 and are at –1 on combat rolls. Also, the orcs who are normally "sleeping" and could wake up if the alarm sounds are now treated as "passed out." Another person must wake them up, and they take extra 5 rounds to respond to any alarm. This drunkenness does not apply to the sentries in the bell tower of the chapel. Kren and his orcs are passed out in the southwest tower. In the southwest tower, only Nagrod and Grosh the ogre are not passed out. Instead, they are simply "sleeping." Obviously, neither Tavik nor Vortigern is passed out.

The raiding party returns with the crucible, but the characters do not attack the keep for a day or more: In this situation, Tavik has the

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crucible with him in the chapel as above. Kren and his orcs are in the southwest tower. All other orcs are in their normal locations. Because Tavik believes someone may come to scout the keep, he posts two of Kren's orcs on the roof of the gatehouse. This is possibly the worst situation for the characters. The orcs are at full strength, more guards are posted and there are no situational modifiers in favor of the characters. Your players should have their characters make peace with their respective deities if they attempt to assault the keep under these circumstances.

Full alert: If a day or more has passed and the raiding party has not returned or if any of the other conditions causing full alert described above are met, Tavik puts the keep on full alert. The watch fires are lit at night. All guards are alert, so surprise is not possible as they have been ordered to be attentive or they will be beaten and whipped (and possibly eaten) by Grosh the ogre. Noise is suppressed in the keep, and Tavik seals the ale casks on pain of death for any orc that gets drunk. Tavik does not sleep for several days, keeping ever vigilant. He uses divination magic to gain information. Vortigern has Talon contact Dispat to gain information about the raiding party. Two extra guards patrol the perimeter of the keep's exterior, and a permanent guard is stationed at the top of the gatehouse (take these extra orcs from the ones normally sleeping in the southwest tower). Nagrod personally patrols the outer courtyard at night. Two extra guards in addition to those just mentioned are posted at the door from the northwest tower into the inner courtyard. Approaching the keep under these conditions, without having previously thinned out the ranks of orcs, is tantamount to suicide. But what a story if the characters pull it off!

Approaching the Keep

There are three ways to approach the keep: by the secret forest path from the west, by the main path from the north leading to the gatehouse, or through the woods from the south or east.

If the party approaches at night when the keep is on full alert, read the following in addition to any text below:

As you near the edge of the forest, you see a hellish glow coming from the area ahead of you. As you reach the clearing containing the keep, you notice that it is ringed with watch fires.

If the party approaches by the secret path, read the following:

Suddenly, the forest opens before you, revealing the crumbled battlements of a ruined keep. Immediately in front of you is one of the large stone towers of the keep. The tower has a partially collapsed roof and a crack runs down its length. The crack has been filled with stones, and a large iron door has been set into the filled crack. An iron padlock seals the door. Above the crumbling curtain wall, you can see the remains of what must have been the steeple of a chapel. It is difficult to see much more from your vantage point, since the forest has grown up to the very walls of the keep.

Remember, characters can search to notice the orc sentry in the bell tower. If the characters do not make an excessive amount of noise, the sentry will not look in their direction unless the keep is on full alert. The sentry is used to hearing the returning orc parties before he sees them so he does not keep a sharp lookout on the secret path.

If the characters approach from the main road, read the following text:

The brambles and branches clear, revealing a mostly intact curtain wall and gatehouse. The large, rusted portcullis of the gatehouse stands closed. The air is still. You see no one. The forest, it seems, has grown right up to the very walls of the keep. It is clear that the path you are on and the gatehouse before you have not been used for some time. The curtain wall and the encircling forest prevent you from seeing more of the keep from where you stand. The courtyard beyond the gatehouse is dark.

If the party approaches from the south or east, read or paraphrase the following:

You come to the edge of the forest, which opens to the south side of the keep. There is a wide stretch of open ground between the edge of the forest and the keep. Here, the curtain wall of the keep is almost entirely ruined. The denizens of the keep have erected a palisade of dirt with what appears to be sharpened logs set along its length filling the gaps in the ruined wall. You can see that both to the northwest and northeast the trees grow more closely to the walls of the keep. As you turn, a gleam of metal catches your eye. Several paces from you, you notice the corpse of an elf impaled against a tree by a large steel spear driven fully through the corpse's torso. Only a ballista could cause such a grisly death. It disheartens you to think that the orcs might have such a weapon.

The party may decide to do a reconnaissance of the entire keep, having one or more of its number circle around the keep under the cover of the surrounding forest. If so, read each of the above pieces of boxed text as the characters pass the relevant locations. If the keep is not on full alert and the characters are attempting to remain quiet and remain in the forest, they pass each of the locations without detection. If the keep is on full alert and the characters remain in the forest, they will be heard on a roll of 1–3 on d6. If the characters are in the open with keep on full alert, they are automatically detected.

If the raiding party returned with the crucible, read the following in addition to any text above:

An overwhelming din comes from within the keep—the shouts and screams of the orcs celebrating their capture of the crucible. A low, evil light comes from the inner courtyard of the keep.

Means of Entry

There are a number of ways to get into the keep, from the sneaky to the suicidal. They are detailed below:

The Back Door: The best way to enter the keep is through the “back door” using Kren's key. There are never guards posted outside of this door. The only danger is the **green slime** (which is why the orcs don't post a guard).

Over the Wall: The ruined walls can be climbed by a character with thieving skills. Due to the rubble and debris, a Move Silently check at +20% must be made or rocks are disturbed, possibly drawing attention to the climber. If there is a guard in the area, that guard will hear with a failed Move Silently result. If the Move Silently check is successful, the guard hears nothing. Of course, if climbing a wall brings a character in the line of sight of a guard, the guard will see the character unless the character is (successfully) Hiding in Shadows. Once on top of a ruined wall, the character must make another Climb Walls check to maintain balance or fall. The best wall to climb is the north wall flanking the gatehouse because that wall is normally not watched and it is not ruined, so it does not require a Move Silently check.

The “Umbra”: If the watch fires are lit, observant characters detect several shadowy areas where the firelight does not fully overlap. In these sections, *any* character (thief or not) is hidden on 1–4 on d6; characters with Hide in Shadows can attempt this check if the d6 check fails.

Sneak Past the Guards: A near suicidal proposition unless the guards are asleep from a hangover, this tactic may nevertheless be attempted. This requires both Hide in Shadows and Move Silently check by a character with thieving skills; alert guards automatically detect any other character.

Frontal Assault: Characters bent on a heroic but swift death should choose this option. Covering the open ground between the forest and the keep guarantees that at least one of the characters will be seen by the orcs at the palisades, in addition to subjecting them to bow fire from those same orcs. Also, the sentry in the bell tower can bring the scorpion to

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bear on anyone crossing the open field or in the outer courtyard, as the elf impaled to the tree clearly demonstrated.

Running the Assault

As long as the characters maintain stealth, they can move about the keep as they wish. The best possible scenario is that an archer in the party kills the sentry in the bell tower or a magic-user in the party puts him to sleep. Once combat breaks out anywhere within the keep, however, the rest of the orcs will most likely be alerted. The only way to avoid this is by sneak attacks that result in silent kills or combat under magical silence.

Once alerted, the sentry in the bell tower sounds the horn. When that happens, all sleeping orcs wake up in 2 rounds, exit their respective sleeping quarters, and head to the sound of battle. Posted guards are told not to leave their posts, but since they are orcs, there is a 50% chance that any posted guard will leave his post and head toward the sound of melee. Nagrod emerges from the tower with his axe, spoiling for a fight. The melee will eventually draw all the orcs in the keep except for those disciplined enough to keep to their post. If the sentry in the bell tower lives, he fires the scorpion at any intruders.

If the sentry is killed so that there is no one to sound the horn, the only orcs alerted by the noise of combat are those close to the battle. The other orcs figure that if the danger is serious, the horn would sound. In this situation, the nearby orcs begin to arrive five rounds after they hear the battle. They are surprised to see intruders, believing that the sound of battle was from the long anticipated showdown between Nagrod and Kren.

Regardless of whether or not the horn sounds, any sound of battle brings Tavik from the chapel to investigate. It also draws Grosh the ogre. Tavik gleefully enters melee, confident in his own abilities. However, as with most evil characters, Tavik is fond of “leading from the rear,” ordering his orcs to attack the most capable-seeming opponent, while he picks on weaklings or Lawful clerics. Grosh wades into combat with no thought of defense.

If Tavik is slain or if both Nagrod and Grosh the ogre are slain and the other orcs learn of this (e.g., the orcs witness their deaths or the party brandishes their heads), the orcs suffer a –2 morale modifier to all attack rolls. If all three are slain, the orcs drop their weapons and flee the ruins, never to return.

If Vortigern is present, he and Talon hang back from the melee. Vortigern knows all too well about the characters and believes that they may try to assault the keep. He has not shared this information with Tavik. Vortigern casts protection spells on his person and sends Talon up to the bell tower to see what is happening outside. Vortigern remains in the chapel receiving information from Talon until he sees that the battle has swung clearly in favor of one party or another. If in favor of the orcs, he emerges and casts a token *magic missile* at one of the intruders. If in favor of the party, he tries to make his escape (since he still has the amulet).

The Blessing of Thyr: Thyr shows his favor to any seek justice against Tavik and the orcs. If his name is invoked during combat, he places all of the party under the equivalent of a *bless* spell. This lasts for the duration of the melee. This is in addition to any benefit of invoking his name in the chapel.

Lannet: Don't forget that Lannet has silently followed the party. He may provide a crucial sneak attack or dagger throw if needed to get the party out of trouble.

Repeated Forays

The characters may attack the keep and be forced to withdraw due to injuries before they have fully cleansed the keep of the orc infestation. Tavik can fortify his position by conscripting up to four more common orcs to take the place of any orcs that have fallen in combat. If Nagrod and Grosh are slain and Tavik has lost more than 12 orcs, he withdraws from the keep, reluctantly returning as a failure to the temple of Orcus in the Stoneheart Mountain dungeon. If ever reduced to less than 4 orcs or if the

tide of battle turns horribly against him, Tavik flees.

If he has more than 10 orcs, Tavik orders two orcs to walk a patrol around the keep at all times. In addition, he posts two orcs at the end of the secret path. He posts four more orcs inside the outer courtyard as guards at the palisade. The guards are on full alert. If he has fewer than 10 orcs and if Vortigern is present, Tavik and his forces withdraw to the chapel, since he and Vortigern are convinced that the amulet somehow opens a secret chamber in the chapel. If Vortigern is not present, Tavik and his forces withdraw to the southwest tower.

Regardless, after an attack by the players, Tavik orders his orcs to mine some green slime. From this point on, all orcs have two ceramic jars containing green slime with them. They use these jars as projectiles. Anyone struck with a jar is affected by the green slime as if they touched it. The orcs also repair any damage to their fortification if they have the time, replacing sharpened logs and rebuilding the palisade.

Beneath the Keep . . .

Once the orc infestation is removed, the players may wish to explore the rooms beneath the keep. Use the material detailed in **Part One** to handle such exploration. Eralion the shadow mage awaits!

Act IV: Return to Fairhill

Characters returning with the crucible are hailed as champions. Shandril and Arlen are very pleased. Baran even smiles. If they return with the crucible and have cleansed the keep, they are treated as heroes of legend. Arlen allows them to stay in the noble's house as if they were visiting dignitaries whenever they are in Fairhill. Glarian offers to hold a feast in their honor. Obviously, Shandril and Kath heal any injured party members, and Shandril uses her scroll to raise any one party member killed during the quest. Even Lauriel puts aside her jealousy and joins in praising the characters.

A local bard composes a song about their exploits. It contains a few glaring exaggerations, such as a part where the characters drive the vampire from the keep. If questioned about why he added the part about the vampire, the bard responds that he knows it is not true but he wanted to put to rest an old myth that was scaring the local children.

Concluding the Adventure

Tavik and Vortigern

Tavik and Vortigern travel on to Bard's Gate, where Vortigern hopes to learn additional information about the amulet. Tavik then heads from Bard's Gate to the temple of Orcus in the Stoneheart Mountain dungeon. If slain, Tavik returns to Fairhill once raised and uses new minions to learn the whereabouts of the party. Both attempt to take their revenge on the characters. They should serve as antagonists for many more adventures.

A Bonus

In appreciation for their faithful service and loyal return of the sword, Shandril bequeaths her sword to the fighter who wielded it during the adventure, saying, “Take this as a blessing from the bounty of the great goddess, Freya. It has done great service in your hands, and I feel it will do even greater service still.

Supplemental Information

Additional Story Ideas

The following items can be dropped into the main story at the discretion of the Referee. Some are side quests, and some involve more extended roleplaying opportunities.

Vortigern's Revenge

If this adventure is being run as a continuation of *The Wizard's Amulet* and Vortigern escaped without the amulet, he is in Fairhill staying at the Cask and Flagon. A number of adventures could be run centered on Vortigern and Talon spying on the party and attempting to take their revenge or steal the amulet. Possibly Talon wanders the town invisibly, spying on the party. He might be shot down by the sharp-eyed Lauriel, who takes the unconscious imp to Shandrill to attempt to learn its purpose. The characters are summoned and questioned. Or possibly Talon commits a crime while invisible and frames the party for it. The party then needs to prove its innocence.

Lannet

Who better than a halfling thief to provide roleplaying opportunities? Have Lannet steal an item from the party. Or have Lannet seek out the party to provide him protection from someone who is after him for stealing a valuable item that he subsequently lost.

Missing Villagers

Make sure the characters hear the rumor of the missing villagers. Have them meet Voril and learn that his daughter, Arianne, is one of the missing young villagers. He informs the party of the general direction in which she and her companions were traveling, pointing them toward the area of Girbolg's lair.

Fendrin's Tale

Surely the characters hear the sad tale of Fendrin. If the players successfully return with the crucible, Fendrin resolves that they will be able to help him take revenge on the manticores. He does not take "no" for an answer. In fact, with all their notoriety, the villagers expect the party to aid Fendrin. After all, they drove the vampire out of the keep.

Sirya Runs Away

The town is in an uproar. Sirya, Arlen's daughter, has disappeared. She shows up either hidden in the party's room at the inn, begging to be taken along as an adventurer, or possibly she tags along behind the party when they set off after the crucible. A wicked alternative is that Talon murders her and hides her body in the party's room at the inn, framing it for her murder.

Arlen's Errand

Arlen requests that the characters travel to the Monastery of the Standing Stone and deliver a letter to Kala, the Master of the Yellow Robe. The

letter is in fact a cleric scroll of 3 spells that Kala asked Arlen to procure for her. Arlen does not want Shandrill to know that he commissioned the scroll from a passing cleric as he does not want to hurt her feelings. So he informs the party that Shandrill is not to know of their journey, telling them that the "letter" concerns her. Of course, it does not. Arlen's caution may however lead to an aura of mystery around the task. Use the wandering monster tables for overland travel. This errand will most likely take the characters to Crimmor as well.

Eralion's Journal

If the characters recovered the tomes from Eralion's workroom (**Lower Tower Level 2**) they no doubt spend some time reading them and learning new spells. Among those tomes they find a journal. It appears to have been written when Eralion was much younger.

Contents of the Journal: In addition to the customary wizardly notes, the journal tells of Eralion's acquaintance with Feriblan in Reme. It describes several journeys he undertook as a young wizard, including a trip to Bard's Gate to have a staff created by Velior, a famous elven craftsman. There are many references to his god, Thyr, and details of his faith. It further tells how he came to live in Fairhill and his love for a human woman named Gethrame who is described as a priestess, though the god she worships is not named. It details how Shandrill cast Gethrame out of Fairhill and blinded her with a curse. Eralion describes his anger about that event and he rails against his god, asking how a just god could allow such a thing to happen to his love.

The journal tells that this rift with Shandrill is what motivated Eralion to move from Fairhill and build his own keep. The character reading the journal also gets the feeling that this event may be what led Eralion's heart to turn to darkness. The journal begins to detail the building of the keep and his anger over the loss of his love, who ran off screaming into the wilderness. Still, Eralion makes reference to Thyr, though with less zeal than earlier entries. His despair is prevalent in these subsequent entries, which grow less frequent.

Then a long entry, written in an elated tone, where he details finally locating Gethrame in a cave to the northwest of his keep. At her request Eralion crafts for her a staff that allows her "great powers of sight" despite the incurable blindness inflicted upon her by Shandrill. Eralion notes that he had to create the staff for his love, "despite the cost or consequences." The details of the creation of the staff are not given.

The tone of the journal then darkens and in a later entry Eralion refers to some "foolish soothsaying," apparently casting aspersions on Gethrame's powers. Eralion then forsakes Gethrame, writing that he was forced to leave her, stating that he "could not stand to see what she had become or to hear her foolish ramblings." His last words on the topic are: "I leave her to her fate."

The rest of the journal is mostly mundane, though written in an angry and pompous tone. It makes veiled reference to his desire to "live on with greater power," though it does not detail his plans, as if he is keeping secrets from his own journal. The character reading the journal is left with the feeling that it is a chronicle not only of Eralion's life but also of his slow descent into evil and madness.

Information in Town: The characters should be intrigued by the story of Gethrame. Certainly, learning the story behind one of the command words to Eralion's staff should interest them. The fact that she also has a staff created by Eralion allowing "great sight" might make them curious as well. If the characters ask in town about Gethrame they may learn some of the rumors detailed above, though she is known as "the witch," not as Gethrame. Arlen knows nothing of the tale. Shandrill knows it well, though she does not speak of it in detail, other than to say that Gethrame opposed the will of Freya and

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had to be punished. Shandril appears remorseful and states that she wished Gethrame had not forced her hand. She speaks no further of the matter. She does not know where Gethrame lives now, or if she lives at all.

Herl: If the characters do ask around about Gethrame, they are contacted by Herl, an old ranger. He pulls the characters aside and says that the name of Gethrame is known to him. He relates that he once loved that woman, some 90 years ago, before Eralion. But her favor did not rest on him. She scorned him in favor of Eralion. He watched and did nothing as Shandril cast Gethrame from Fairhill. He tells the party that Shandril caught Gethrame using some type of magical item to observe Shandril and the secret rituals of Freya. For that, Gethrame was blinded and cast out. Herl tells that he secretly helped Gethrame, using his powers over animals to have them lead her to a cave, when she fled in her madness. He tells that he has watched over her for the last 90 years, protecting her cave but never daring to enter or reveal his help, since he knows she does not love him. He confirms that indeed Eralion did visit Gethrame numerous times. He did not remain near her cave when Eralion came, fearing discovery of his secret vigil.

On his last visit to her cave he noticed things were not as they normally were, as if there had been a disturbance within. He could hear her raising her voice in despair. He has heard that the characters destroyed the “vampire” that lived within the keep, and, believing that to be Eralion, worries that their actions have upset Gethrame. He asks the characters to help her and agrees to lead the characters to her cave in the woods (**Area E**). Herl cannot bring himself to aid her directly. Even if the characters do not ask about Gethrame, the Referee could still have Herl approach the characters because he feels the destruction of Eralion has caused some distress to his love and he wishes them to make things right or help her do so.

If the characters, at Herl’s urging, speak to Gethrame, she agrees to heal the party (if needed) and hints that she knows about Vortigern, the amulet and the story of Eralion. She also knows other local information that she will trade with the characters. But to gain this information the characters must perform a service for her. She explains that her staff, which provides her with arcane sight, has been stolen by strange rat creatures. If the party agrees to recover the staff she will heal them. And if they return with it, she tells them the full story of Eralion which, hopefully, you have still kept secret from your players. She may also impart any other important piece of information as you wish.

This should send the characters after the ratlings (at **Area F**). They can find the warren with some difficulty, as detailed above. The ratlings fight to retain the staff but will parley with the characters if forced. They reveal the true history of the staff. This might put the characters in an ethical quandary. Gethrame will fulfill her bargain if the staff is returned. If she is told of the true origin of the staff she is distraught and requires the characters to return the staff back to the ratlings.

The Gnoll Bandits

A group of gnoll bandits have attacked and taken over the waystation within the Stoneheart Forest, marked as the Ruined Way Station on the Wilderness Map and detailed above at **Area M**. While the characters are in Fairhill, staying in the Noble’s House (**Area 3** in Fairhill) as a result of their help to the village, a company of the Grand Duke of Westmarch’s Sheriffs arrives in town, led by Sir Erlinar, accompanied by an impressive mounted knight and 6 footmen. Sir Erlinar speaks with Arlen and, invoking the powers of the Grand Duke, indicates that he requires some men to aid them in retaking the way station and some craftsmen to begin work on logs and a gate to repair the burnt stockade. Hopefully, the characters volunteer to help. Certainly the populace of the village expects them to do so. If not, the Duke’s men conscript eight of the town’s militia. The group (hopefully including the characters) then heads out to the ruined way station (see **Area M**) to deal with the gnolls.

The Missing Adventurers

Rumors abound in Fairhill about a missing group of adventurers—a fighter, a thief, a mage and a paladin—who set out to explore Stirge Wood and have not returned. The characters may decide, for whatever reason, to

look for them, possibly hoping to loot their bodies. Or it could be that the magic-user is rumored to have an item that Lannet needs to get himself out of a jam. Perhaps Lannet stole an item, sold it to the party’s magic-user, and now needs to get it back to its rightful owner. So the characters have to hunt down the mage to save Lannet’s hide. If so, make sure to include an appropriate item at **Area G**, where the bodies are located. This adventure leads the characters to **Area G**, above. It also takes them into Stirge Wood (the local name for the Stoneheart Forest), which is a dangerous place.

The Druids’ Request

The druids from the Grove of the Moon have recently come under attack by a crazed owlbear. They cannot seem to divine what has made the creature so enraged. They have reluctantly resolved that it must be killed. They have heard of the presence of the characters (and their success in the keep) and have sent a druid to Fairhill to request the characters to come to the grove and there to ask them to kill the crazed owlbear. For every night that the characters camp within 2 miles of the grove, there is a 1 in 6 chance that either they encounter the crazed owlbear or they find its tracks and can track it to its current location. This crazed owlbear is in fact the mate of the owlbear detailed in **Area C** so use those stats.

Valkyria’s Quest

If one of the characters grasps *Valkyria*, sees a vision of Freya and is invited to worship Freya, the goddess may send the character on a quest to prove his or her worth. Or, if the character decides to take a level of experience next time he or she goes up a level as a cleric of Freya, she may require the character to complete a quest. In either event, Freya (who hates spiders) sends the characters to eradicate a den of spiders (the spiders at **Area G**). *Valkyria*, through divine connection to Freya, points the way to the spiders like a divining rod points to water if the character grasps the sword, holds it out in front of her, speaks the words “Freya guide me” and closes her eyes. This quest takes the characters into the Stoneheart Forest and includes all the perils of entering those woods.

The Dignitary’s Agents

The visiting politician who abandoned the gem in the Noble’s house (**Area 3** in Fairhill), has sent several thief **agents** to Fairhill to retrieve the gem. This could get interesting if the characters are currently staying in the house as a reward for their success with the ruined keep.

Political “Agents” (Thf6) (2): HP 23, 18; AC 7 [12]; Atk +1 short sword (1d6+1); **Move** 12; **Save** 10; **AL** C; **CL/XP** 6/400; **Special:** backstab (x3), +2 save vs. traps and magical devices, thieving skills.

Thieving Skills: Climb 90%, Traps/Tasks 40%, Hear 4 in 6, Hide 35%, Silent 45%, Locks 35%.

Equipment: leather armor, +1 short sword, thieves tools, 3d6 gp.

“Muscle” (Ftr3) (1d6): HD 3; AC 7 [12]; Atk club (1d6) or dagger (1d4); **Move** 12; **Save** 12; **AL** N; **CL/XP** 3/60.

Special: multiple attacks (3) vs. creatures with 1 or fewer HD.

Equipment: leather armor, traveling clothes, club, dagger, 2d4 sp.

Creating a New Cloak

Shandril’s cape of winter wolf fur was in the shrine when it was set on fire by the orcs. She wants to make a new one. She requests the characters obtain a pelt for her. However, since the animals are sacred to Freya, the party must capture one and sacrifice it. She cautions them that any damage

to the creature ruins the pelt—it must be captured without injury. The animal must be blessed, sprinkled with holy water and then sacrificed after a proper ritual at the new moon. The body of the wolf must be preserved (possibly by magic) and returned to Shandril where she can complete the skinning of the animal. Shandril provides a *scroll of bless* and 2 vials of holy water to the party. She indicates that winter wolves are rumored to be found in the hills between the two rivers. She points out the general area on their map: the hex containing the foothills of the Stoneheart Mountains (the hex containing **Area I**), the foothills directly to the south of that hex, and the hexes containing **Areas B** and **D**. Once the characters arrive in the correct hex, they have a 1 in 10 chance per hour of encountering 1d4+1 winter wolves. In addition, characters can find winter wolf tracks leading to their lair, detailed at **Area I**. Though, killing winter wolves might trouble the druids at **Area J**...

The Stirge Menace

An emissary from Crimmor has heard of the valor of the party and beseeches their aid against their new problem—a rash of stirge attacks! This leads to the characters traveling to Crimmor and eventually finding the stirge lair—a cave complex filled with stirges, where a twisted and half-mad elf magic-user resides (**Area H**). This adventure could almost become a mini-campaign in its own right, thwarting the machinations of the master of stirges as he sends his creatures out to plague Crimmor. Possibly, the characters are in Crimmor when the village is attacked by 50 stirges and they fight heroically as 20 or more commoners die in the process. Then they have to trek into the forest to fight.

Continuing the Adventure

There are a number of ways the adventure contained in this module can be continued.

Eralion's Request

This option requires modifying the information in this module. Rather than being reduced to a vile undead with a nearly shattered mind, in this alternative Eralion retains his former personality. If the characters descend into his lair, he asks them to help him restore his mortality. He sends them on an errand to somewhere dangerous to recover an item of your choosing that he requires to undo Orcus' evil curse. Possibly, he asks them to head to the Stoneheart Mountain dungeon to kill one of the evil priests responsible for providing him with the poisoned potion. See *The Tomb of Abysthor*, which details that dungeon.

Arlen's Letter

If the characters successfully complete this adventure, they have won the undying friendship of Arlen, the magistrate. He tells the party of his youth as a captain of the Lyreguard in Bard's Gate and gives the party a letter, addressed to Imril, the current captain of the Lyreguard, recommending the party as trustworthy. This letter has great significance if the party heads on to Bard's Gate. Arlen encourages the party to travel there. He says, with nostalgia, that the characters remind him of himself when he was young.

Tavik's Revenge

As mentioned above, Tavik may develop into a campaign-long nemesis. He sets into motion several nefarious agents of Orcus to exact his revenge on the party, including a famous assassin from Bard's Gate—**Noria Verilath**.

THE TOMB OF ABYSTHOR

Module Background

North of the city of Bard's Gate, in the hills of the Stoneheart Mountains, lie the ruins of twin shrines dedicated to Thyr and Muir—the God of Justice and the Goddess of Virtue and Paladins. Near the ruined shrines lies a series of catacombs used as burial halls for the followers of Thyr and Muir. Long abandoned, these catacombs are now home to various chaotic creatures. The complex has come to be known as the Stoneheart Mountain Dungeon.

This module details the entire Stoneheart Mountain Dungeon and is designed to challenge characters of 2nd to 8th level (the deepest areas are suitable for higher level characters). The dungeon and the wilderness area surrounding it can be transplanted easily into any existing campaign. The specific gods used herein—Thyr and Muir—can be replaced by any other pair of Lawful deities related to paladins, or even merged and replaced with one Lawful deity. The Valley of the Shrines can be placed in the foothills a short distance away from any city in your campaign that has an accompanying temple dedicated to the lawful gods. The gods you choose, however, should be minor deities in your campaign so that the themes of decay and decline can be maintained. Orcus, our favorite chaotic demon-prince, can be replaced with any chaotic god prevalent in your campaign that has a connection with undead. Don't replace Tsathogga unless your campaign just happens to have another demon frog god.

History

In ages past, two vast temples to Thyr and Muir were erected in Bard's Gate at the founding of that great city that still stands today. The priestly followers of these noble gods erected smaller duplicates of the twin temples in a small, secluded valley to the north of the city, adjacent to a lake of crystalline clarity. This valley became known as the Valley of the Shrines. In the nearby hills they also carved burial halls to house their fallen heroes and worshipers. For years the worship of Thyr and Muir thrived, producing heroes and paladins of legend, some of whom are entombed in the burial halls.

But new gods came, replacing the older gods. And the worship of Thyr and Muir—both demanding deities—waned in favor of the more liberal gods of song, craft and commerce. Unable to maintain both the twin temples in Bard's Gate and the complex in the Valley of the Shrines, the priests of Thyr and Muir sealed the northern shrines in the valley and returned their worship to the temples in the city. Abandoned, the burial halls still remained sacred places, and small groups of pilgrims continued to make treks to the sealed temples to pay respect to their fallen predecessors and to peer into the crystalline lake.

As the years passed and the worship of Thyr and Muir declined further, the shrines in the northern valley increasingly fell to disuse and ruin. Only a handful of devoted priests, led by the high priest Abysthor, were left to continue the elaborate rituals of their gods. Even the great twin temples in Bard's Gate began to deteriorate. Despite Abysthor's devotion, his temple and the worship of his gods waned. In his final years, Abysthor spent many hours in the main temple in Bard's Gate in communion with

The Levels of the Stoneheart Mountain Dungeon

Entrance Level: The Burial Halls of Thyr and Muir

Level 1: The Upper Caves

Level 2: The Lesser Tombs and Dark Natasha's Lair

Level 2A: Balcoth's Lair and the Priest Barracks

Level 3: The Greater Burial Chambers

Level 4: The New Temple of Orcus

Level 5: The Great Cavern and the Temple of the Frog

Level 5A: Tomb, Blood and Stone

Level 6: The Deep Caverns

his deity. Declaring he had received a great vision, he traveled alone—aged and infirm—to the Valley of the Shrines, claiming he would return soon and that the glory of Thyr and Muir would be restored. Abysthor never returned. Some said he had gone there to die and had done so alone because no other priest could cast the spells necessary to consecrate him properly. Many groups of priests followed after him, though none could brave the corruption that had infested the burial halls since they had been abandoned.

Abysthor's failed quest was taken as a sign of final decline. No more paladins were ordained to Muir, the once-shining lady of virtue; no more priests entered the worship of Thyr, the once-great god of justice. It has been some twenty years since Abysthor disappeared. Only a handful of lesser priests remain in the temples in Bard's Gate, their cavernous temples falling to ruin, empty of worshipers.

For the Referee

The physical ruin of the shrines and burial halls in the Valley of the Shrines is by far the least of the corruption of the once-holy sanctuaries. In the great caves beneath the burial halls, the tsathar, inhuman priests of the foul god Tsathogga, long ago raised a temple to their hideous demon-frog god. More vile still, a contingent of priests of Orcus—the chaotic demon-god of the undead—recently came some ten years ago from the legendary dungeon of Rappan Athuk to corrupt the burial halls and exploit the location as a base of operations for further expansion of their chaotic cult. The followers of the two Chaotic gods have reached an uneasy truce. Both, however, seek a power even darker still—the power of a legendary Black Monolith rumored to be hidden somewhere in these caverns, sealed away long ago by an ancient power.

In addition to these priests of chaos, others inside the dungeon have their own agendas. "Dark Natasha," a renegade drow sorceress, seeks refuge from the sun and a place to practice her demonic conjurations. Balcoth, an undead rune mage from another plane, has also taken up residence in the dungeon. Neither of these two has yet joined the priests of Orcus.

Beneath all of this lies a power that none of the present or prior occupants—save one—has yet discovered: a chamber of *earth blood* that

holds the power of the Stoneheart Mountains themselves. Abysthor was told of this chamber by Thyr and instructed that its power could be used to purge the halls of chaos and restore the temples to their former glory. Abysthor discovered this chamber when he descended into the depths of the caverns beneath the burial halls. In the gloom and chaos of the great cavern beneath the halls, Abysthor encountered the vile tsathar and their high priest, Lokaug. Abysthor learned from Thyr of the Black Monolith and of Lokaug's desire to find it and tap its power for his own evil ends. In the depths of the dungeon Abysthor built for himself a final resting place. But he knew he had one last task to complete—he needed to prevent either Lokaug or the priests of Orcus from accessing the Black Monolith. Dutifully, Abysthor warded his tomb against evil. Grasping his staff, he set out to find the legendary monolith. But Abysthor's strength failed him. He was ensnared by the dark magic of the monolith and now lies trapped in the lower chambers of the dungeon—his prepared burial hall empty. He did, however, successfully thwart Lokaug and the priests of Orcus from discovering either the earth blood or the Black Monolith. But his wards will not stand forever . . .

A Referee might wonder why all these groups would build their temples at this location. It is not uncommon for holy sites to be built unknowingly on sites that held power in antiquity. Such is the case here, as a brief timeline explains. The area where the dungeon is now located is the location of the earth spirit of these mountains (see Level 2, area 6), which exudes a subtle but powerful aura of magic. In addition, many centuries ago, the earth god created the Chamber of Earth's Blood (Level 5A, area 13) and his priests warded it. They disappeared. Next to arrive were the priests of Thyr and Muir, who, sensing the power in the mountains, chose this site for their burial halls. Long after that—and unknown to either group—Lokaug and his tsathar were drawn here by the same earth power and erected their foul temple on Level 5. The tsathar had no contact with the burial halls above them and no knowledge of the Chamber of Earth's Blood. Then, as the power of Thyr and Muir waned, evil arose. Powerful demonic forces placed the Black Monolith here, hopeful that their evil servants and followers would find it and use it as a gate to allow access to this plane. Lokaug became aware of this evil presence, though he could not locate it. Orcus commanded his priests to search for the monolith, and so some ten years ago Koraashag arrived with his contingent and built the evil temple to Orcus on Level 4 and corrupted the burial halls. Thus, what began as a source of earth power has over the ages drawn many groups.

Dungeon Politics

The dungeon, in addition to being a collection of Chaotic creatures, is a dynamic setting. The priests of Tsathogga run their vile temple—the Temple of the Frog God. They seek the Black Monolith and have the best access to the level in which the monolith is located. The priests of Orcus are rather new to the dungeon and have come here from the famed dungeon of Rappan Athuk in an attempt to locate the Black Monolith as well. Thus, the two Chaotic groups—though not openly in conflict—both seek the same thing. The priests of Orcus are trying to find a “back way” to the level that contains the monolith, and thus have constructed some barracks on Level 2A in addition to their temple on Level 4.

The leaders of the two groups of priests—Lokaug, the high priest of Tsathogga, and Koraashag, the high priest of Orcus—have established a détente of sorts, though each secretly searches for the monolith, hoping the other does not find it first. In addition to their desire to locate the monolith, the priests of Orcus have grand plans of expansion and covet the use the upper levels and their newly created Font of Bones to lead an undead army against Bard's Gate—to once and for all destroy the temples of Thyr and Muir.

Add to this mix Balcoth and Dark Natasha—two powerful individuals with their own goals and desires—and it is clear that the dungeon denizens are at a tense standoff. All intelligent residents are affiliated in some fashion with the main groups. Either group (including Balcoth and Natasha as well) may enlist the characters' aid against one of the other factions.

Use this Machiavellian environment to spice up a traditional dungeon crawl with cunning plans, elaborate subterfuges, and chances for roleplaying.

Death Touch

Many of the priests of Orcus can inflict a death touch. This fearsome demonic gift allows the priest to touch a foe and potentially cause instant death. If the servitor of Orcus hits a target with his hand (a successful to-hit roll is required), the Referee rolls a number of six-sided dice (the number of dice depends on the priest's power, and is given in the priest's stats). If the resulting number is equal to or greater than the victim's current hit points, then the victim must make a saving throw or die in the same manner as if killed by the *finger of death* spell. If the number of resulting hit points is fewer than the target's hit points, *no damage is taken at all*. This ability may only be used a limited number of times per day, although the death-energy is not lost if the Chaotic priest's attack misses.

Using a Dungeon

Dungeons are classic settings for heroic swords and sorcery adventuring. Turning your party loose in a dungeon to explore it and cleanse it of evil (and treasure) is a time-honored tradition. Certainly the Stoneheart Mountain Dungeon is loaded with evil and treasure sufficient to satisfy the lusts of any bold adventurer.

Dungeons, however, do not need to be tied to “hack and slash” adventuring. Instead, the best use of a dungeon is as a dramatic setting for storytelling. Rather than have your players simply bash in door after door looking for monsters and loot, design a purpose for the party to delve into the dungeon. Give them a quest or a goal to give them direction and a sense of accomplishment. It keeps their dungeon adventuring focused and keeps the tension high—there is a risk of failing to accomplish their mission.

There are a number of such story ideas for the Stoneheart Mountain Dungeon, from less to more difficult: recovering the holy tracts from the chambers beneath the shrine of Thyr, liberating a magic weapon from the stores beneath the shrine of Muir, retrieving the Stone of Tircople and the Chalice of Elanir, recovering the fabled axe of blood or even destroying the Black Monolith and freeing Abysthor himself. There are appropriate tasks for parties of all alignments and levels.

Standard Dungeon Features

Unless otherwise noted, the ruined temples and the Stoneheart Mountain Dungeon share the following features:

Dungeon Walls and Ceilings: The dungeon can be divided into carved sections and cavern sections. In the carved sections, passages are smoothly carved and run 8 to 12 feet in height. Interior masonry walls are generally 1 to 2 feet thick. The rooms in carved sections average 10 to 15 feet in height. Larger rooms may be 20 feet high. Walls in the cavern sections are rough and somewhat slick from mineral deposits. The passages in cavern sections range from 6 to 10 feet in height, varying with the width of the passage. Rooms in cavern sections vary widely in height, normally being a minimum of 8 feet high, though larger rooms are as high as they are wide, or higher. All cavern sections have stalactites and stalagmites, some of which are joined into columns.

Climbing: Climbing a wall requires the thieving skill of Climb Walls unless the proper tools are used.

Doors: All doors in the dungeon are locked and made of iron-reinforced wood. They tend to swing shut 1d4 rounds after they are opened.

Locks: Many of the doors in this adventure are kept locked by the people who own what's on the other side. In addition to the ordinary ways of handling locks (thieves unlocking them, magic-users casting knock on them, or physically destroying the door/lock), you might also wish to

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give strong characters the ability to physically break a lock (with a tool or weapon, not with the bare hands). The advantage to this approach, as opposed to breaking down doors or shattering chests, is threefold. First, it is relatively quiet. Second, it is much quicker than hammering a door into slivers. Third, it will not break delicate potion bottles inside a chest. If you choose to give the players this option, the easiest way is just to use the normal open doors check (as described in the rulebook under Strength). For a locked door, use a d12 instead of the ordinary d6 that is used for a stuck door. If a character has nothing but bare hands, though, the chance would more likely be a d100.

Secret Doors: All secret doors are made of stone and must be opened by a hidden latch to the right of the secret door. A counterweight opens the doors when the latch is pulled, and the same counterweight closes the door two rounds after it is opened.

Noise: Except for the levels occupied by humanoids (Levels 2A, 4 and 5), most of the dungeon is very quiet. Noise echoes throughout the level. Though the sounds are disorienting to the players, the denizens of the dungeon have grown used to identifying the location of such noises. Noise increases the chance of encountering wandering monsters with a –2 modifier on the wandering monster check, except on Level 4 and the tsathar-occupied portions of Level 5, both of which have far too much commotion to allow such a modifier.

Lighting: Cavern sections are unlit, since creatures with darkvision mostly occupy them. The only exception is Level 5, which is dimly lit by the strange phosphorescence of the lake and the evil glow of the statue of Tsathogga. Carved sections all include sconces and torch holders. Normally these are empty or the torches unlit unless the area is occupied by humanoids (such as portions of Level 2A and all of Level 4). In that case, the torches are lit. Level 4, in addition, is lit with a hellish glow from the braziers of the temple of Orcus.

The Wilderness Areas

The Wilderness Map depicts the Valley of the Shrines, which lies in the foothills of the Stoneheart Mountains to the northwest of the city of Bard's Gate, as well as the wilderness area surrounding the Valley. The vale north of Bard's Gate and the Valley of the Shrine are verdant green, dotted with birch and pine. The foothills of the Stoneheart Mountains in this region are rough, with sharp exposed rock. The mountains themselves are rougher still, making travel difficult. Because the region is so lush, even the foothill areas that are not marked as forested are wooded with pine and birch. It rains frequently and water is plentiful in the area surrounding the Valley. In the colder months, snow caps the tips of the Stoneheart Mountains. The nearby forest at the northwest end of the Valley has long been known as the Forest of the Faithful, since it contains the Burial Halls of Thyr and Muir. Now, however, it has fall under the corruption brought by the priests of Orcus.

Encounter Areas

The following areas are indicated on the **Wilderness Map**.

1. Ancient Path

This path winds its way from the floor of the vale north of Bard's Gate through the foothills up to the Valley of the Shrines. At points the path is steep and consists of stone stairs cut into the side of the hills. This path was made to facilitate pilgrims or groups of worshipers from Bard's Gate reaching the shrines. It is now rarely traveled and the beginning of the path from the vale below is difficult to find, requiring a secret door check to find the two weathered white marble obelisks that mark the start of the path. Even today, a feeling of calm blankets those who travel the ancient path to the valley of the shrines, as if Thyr and Muir yet watch over those who would travel to their holy place. At the end of the path—at the entrance to the Valley of the Shrines—is another pair of weathered obelisks of white marble.

2. Shrines to Thyr and Muir

Near the dark lake stand the two Romanesque temples to Thyr and Muir, which were blackened and desecrated some 10 years ago when the temple of Orcus was established in the Stoneheart Mountain Dungeon. The shrine to Muir sits to the west of the shrine to Thyr. Both shrines face towards the center of the lake.

Each shrine shares the same layout—a stone slab foundation with a large central room, ringed by mighty pillars supporting a gently sloping inverted V-shaped stone roof. Thus, one map depicts the interior for each of the two shrines (as well as the rooms beneath, which are also identical in layout). The front of each shrine was once worked with bas-relief images of their respective deities as well as with priests and warriors of legend. Inside of each shrine originally stood a great statue of the god to which the shrine is dedicated, standing some 20 feet tall, in front of which is a large stone altar.

Special: The characters possibly encounter another adventuring party or a band of mercenaries; or possibly they have a sighting of Imril (the Captain of the Lyreguard from Bard's Gate) and a few of his elite guard on griffins flying overhead or possibly a sighting of what might be a wyvern or a black dragon.

Acolytes and Lesser Priest of Orcus: This group consists of 3 acolytes and 1 lesser priest of Orcus.

They are either heading to or returning from further desecrating the shrines in the valley.

Wandering Monsters

When the characters travel in the area depicted in the **Wilderness Map**, check for a wandering monster every 3 hours or every time the party enters a different hex on the wilderness map. An encounter occurs on 1–4 on 1d20. Roll the result on the following table on 1d6 with the following cumulative modifiers: +1 in the northwest hex of the Valley of the Shrines (which contains part of the forest), +1 in a hill or foothill hex, +2 in a low mountain hex, +3 in a mountain hex, +2 in a forested hex, +2 if at night.

ROLL 1D6 + MODIFIER	RESULT
1	Special (see below).
2	2d4 goblins , 50% chance led by a goblin leader .
3	2d4 Stirges (2d8 at night)
4	A group of 2 acolytes of Orcus (Clr2) led by a lesser priest of Orcus (Clr4).
5	2d6 wolves . If at night they are accompanied by 1d2+1 worgs
6	2d4 ghouls , if more than 4 ghouls there is a 25% chance they are accompanied by a ghast
7	2d6 giant spiders (4 ft. diameter)
8	Brundle the one-eyed troll . See Area 7 .
9	A priest of Orcus (Clr5) from the dungeon accompanied by 1d8+4 font skeletons . See Area 2 .
10	1d2 manticores
11	An ettin
12	1d3 wyverns
13	The syannngg . See Area 11 .

Priest of Orcus and Font of Bones Skeletons: This group is on a significant mission from the chaotic temple of Orcus on **Level 4** of the dungeon, either making contact with the orc bands in the surrounding area or parlaying with the syannngg at **Area 11**. The skeletons accompanying the priest are the variety created by the Font of Bones on the Entrance Level of the dungeon.

Acolytes of Orcus (Clr2) (3): HP 12, 6, 9; AC 5[16]; Atk touch or mace (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Ettin: HD 10; HP 46; AC 3[16]; Atk 2 clubs (3d6); Move 12; Save 5; AL C; CL/XP 10/1400; **Special:** surprised only on 1 in 6.

Font Skeletons (1d8+4): HD 2; AC 6[13]; Atk longsword (1d8); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

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Ghast: HD 4; HP 30; AC 4[15]; Atk 2 claws (1d3), bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; **Special:** paralyzing touch, stench.

Ghouls (2d4): HD 2; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immunities, paralyzing touch.

Giant Spiders (4ft diameter) (2d6): HD 2+2; AC 6[13]; Atk bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; **Special:** 5 in 6 chance to surprise prey, lethal poison (+1 save).

Goblins (2d4): HD 1d6 hp; AC 6[13]; Atk short sword (1d6) or javelin (1d6); Move 9; Save 18; AL C; CL/XP B/10; **Special:** -1 to hit in sunlight.

Equipment: leather armor, shield, short sword, 2 javelins, 3d4 sp, 4d4 cp.

Goblin Leader: HD 2; HP 9; AC 5[14]; Atk short sword (1d6) or light crossbow (1d4+1); Move 9; Save 16; AL C; CL/XP 2/30; **Special:** -1 to hit in sunlight.

Lesser Priest of Orcus (Clr4): HP 14; AC 4[15]; Atk touch or mace (1d6); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** control undead, 1/day—death touch (roll 4d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—cause light wounds, protection from good; 2nd—hold person.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10 gp.

Manticore (1d2): HD 6+4; HP 40, 32; AC 4[15]; Atk 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); Move 12 (fly 18); Save 11; AL C; CL/XP 8/800; **Special:** tail spikes.

Priest of Orcus (Clr5): HP 21; AC 3[16]; Atk touch or mace (1d6); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** control undead, 1/day—death touch (roll 5d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/2).

Spells: 1st—cause light wounds, protection from good; 2nd—hold person, silence 15-ft. radius.

Equipment: +1 chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, prayer book, a small sack with 6d10 gp.

Stirges (2d4 or 2d8 night): HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Wolves (2d6): HD 2+2; AC 7[12]; Atk bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; **Special:** none.

New Spells

Augury

Spell Level: Cleric, 2nd Level

Range: Caster

Duration: Instantaneous

An *augury* can tell whether a particular action will bring a good or bad result in the immediate future of about half an hour. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; the roll is made secretly. A successful *augury* will get one of four results: 1) Weal (good result); 2) Woe (bad result); 3) Weal & Woe; and 4) Nothing (for actions that don't have especially good or bad results). If the spell fails, the caster gets the "nothing" result without any way to know if the *augury* was successful or not. All *auguries* cast by the same person about the same topic use the same first casting die result.

Augury is a prayer-chant that has fallen into disuse over time, but many deities will grant a cleric the ability to cast it, if asked.

Chant

Spell Level: Cleric, 3rd Level

Range: 30 ft.

Duration: concentration; maximum 5 rounds per level (see below)

As long as you chant, you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 on all attack rolls and saves, while your foes suffer a -1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a *silence* spell, or you speaking or casting another spell, ends the effect. As an exception to the general rule, the effects of this spell add to those of a *prayer* spell if cast by a cleric of the same deity and alignment during your chanting.

Divine Favor

Spell Level: Cleric, 1st Level

Range: Caster

Duration: 1 turn

Calling on the strength and wisdom of a deity, the caster gains a +1 to-hit and damage bonus. The spell is often only granted to priests of warlike gods, but many deities of all kinds are known to have granted this spell to their faithful from time to time.

Glyph of Warding

Spell Level: Cleric, 3rd level

Range: 0

Duration: Permanent until discharged or dispelled

A *glyph of warding* allows a cleric to trap or ward an area with a permanent symbol that causes damage or has other effects on anyone crossing, touching, or reading the glyph. Typically the glyph is inscribed over a doorway or other portal, although it can also be placed on a box or chest. When the symbol is broken (e.g. the door is opened, the chest is opened, the inscription is read, etc.), it discharges. Damaging glyphs typically do 1d6 points of fire, cold, or electrical damage per two levels of the caster in a 5-ft radius with a save for half-damage. Non-damaging glyphs like blindness, disease, or poison affect the first creature to break the symbol. The glyph is invisible until it briefly glows a second before discharge. The glyph may be located with *detect magic*, identified with *read magic*, and removed with *dispel magic*. The Referee may allow any harmful cleric spell effect to be used as a glyph providing the caster can cast the spell.

Magic Weapon

Spell Level: Cleric, 2nd Level; Magic-User, 3rd Level

Range: Touch

Duration: 1 turn

This spell turns a single normal weapon into the equivalent of a +1 weapon with no bonuses. The weapon for the duration is considered enchanted for purposes of hitting creatures that are immune to normal weapons.

Remove Paralysis

Spell Level: Cleric, 2nd Level

Range: Touch

Duration: Immediate

By use of this spell, the cleric can free one creature from the effect of paralyzation such as caused by ghoul touch or *hold person*.

Shield Other

Spell Level: Cleric, 2nd Level

Range: 25 ft. + 5 ft./2 levels

Duration: 2 turns

This spells wards the subject and creates a mystic connection of protection between the caster and the subject. The subject gains a -1[+1] AC bonus. Additionally, the subject takes half damage from attacks that cause hit point loss. The caster takes the other half of the damage. Forms of harm not involving hit point loss, such as charm effects, level drain, and death effects, are not affected. If the caster and subject move out of range of each other, the spells ends.

Worgs (1d2+1): HD 4; AC 6[13]; Atk bite (1d6+1); Move 18; Save 13; AL C; CL/XP 4/120; **Special:** none.

Wyvern (1d3): HD 8; AC 3[16]; Atk bite (2d8) or sting (1d6 + poison); Move 6 (fly 24); Save 8; AL N; CL/XP 10/1400; **Special:** poison sting.

Both shrines have since suffered neglect and defilement. Having been abandoned long ago, their roofs are mostly collapsed and many of the pillars are crumbled and broken. Both have been blasted by magical evil fire and their once white walls are now blackened. The standing pillars and the interior rooms of both shrines are covered with evil writings and smears of humanoid feces and blood. The small interior fonts for holy water have been chipped and broken (or left intact and foully corrupted) and the great

statues of Thyr and Muir have been defaced and broken. Any Lawful person inside or near either shrine and able to witness the depths to which they have fallen suffer a -1 penalty to all rolls. There is a 50% chance that each shrine contains **2d4 font skeletons**. These skeletons are called "font skeletons" because they were created by the Font of Bones at **Area 6** of the Entrance Level of the dungeon. They serve the will of the priests of Orcus.

Font Skeletons (1d8+4): HD 2; AC 6[13]; Atk longsword (1d8); Move 12; Save 16; AL N; CL/XP 2/30; **Special:** immune to charm and sleep, turned as zombies.

Equipment: shield, longsword.

Cleansing the Shrines: Cleaning the filth and removing the runes in either shrine takes over 100 man hours of work in addition to 100 vials of



holy water. If the characters attempt to cleanse either of the shrines before destroying the temple of Orcus on **Level 4** of the dungeon, a group of 4 acolytes of Orcus, 2 lesser priests of Orcus, a priest of Orcus and 2d10 font skeletons are dispatched to prevent the cleanup operation.

Inside the Shrine of Thyr

Inside the shrine of Thyr the statue of the seated Thyr the Lawgiver has been beheaded. The head is nowhere to be found. The rod of kingship he once held in his right hand is destroyed and the chalice of peace once held in his left hand is now a broken and unrecognizable lump of stone. The statue of Thyr covers stairs down to secret rooms below. Barely discernible on the base of the great statue amid the evil runes and filth is a line of runes written in Celestial. On the base of the statue of Thyr are inscribed the words: "As you obey the commands of Thyr so does this figure obey your **COMMAND**." If a Lawful cleric casts *command* and commands the statue to "approach" or "flee," or even a non-standard command such as "open," or "move," the statue of Thyr shifts, revealing the stairs to the secret rooms below.

Trap: A *glyph of warding* has been placed in the shrine of Thyr located at the base of the statue of Thyr. The *glyph* is triggered by any Lawful aligned character touching or reading the inscription in the Celestial Language, above.

Glyph of Warding (fire): Cast at 6th level, delivers 3d6 points of exploding fire damage in a 5 ft. radius (save for half).

Beneath the Shrine of Thyr

The main room (**A**) is a central study chamber, with chairs, tables and

bookstands. Among the books are several journals and lesser holy tracts valuable to priests of Thyr or to historians (100 gp value).

The Secret Doors: The secret doors in the central study chamber are easy to locate (secret door check -2). Each door bears writing in the Celestial Language. The door to **Room B** reads: "Passage comes with the blessing of Thyr." The door to **Room C** reads: "Intone praises to Thyr, brother, and you may enter." The door to **Room D** reads: "Devout prayer is the pathway to knowledge." The doors can be opened by any Lawful-aligned cleric casting *bless*, *chant* (a new spell, see the sidebar) and *prayer* respectively on the doors to **Rooms B, C and D**. The doors open freely from the inside allowing passage back out to **Room A**.

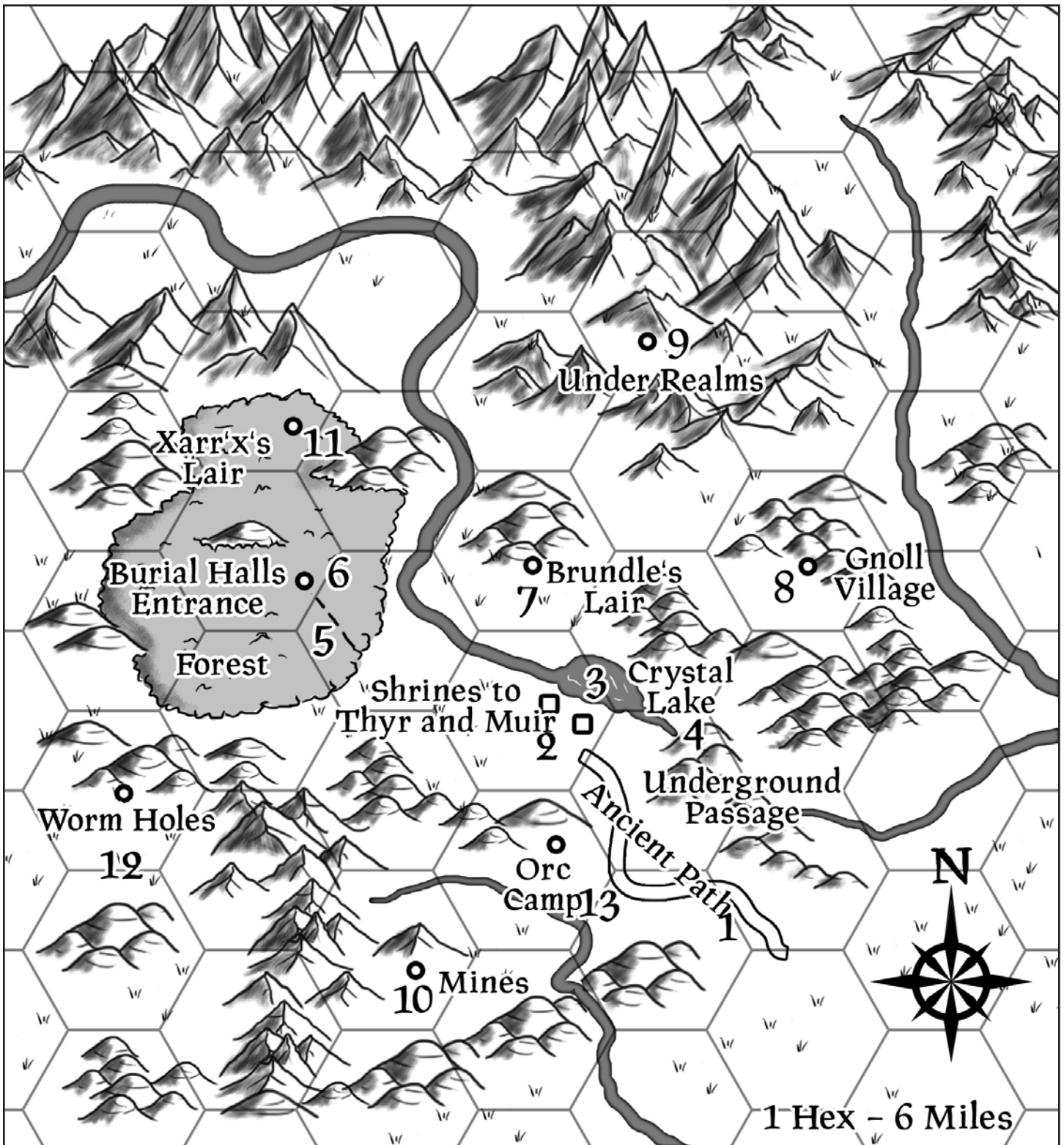
The Secret Rooms (B-D): Each secret room contains several cots as well as tables and chairs used long ago by the priests of the shrine for study and contemplation. Each secret room also contains several small chests with vestments and various minor religious items. In addition to these standard features, each secret room contains a number of unique items.

Room B contains 3 cleric scrolls, each containing 5 cleric spells: *cure light wounds* (x2), *bless*, *chant* and *prayer*. The room also contains 20 vials of holy water.

Room C contains a large cache of 11 cleric scrolls, each containing one spell: *bless* (x3), *cure light wounds* (x3), *protection from evil* (x3) and *prayer* (x2). The room also contains 5 *potions of healing*.

Room D contains greater holy texts, worth 500 gp to priests of Thyr or historians. It also contains a cache of 14 cleric scrolls, each containing one spell: *divine favor* (x2), *magic weapon* (x2), *shield other* (x2), *augury* (x2), *cure serious wounds* (x2), *remove paralysis* (x2) and *dispel magic* (x2). In addition, in an unlocked chest, is a +1 *light mace*. The priests left these items behind when they sealed the shrines long ago in the event that they may one day be needed. Lawful characters may use these items in

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need but should not be allowed to greedily take all of them.

Inside the Shrine of Muir

Inside the shrine of Muir the statue of the Lady of Paladins has been beheaded. The head lies on its side next to the base of the statue. It has been chipped away so that its features are unrecognizable and is covered with evil runes. The blade of her upraised sword has been broken off at the hilt. The shield of truth she bears has been defaced with a symbol of Orcus.

The statue of Muir, as with the statue of Thyr, covers stairs down

to secret rooms below. On the base of the statue of Muir are inscribed the following words in the Celestial Language: "*Speak, O warrior stouthearted and true, the triune virtues of our Valorous Lady.*" If a Lawful character speaks the words "Truth, Honor and Courage," which are the tenets of Muir, the statue of Muir shifts, revealing the stairs to the secret rooms below. Characters ordinarily will not know the tenets of Muir unless they have previously acquired that knowledge in Bard's Gate through roleplaying or unless one of the characters is a paladin of Muir or cleric of Thyr or Muir.

Trap: A total of three *glyphs of warding* are located in the shrine of

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Muir (one on the decapitated head of the statue, one on the front of the statue's shield, and one at the base of the statue). Any Lawful-aligned character touching or reading the inscription at the base of the statue or touching the statue's head or shield triggers the *glyphs*.

Glyph of Warding (fire): Cast at 6th level, delivers 3d6 points of exploding fire damage in a 5 ft. radius (save for half).

Beneath the Shrine of Muir

The main room (A) beneath the Shrine of Muir is lined with four tapestries depicting Muir with her upraised sword (as depicted in the statue in the shrine above), Muir battling demons, Karith the Paladin slaying a dragon with his holy sword and a group of questing Justicars (high paladins of Muir). These tapestries are very valuable (value of 500 gp each), though it would be sacrilege for any paladin or Lawful-aligned cleric to disturb them.

The Secret Doors: As with the rooms beneath the shrine of Thyr, the secret doors in the central chamber are easy to locate (secret door check at -2). Each door bears an inscription in Celestial. The door to **Room B** reads: *"Invoke the divine favor of our goddess and speak the name of the virtue that is her shield."* The door to **Room C** reads: *"Call upon the power of our goddess to make your weapon as hers and speak the name of the virtue that is her sword."* The door to **Room D** reads: *"Pray to our goddess that through your self-sacrifice you may protect others and speak the name of the virtue that is her armor."* The doors can be opened by any Lawful character that casts the proper spell and speaks the proper word. The door to **B** requires the opener to cast divine favor and speak the word "Truth." The door to **C** requires the opener to cast magic weapon on his weapon and speak the word "Courage." The door to **D** requires the opener to cast shield other and speak the word "Honor."

The Secret Rooms (B-D): **Room B** contains numerous cots, as if the room once housed many warriors. Also in the room, neatly stacked, are 12 spears, 12 short swords in scabbards and 12 small shields.

Room C similarly includes a large number of cots as well as 12 longwords in scabbards, 12 shields and 12 suits of leather armor.

Room D contains only a few cots. It also contains four suits of chain mail, four shields, four full helms, four surcoats bearing the device of Muir (the red upturned sword), and, set aside on their own, laid over a large trunk, a +1 *longsword* and a suit of +1 *chain mail*. Inside the unlocked trunk are 2 cleric scrolls, each containing 5 cleric spells: *cure light wounds* (x2), *bless*, *chant* and *prayer*.

Any lawful character touching the magic sword or armor is visited by an apparition of the great paladin

Karith, who commands the character to don the armor and take up the sword in the name of Muir and recover the stone and chalice on the 2nd level of the dungeon (**Level 2, Area 2C**) and return them to the main Temple of Muir in Bard's Gate. Any non-Lawful aligned character wearing the magic chain mail is treated as if wearing -2 *chain mail*. In the hands of any non-Lawful aligned character, the magic sword is treated as a -2 *longsword*.

3. The "Crystal Lake"

Once a lake of crystalline clarity, the lake is now fouled with the excrement from the breeding pits of the Temple of the Frog in the caverns below the burial halls. Muck rings the lake and reeds clog its shores. Anyone spending time on the shore of the lake amidst the reeds has a 1-5 on 1d20 chance of encountering 1d6 **giant frogs (medium)**—insignificant tadpoles that escaped from the breeding pits and now make their home in the lake. In the depths of the lake (inaccessible without magical means) is an underwater passage that leads to the pools in the breeding pits of the Temple of the Frog at **Area 4** of **Level 5** of the dungeon (See that area for more details).

Giant Frogs (medium) (1d6): HD 2; AC 7[12]; **Atk** tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** leap (150 ft.).

4. Underground River Passage

The crystal lake at **Area 3** flows into a smaller river that eventually runs into a narrow canyon channel and

falls through a crevasse into an underground passage. It emerges from a cave opening to the southwest. Running the entire distance of the underground river channel, next to and slightly above the water level, are a set of ancient stone stairs carved from the surrounding rock. They are extremely slick and require a save every hour they are traveled. Those failing the save fall into the underground river and may drown. This treacherous path is another way to access the Valley of the Shrines. It is also rumored that along this path is a secret door leading to more tombs.

5. Path to the Burial Halls

As the characters near the edge of the woods on the west side of the valley, they may detect that there is a break in the uniform wall of trees (secret door check). This break is the beginning of the path to the entrance to the Burial Halls. It is flanked by two stone monoliths, similar to the ones flanking the ancient path at **Area 1**. The path and the twin obelisks, however, are overgrown and covered by trees and shrubs. The characters may also find the path by skirting the edge of the wood. If they do so, allow them to retry the check with a +2 bonus. Once the path is detected, it is strangely clear and easy to follow. It leads to **Area 6**. As the characters travel the path, check for an encounter every hour. On a 1-8 on 1d20 the characters encounter 2d4 **giant spiders (4 ft. diameter)**. This check is made in addition to any normal wandering monster checks since the forest is filled with the evil vermin.

Giant Spiders (4 ft. diameter) (2d4): HD 2+2; **AC** 6[13]; **Atk** bite (1d6 + poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison (+1 save), 5 in 6 chance to surprise prey.



6. Entrance to the Burial Halls and the Stoneheart Mountain Dungeon

The path ends in a small clearing surrounding an indentation into the side of the mountain. Set in that indentation is the entrance to the Burial Halls. Refer to the **Entrance Level, Area 1**, for more details.

7. Lair of Brundle the One-Eyed Troll

In a small cave a few miles east of the entrance to the Burial Halls is the lair of **Brundle the one-eyed troll**. His lair contains the hides of several bears and deer and a number of human and elven skulls. At the far end of the lair is a medium chest that is neither locked nor trapped. It contains 583 gp, 1,248 sp, four 100 gp gems, a golden chalice worth 50 gp, which was once a holy artifact from the temple of Thyr that Brundle got from killing a chaotic Priest of Orcus, a *potion of extra-healing*, a *necklace of firebaubles* and a +2 *dagger*.

Brundle the One-Eyed Troll: HD 6+3; HP 39; AC 4[15]; Atk 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Tactics: Brundle was brash in his younger years, before an eager paladin with a flaming sword slashed his left eye, earning him his name. Rending that one was very enjoyable. Now he older and wiser and he prefers to ambush his victims, attacking from concealment with hit-and-run tactics. He has learned the danger of fire and is overly wary of it, retreating if he sees his victims produce fire or acid.

8. Gnoll Village

At this location is an aboveground village of gnolls containing **100–200 male gnolls**, in addition to females and young. There are additionally **10 lieutenant gnolls** (3HD) and **1 chieftain gnoll** (5HD). These forces will one day be brought to bear against Bard's Gate. Characters should be able to avoid these settlements, at worst encountering a small patrol of **2d4 gnolls**.

Gnolls (2d4): HD 2; AC 5[14]; Atk bite (2d4) or pole arm (1d8+1); **Move** 9; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none.

9. Entrance to the Under Realms

This dark cave leads steadily downward. It has no major side chambers or other passages. Hundreds and hundreds of feet below it joins up with a major passage of the Under Realms. The only significant feature of the downward path occurs when the passage intersects an underground river. The passage opens into a larger cavern at that point. The river plummets 100 feet below from an opening in the wall of the cavern. A stone stairway, slippery from the spray of the falls, parallels the waterfall and descends to the cave floor below where the downward passage continues. The cave has several side passages and chambers and is possibly the lair of a powerful monster.

10. Abandoned Mines

These caves, once worked by miners from Bard's Gate, are now the home of **Calthraxus the black dragon**. Calthraxus is beginning to call to his lair other evil creatures to reside there with him. He has allowed **three trolls** and a group of **45 black orcs** to take up residence in the upper levels. Calthraxus' hoard is small, as he has eaten most of the gems.

Calthraxus, Old Black Dragon: HD 8; HP 40; AC 2[17]; Atk 2 claws (1d4), bite (3d6); **Move** 9 (fly 24); **Save** 8; **AL** C; **CL/XP** 12/2000; **Special:** spits acid.

Trolls (3): HD 6+3; HP 39, 44, 41; AC 4[15]; Atk 2 claws (1d4), bite (1d8); **Move** 12; **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** regenerate 3hp/round.

Black Orcs (45): HD 2; AC 5[14]; Atk two-handed sword (1d10); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. See *The Tome of Horrors Complete* for more details.

11. The Syanngg's Lair

Here, in a deep, twisting cave, **Xarrx the syanngg** makes his lair. He is not as intelligent as most syannngs, but he has little problem surviving due to his formidable eye rays. In recent weeks, the priests of Orcus have sent a delegation to speak with him in an attempt to form an alliance.

Xarrx the Syanngg: HD 8+20; HP 60; AC 2[17]; Atk up to 6 bites (1d4); **Move** 6; **Save** 7; **AL** C; **CL/XP** 14/2600; **Special:** charm, dispel magic, lightning bolt, magic resistance (25%), paralysis, petrify, slow. See the **Appendix** for more details.

Treasure: In his lair, Xarrx has 3,112 gp, 4,672 sp, 6 potions (*extra-healing* x2, *fire resistance*, *flying*, *invisibility*, and *poison*), a *wand of magic missiles* (10 charges), a +2 *dancing longsword*, and a *helm of reading magic and languages*, in addition to a large amount of mundane weapons and armor, from his various victims.

12. Worm Holes

These massive sinkholes dot the landscape in a haphazard fashion. The truth of the geologic anomalies is that they are the air-holes for a swarm of purple worms that have travelled through the Stonehearts for a number of years. The tunnels are quite smoothly burrowed; however they are increasingly unstable after many years. There is a 1–2 chance on 1d20 that a tunnel will collapse while it is being investigated. Should there be a cave-in, characters take 4d6 points of damage from falling debris, and must make a saving throw at +2 or be buried. Buried characters can be unearthed by companions after 1d6 x 10 minutes.

Rivulets of water cascade down the steeper tunnels, sometime creating underground waterfalls and sizable ponds. Various Under Realm inhabitants investigate these "skylights", as they are quite rare to the underground denizens.

The holes are extensive; an entire campaign could be run using nothing but these enormous tunnels. It is possible (Referee discretion) that these tunnels may reach all the way east to the vast underground of the Cyclopean Depths (see the *Cyclopean Depths* from *Frog God Games*), but none have explored them that extensively.

There is a 1–3 chance on 1d10 that while spelunking in any worm hole, explorers run afoul of a **purple worm** meandering through the tunnels. The worm attacks on sight.

Purple Worm: HD 15; HP 80; AC 6[13]; Atk bite (2d12), sting (1d8 + poison); **Move** 9; **Save** 3; **AL** N; **CL/XP** 17/3500; **Special:** poison sting, swallow whole.

13. Orc Camp

This small encampment of black orcs is a forward position for Calthraxus (**Area 10**) and his intent to fortify his position against the gnolls to the northeast (**Area 8**). The orcs are not hostile, and are simply a sentry position, watching the Ancient Path and making forays to the Crystal Lake (**Area 3**) under cover of night, to judge how far the gnolls are roaming. If the orcs are attacked, they use a fighting withdrawal tactic to avoid casualties as best they can.

Black Orcs (12): HD 2; AC 5[14]; Atk two-handed sword (1d10); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** none. See *The Tome of Horrors Complete* for more details.

Entrance Level: The Burial Halls

This main level is the uppermost level of the ancient burial halls of Thyr and Muir. It contains the minor crypts and the old worship rooms once used by visiting clerics to pay respects to the dead. It was also once used as a viewing area for final rites on bodies being interred in the lower catacombs. The most significant feature on this level was the Font of the Ancients—a fountain of holy water. With the coming of the priests of Orcus this level has been defiled. They recently finished placing an exceedingly powerful rune on the fountain at Area 6, converting it into a horrible cursed item of chaos—the Font of Bones—a fountain that can create an army of skeletons. Skeletons created from this evil fountain are more powerful than normal and are called Font Skeletons (See Area 6). The priests of Tsathogga rarely venture this close to the surface and are unaware of the activities of the priests of Orcus on this level.

I. Entrance

The entrance to the burial halls is flanked by what were once two white marble monoliths worked with silver inlaid glyphs and holy symbols of Thyr and Muir. Those monoliths still stand but have been desecrated and blackened by fire. The top has been knocked off each of the monoliths, and the inlaid symbols have been rudely chipped away. The entranceway itself was once made of white marble and covered with symbols of Thyr and Muir. It, too, has been defiled and now bears evil symbols written in charcoal or blood. The archway opens to a small room beyond with a hallway leading north.

The runes and symbols appear to have been placed recently. The evil symbols on the archway are linked to the demon prince Orcus. They are



Entrance Level

Difficulty Level: 2 for most of the level, 4 at the Font of Bones and 12 at **Area 10**.

Entrances: Main entrance only.

Exits: A poorly hidden secret door hides a passage to **Level 1**. A magically guarded secret door in the rear of the level leads to the evil temple on **Level 4**. Rat tunnels also lead to **Level 1**.

Wandering Monsters: There are few wandering monsters on this level. Roll a wandering monster check on 1d20 once per hour (–1 to the roll if it is night outside):

ROLL 1D20	RESULT
1	1d3 ghouls
2	3d6 giant rats
3	1d6+1 font skeletons
4	3 acolytes of Orcus, 50% chance accompanied by 2d4 font skeletons
5–20	No encounter

Detections: Characters checking for magic or evil should be given the following information. They detect evil to the north of the entrance centered on the Font of Bones at **Area 6**. Past the Font of Bones, general evil can be detected with faint good toward **8A** and extreme evil to the north at **Areas 9A** and **10**. Strong magic emanates from the Font of Bones and can be detected easily 60 feet away.

Continuous Effects: Due to the Chaotic symbols of desecration, the entire level is imbued with strong negative energy so that there is penalty of –3 on all undead turning checks. *Unhallow* is centered on the Font of Bones at **Area 6**.

Standard Features: All of the rooms on this level are made of worked stone of extraordinary craftsmanship, recently marred by the priests of Orcus in their attempt to control this level. The walls of this level were once carved with the sacred eagle and lion of Thyr and the falcon of Muir, as well as their respective holy symbols. Those have all been marred or desecrated in some way. The beautifully worked white marble has also been desecrated or marred. The whole level is covered with foul runes and symbols of Orcus. Each room contains numerous symbols of chaos associated with the demon prince Orcus and drawn in a paste of what appears to be charcoal and blood.

part of the plan by the priests to control the entrance to the dungeon for use in later assaults on Bard's Gate and the surrounding wilderness. Invisible among the evil symbols is a **trap**.

Trap: One of the symbols is a *glyph of warding*. The *glyph* is traced on the front side of the capstone of the archway and is triggered by any Lawful character passing beneath. In addition, triggering the *glyph* causes the Font of Bones at **Room 6** to generate 4 **font skeletons** and dispatch them to this area (see **Room 6**).

Glyph of Warding (fire): Cast at 6th level, delivers 3d6 points of exploding fire damage in a 5 ft. radius (save for half).

Font Skeletons (4): HD 2; HP 12, 10, 8, 15; AC 7[12]; Atk longsword (1d8); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

Ghouls (1d3): HD 2; HP 10, 6, 8; AC 6[13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; **Special:** immunities, paralyzing touch.

Giant Rats (3d6): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 1 is diseased.

Font Skeletons (1d6+1): HD 2; AC 7[12]; Atk longsword (1d8); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

Acolytes of Orcus (Clr2) (3): HP 12, 9, 8; AC 5[16]; Atk touch or mace (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Modification: If Lawful-aligned characters make a successful foray into the dungeon against the priests of Orcus (or if your party is of 5th or higher level), the priests of Orcus replace any discharged *glyphs* with *glyphs* that trigger *bestow curse* (–4 to attacks and saves permanently until removed).

Bestow Curse

Spell Level: Cleric, 3rd Level

Range: Touch

Duration: Permanent

The caster places a curse on the touched target. The caster has the choice of the following: 1) Reduce one ability score to 3 chosen randomly; 2) –4 to attack and saving throws; 3) During combat, every round, the target has 50% to act normally; otherwise does nothing. With Referee permission, other curses may be invented that are no more powerful than above. The curse bestowed by this spell cannot be dispelled but must be removed by a *remove curse*, *limited wish*, or *wish* spell.

Unhallow

Spell Level: Cleric, 5th Level

Range: Touch

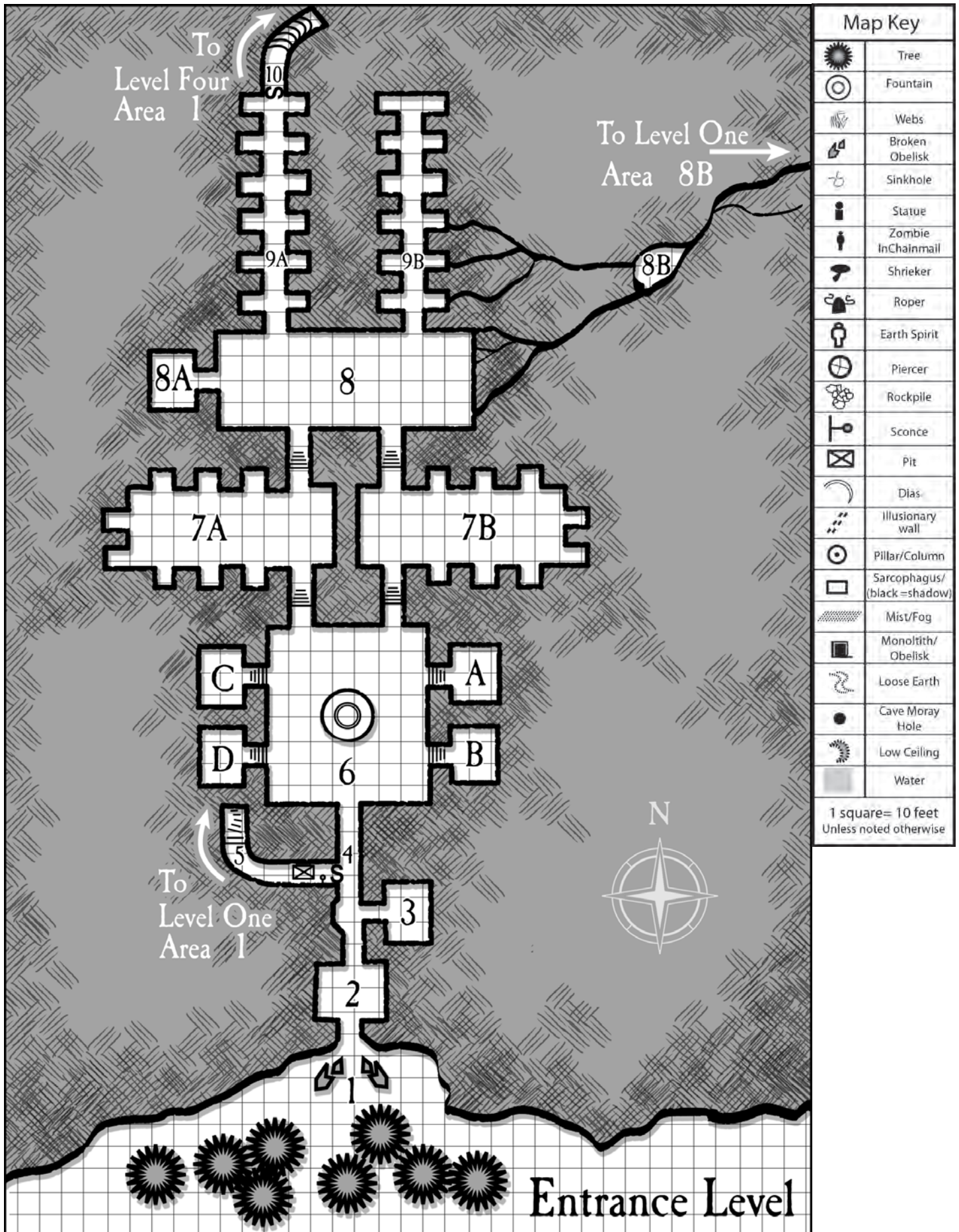
Duration: Permanent until dispelled.

This spells makes area in a 10 feet/level radius emanating from the touched point an unholy site. The site is guarded by a permanent protection from good and undead turning check have a penalty of –4.

2. Entrance Room

This room must have once been an antechamber to the burial halls. A pair of strange stone protrusions, which in ages past must have been basins for holy water, flank the inside of the archway. They are smashed and desecrated. Tattered shreds of ancient tapestries depicting Thyr and Muir hang on the walls. More filth and foul symbols of evil cover the walls. None are magical.

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3. Priest's Room

Yet another defiled room, this chamber was once the room of the priest overseeing the burial halls, who would greet those entering the halls. His simple cot and plain table have long been destroyed. Nothing remains here but filth and vile runes of chaos. The ancient book kept by the priest, bearing the names of all who visited the halls, was taken and burned long ago.

4. Secret Door

The secret door itself is rather easy to find (secret door check –1) because of its obvious seam, though the mechanism to open it is not. The opening mechanism is a small stone to the right of the door on the west wall that presses in and opens the door. Several of the runes on the surface of the door appear to overlap the outline of the secret door. The opening the secret door will violate the integrity of the symbols. Two of the symbols are **magical traps**.

Trap: The first of the two magical sigils is a *fire trap*, which, if disturbed, explodes for 1d4+8 hp in a 5-foot radius of the secret door. Disturbing the second sigil, which is highly unusual in appearance, causes the Font of Bones in **Room 6** to create **8 font skeletons** and send them toward the door (see **Room 6**). Both symbols can be removed with *dispel magic*. Physically, disturbing either rune (such as by opening the secret door) triggers them. The summoning rune is a strange and alien rune taught to the priests of Orcus by the rune-mage Balcoth on **Level 2A**.

Font Skeletons (8): HD 2; HP 12, 10, 13, 9, 14, 11, 6, 8; AC 6[13]; Atk longsword (1d8); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

5. Trap and Stairs Down

Beyond the secret door is a passage that curves to the north. On the south wall, just inside the door, is a small metal lever. The lever sits in a slot carved in the stone wall and is in the “up” position. The lever controls the locking mechanism for the **trap**.

Trap: In the “up” position, the lock is disabled and the pit opens when 50 or more pounds of weight are applied to its cover. A person falling into the pit falls 30 feet and takes 3d6 points of damage. The cover of the pit resets itself after two rounds, trapping anyone inside of the pit until it is opened again. In the “down” position, the lock is engaged and the pit may be crossed safely. In any case, moving the lever causes a metallic grinding noise. Beyond the pit are stairs down to **Level 1**.

6. Main Burial Hall — “The Font of Bones”

This great hall contains over twenty stone sarcophagi and was once the main burial room. The holy symbols within the room have been desecrated and defiled. In the center of the room is something that is an abomination to behold: a fountain of what once was white marble, now stained crimson, filled with blood and bones. A glowing red rune, radiating pure Chaos, has been rudely carved into the once-pure fountain base. Gouts of blood bubble a spurt grotesquely from the top of the fountain, splattering the floor around the font with red ichor. The pall of evil hangs heavy here.

The sarcophagi are now all empty; their contents pillaged and piled in the Font of Bones. The entire room radiates *unhallow*. The presence of any Lawful-aligned character in the room cause **4 font skeletons** to animate every other round within the font and move out to attack. There

Fire Trap

Spell Level: Magic-User, 4th Level

Range: Touch

Duration: Permanent until discharged

This spell creates a fiery explosion when an intruder opens the item that the trap protects. Any object that can open or closed can be warded. A point is selected on the object as the spell's center. When the intruder opens the object, a fiery explosion fills area within a 5-ft. radius around the spell's center. The flames deal 1d4 + 1 hp/level. The item protected by the trap is not harmed by the explosion. The caster can use the *fire-trapped* object without discharge. Others can use the item if a password is set at the time of casting.

This spell is somewhat rare; in many places there is a death penalty (or severe imprisonment) for casting it, or even having it written in a spell book.

is no limit to the number of skeletons that may be generated this way; the skeletons continue to animate as long as any Lawful-aligned character remains in the room. After 10 rounds, the Font begins to produce skeletons every round. If any Lawful-aligned characters remain in the room after 20 rounds, the Font pauses for 1 round, then *summons 1 vrolock demon* to the room, in addition to producing 2 skeletons. This continues every round a Lawful-aligned character remains in the main burial hall. The Font stops producing creatures as soon as no Lawful-aligned characters are in the room, restarting the cycle from where it left off should they re-enter. After 24 hours of no Lawful-aligned characters in the room, the Font resets to begin the cycle anew. The glowing rune on the font is a *rune of undeath*, learned by the priests of Orcus from Balcoth, the undead rune mage on **Level 2A**. It cannot be removed unless the font is restored, as described below.

The Font of Bones: In the center of the room is the major feature of the room: a large fountain like holy water font with a wide basin collecting the spilling water, similar to the fountains set in the plaza of a great city. Once a source of Law, known as the Font of the Ancients, it is now filled with blood and piled deep with the desecrated bones of the faithful. This horrible Chaos-artifact was created by the priests of Orcus in mockery of the reverence of the followers of Thyr and Muir for their buried ancestors. A month-long ritual created it, and its power is tied to the evil temple of Orcus on **Level 4**. If that temple is destroyed, the priests of Thyr and Muir

Font of Bones Skeletons

Hit Dice: 2

Armor Class: 6 [13]

Attacks: longsword (1d8)

Saving Throw: 16

Special: immune to sleep and charm, turned as zombies

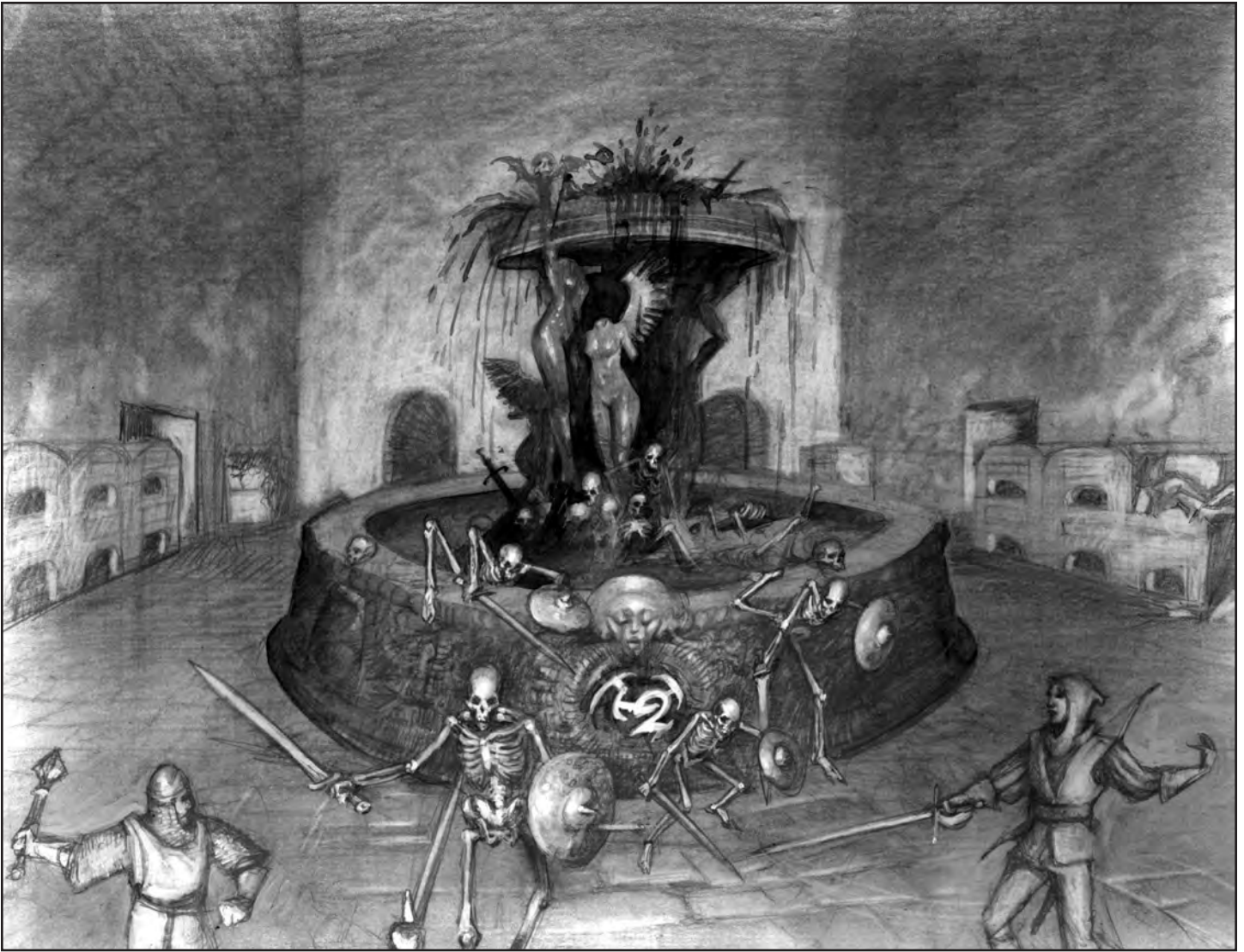
Move: 12

Alignment: Chaos

Number Encountered: Varies

Challenge Level: 2/30

Font of Bones skeletons are created by the Font of Bones, a corrupted artifact of great power, in the burial halls of Thyr and Muir. These skeletons are covered in red stains from the blood within the font from which they are spawned. Their eyes glow with a fiendish light. They normally wield longswords and use shields, as these are the weapons of the goddess of paladins and these skeletons exist as mockeries of the followers of that deity.



from Bard's Gate can cleanse the font to restore its former Lawful power of providing unlimited holy water. Strong necromantic magic emanates from the Font of Bones and can be detected easily 60 feet away.

Font Skeletons (4): HD 2; HP 11, 14, 8, 12; AC 6[13]; Atk longsword (1d8); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** immune to sleep and charm, turned as zombies. **Equipment:** shield, longsword.

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

Notes: When resolving turn checks against font skeletons, remember that they turn as zombies and clerics have -7 on their turn check due to the Chaotic symbols of desecration and the unhallow effect. Attacks against the font skeletons are made at -1 and saving throws by the font skeletons are at +1 due to the continuous *unhallow* effect radiating from the font.

6A-D. Side Rooms

Each of these rooms up small stairs from the main room contains slightly more elaborate sarcophagi. Each is empty. Presence of Lawful-aligned characters in these rooms triggers the creation of 4 font skeletons every other round.

Font Skeletons (4): HD 2; HP 12, 10, 8, 15; AC 6[13]; Atk longsword (1d8); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** immune to sleep and charm, turned as zombies. **Equipment:** shield, longsword.

7A-B. Greater Crypts

These recessed crypts were once the burial place of more important clerics of Thyr and Muir. They, too, are empty, their bones now corrupted and piled in the font at Area 6.

8. Lesser Crypts

This room is filled with smaller stone coffins. All are empty. 3d6 giant rats are present. There are large rat tunnels in the east wall, though no opening is more than 2 feet high. A halfling character could crouch or travel normally on hands and knees; however, all other characters could scurry though on their belly or hands and knees with difficulty.

Giant Rats (3d6): HD 1d4hp; HP 2; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** none are diseased.

8A. Priests' Tombs

This small side room holds four sarcophagi of ancient priests of Thyr. The room is under *protection from evil* due to the enchanted stone

sarcophagi and has not defiled. The aura of good is quickly apparent to any Lawful-aligned creatures that enter, in stark contrast to the rest of the level. No monsters enter this room, including font skeletons. Font skeletons are not generated while the characters are in this room. The remains of the priests are intact. Creatures of Lawful alignment may not disturb them without suffering alignment conflict. Characters may rest here without fear.

8B. Rat's Nest

There are **3d6+6 giant rats** here. Also in the nest, amidst a large pile of heavily soiled cloth and leather items, are 128 gp, 387 sp and 1,091 cp, as well as six gems of 25 gp value. There are also four daggers. Also, there is a *ring of protection +1*. Beyond the nest continuing to the east are more rat tunnels, which eventually connect with the rat tunnels at **Area 6** or **Area 8B** of **Level 1**.

Giant Rats (3d6+6): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 2 are diseased.

9A-B. Hallway of Lesser Crypts

These two passages are lined on either side with inset crypts, all of which are empty—their contents having been added to the Font of Bones. At the end of passage **9A**, a glowing red, pulsing light can be seen. If the characters head toward it, proceed to **Area 10**. Passage **9B** includes giant rat tunnels that link up with **8B** and eventually lead to **Area 6** of **Level 1**. There is a 50% chance that there are **2d6 giant rats** in **9B**.

Giant Rats (2d6): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 2 are diseased.

10. Symbol and Secret Door

As characters approach within 30 feet of the end of the hall, they observe the source of the red pulsing glow: a large red rune inscribed on the end of the hallway. They cannot quite make out the details of the rune at this distance. If any Lawful-aligned characters approach any closer and look at the rune other than through a mirror, they trigger the **trap**. The rune covers a secret door.

Referee Note: This is an extraordinarily dangerous trap. Give the players the benefit of the doubt on any reasonable precautions they take against a trap, here.

Trap: The rune at the end of the hallway is a *symbol of persuasion* (see sidebar), which glows with a red pulsing glow. The symbol is triggered by any Lawful-aligned character coming within 10 feet of the symbol, or by anyone touching or reading the symbol. Failure to save against the symbol makes the character sympathetic to the will of Orcus. Triggering the trap

Symbol (Cleric)

Spell Level: Cleric, 7th Level

Range: Referee's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A Symbol spell creates a deadly magical trap, written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. In addition to the standard Symbols in the *Swords & Wizardry Complete* rulebook, is this new version:

Symbol of Persuasion: all creatures within 30 feet must make a saving throw or change alignment to Chaotic for 1d20 x 10 minutes and act as if under *charm person*.

(or calling out the name Urrilighishool) also gates in the guardian of the door, **Urrilighishool the Gatekeeper** (a hezrou demon). This symbol was placed by a high priest of Orcus from Rappan Athuk who helped establish the temple on **Level 4**.

Urrilighishool the Gatekeeper, Hezrou Demon: HD 9; HP 52; AC -2[21]; Atk 2 claws (1d3), bite (4d4); Move 6 (fly 12); Save 6; AL C; CL/XP 11/1700; **Special:** demonic magical powers, magic resistance (50%).

Tactics: If all persons present are Chaotic, the demon opens the secret door and admits them to the temple below. He attacks any who are not Chaotic, casting *darkness 15 ft. radius, fear* and then attacking with claws and bite. If a cleric of another deity fails his save, Urrilighishool does not slay him, but instead joins with him (and any other characters affected by the *symbol*) in destroying the remaining party members. He then leads the persuaded cleric to the temple below, where he is rewarded with the converted cleric's soul. Any cleric persuaded by the symbol and led to the temple is offered three levels of experience and several magic items if he converts immediately to the worship of Orcus.

Secret Door: The passage ends in a wall that is in fact a secret door. The door is covered with a powerful limiting magic and may be opened only by the demon, Urrilighishool the Gatekeeper. If Urrilighishool is slain, the door may be opened normally. This door was added by the evil priests of Orcus and hides a passage down to the evil temple on **Level 4**.

This level was once the exclusive home of Gorbash the ogre. The priests of Tsathogga never cared much about the levels near the surface and allowed him to create his lair here, though they have placed some of their lesser frog servants here to watch the passage to the lower caverns. Recently, the priests of Orcus installed Draeligor on this level in an attempt to gain control of the entrance to the dungeon as part of their future plan to use the dungeon as a base of operations for assaults on Bard's Gate. Gorbash and Draeligor have an uneasy truce. Unlike the entrance level, this level is not covered with runes of Orcus.

Level 1: The Upper Caves

1. Entrance Cave and Iron Portal

The stairs come to an end and open into a small cavern. A large iron door is set into the cave wall on the far side of the cavern. The door is covered with strange runes similar to those on the level above. The wall has sconces for torches, all empty. A small pool of dark water fills one part of the room. Characters must skirt this pool to reach the far door. The air here is still.

In the pool, hidden beneath the surface of the dark water, are **2 giant frogs (medium)**—the least of the monstrosities bred in the dark pits of the Temple of the Frog in the caverns far below. They do not molest a large party, though one may attempt to use its tongue to seize a single halfling character if that character is some distance from the main party, such as a scout or a rear guard. The pool leads to a small cave where the frogs make their lair. They have no treasure.

Giant Frogs (medium) (2): HD 2; HP 8, 14; AC 7[12]; Atk tongue (grapple) or bite (1d8); Move 3 (swim 9); Save 16; AL N; CL/XP 2/30; Special: leap (150 ft.).

Iron Door: The large iron door on the far end of the room is carved with strange runes. None of them is magical. These runes once holy symbols of Thyr and Muir that have now been covered with symbols of the cult of Orcus. The door is not trapped. Any priest of Orcus (not including Acolytes or Lesser Priests) has a key to this door. The lock is somewhat rusted, allowing for an easier than usual chance to break in the door. Doing so prevents the door from being locked in the future.

Font Skeletons (1d3): HD 2; HP 11, 6, 9; AC 6[13]; Atk longsword (1d8); Move 12; Save 16; AL C; CL/XP 2/30; Special: immune to sleep and charm, turned as zombies. Equipment: shield, longsword.

Giant Rats (3d4): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 1d2 are diseased.

Stirges (1d6): HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus.

Bats (10d6): HD 1–2hp; AC 8[11]; Atk bite (1); Move 1 (fly 24); Save 18; AL N; CL/XP A/5; Special: sonar flight in total darkness, swarm.

Shadow: HD 2+2; HP 13; AC 7[12]; Atk touch (1d4 + strength drain); Move 12; Save 16; AL C; CL/XP 4/120; Special: drain 1 point Strength with hit, hit only by magic weapons.

2. Sinkhole Above

The floor and walls of these areas are covered with bat guano. Faint rays of light hit the floor, as the sinkhole allows access to the surface. The bats and stirges in the cave complex use these holes as a means of entry and exit. There is a chance of an encounter here aside from any wandering monster encounters. Roll 1d20 any time the characters enter these areas: 1–2 a **swarm of bats**; 3–4 **2d4 stirges**, 5–20 no encounter.

Bats (10d6): HD 1–2hp; AC 8[11]; Atk bite (1); Move 1 (fly

Level 1: The Upper Caves

Difficulty Level: 2–3.

Entrances: The cave access (**Area 1**), the three sinkholes from the surface (**Area 2**).

Exits: Cave hole to **Level 2**, Stairs to **Levels 3, 4** and **5**. No water passages.

Wandering Monsters: Once past the door at **Area 1**, roll a wandering monster check on 1d20 once per 30 minutes or after the party makes any significant noise. Subtract 1 from the check if the party is in or to the east of the singing corridor.

ROLL 1D20	RESULT
1	1d3 font skeletons
2	3d4 giant rats
3	1d6 stirges
4	Gorbash the ogre: See Area 15 . If he is encountered, play him intelligently. He would most probably lead the party to Area 11 , and then to his rock pile setup. Note that Gorbash does not normally go into Room 17 or beyond or Room 9 or beyond.
5	10d6 bats
6	Screaming Gust of Wind: Torches go out 50% of the time, lanterns 20% of the time. Papers are disrupted, communication is difficult and spell casting is impossible.
7	1 shadow
8–20	No encounter

Standard Features: In the carved areas and the areas where the worshipers of Thyr and Muir were buried (including caverns), the walls have been worked with lions, eagles and falcons as well as holy symbols of Thyr and Muir, though the latter have been marred or destroyed. The craftsmanship is exquisite.

Light: This level is dimly lit from sinkholes or other cracks to the surface.

24); Save 18; AL N; CL/XP A/5; Special: sonar flight in total darkness, swarm.

Stirges (1d6): HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus.

3. The Large Cavern

The tight passage opens into a much larger cavern. Passages lead off in several directions. The far southwestern side of the cavern apparently ends in a ledge, leading to darkness. Immediately to the right is a 10-foot depression containing loose earth, blocking access to a passage beyond. Strangely, the cavern lacks stalactites and stalagmites.

Though large, the main cavern is empty. Its ceiling is some 30 feet

soft earth and bones in the floor of the depression, they locate 27 gp, a +1 *throwing axe*, a dagger, a mace and five large pieces of malachite worth 25 gp each.

5. Dead End

Stairs descend 20 feet to a dead-end passage. There is a 1-3 on 1d20 chance that **2d6 giant rats** are here.

Giant Rats (2d6): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** none are diseased.

6. The Fungus Cavern

The walls of this cavern, due to dampness and air from the sinkhole, are covered with a barely luminescent green moss. Several (3d6) mushrooms of abnormal size also are in this room, but they are not magical. There is a 1–3 on 1d20 chance that **2d4 giant rats** are here feasting on the fungus and mushrooms. Several of the rat tunnels lead to the **Entrance Level, Areas 8B and 9B**.

THE LOST LANDS: STONEHEART VALLEY

Giant Rats (2d4): HD 1d4hp; AC 7[12]; Atk bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none are diseased.

of rotted clothing, straw and fungus.

Giant Rats (28): HD 1d4hp; AC 7[12]; Atk bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 4 are diseased.

Treasure: Several shiny pieces of metal are in the nest, and one is a *ring of fire resistance*. There are also a couple of daggers, both of which are nonmagical, as well as several nonmagical rings of both silver and gold (six valued at 5 gp each and three valued at 10 gp each), and a small jade statuette of a serpent worth 20 gp.

8B. The Hidden Nest

Reaching this nest requires the characters to crawl through rat tunnels; on the way they meet **12 giant rats**.

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

Treasure: The nest here is mostly made of shredded cloth, and within it are a total of 12 gp, 64 sp and 129 cp. There are also five 1 sp rings, and a +1 *longsword* in a bejeweled scabbard worth 100 gp.

9. Cavern

The passage opens up to reveal a strangely shaped cavern with a depression at the far end that leads to an obviously man-made alcove. A wooden door is set in the far manmade wall. The alcove is filled with what appear to be wooden coffins, though they have rotted and decayed.

The main cavern itself is unpopulated, as is the depression to the south, which descends 10 feet below the floor of the main cavern. The depression contains a man-made alcove filled with six rotted and destroyed coffins. They are unoccupied. However, the **shadows** from **Area 10** may be present. If so, they occupy the two sarcophagi marked on the map. The small passage to the west contains stairs down to **Level 3, Area 1**. A wooden door in the south wall leads to **Area 10**. The door is locked with a poor-quality lock and is rather old.

Old Locked Wooden Door: AC 9[10]; HP 10; **Open Door** (-1, x2); **Open Lock** +15%.

9A. Giant Rat Shadows

The shadows at **Area 10** captured a pack of giant rats that lived in the nest to the east of their room and turned them into **5 giant rat shadows**. These rather strange undead befuddle anyone familiar with the power of normal shadows, which usually create only human shadows. They have no treasure. The shadows took it all.

Giant Rat Shadows (5): HD 1+1; HP 4, 9, 7, 5, 8; AC 7[12]; Atk bite (1d4 + Strength drain); **Move** 12; **Save** 17; **AL** N; **CL/XP** 3/60; **Special:** drain 1 point of Strength with hit, hit only by magic weapons.

Tactics: These giant rat shadows swarm in their incorporeal state and attack with an incorporeal Strength-draining bite. They serve the whim of the shadows and attack until slain or commanded to retreat.

How they were created is a mystery, and the anomaly of their existence would confound sages schooled in the lore of undead.

10. The Back Room

These coffins are the normal home of **2 shadows**. They are most likely encountered at **Area 9**, however. See "**Tactics**," below.

Shadows (2): HD 2+2; HP 14, 12; AC 7[12]; Atk touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point Strength with hit, hit only by magic weapons.

7. The Burial Room

In this man-carved alcove are four rotted coffins. They all contain **skeletons**, which wield scimitars and animate when any coffin is disturbed, or if a force of law comes within 15 feet of the coffins. These skeletons all wear *amulets of protection from good*, which provide -2 penalty on turning attempts in addition to the benefits of *protection from good*.

Skeletons (4): HD 1; HP 5, 8, 4, 7; AC 7[12]; Atk scimitar (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Equipment: shield, scimitar, *amulet of protection from good*.

Treasure: In the coffins is a total of 26 gp and 134 sp.

8. The Rat Caves

These passages are all no more than 4 feet in height, and the rat tunnels themselves are from 2 to 3 feet in height.

8A. The Nest

There are a total of **28 giant rats** here of various sizes. The nest is made



Tactics: The shadows that reside here will most likely not be in their coffins. The light from the approaching party's torches disturbs them, and they move to wait for the party in the corners of the alcove in **Area 9** to come upon the party from behind. Once the characters draw near, they summon their servitor giant rat shadows that they have created from **Area 9A**. The shadows then attack with their touch attacks, draining Strength. If discovered and successfully attacked, they use their incorporeal form to pass through the walls and escape their attackers.

Treasure: **Coffin 1** contains silver jewelry amounting to 45 gp, as well as 128 gp, fourteen 25 gp gems, three potions of healing and a dagger.

Coffin 2 contains 183 sp, two silver rings valued at 2 gp each, a gold statuette of a nude woman of exquisite craftsmanship valued at 300 gp, a *potion of heroism*, a *potion of diminution* and a scroll of 2 magic-user spells (*alarm* and *ice storm*).

11. The Singing Corridor

At this corridor, due to the wind between the sinkholes, there is a great whistling, and the party is affected by a blast of wind as if **Wandering Monster Table** result #6 had been rolled. Hear Noise checks are impossible due to the loud noise masking other sounds.

12. The Pool Cavern

The dripping of the water from the stalactites into the pool can be heard echoing down the corridor before this room is entered. This room is very wet, and a thin patina of water covers the whole room. Any fast movement in the room (such as combat) requires a save or the character slips and falls. At the three "X"s are the denizens of this room: **3 piercers**. There is, however, no treasure in this room since the piercers do not care about it and the other monsters in the dungeon scavenge it off the floor. There is also a 1–4 on 1d20 chance that **1d3 giant poisonous frogs** from **Area 13** are lurking in the portion of the pool that intrudes into this room.

Piercers (1d3): HD 2; HP 10, 13, 8; AC 3[16]; **Atk** drop and pierce (2d6); **Move** 1; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** drop from ceiling.

Giant Poisonous Frogs (medium) (1d3): HD 2; HP 12, 14, 11; AC 7[12]; **Atk** tongue (grapple plus poison), bite (1d8 plus poison); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** leap (150 ft.), poison drains 1d6 Strength.

Door and Stairs: Here, a door bars passage down to **Level 4**. The large bronze door has a silver lock. The lock can be picked only at –50% after the door itself has had a *knock* or *dispel magic* cast on it. Otherwise, one needs one of the several silver keys that the priests of the temple possess to open this door.

13. Water Passage

Only a very strong swimmer could make this swim through the narrow underwater passage without magical aid, let alone without light, since the water is very dark. In the northern area of the water passage, under an inch of silt on the bottom, is a suit of +1 *plate mail*. The pool itself is occupied by **6 giant poisonous frogs**. These frogs were placed here by the priests of Tsathogga and are killing machines bred in the pits of the Temple of the Frog in the caverns below. The poisonous giant frogs viciously attack any persons swimming through the passage.

Giant Poisonous Frogs (medium) (6): HD 2; HP 12, 14, 11 x2, 13, 8; AC 7[12]; **Atk** tongue (grapple plus poison), bite (1d8 plus poison); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** leap (150 ft.), poison drains 1d6 Strength.

14. The Crystal Cavern

This room has its walls covered by highly reflective crystals of an unusual size. Any light source brought into the room causes shimmering colors and strange and blinding prismatic special effects. The crystals themselves are quite hard and not easy to break. They have little value individually, other than to be used as curios on pendants by superstitious commoners.

Alcoves: In these side alcoves north of the main room are **2 more giant poisonous frogs**.

Giant Poisonous Frogs (medium) (2): HD 2; HP 11, 9; AC 7[12]; **Atk** tongue (grapple plus poison), bite (1d8 plus poison); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 3/60; **Special:** leap (150 ft.), poison drains 1d6 Strength.

Stairs: The stairs from this room lead down to the Great Cavern and the Temple of the Frog on **Level 5**.

15. Gorbash's Lair

In this large cave, filled with skins and bones and garbage, is Gorbash the ogre. Gorbash is rather bright (unlike his brother Ambro, who resides in the dungeon of Rappan Athuk) and has consumed several parties of adventurers. Gorbash does not like undead, though he has an uneasy truce with Draeligor the wight—purchased by the magic maul given to him by the priests of Orcus on **Level 4**. For now the evil priests are content to purchase Gorbash's loyalty. He does not ordinarily travel into **Room 17** (or beyond). Nor does he go into **Areas 9** or **10**. In fact, he generally does not even travel down the corridor to **Room 16** unless he is forced to, as described below. Instead, Gorbash waits for his meals to come to him, as described under "Tactics," below. He can occasionally be caught roaming the halls of this level, hunting for giant rats, which are his favorite food (when adventurers are unavailable).

Gorbash the Ogre (Ftr2): HD 6+1; HP 40; AC 3[16]; **Atk** +1 maul (2d6+4); **Move** 9; **Save** 13; **AL** C; **CL/XP** 6/400; **Special:** +2 to hit and +3 damage bonus for Strength.

Equipment: chain mail crudely modified to fit him, a +1 maul (huge morningstar that Gorbash uses two-handed, unusable by the characters, given to him by the priests of Orcus).

Tactics: His favorite tactic is to wait by the big column that divides the entrance into his room into a north and a south passage. He has learned that torchlight means a meal is on its way. At the points on the map marked "rock piles," he has piled a small rock wall low enough for an 8-foot, 6-inch ogre to jump over easily but high enough to require smaller characters to climb (Climb Walls check). Since the rocks are an obstacle to characters, Gorbash waits and looks to see where any approaching light is coming from. This delay allows him to get a good fix on the party. He then waits for the light to start moving again—telling him that the party is past the first of the two rock walls. Gorbash then circles around the other path and comes on the party from behind—hopefully while they are between the two rock walls. If the party is few in number, he tries to sweep right through it. If the party is large, he kills the rear character (and maybe one more) and then goes back around the other way while the characters struggle with the rock walls. If combat goes against him, Gorbash tries to flee to **Areas 18** and **19**, where he calls on the aid of Draeligor. He is loath to do so, however, since such an act would establish Draeligor as the leader of this level. If summoned to Gorbash's aid, Draeligor brings four of his skeletons.

Small Cave: There is a small cave at the far east end of Gorbash's cave. The entrance to this cave is some 15 feet off the ground. It can be reached with a successful Climb Walls attempt.

Treasure: In this cave is Gorbash's treasure. It consists of five sacks, a small wooden chest and a pile of clothing, weapons and armor.

The five sacks respectively contain the following: sack 1: 2,063 sp; sack 2: 46 sp, 353 gp; sack 3: 1,067 gp; sack 4: eight 50 gp gems, three necklaces

THE LOST LANDS: STONEHEART VALLEY

(worth 10 gp each), a silver bracelet (5 gp) and a small jade statuette (25 gp); sack 5: two brass candleholders (8 gp), a fine mirror (25 gp), a silver chalice (10 gp), seventeen assorted earrings (1 gp total), five gold rings (worth 2 gp each), *ring of protection* +1, a silver holy symbol of Muir (10 gp).

The small wooden chest is locked and contains three potions: *water breathing*, *heroism* and *poison*. If the chest is smashed open, the potion containers are broken and the potions ruined.

In a pile in the rear of the cave Gorbash has collected six longswords, two maces, three short swords, eight daggers, two hand axes, a two-handed sword, a longbow made by a famous half-elf bowyer in Bard's Gate, a light crossbow, and a battle axe. In a pile he has various cloaks and other items of clothing, a suit of leather armor, three sets of chain mail, a suit of ring mail, three shields with serious damage to them and two undamaged shields. All of the armor requires some degree of repair from obvious combat damage (Referee to determine—from 5% to 50% of the value of the armor). The weapons, though, are in good condition, except for the light crossbow, which is without its string or goat's foot lever.

16. Cavern

This cavern is empty save for four half-burned-out torches lying on the floor and a broken holy water vial near the far wall.

17. Worked Cavern

This cave is empty and deathly still. The south wall has obviously been worked and has a door in the center of it that is wooden with iron bands. It is not locked, but it requires forcing, as the wood of the door has expanded due to the dampness of the dungeon. Two discarded longswords lie on the floor, one of which is heavily notched.

Stuck Iron-Banded Wooden Door: AC 7[12]; HP 25; **Open Doors** (+1).

18. Crypt

This room of carved stone contains six stone sarcophagi. Each holds a skeleton with a scimitar and shield. Once a force of law enters the room, the **6 skeletons** animate. Their proximity to the evil shrine at **Area 19** as well as their amulets give the characters a penalty of -4 on turn undead rolls.

Skeletons (6): HD 1; HP 5, 8, 4, 7, 6, 3; AC 7[12]; **Atk** scimitar (1d6); **Move** 12; **Save** 17; **AL** N; **CL/XP** 1/15; **Special:** immune to sleep and charm spells.

Equipment: shield, scimitar, *amulet of protection from good*, rubies (see **Treasure**).

Treasure: Each of the skeletons has a 15 gp ruby in each of its eye sockets (twelve in all), which glow while the creatures live their unlife. Each skeleton also wears an amulet of protection from good, which given a -2 penalty on turn undead rolls in addition to the benefits of *protection from good* while worn. When the skeletons are destroyed, the gems cease to glow. There is a 75% chance that combat in this room draws Draeligor, the denizen of **Room 19**, into this room.

19. The Shrine of Darkness

This room contains a dais of black stone carved in a demonic likeness of Orcus and spattered with blood. The room is permanently shadowed. Even strong light provides no more than flickering illumination, effectively negating normal light sources to 10 feet of illumination. In this evil room all undead give a penalty of -2 on turn undead rolls. Further, merely being in this room causes Lawful characters to make a save or suffer a -1 penalty to attack, saving throws and 1d3 temporary Strength damage from the Chaos-energy emanating from the altar.

The stone sarcophagus in this room is the resting place of the evil undead guardian of this horrible shrine of darkness—**Draeligor the wight**. Draeligor came to this dungeon with the priests of Orcus from Rappan Athuk. He was stationed here to gain control over the first level of the dungeon. He wears magical chain mail emblazoned with an obscene magical rune of Orcus that causes fear.

Draeligor the Wight: HD 3; HP 20; AC 0[19]; **Atk** claw (1 hp plus level drain); **Move** 9; **Save** 14; **AL** C; **CL/XP** 5/240; **Special:** level drain (1 level) with hit, can only be hit by magical or silver weapons.

Equipment: +1 *chain mail of fear* (6 charges per fear spell), unholy water (x6).

Tactics: Draeligor prefers to remain in his shrine unless drawn by the sound of combat in **Room 18**. He immediately uses a charge from his *chain mail of fear* and wades in to attack any persons not stricken by fear. He attacks cleric first, using his energy drain power. Even if the tide of battle turns against him, Draeligor does not flee. Death of his corporeal form is nothing compared to the torment he would suffer at the hands of Orcus for abandoning the shrine he was entrusted to guard.

Treasure: In his crypt, Draeligor has 21,476 cp, 1,612 sp, 322 gp, four small 100 gp diamonds and three golden statues of Orcus valued at 50 gp each, as well as a +1 *shield*. The shield has a symbol of Orcus painted on it, but this could be scrubbed off.



Level 2: The Lesser Caves And Dark Natasha's Lair

This strange level is home to a diverse set of occupants. It contains one of the hidden burial halls of Thyr and Muir. Dark Natasha makes her home on this level in the rooms beyond the strange mist she created to shroud approach to her lair. Stirges fill the northern caves and are a deadly nuisance throughout the level. The priests of Orcus have temporary barracks here near the stairs down to their temple. Though he does not live on this level, Balcoth (from Level 2A) is a constant threat. Balcoth and Dark Natasha are at a standoff, having reached an agreement that neither is to enter the other's domain. Neither Balcoth nor Dark Natasha has yet joined with the priests of Orcus, though the evil priests are courting them. Carrion creepers wander the entire level and are a continuous menace, particularly to low-level adventurers.

I. Entrance Cavern

This large, vaulted cavern smells faintly of offal and decay. The ceiling is over 60 feet above the cavern floor. A passage leads off to the south. Obvious on the northern wall is an opening some 30 feet above the cave floor (see **Area 1A**). It appears that passages lead off from that opening in either direction.

Wandering Monsters: As the characters enter, immediately roll on the wandering monster table, as the sound of approaching footsteps and light has a chance to draw a monster.

Level 2: The Lesser Caves and Dark Natasha's Lair

Difficulty Level: 4.

Entrances: Cave passage from **Level 1, Area 4**.

Exits: Overhead intersecting passage that leads to **Level 2A** (Balcoth's Lair), Stairs to **Level 3** and hidden stairs to **Level 4**.

Wandering Monsters: The level is divided into several areas for purposes of wandering monsters: **Rooms 1** and **5–8**: Check once per 30 minutes on 1d20:

ROLL 1D20 RESULTS

1	2d6 stirges. If a lightly armored character is killed in combat with a stirge horde, eight to ten stirges combine to carry the character back to Area 3A .
2	1d4 carrion creepers
3	2d4 giant bats
4–20	No encounter

Rooms 2–4: Follow the "Stirge Check" guides given in **Area 3**. All random encounters here are stirges. If a lightly armored character is killed in combat with a stirge horde, eight to ten stirges combine to carry the character back to **Area 3A**.

Rooms 9–15: These areas do not have random encounters since no monsters enter the mist that Natasha has created. Natasha herself is not always in one set location.

Rooms 16–21: These areas are very densely populated. Check once per 30 minutes on 1d20:

ROLL 1D20 RESULTS

1	1d6 ghouls
2	1d4 giant spiders (4 ft. diameter)
3	2d6 giant rats
4	2d6 stirges. If a lightly armored character is killed in combat with a stirge horde, eight to ten stirges combine to carry the character back to Area 3A .

5 Balcoth. In his insubstantial form, Balcoth is roaming this level, testing out the limits of Natasha's watchfulness. He observes the party but does not attack unless he is attacked. He is never found in or beyond **Area 9** (the purple haze). See **Level 2A, Area 7**, for details.

6 1 manticore

7 Dark Natasha. She is most likely invisible. She spies on the party. From this point on she is alerted to their presence. She does not attack them immediately. See **Area 12** for details.

8 1d4 carrion creepers

9–20 No encounter

Room 24–25: Roll 1d20 when any such room is entered:

ROLL 1D20 RESULTS

1	A delegation of priests (1 lesser priest and 1d4 acolytes of Orcus) either heading to or coming from the graves at Area 21 or Balcoth on Level 2A .
2	Acolyte workers (1d6 acolytes of Orcus led by a lesser priest) defacing holy runes and spreading filth.
3	1d4 ghouls
4–20	No encounter

Standard Features: The cavern sections are unlit. The worked sections have torch holders every 20 to 30 feet—simple iron rings in which torches can be set.

Continuous Effects: All spell effects on this level are at caster level 9 unless otherwise noted. **Areas 2, 2A–C, 4** and **4A** are covered by a hallow spell. **Area 9** is filled with the magical mist created by Dark Natasha.

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Illusory Wall: The passage leading to **Area 2** has been covered with an *illusory wall* to appear as part of the surrounding stone wall. A save is allowed to disbelieve the illusion if the *illusory wall* is interacted with.

Detections: The *illusory wall* radiates faint magic, if detected. See **Area 2** for details on *illusory wall*.

1A. Passage above to Balcoth's Lair

Here, the passage is blocked by a ledge that rises to 30 feet above the floor (the ceiling is 50 feet above) and bisects the passage. On either side of the ledge, 30 feet above the ground, are openings that lead to **Level 2A**—Balcoth's Lair.

See **Level 2A, Area 1**. This passage also effectively keeps monsters out of the area to the north, except for the major denizen: stirges.

To pass over the ledge to **Areas 3** and **4** beyond, characters (and monsters) must climb (or fly) up the south side of the ledge and then go down the north face, which on that side is 40 feet above the floor of the cavern, requiring a Climb Walls check.

Detections: Magic can be detected emanating from the magical runes Balcoth has placed on the ledge above. See **Level 2A, Area 1**, for more details.

Acolytes of Orcus (Clr2) (1d4): HP 12, 10, 7, 4; **AC** 5[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Carrion Creepers (1d4): HD 2+4; **AC** 7[12]; **Atk** bite (1 hp) and 6 tentacles; **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** tentacles cause paralysis (save or paralyzed for 2d6 turns).

Stirges (2d6): HD 1+1; **AC** 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Ghouls (1d6): HD 2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities, paralyzing touch.

Giant Bats (2d4): HD 4; **AC** 7[12]; **Atk** bite (1d10); **Move** 4 (fly 18); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** 2 are diseased.

Giant Rats (2d6): HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1d2 are diseased.

Giant Spiders (4ft diameter) (1d4): HD 2+2; **AC** 6[13]; **Atk** bite (1d6 + poison); **Move** 18; **Save** 16; **AL** N; **CL/XP** 5/240; **Special:** lethal poison (+1 save), 5 in 6 chance to surprise prey.

Lesser Priest of Orcus (Clr4): HP 16; **AC** 4[15]; **Atk** touch or mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 4d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10 gp.

Manticore: HD 6+4; **AC** 4[15]; **Atk** 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes.

2. The Hidden Cave and the Sanctuary

This area, accessed by a narrow path behind the *illusory wall*, appears to be nothing but a small cave. The west wall, however, is also covered with an *illusory wall* spell. A save is allowed to disbelieve the illusion if the *illusory wall* is interacted with.

Even if the *illusory wall* is not detected, this area is under the effects of *hallow* (see **Area 2C**). Lawful-aligned creatures feel the presence of the protection this spell provides and feel safe here.

Detections: The *illusory wall* radiates faint magic, if detected. Magic from the *hallow* spell can also be detected.

Hallow

Spell Level: Cleric, 5th Level

Range: Touch

Duration: Permanent until dispelled.

This spell makes area in a 10 feet/level radius emanating from the touched point a holy site. The site is guarded by a permanent *protection from evil* and undead turning attempts have a bonus of +4. A dead body interred in a hallowed site cannot be turned into an undead creature.

Illusory Wall

Spell Level: Magic-User, 4th Level

Range: 25 ft. + 5 ft. / 2 levels

Duration: Permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears real when viewed but physical objects can pass through it. A save to disbelieve is allowed upon touch. A probing search automatically reveals the true nature of the surface, though these measures do not cause the illusion to disappear.

This spell has circulated to many of the more powerful magic-users of the Stoneheart Valley, but it is mainly kept in their private collections and is not commonly found as treasure outside this region.

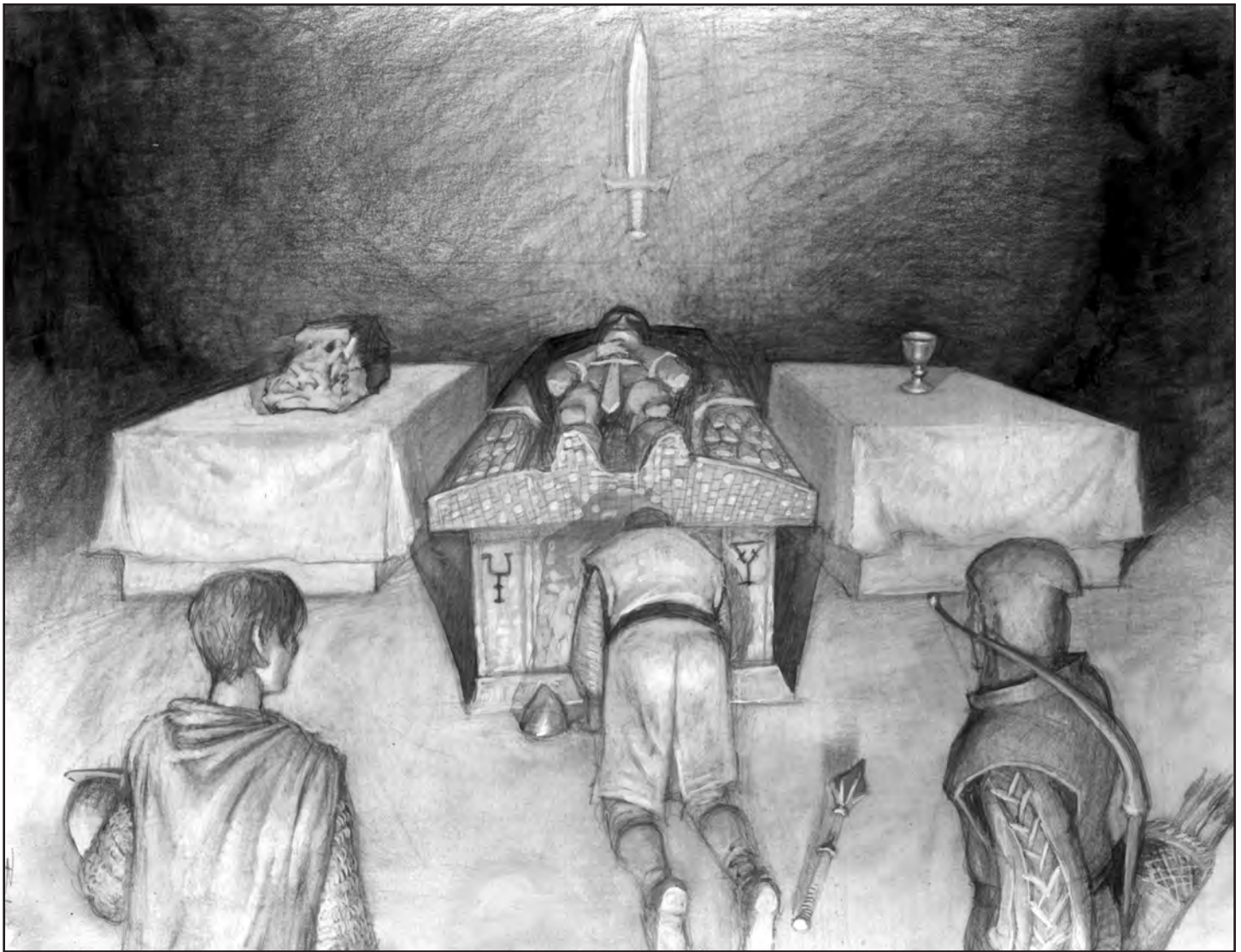
2A. Anteroom

This room of white stone was carved long before this complex was corrupted by minions of evil and has remained pure ever since. The four white pillars are graven with holy runes. In the northeast wall is a silver basin filled with the equivalent of ten vials of holy water. This water replenishes itself at the rate of one vial per day. This room is also *hallowed* (see **Area 2C**).

2B. Hall of Warriors

This room is filled with eight standing stone sarcophagi (see **Standard Features**) that contain the corpses of valiant warriors who have fallen in the service of Thyr and Muir. Characters may recognize the names of these lesser knights of legend. The Referee is free to create these names as befits their campaign.

Each corpse wears a suit of armor of differing types (four wear plate, two wear chain, two wear ring), and each bears a shield and a weapon (three are longswords, three are bastard swords, one a mace and one a spear). Each wears a circlet of silver worth 50 gp. The armor, shields, and weapons may be of special make. Roll 1d20 individually: 1 +1 *flaming* if a weapon; 2 +1 if armor or shield; 3–4 +1 if weapon; 5–20 normal. This room, too, is under the effects of *hallow* (see **Area 2C**). Lawful-aligned characters should not disturb the contents of this



room without permission from Alaric. Appropriate penalties are at the discretion of the Referee.

2C. The Tomb of Alaric

This tomb is lined with eight stone sarcophagi (see **Standard Features**) of heroes as is the tomb described above (see **Area 2B**). However, at the far end of the tomb on a raised dais is the **tomb of Alaric the Paladin**, who lived during the time of the great reign of the Third High Lord, before the corruption and downfall.

Inside of this stone sarcophagus (see **Standard Features**) is the perfectly preserved corpse of Alaric himself, dressed in +2 *plate mail* and holding his +3 *bastard sword*. Both of these items are restricted to use by Lawful persons, or the user finds that the items becomes -2 *plate mail* and a -3 *bastard sword*. Items can be voluntarily removed without the casting of *remove curse*. Alaric also wears a circlet of pure gold worth 1,000 gp.

The Chalice and the Stone: To his right and left side are small altars, both covered with a small silk cloth. Behind his tomb is a large holy symbol of Muir. On the altar to the right is a silver chalice. On the altar to the left is what appears to be a broken chunk of carved marble.

The silver chalice is the *chalice of Elanir*, a holy chalice that radiates good. Any liquid poured into it becomes pure wine of a fine quality, fit to drink (regardless of its previous magical qualities, poison content or impurities—excepting only *earth blood*, which it will not change). Filling the chalice with holy water and then consuming the entire contents acts as *cure serious wounds*, operating in this manner once per day.

The broken piece of marble is the *stone of Tircople*. This holy artifact is

a piece of the altar stone of the now ruined and desecrated great temple in the ruined holy city of Tircople. The holder of the stone gains a permanent *protection from evil*.

The two may be used in combination. If the *stone* is placed upon the *chalice* and the *chalice* filled with two vials of holy water and the whole is consecrated with *bless* and then consumed, whoever drinks receives the effects of *cure disease* in addition to the *cure serious wounds* effect above. The *stone* and *chalice* can operate together in this manner once per week, and only if the *cure serious wounds* power has not been used on the day in question.

Obtaining the Chalice and Stone: If proper respect is given to the tomb, and if a cleric or paladin of Thyr or Muir worships at the tomb as is befitting ceremony, the character is visited and instructed that he or she is worthy and has been chosen to carry the *stone* and the *chalice* from the tomb to further the will of his or her deity.

Hallow: This tomb is the focus of the *hallow* spell, which also protects **Areas 2, 2A and 2B**. Long ago, the priests of Thyr and Muir placed this permanent spell on this tomb. This tomb should not be troubled or desecrated in any way by any Lawful-aligned character. Appropriate penalties are at the discretion of the Referee.

3. Stirge Caverns

These caves are filled with stirges. There are at least **24 stirges** here in these several caves at all times. This number does not reflect the total number of stirges that inhabits the cavern, as many are flying outside and

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around the various levels. Stirges are vital elements of the dungeon food chain, and destroying this complex of caves (with several *fireballs* or the like) causes a meteoric rise in the rat and bat populations until the stirges can be replaced by the stirge demon (see **Area 3B**).

Stirges (24+): HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Stirge Check: Upon entering **Area 3** by coming over the ledge to **2A**, roll 1d6 every turn. On a 1–3, **2d6 stirges** show up and attack. Continue this process as long as the characters remain north of the ledge to **2A**. Remember to continue checking, even when combat is joined.

3A. The Main Lair

This is where stirge hatchlings from the stirge demon are brought by the stirge drones and nursed. Young stirges are disgusting, misshapen larvae that are a sickly pinkish white in color. Currently twelve of the foul hatchlings are here. They are helpless. They are attended by **2d4 stirges** at all times.

Stirges (2d4): HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Treasure: Also in this room is the following treasure: 2,365 cp, 1,704 sp, 4,339 gp, six gems worth 50 gp each, twelve pieces of jewelry worth 25 gp each, a +1 *dagger*, a *staff of striking*, a set of +1 *leather armor*, a scroll of 3 magic-user spells (*dispel magic*, *haste* and *lightning bolt*), a *potion of extra-healing* and a *potion of polymorph self*.

3B. Lair of the Stirge Demon

At the far end of the stirge cave is a small hole, about 2 feet in diameter. It reeks of offal and of the abyss. It radiates Chaos with great strength.

Referee Note: You should discourage all but high-level characters (8th level plus) from exploring this hole.

Beyond the hole is a twisting passage about 2 feet in diameter that heads practically straight down over 100 feet. At the terminus of this long passage is a set of small caverns. In one of those caverns, not depicted on the map, attended by **12 stirges**, is the **stirge demon**. The stirge demon lays the larval stirges that are then taken by the stirge drones up to **Area 3A**, where they hatch. The dungeon will never fully be rid of stirges until this demon is destroyed.

Stirges (12): HD 1+1; HP 8x3, 6, 4x2, 5x3, 2x3; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Stirge Demon: HD 8; HP 40; AC 0[19]; Atk 2 claws (2d6), bite (1d10); Move 9 (fly 24); Save 8; AL C; CL/XP 16/3200; **Special:** blood drain, drone, immunity to electricity and poison, magic or silver weapons to hit, magic resistance (40%), spell-like abilities, spider climb. See **The Tome of Horrors Complete** for more details.

Spell-like Abilities: at will—*darkness*, *dispel magic*, *teleport*, *telekinesis*, *telepathy* (100 ft.); 1/day—*gate* (2d8 dretches or 1 stirge demon) 35%, *summon* 2d20 stirges automatically.

Description: The stirge demon is a loathsome cross between a human, a stirge and an abyssal fly. It stands on four stirge like hind legs and grasps with its humanlike forelimbs, which end in chitinous, claw like fingers. It has the wings of a stirge, though wrinkled and seemingly useless. Its stirge like head has distinctly human features. Its head is topped with a bristled, backswept mane. Its mouth is tiny and filled with fangs, though its nose is long and sharp and is used to pierce and draw blood. The stirge demon can walk on walls and ceilings.

4. Undisturbed Tomb—Anteroom

Due to the number of stirges that have since made their home here, this tomb has never been disturbed or corrupted by the chaotic minions of Orcus. The room marked “4” proper is the anteroom to the tomb. It has several moldy tapestries hanging from the walls.

Stirge Check: Once the party begins down the passage toward **Area 4**, the “Stirge Check” mentioned above in **Area 3** occurs only once every 5 turns. This continues as long as the players remain in **Areas 4** and **4A**.

Door and Pit Trap: The door to **4A** is a large wooden door with a lock (see **Standard Features**). It is **trapped** with a pit in front of the door that opens along with the door. The pit is 20 feet deep (2d6 damage, save avoids) and is filled with gooey mold that is not harmful.

Detections: The tomb beyond the door detects as good.

4A. Tomb

Within this tomb are four stone sarcophagi. Each contains the corpse of a warrior. Two of them are dressed in chain mail and hold bastard swords, and the other two are dressed in plate mail and hold two-handed swords. The weapons and armor are in fine condition. The two-handed swords are of fabulous workmanship. They are fine weapons made by the old master weapon smiths. They are also rather impressive as antique works of skill. Some of the crafting techniques have been lost and the items are of special value to craftsmen. The armor and weapons may be of special make. Roll 1d20 individually: 1 +1 *flaming* if a weapon; 2 +1 if armor; 3–4 +1 if weapon; 5–20 normal.

Protection from Evil: This tomb is under the permanent effects of a *protection from evil*. All Lawful-aligned characters instinctively feel that this is a safe place and such characters should not disturb the contents of this room without the permission of Alaric. Appropriate penalties are at the discretion of the Referee.

5. Large Cavern

In this large cavern, which gives off a rather foul odor of dung, are **3 carrion creepers**.

Referee Note: Carrion creepers are very dangerous. If you feel your characters are either too low level or are unacquainted with the concept of running away from an encounter, feel free to reduce the number of creatures to one or two.

Carrion Creepers (3): HD 2+4; HP 14, 20, 17; AC 7[12]; Atk bite (1 hp) and 6 tentacles; Move 12; Save 14; AL N; CL/XP 4/120; **Special:** tentacles cause paralysis (save or paralyzed for 2d6 turns).

Treasure: In a pile of offal in the most easterly spur of the room if specifically searched are the following: 3,561 cp, 2,450 sp, 687 gp, a *potion of polymorph self* and a –1 *cursed longsword* placed here by Balcoth (see **Level 2A**) as a cruel joke.

6. The Cavern of the Stone Enigma

In this cavern is a large, humanlike head standing 8 feet tall. It has a blank stare and a closed mouth, but one gets the distinct feeling that it is on the verge of speaking one very powerful word. The statue radiates neither good nor evil, but it does radiate magic—a dim flicker of magic, deep within and distant. The radiation of magic is due to the fact that the root of this statue reaches down into a pool of *earth blood* (see **Level 5A**), and the power courses through the statue. Mortal weapons or spells may not harm the statue. The original builders of the complex unearthed it long ago.

THE LOST LANDS: STONEHEART VALLEY

This statue is an earth spirit. In fact, it is the spirit of the Stoneheart Mountains. It spoke the word that made these mountains when the earth god commanded it, and it will one day speak the word that shall destroy them. It is said that a spirit such as this exists within every formation of earth that is a distinct entity: mountain ranges, gorges, hills, cliffs, and so on. Further, it is said that these spirits, if found, may be made to reveal the words that they can speak—words of great power. It is rumored that when Margon and Alychthon raised the Wizard's Wall and changed the face of the land, they did so only because the combined power of their wizard's staves was able to extract one of these great words from the earth spirit of that region.

If one stays in the chamber for a sufficient period of time and examines the face, it becomes obvious that for some reason it grieves. Possibly for the word it must one day pronounce; possibly for the corruption of the earth that it embodies by the foul minions of Orcus and Tsathogga and their shrines; possibly because it wishes to speak that word that lingers on its lips now, but knows it cannot or possibly because of some fate man cannot fathom. The statue should fill the characters with a sense of awe of the powers above their pitiful magic, of the powers that exist in the very earth itself, of the life that is in all things.

7. Cavern

This cavern is empty.

8. Cavern

This cavern is also of little interest, except that its southwest exit is shrouded in the purplish mist that Natasha has placed here to guard her lair. Also, as indicated by the figure on the map, one of her **zombie guards** is located here.

Zombie: HD 2; HP 7; AC 3[16]; Atk pole arm (1d8+1); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to charm, hold and sleep.

Equipment: chain mail, pole arm

Note: See the description of the purple haze below for its effects and the concealment it provides to the zombies stationed within the mist.

9. The Purple Haze

Natasha created this mist through a strange and intricate ritual that she herself only partially understands. The formula for this ritual can be found in her spell tomes. The moist, purplish mist feels wet and cold. Vision is limited to 5 feet in the best of light conditions, such as light from *continual light* or darkvision. Torchlight allows only sputtering light that often cannot illuminate the hand at the end of a human's outstretched arm. Natasha and her zombie minions are immune to the mist's effect on vision, seeing through it as if it were not there. The mist cannot be moved with any wind spells. It can be *dispelled* if two successful *dispel magic* rolls are made, treating the mist as created by a 20th level magic-user. There is a 1–4 on 1d20 chance that Dark Natasha (see **Area 12**) is present in the mist, keeping watch for Balcoth.

Concealment: The mist provides total concealment to those inside of it (–4 on all attacks against those concealed). Remember that Natasha and the zombies are immune to the mist's effect on vision, and so their attacks do not suffer the penalty.

Zombies: Within the mist, at the spots designated on the map with a figure, Natasha has posted her guards: **6 zombies** in chain mail.

Zombies (6): HD 2; HP 5, 10, 9, 7, 12, 13; AC 3[16]; Atk pole arm (1d8+1); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to charm, hold and sleep.
Equipment: chain mail, pole arm

Zombie Tactics: The zombies stay within the mist. They use their pole arms to attack outside the mist, but they themselves do not leave it. Natasha can give them simple commands, such as “attack” or “return,” which cause them to return to **Area 10**.

Natasha's Tactics: If Natasha has ample warning or is alerted to the presence of intruders, she wanders inside the mist to see if it is Balcoth approaching. If it is, she slips back into **Room 10**. If it is not, she harasses any intruders with spells from the mist and then retreats to **Area 10**.

Iron Door: Also located within the mist is a large iron door that is not physically locked, but is *wizard locked* and warded with an *alarm* spell that goes off quietly in **Areas 10, 12 and 13**. The password for the door is “Balcoth.” Since it is Balcoth she is primarily protecting against, Natasha finds her selection of his name as a password quite amusing. She does, however, consider him a serious adversary, though now they are at a standoff.

Alarm

Spell Level: Magic-User, 1st Level

Range: 10 feet

Duration: 2 hours/level

A subtle ward is created on the selected area that sounds a mental or audible alarm each time any creature larger than about 1/2 cubic foot in volume or more than about three pounds in weight. A creature that speaks the password determined by the caster does not set off the alarm. The choice of a mental or audible alarm is made at the time of casting.

Mental Alarm: The caster is alerted as long as within 1 mile of the warded area. A single mental “ping” awakens from normal sleep. Silence, 15-ft radius has no effect on a mental alarm.

Audible Alarm: Anyone within 60 feet of the warded area clearly hears the sound of a hand bell. The distance is reduced by 10 feet for each interposing door and by 20 feet for each interposing wall. The loudness of the alarm may be set by the caster.

Alarm can be made permanent with the spell *permanency*.

Various versions of the *alarm* spell have been in circulation among the world's magic-users for centuries. It is almost as common as the standard spells listed in the *Swords & Wizardry Complete Rulebook*, but most teachers leave it out of the apprentice curriculum because it is laborious to copy. The spell has almost three times as many words as other spells of first level.

Wizard Locked Iron Door: AC 4[15]; HP 60; Open Door (+2, x2); Open Lock impossible.

10. The Room of Protection

This circular chamber is 60 feet in diameter and 35 feet high. Created long ago to house priests servicing this level of the burial halls, the room has a pentagram of magical protection, which operates as an inward-facing *protection from evil* in the center of the room, and a *protection from*

Spider Climb

Spell Level: Magic-User, 1st Level

Range: Touch

Duration: 3 rounds + 1 round/level

The subject can climb and travel on vertical surfaces or traverse ceilings as a spider. The movement rate for a climbing person is 6, and the subject must have bare hands and feet.

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evil around the perimeter of the room. These circles are carved into the floor and are permanent. Natasha has chosen not to remove them, as they serve to keep Balcoth (and his summoned minions) from entering this room, though the symbols cause her discomfort.

Tactics: Natasha generally retreats to this room to prepare for battle. Natasha likes to hide up in the shadows of the room's ceiling (using *spider climb*) when adventurers enter, and rain spells down onto them after summoning her guards from the next room to come and melee the intruders. She then flees *invisibly*.

II. Guard Room

This barren room contains six more of Natasha's **zombies** in chain mail, which come at her command.

Zombies (6): HD 2; HP 6, 8, 9, 12, 7, 13; AC 3[16]; Atk pole arm (1d8+1); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to charm, hold and sleep.

Equipment: chain mail, pole arm

12. Natasha's Room

This chamber is lavishly decorated with silks and satins, velvet curtains and pillows, a warm fire of coals from a bronze brazier, a divan and a large bed, a wardrobe full of sumptuous robes of various silken textures and

rich furs, and a very large full-length silver mirror. Natasha is a sensuous creature who enjoys the vanity and comforts that her power and beauty bring her. From the brazier, a trail of musky incense rises, giving the whole room a very sexual feel. Above the bed, the canopy is hung with gossamer resembling a spider's web. On her small table is a golden idol of the demon spider goddess (worth 300 gp). This is Dark Natasha's shrine. She does not keep her treasure in this room.

Dark Natasha, Female Drow (Clr5/MU8): HP 46; AC 2[17]; Atk +2 mace (1d6+2) or hand crossbow (1d3 + sleep poison); Move 12; Save 3; AL C: CL/XP 15/2900; **Special:** magic resistance (50%), +2 saving throw bonus, spell-like abilities, spells [cleric (2/2)/ magic-user (4/3/3/2)], surprised on 1 in 8.

Spell-like Abilities: darkness 15ft radius, *faerie fire*, create lantern-like lights at range of 60 ft.

Magic-User Spells: 1st—alarm, charm person, magic missile, spider climb; 2nd—invisibility, web, wizard lock; 3rd—fireball, lightning bolt, protection from normal missiles; 4th—ice storm, polymorph other.

Cleric Spells: 1st—cure light wounds (x2); 2nd—hold person, silence, 15-ft. radius.

Equipment: bracers of defense AC 4[15], +2 mace of venom, +3 vs. Lawful (1/day, save or die), hand crossbow with 20 envenomed bolts (save at -4 or sleep), ring of protection +2, ring of spectral hand (7 charges), seven potions (extra-healing [x3], flying, haste, heroism, polymorph self)



Ring of Spectral Hand

This ring is charged with the spell *spectral hand* and allows the user to cast that spell. The power of the ring allows the spell to be cast the same round as the ring is activated. All effects are as per the spell, except that the hand may also render any other touch-delivered effects available to the wearer, including a Chaotic priest's death touch. The ring normally has up to 30 charges. When expended the ring is worthless. It cannot be recharged.

Spectral Hand

Spell Level: Magic-User, 2nd Level

Range: 100 ft. + 10 ft./level

Duration: 1 round/level

A ghostly hand shaped from the caster's own life force materializes and moves as the caster desires, allowing delivery of any touch-delivered spell of 4th level or lower. The spell to be delivered by the hand must also be cast by the caster along with the summoning forth of the hand itself. The caster loses 1d4 hit points, that return immediately when the spell ends or is dispelled. If the hand is destroyed, the hit points do not immediately return, but are healed as normal. The spell gives a +1 bonus on any attack roll (if one is needed to deliver the spell's magic), with the hand always striking from the caster's direction. If the hand goes out of the caster's sight or beyond range, or if the caster ceases directing it, the hand evaporates into nothingness. The hand is incorporeal and cannot be harmed by normal weapons. It has an AC 0[19] and 1 to 4 hit points, as many as were lost in creating it.

Natasha's Tactics: Natasha attacks the party directly only if it seems to present an immediate threat. Even then, she attacks with her zombie minions, supporting them with spells such as *web* and *hold person* as well as her poison crossbow bolts and her *spectral hand* ring. She is most concerned with shifting the balance of power against Balcoth, and to that end she may engage the characters with promises of magic items if they agree to exterminate him. She has no intent to live up to her end of the bargain. Instead, she follows behind the characters invisibly to either finish off the party or Balcoth, depending on who is left standing.

If events go against her, Natasha has been known to return to this room and pretend to be the trapped concubine of the wizard that the "valiant party has obviously driven off." Now the characters can "rescue" her and reap their rewards, which she is willing to give. Of course she slays the party when given the opportunity.

Secret Door: The secret door is hidden behind a velvet curtain and is *wizard locked*. Touching first the stone to the right of the door and then the stone to the left opens after the *wizard lock* is *knocked* or *dispelled*. It makes for an excellent getaway hatch.

Escape Route: If Natasha escapes using this secret door, she heads north through **Room 14**, past the *illusory wall* at **Area 15** and down to **Area 9**, where she reenters the mist and heads west and south, bypassing **Areas 16** and **17** and then heading up to **Area 22**, where she takes the stairs down to **Level 3**, then up the stairs on **Level 3** to **Level 1**, passing the shadows and **Room 4** and going out to the surface. There, she heads to the entrance to the Under Realms labeled on the **Wilderness Map**.

13. Natasha's Study

This room is more spartan. It contains several tables, bookshelves and a desk. It also has a cask of both water and wine and a large barrel holding iron rations. There are three chests in the room. The tables are covered odd chemicals and unguents and several neat stacks of parchment holding Natasha's current notes and thoughts.

Trapped Chests: The chests are **trapped** with poison needles covered in potent spider poison (save or die).

The chests hold:

Chest 1: 12,407 sp.

Chest 2: 4,562 cp, 3,875 gp and four potions (*extra-healing*, *flying*, *invisibility* and *polymorph self*). Natasha normally does not carry these potions with her, holding them in reserve for special need.

Chest 3: fine silks and furs worth 800 gp total, several necklaces, rings and other feminine jewelry worth 500 gp total.

14. The Back Room

This small cavern has a cask of wine and a cask of water as well as a bedroll in a backpack. The pack also contains 50 feet of rope, iron spikes, two small sacks, two vials of unholy water, and tinderbox with flint and steel. This is Natasha's special hideout room.

15. Alarm-Trapped Illusory Walls

The two locations marked as "15" on the map are both locations where Natasha has covered a boulder-filled passage with an *illusory wall* spell to make the passage appear to be part of the surrounding wall. A save is allowed to disbelieve the illusion if the wall is closely inspected (and, of course, anything touching the wall will go through it).

Alarm: Also, both locations are protected with *alarm* spells that sound with a small chime in **Areas 10, 11, 12** and **13** if anyone goes through the area.

Detections: The illusory walls radiate magic, if a *detect magic* spell is used.

16. The Gauntlet

This place is the home of **14 cave morays**, which live in holes or fissures in the cave walls. The holes are noted on the level map. They lunge out and strike at anything that passes. Careful observation within 15 feet of a hole allows it be noticed upon a successful secret door check. Roll for each hole.

Cave Morays (14): HD 4; HP 16x2, 22x3, 19x3, 24, 17, 14x2, 18x2; AC 1[18]; Atk bite (1d6); Move 6; Save 13; CL/XP 4/120; **Special:** recoil attack, surprise on 1-3 on 1d6 (+1 bonus to hit on surprised opponent). See **The Tome of Horrors Complete** for more details.

17. Mold Cavern

This large cavern is rather damp. It is covered with fungi of various types, including large mushrooms. They are neither special nor harmful. There is a 45% chance of **1d3 piercers** being in this room.

Piercers (1d3): HD 2; HP 8, 12, 10; Atk drop and pierce (2d6); Move 1; Save 16; AL N; CL/XP 2/30; **Special:** drop from ceiling.

Tactics: These creatures wait for unsuspecting victims to pass beneath them. They are hard to detect (1 in 8, 1 in 6 for dwarves) amidst the stalactites; otherwise they drop and attack with automatic surprise. Once on the ground, piercers are move slowly and can be quickly killed.

18. Dripping Cave

This small cave has a large stalactite in the center of it, which slowly drips water onto the floor. There is a small pool of water beneath the formation. It is good, fresh water, and there is a 25% chance that **1d6 giant rats** are here.

Giant Rats (1d6): HD 1d4hp; AC 7[12]; Atk bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** none are diseased.

19. The Manticores

This room is the play area for **2 manticores**. It is a large cavern with a very high ceiling (nearly 75 feet), facilitating use of the creatures arching volleys of tail darts. They live primarily off of the rats that drink at the pool at **Area 18**, or wandering spiders. In fact, one is often waiting by the intersection leading to **Area 18**. They also occasionally leave the dungeon by half-clawing and half-flying up the crevasse on the map near their lair that leads to a secluded section of the surrounding mountains. There, they hunt other creatures.

Manticores (2): HD 6+4; HP 34, 32; AC 4[15]; Atk 2 claws (1d3), bite (1d8), 6 tail spikes (1d6); **Move** 12 (fly 18); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** tail spikes.

Treasure: In the eastern spur of the northern alcove, in a pile on the ground, is the treasure the monsters have collected: 3,872 cp, 2,976 sp, 2,812 gp, a +1 *longsword*, a *potion of fire resistance*, a *wand of magic detection* and a scroll of 5 magic-user spells (*cloudkill*, *confusion*, *dimension door*, *hold monster* and *wall of fire*).

20. Rats

In this large cave, and in the unmapped tunnels that lead from it, live over 50 giant rats. There are **2d8 giant rats** here when the characters enter.

Giant Rats (2d8): HD 1d4hp; AC 7[12]; Atk bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 2 are diseased.

21. The Graves

This room once held graves of the faithful of Thyr and Muir, but they have since been unearthed—leaving foul-smelling open pits—and the contents turned into vile undead. In this room there are **12 ghouls**, and their leader, who is a **ghast**. The priests of Orcus took all of their treasure.

Ghast: HD 4; HP 20; AC 4[15]; Atk 2 claws (1d3), bite (1d6); **Move** 15; **Save** 13; **AL** C; **CL/XP** 5/240; **Special:** paralyzing touch, stench.

Ghouls (12): HD 2; HP 10x2, 8, 14, 11, 9, 7, 4, 6, 15x), 13; AC 6[13]; Atk 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities, paralyzing touch.

22. The Spider Room

This cave is the home of **7 giant spiders (6ft. diameter)**. Natasha has taken all of their treasure.

Giant Spiders (6 ft. diameter) (7): HD 4+2; HP 20, 24, 22, 19, 23, 18, 21; AC 4[15]; Atk bite (1d6+2 plus poison); **Move** 4; **Save** 13; **AL** C; **CL/XP** 7/600; **Special:** lethal poison, webs.

Webs: Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight and move 5 ft. per round through the webs. The webs are flammable.

23. The Fresco Room

This room, though empty, has three sides of worked stone that were carved with frescos and decorations honoring the dead that were buried beyond the door. Those carvings have since been destroyed and defaced by the priests of Orcus. The door itself is a large iron door. It has a heavy lock and must be picked. The evil priests have also added a poison needle trap (save at +2 or die).

24. Empty Rooms

Each room is filled with cheap wooden coffins that have been destroyed. Their contents are now vile undead in the service of Orcus. All of the rooms show signs of having been recently occupied by humanoids—bedrolls, litter, scraps of somewhat fresh food, empty water skins and so on, even if the room does not currently have occupants.

Roll on the **Wandering Monster** table for **Room 24** when any of the rooms marked “24” are entered.

25. Secret Door Room

This room is like the others before it, except that it contains a secret door to **Level 4**. The secret door is opened by a small catch in the seam of the north and south wall. Like in **Room 24**, check for a wandering monster here as well.

26. Priest of Orcus

This room is the sleeping quarters for **Barzag**, a cleric of Orcus, as well as **4 Acolytes of Orcus**. Barzag is in charge of defiling these graves and the ones in **Area 21**. As can be seen, his task is nearly complete. The room holds their bedrolls as well as various and sundry supplies.

Barzag, Orc, Priest of Orcus (Clr5): HP 20; AC 3[16]; Atk touch or +1 *mace* (1d6+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 5d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/2).

Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*, *silence* 15-ft. radius.

Equipment: +1 *chain mail*, black robe emblazoned with symbol of Orcus, shield, +1 *mace*, +2 vs. *Lawful*, unholy water (x3), unholy symbol of Orcus, prayer book, a small sack with 62 gp.

Acolytes of Orcus (Clr2) (4): HP 8, 7x2, 5; AC 5[16]; Atk touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Level 2A: Balcoth's Lair And the Priest Barracks

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Difficulty Level: 6 (9 if Balcoth or the delegation is encountered)

Entrance: Passage opening dropping to **Level 2** below.

Exits: Stairs to **Level 6** behind a secret door in the newly constructed priest barracks.

Wandering Monsters: Once onto the passageway at **Area 1** from **Level 2**, check every 30 minutes on the following table:

ROLL 1D20	RESULT
1	2d4 stirges (past Area 2 , treat as no encounter, since stirges don't make it past the webs)
2	The phase spider (see Area 2)
3	"Rusty" the rust monster (see Area 4)
4	Balcoth (see Area 7). Note: Balcoth is most likely aware of the party. He generally chooses to watch and to retreat to his lair if they appear to notice him.
5	The sound of very large footsteps in the distance
6	1d2 ettercaps (see Area 6)
7	A delegation of Priests of Orcus (3 lesser priests sent by the priests on Level 4 as emissaries to Balcoth, see Area 14)
8–20	No encounter

This relatively small level contains the lair of Balcoth—a wizard from another dimension who practices strange magic and has transformed himself into a wraith. He has surrounded himself with a great many magical protections as well as a charmed rust monster and a group of ettercaps. Also on this level is a delegation of priests of Orcus who are attempting both to persuade Balcoth to join their cause and to use this level as a means of entering Level 6 and thus Level 5A—where they hope to find the Black Monolith. Balcoth also seeks the Black Monolith for his own reasons. The tsathar priests of Tsathogga do not venture to this level and are unaware of the activities of the priests of Orcus here. Dark Natasha, aware of Balcoth's magical traps through hard experience, does not venture onto this level.

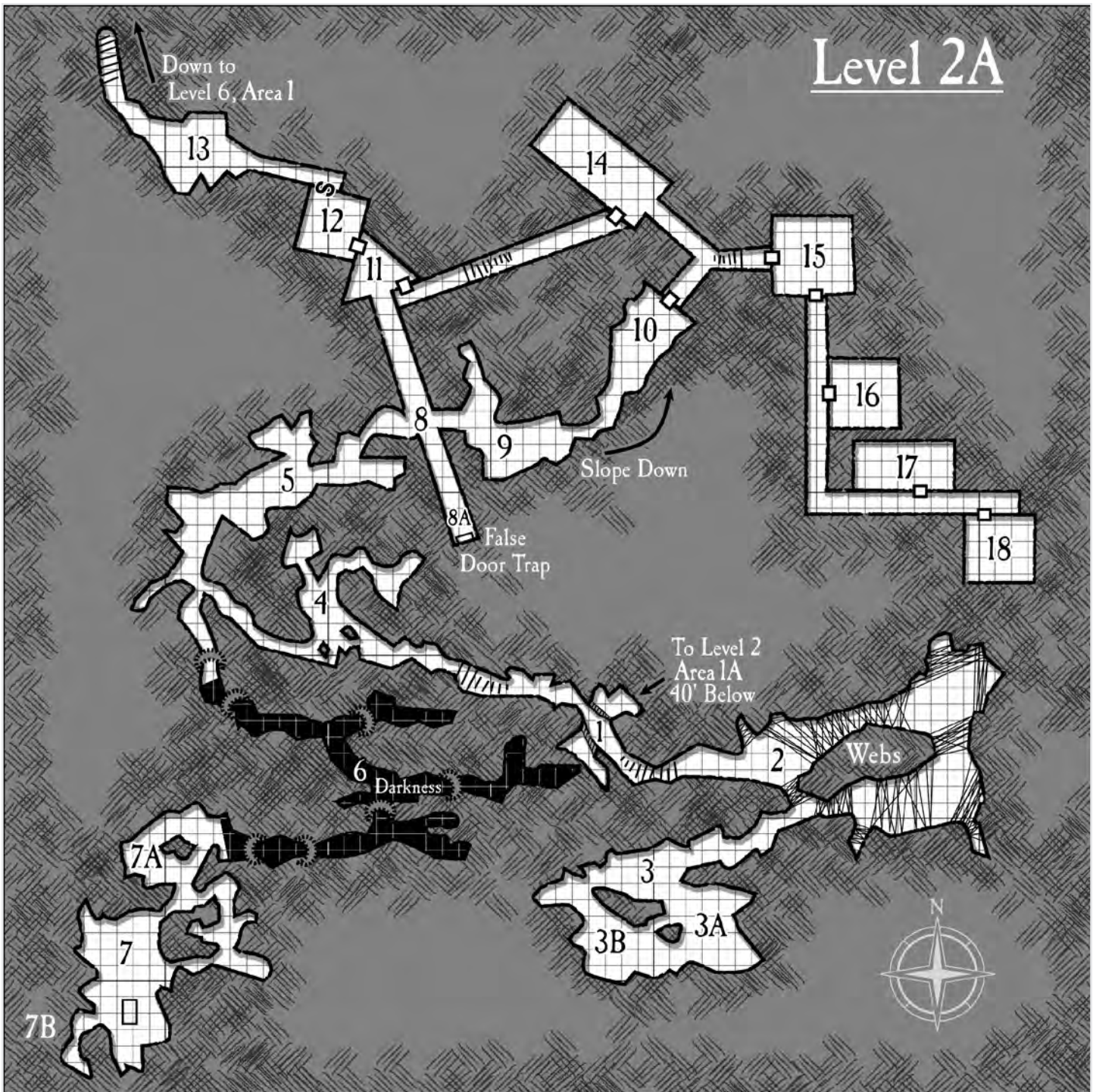
Stirges: HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.



I. Ledge

This ledge has slopes down on the north and south sides that lead to **Level 2** (with the ledge being 30 feet above the floor on the south and 40 feet above on the north). Both sides are very steep. The ceiling, 20 feet above the ledge, also serves as the ceiling for **Level 2, Area 1**.

Runes: Balcoth has placed a *runes of fire* (9d6), a *runes of darkness* and a *runes of seeing* here. Balcoth has also placed an *alarm* spell here, which alerts him to the presence of individuals on the ledge. Like *glyphs of warding*, the *runes* are invisible until activated. See the spell descriptions for more details. If Balcoth is actively using the *runes of seeing* to spy on the characters, all characters with Intelligence 12 or more can make a saving throw to sense the scrying through the rune.



Balcoth's Tactics: Once the *alarm* spell sounds, Balcoth activates his *circle of seeing* and views the ledge through the *runes of seeing* placed there (see **Area 7** for more details on the circle). If there are several intruders, he activates the *runes of fire*, which explodes for 9d6 points of damage. He then sends Rusty the rust monster (see **Area 4**) and/or several ettercaps (see **Area 6**) to dispatch the intruders.

Detections: The *runes*, though not visible, detect as faint magic.

"Stirge Check": In addition to any wandering monster checks, roll 1d6 every round characters remain on the ledge. On a 1–3, 2d6 stirges show up and attack. Remember to continue checking every minute, even when combat is joined.

Stirges (2d6): HD 1+1; AC 7[12]; Atk proboscis (1d3); Move 3 (fly 18); Save 17; AL N; CL/XP 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

2. Caves of Webs

These caves are high ceilinged. If ample light is in the room, it can easily be seen that the ceiling is covered in webs. Also both the entrances to the two eastern-most caves are closed off with webs. However, there is no spider here. This is his stirge trap. The phase spider lives in **Area 3**.

Webs: Webs spun by the phase spider require a saving throw to avoid becoming stuck. Those who make a saving throw can fight and move 5 ft. per round through the webs. These webs are gooey and do not burn easily or quickly. Note that the phase spider normally uses *dimension phasing* to pass through its own webs.

THE LOST LANDS: STONEHEART VALLEY

3. The Spider

Out of phase in **Area 3**, near the tunnel entrance, lurks the **phase spider** that has made the webs in **Area 2**. On occasion it can be found in that area feasting on trapped stirges. The priests of Orcus have bargained with him, offering it fresh food (humans captured from the surrounding villages) in exchange for allowing them unmolested passage on this level. This particular spider is rather intelligent and slightly evil.

Phase Spider: HD 5; HP 26; AC 6[13]; Atk bite (1d6 plus poison); Move 6 (web 15); Save 12; AL N; CL/XP 7/600; **Special:** dimension phasing, lethal poison, webs.

3A. Treasure

Here the spider keeps the older bones and corpses of its kills. As a result of that collection, it has amassed some treasure, consisting of 2,376 cp, 4,207 sp, 2,081 gp, two pearls (worth 100 gp each), two nonmagical rings of gold (25 gp each), a silver necklace (25 sp), a +1 *short sword* and a *ring of invisibility*.

3B. Food

This cave has several decalcified corpses and a few fresh ones. There is also a pile of clothing nearby. Within it is a pouch containing 6 rubies (50gp each).

4. Rusty's House

This is the normal home of **Rusty the charmed rust monster**. If he has not been previously encountered or moved by the will of Balcoth, he can be found here. Rusty lives here in a pile of cloth strips. Rusty wears a strange hardened leather collar carved with runes that was created by Balcoth. Any creature wearing the collar comes under the mental control of Balcoth as if under a *charm monster* spell. The collar does not work on humanoids. Normally prone to leaping and bounding like an enthusiastic puppy, Rusty is instead subdued and depressed due to the leather collar he wears that subjects him to the evil will of Balcoth.

Rust Monster: HD 5; HP 24; AC 2[17]; Atk 2 antennae (0); Move 12; Save 12; AL N; CL/XP 5/240; **Special:** cause rusting.

Note: Removing Rusty's collar frees him from Balcoth's control. He immediately flees the level.

5. Cave of Spikes

This cavern is full of stalactites and stalagmites of a very large size. Though players may become paranoid, there are no piercers in here. However, there is a 1–5 on 1d20 chance that one or both of the **ettercaps** (see **Area 6** for details) are here, lurking amongst the stalactites.

6. The Dark, Constricted Passages

These tight passages are bathed in magical *darkness* (see below) and filled with webs in the areas that constrict down to 4 feet in diameter (marked by dashed lines on the map). The sections that are not so constricted have high ceilings—some 15 to 20 feet high. The tall sections are filled with stalactites and stalagmites. If the passage constriction, stalactites and darkness were not bad enough, these passages are the hunting grounds of 2 **ettercaps** (unless previously encountered in **Area 5**) who have made a pact with Balcoth to guard him. He uses his *rune of seeing* to help locate food for them.

Webs: In the magical *darkness*, characters are automatically stuck by webs if unable to see. Otherwise, webs spun by the ettercaps require a saving throw to avoid becoming stuck. Those who make a saving throw

can fight and move 5 ft. per round through the webs.

Ettercaps (2): HD 5; HP 26, 30; AC 6[13]; Atk 2 claws (1d3), bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** lethal poison bite, traps.

Rune of Darkness: At the location of the number 6 on the map is a *rune of darkness* permanently inscribed on the ceiling. Balcoth placed this *rune* using a scroll and a ritual as a means of warding his lair. The effect of the magical *darkness* covers the area marked on the map with impenetrable darkness as if by a *darkness* spell. Balcoth and the ettercaps are immune to the darkness effect, having been specifically named when the *rune* was placed. Normal light and any *light* spells brought into the *darkness* are extinguished. Magical *continual light* temporarily negates the darkness within its sphere of illumination, allowing normal light to function.

6A. The Ettercaps' Lair

If not previously encountered, the **ettercaps** (see **Area 6**) are here. They have a pile of treasure that consists of 4,829 gp and a +1 *two-handed sword*.

7. Balcoth's Lair

Referee Note: Balcoth is a specialized magic-user and knows many powerful and unique rune spells. Familiarity with those spells is imperative for running this encounter.

This dank, wet and unnaturally dark cavern is the haunt of the wraith-wizard **Balcoth**. His resting place, an ornate stone sarcophagus, is in the south end of the room. Around his sarcophagus is a permanent *protection against good*. Behind Balcoth's sarcophagus is his permanently inscribed *circle of seeing* (see the spell description for details).

About the room, amid the smell of putrid decay, are various rotted trappings of a wizard: divans and bookshelves with rotted tracts; a table in the south corner with several glass and stone jars holding various liquids, powders and unguents; colored chalks; bees wax; candles; sulfur and various carving and inscribing tools, as well as all of the spell components to cast each spell he knows several times.

Runes: Balcoth has placed a number of runes around this room; at the entrance to the cavern he has placed two *runes of darkness* and two *runes of fire*, and has placed a *rune of poison* near his sarcophagus. He can discharge these with the *trigger rune* spell (see the spell description for details). In addition, he placed the *runes* that are found on the entrance ledge to this level at **Area 1**. Balcoth has been working on placing other *runes*—particularly *runes of seeing* keyed to his circle—but Dark Natasha keeps *dispelling* them.

Balcoth the Rune Mage Wraith (MU9): HD 13; HP 65; AC 4[15]; Atk touch (1d6 + level drain); Move 9 (fly 24); Save 4; AL C;

Bloodstorm

Spell Level: Magic-User 3rd Level

Range: 150 ft.

Duration: 1 round/level

The spell summons a whirlwind of blood with area of 25 ft. wide and 40 ft. high. It has several effects on those caught within it. First, those in the area must make a saving throw or be blinded by the swirling blood while they remain within the whirlwind and for 2d6 rounds after leaving it. Second, all attacks within the area have a –2 penalty to attack rolls, including ranged attacks fired into it. Finally, the blood deals 1d4 points of acid damage per round of exposure.

The only copy of this spell – in this plane of existence, at least – is in the possession of Balcoth's wraith.

THE TOMB OF ABYSTHOR



CL/XP 20/4400; **Special:** corporeality (3/day), drain 1 level with hit, magic or silver weapon to hit, magic resistance (35%), turn as spectre, spells (4/3/3/2/1)

Spells: 1st—*trigger rune* (x4); 2nd—*phantasmal force*, *pyrotechnics* x2; 3rd—*bloodstorm* x2, *fireball*; 4th—*circle of seeing*, *ice storm*, *wall of ice*; 5th—*magic jar*.

Background: Balcoth is a wizard from a far-off plane who specializes in rune magic. By an arcane and chaotic ritual Balcoth long ago turned himself into a wraith, but with the ability to temporarily manifest into a corporeal form (3/day, for 1d6 rounds). Balcoth is Chaotic because of his undead nature, but above all he seeks knowledge and will barter with the players for information. Some years ago he learned of a monolith of power here under these mountains and he came to these halls to look for it. He believes he has located it, though he cannot approach it because of the wards. He might employ the characters to gain access to the monolith. Were he to join with the priests of Orcus, the balance of power in the dungeon would shift in their favor. He is reluctant to join with them because he is suspicious of them attempting to control him. Remember

that though he is undead, he is not a servant of Orcus. He also distrusts the tsathar and their vile god. He is adverse to Natasha because when he manifested and attempted to speak to her to form an alliance she was repulsed by him, rebuffed him and attacked him. They are currently locked in a standoff, with both parties wary of the other though taking no direct action against one another. Balcoth may employ the characters to assault or spy on Natasha.

Tactics: Balcoth is ordinarily aware of any intruders on this level that enter the level by way of the ledge at **Area 1**. He uses his *circle* to view the ledge through the *rune of seeing*. Thus, he should be familiar with any foes that come against him. He normally lurks in the shadows and sends Rusty against any fighters in the party. He requests the aid of the ettercaps to attack the party. If intruders enter his lair, he detonates his *rune of darkness*, *rune of fire* and *rune of poison*. He then casts *bloodstorm* and then uses his level drain ability. If the circumstances require it, he erects a *wall of ice* to trap the characters while he escapes. He prefers to remain in the area of his sarcophagus.

7A. The Cave of Chains

This small cave is full of jingling, wet chains. Some are on the wall and end in manacles. Others are dangling from the ceiling and end in meat hooks. All are covered with either dried or fresh blood. Hanging from one hook is a dead and partially flayed and dismembered halfling. Many skeletons litter the floor. This is a favorite waiting place for Balcoth when he is expecting a group of victims. He often lurks here.

7B. Treasure and Books

Treasure: Balcoth keeps all of his spell books here in a large bookcase. There are twenty-one volumes in all— including one huge volume that is set to the side on its own table. There is also a wooden chest present.

Books: Each set of books is written in a strange and alien language, requiring magical aid to read.

- Three small tomes bound in black leather with bronze catches, written in cramped script, contain all 1st level spells.
- Another two large books covered in thick brown leather with stained parchment contain all 2nd level spells.
- Three books made of solid bronze covers with thin metallic plates for pages, the words stamped in an alien language, detail eight 3rd-level spells, including *bloodstorm*.
- Four more tomes of various sizes, each bound in what appears to be the hide of a strange animal and dyed white, detail a total of six 4th-level spells.
- A huge volume covered in red hide and written with broad brush strokes on thick wooden boards contains three 5th-level spells. This book weighs over 200 pounds and, because of its size, requires four persons to lift and carry. This volume is not in the bookcase but is instead on a large table to the side of the bookcase.
- Six tracts—one each detailing the spells *trigger rune*, *rune of seeing*, *rune of darkness*, *rune of fire* and *rune of poison* plus a volume detailing Balcoth's work on inventing other rune spells—are more properly described as six groups of notes, drawings and diagrams each held together by a bronze clip and contained in a tube of some type of otherworldly horn and topped with a silver-fitted cap. Each of these silver caps is trapped with a *fire trap* cast at 9th level. The fire trap detonates if the word "Berarja" is not spoken as the caps are removed.
- A small and cramped book of vellum pages, bound in unadorned black hide, contains the spell *circle of seeing*. The book is written in strange black and red ink that seems to shift and swirl as the words are read. Reading this book requires the viewer to make a save or lose 1 point of Wisdom permanently due to the alien and chaotic nature of the ideas contained in the book. The pages (and cover) of this book are trapped with a coating of contact poison (save or die).
- The final volume is a tome of blue leather, beautifully bound in gold and wrapped in an exquisite red silk cloth. The book is a *manual of intelligence*. Balcoth has not read this book.

Rune Magic

When rune magic is cast, the magic-user traces the outline of a strange rune in charcoal on the desired surface. When the spell is completed, the *rune* becomes invisible and only become visible again upon discharge. The caster can set the conditions that trigger the *rune*, similar to a *glyph of warding*. Also, the caster may place a command word that prevents the triggering of the *rune*. In addition, the rune may be triggered by the *trigger rune* spell.

Rune of Darkness

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: Until discharged or up to 1 year

When triggered, the *rune* causes a 15 ft. radius globe of impenetrable darkness to come into being. Once triggered, the darkness lasts for 1 hour.

Rune of Fire

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: Until discharged or up to a 1 year

When triggered, the *rune* causes a 20 ft. radius blast of fire that explodes for 1d6 points of damage per level of the caster.

Rune of Poison

Spell Level: Magic-User, 4th Level

Range: Touch

Duration: Until discharged or up to a 1 year

When triggered, the *rune* causes a 10 ft. radius sphere of deadly poison to come into being killing all creatures within unless a save is made.

Rune of Seeing

Spell Level: Magic-User, 3rd Level

Range: See text

Duration: 1 hour/level

Until the end of the spell, the caster may switch his sensory input from his current location and the area surrounding the *rune*. The distance from a *rune of seeing* to the caster is not a factor. If the *rune of seeing* is made permanent with a silver inlay, an inactive *rune* can be activated using a *circle of seeing*.

Trigger Rune

Spell Level: Magic-User, 1st Level

Range: 400 ft. + 40 ft./level

Duration: Instantaneous

The caster picks any one *rune* placed previously and within range. The selected *rune* is triggered immediately. The caster does not need to see the *rune* to be triggered unless the spell is cast through one of the *circles of seeing*.

Circle of Seeing

Spell Level: Magic-User, 3rd Level

Range: See text

Duration: 1 hour/level

The spell creates a temporary magical circle which takes a 1 day or makes use of an existing permanent circle which takes a round. A link is created to all of the previously cast *runes of seeing* up to the Intelligence modifier for the number of languages. The distance of the *runes of seeing* from the circle is not a factor. When the caster stands within the circle, the location of the previously cast *runes of seeing* can be seen as if the caster were actually standing at the location. Different viewpoints and vantage points can be changed at will. Also, any *rune* within sight can be activated with *trigger rune* spell. When used thus, the *rune of seeing* flares briefly but visibly when *trigger rune* is cast.

These tomes—particularly the ones on rune magic—are nearly priceless.

Chest: Also here is a locked chest with a poison needle **trap** (save or die) that contains: a *potion of fire resistance*, a *potion of haste*, 6,540 cp, 3,592 sp, 3,807 gp, four gems worth 100 gp each and a pair of diamond earrings worth 300 gp.

8. The Remains

At this spot, there was a battle between Balcoth and a party of adventurers. The intersection is scorched and burned as if by a *fireball* explosion. There are some charred skeletons and globs of metal and wood cinders that were once weapons. There is, however, nothing important here, as this area has been picked clean.

8A. The Old False Door Gag

When the party reaches the end of this corridor and the door is touched, the 10-foot-square slab in the ceiling drops on all in front of the door.

Falling Ceiling Slab Trap: 6d6 damage; save for half damage. **Note:** strikes all characters in the last 10 feet of the corridor.

9. The Empty Cave

This cave is empty, though water can be heard dripping from the many stalactites and stalagmites in the southern half of the room. The eastern passage slopes steeply downward to **Area 10**.

10. Worked Cavern and Hidden Glyph

This cavern is nondescript, save that the east face has been worked smooth and is set with a large door. On the lintel above the door on the east side of the door is traced a *glyph of warding*. It inflicts fire damage to any person of Lawful alignment that passes beneath it.

Glyph of Warding (fire): Cast at 6th level, delivers 3d6 points of exploding fire damage in a 5 ft. radius (save for half).

THE TOMB OF ABYSTHOR

11. Triangle Room

This room is empty save for two doors. The south door has a *glyph of warding* as in **Area 10** on the lintel above the door on the south side.

Glyph of Warding (fire): Cast at 6th level, delivers 3d6 points of exploding fire damage in a 5 ft. radius (save for half).

12. Secret Door Room

This room is not only empty, it is immaculately clean. It is devoid of all dust, dampness, cobwebs and odor associated with dungeons. The door to **Area 13** is covered with an *illusory wall* spell, preventing the easy location of the secret door. A save is allowed to disbelieve the illusion if the *illusory wall* is interacted with. Unless the illusion is bypassed, the door cannot be located.

13. The Room of Sigils and Stairs

This semi worked cavern is covered with odd and meaningless sigils. There is a magic aura on each and every one (there are 3,593 in all). They cover the floor, walls and ceiling (and there are illusory symbols suspended in midair as well), and there is no way to cross the room without stepping on at least a few hundred. The stairs lead down to the great bottom level: **Level 6**.

14. The Delegation

This room is the temporary lair of 6 priests from the temple on **Level 4**. They are here as emissaries to Balcoth, in attempt to align him with the followers of Orcus. Three of the priests are wandering around the level and will not be encountered here (see the **Wandering Monster Tables**), however, **Staurauth** and **two lesser priests** will be here.

The room contains several mats and a bed, as well as several backpacks that the priests have filled with food and equipment to reach Balcoth. Also, though they have no treasure, Staurauth has a great silver key that opens the door on **Level 1** at **Area 12** that leads to **Level 4**. The key detects as magic.

Staurauth is second in command to Koraashag (found on **Level 4**), and he has personal ambitions of power. He hopes to make an alliance with Balcoth and overthrow Koraashag to become leader of the evil priests. He is a fearsome fighter and uses his spectral hand spell to deliver many of his spells, prior to wading into combat with his wicked mace

Staurauth, the Necromancer-Priest of Orcus, Half-Orc (Clr6/MU4): HP 35; AC 0[19]; Atk touch or +2 mace (1d6+2 plus magical wounding); **Move** 12; **Save** 7; **AL** C; **CL/XP** 12/2000; **Special:** control undead, 1/day—death touch (roll 6d6: if total equals or exceeds target's current hit points, it dies; save avoids), +2 on saves against magic, paralysis and poison, spells [cleric (2/2/1/1), magic-user (3/2)].

Cleric Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*bless*, *hold person*; 3rd—*bestow curse*; 4th—*cause serious wounds*.

Magic-User Spells: 1st—*charm person*, *magic missile*, *shield*; 2nd—*mirror image*, *spectral hand*.

Equipment: +1 plate mail, +1 shield, +2 spiked mace of wounding, +3 vs. Lawful (1hp/hit/round, magical healing stops the wounding), wand of magic missiles (10 charges), wand of cure serious wounds (10 charges), potion of ethereality, silver holy symbol of Orcus, ten gems worth 100 gp each.

Lesser Priest of Orcus (Clr4) (2): HP 22, 18; AC 4[15]; Atk touch or mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 4d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—*cause light wounds*, *protection from good*; 2nd—*hold person*.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10 gp.

Tactics: The priests attack any Lawful-aligned creatures without mercy. However, if things go against the priests, Staurauth flees. Also, if the priests are aware of a Lawful party approaching, they assist Balcoth in defeating it, and possibly vice versa. If pressed, they may parley with the characters, surrendering some of their armor and lesser items to spare their own lives.

18. The Unused Rooms

These rooms all have locked doors. All are empty. The rooms are still rough and unfinished. This section was planned to be a new set of burial rooms, but the work was never completed. Each room contains rotted crates and barrels of spoiled food (there is a 1–4 on 1d20 chance of having rot grubs in the molding food) and water, as well as wine that has turned to vinegar. These were all supplies to sustain the builders. In addition, rotted piles of timber and stone working tools are also present. There is a chance (10%) that 1d3 acolytes of Orcus can be found meditating in any of these empty rooms.

Level 3: The Greater Burial Chambers

This level consists of two things: the major burial areas of Thyr and Muir and a set of monster lairs. Except as noted, monsters are not always in their lairs. This is very much a wandering monster level, as there is a large amount of activity here. Also throughout the level are statues of creatures that the basilisk has turned to stone (see the sidebar).

Carriion Creepers: HD 2+4; AC 7[12]; Atk bite (1 hp) and 6 tentacles; **Move** 12; **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** tentacles cause paralysis (save or paralyzed for 2d6 turns).

1. The Huge Entry Cavern

This gigantic cavern is in parts over 130 feet wide and more than 100 feet high. There are, however, very few stalactites or stalagmites in this room; it is very open. There are spots, spatters, and piles of bat droppings on the floor in more than the usual concentrations—a sign of the monsters that dwell in 1A. When a party enters this room, 1d6 mobats from 1A come to examine their new meal.

Mobats (1d6): HD 4; AC 3[16]; Atk bite (1d8); **Move** 3 (fly 15); **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** sonic screech (20 ft. radius, save or stunned for 1d3 rounds). See *The Tome of Horrors Complete* for details.

Stone Statue: The first of the stone statues (see the sidebar) is present in this room.

1A. Mobat Lair

Here, hanging upside down, are 2d6 mobats. Light disturbs them. On a 1–4 on 1d20 they fly away; otherwise they attack. They have no treasure.

Mobats (2d6): HD 4; AC 3[16]; Atk bite (1d8); **Move** 3 (fly 15); **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** sonic screech (20 ft. radius, save or stunned for 1d3 rounds). See *The Tome of Horrors Complete* for details.

2A. Cave Morays

Like the level above it, this level also has a gauntlet of 18 cave morays. This time the gauntlet is in two places—the north passage being the most deadly. There are eighteen in all, five in the north passage and thirteen in the south. They feed on mobats, stirges and regular bats, and the occasional evil priest or adventurer. They have no treasure.

Cave Morays (18): HD 4; HP 16x3, 22x4, 19x3, 24x2, 17x2, 14x2, 18x2; AC 1[18]; Atk bite (1d6); **Move** 6; **Save** 13; **CL/XP** 4/120; **Special:** recoil attack, surprise on 1–3 on 1d6 (+1 bonus to hit on a surprised opponent). See *The Tome of Horrors Complete* for details.

Level 3: The Greater Burial Chambers

Difficulty: 5

Entrances: Stairs from **Level 1**, stairs from **Level 2**

Exits: None

Wandering Monsters: Lots. Once every turn or any time the characters make substantial noise or ignite a new source of light, roll 1d20 on the following table:

ROLL 1D20	RESULT
1	1d4 mobats (see Area 1)
2	1d2 ettercaps (see Area 8A)
3	2d4 stirges (see Area 16)
4	1 ankheg (see Area 15)
5	the basilisk (see Area 10)
6	1d4 carriion creepers
7–20	No encounter

Shielding: **Areas 12, 13** and **14** are encompassed by a lead box worked into the stone of the place so that the demon at **Area 14** cannot teleport too far away. This lead lining interferes with teleportation and other types of magical transportation.

3. The Obelisks and the Brazen Portals

Set into the northern worked face of this cavern are two large, brass portals, flanked by two white marble obelisks. The brass doors are worked with celestial figures and the images of Thyr and Muir. The obelisks are inlaid with gold and silver runes and glyphs holy to Thyr and Muir. The portals and the obelisks have not been defiled.

Obelisks: The obelisks radiate magic. They are enchanted with *forbiddance* so that only Lawful-aligned followers of Thyr or Muir may pass. All others are blocked from the approach to the doors.

Brass Doors: The doors themselves have no handle, lock or hinges. As a result of a ritual enchantment, the doors can be opened only by a Lawful-aligned follower of Thyr or Muir who casts either *bless* or *command* upon the doors and then orders them to open. The doors also are protected with a *forbiddance*, limiting entrance to Lawful-aligned characters only.

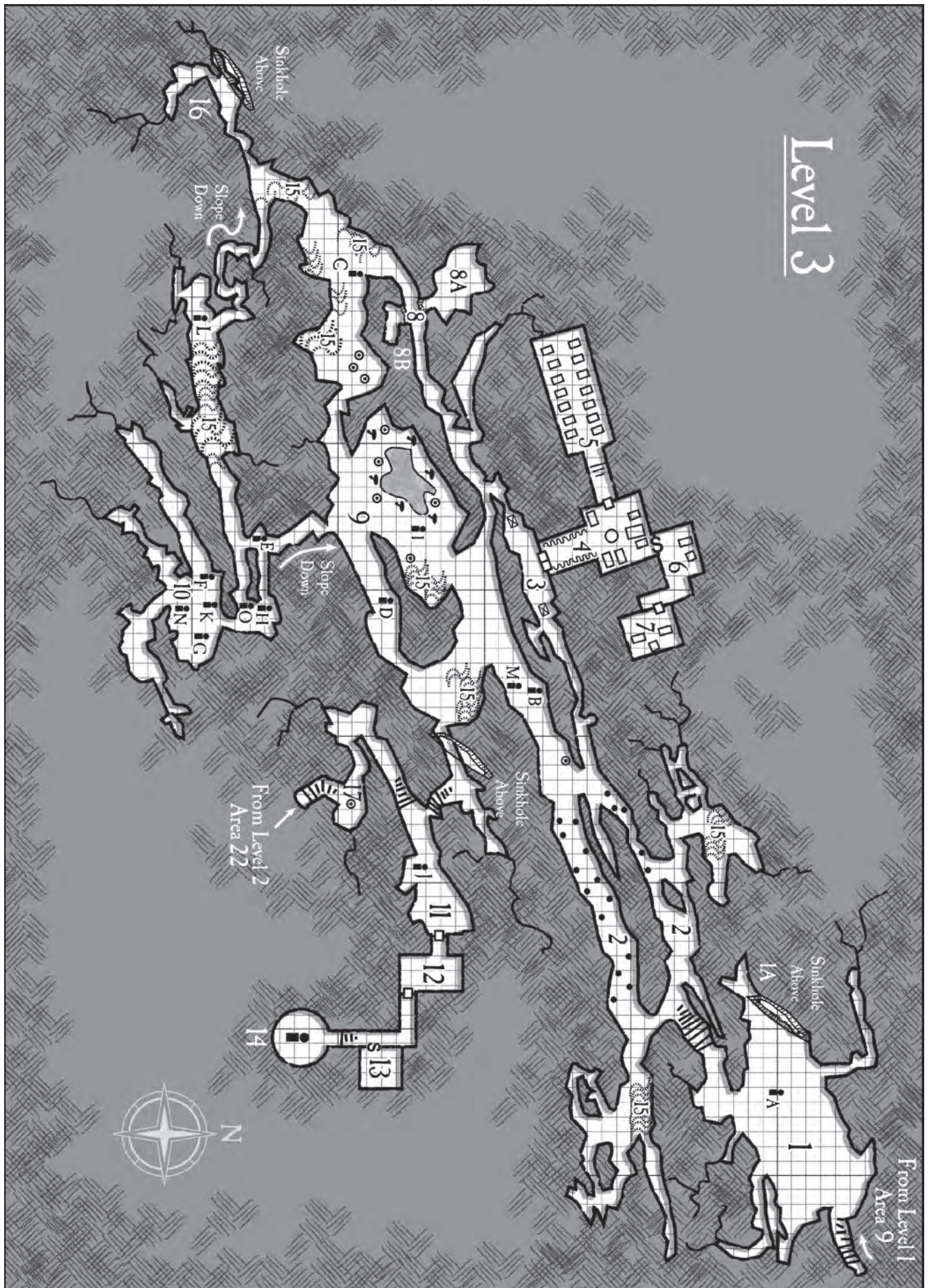
Rat Tunnel: The only way to bypass these protections is to use the rat tunnel to the west from the cavern that leads to **Area 5**.

Stone Statues

There are a number of statues throughout the level, as indicated on the map by uppercase letters. These figures can be revived with a *stone to flesh* spell, presuming the creatures restored in this fashion make an appropriate saving throw. If this is done, the Referee must determine appropriate statistics and equipment. The statues are as follows:

- | | |
|---|---|
| <p>A A human adventurer (Ftr4) holding a lantern and a sword, with a startled look on his face, facing the door to the south</p> <p>B A dwarf (Ftr5) with an axe at his feet in the process of shielding his eyes</p> <p>C A ettercap</p> <p>D 8 giant rats</p> <p>E An elf magic-user (MU3) with a staff raised</p> <p>F A halfling thief (Thf4) in creep mode, with a dagger out and his cloak pulled tight around him</p> <p>G 2 charging human fighters (Ftr2s) both with swords and shields raised, but not raised high enough</p> <p>H A basilisk—someone got lucky</p> <p>I A human cleric (Clr5 Thyr) holding up a holy symbol of Thyr, but trying (in vain) to avert his eyes</p> | <p>J An evil priest (Clr4 Orcus) with a look of fear on his face in the act of fleeing, but foolishly looking over his shoulder</p> <p>K A human fighter (Ftr5) with a mirror in one hand and a sword in the other, wearing +2 <i>chain mail</i> that was, amazingly, not turned to stone. This fighter had the right idea; he just didn't count on the second basilisk. Chipping away the stone or turning the statue to mud allows the armor to be retrieved.</p> <p>L A giant spider (4ft. diameter)</p> <p>M A half-elf female Ranger (Rgr4) lying on her back with a look of terror on her face trying to scurry backward</p> <p>N An elf Bowman (Ftr5) in firing position</p> <p>O A human magic-user (MU6) with his back pressed to the wall</p> |
|---|---|





Forbiddance

Spell Level: Cleric, 6th Level

Range: 100 ft. + 10 ft./level

Duration: Permanent until dispelled

This spell seals an area of 60 ft. cube per level against all planar travel into or within it. This includes all teleportation spells such as *dimension door* and *teleport*, *phase door*, astral travel, ethereal travel, and all summoning spells. These effects fail automatically. In addition, it prevents the entrance to the area of alignments different from the caster. *Dispel magic* does not dispel a *forbiddance* effect unless the dispeller's level is at least as high as the caster's level.

The three other caskets in the room hold his followers, their names lost in time. The two tapestries depict Flail teaching Bannor to be a Paladin, and Flail and Bannor together with sword and staff raised in full splendor. This room is *hallowed*. This tomb should not be troubled or desecrated in any way by any Lawful-aligned character.

Obtaining Knowledge from Flail: If *raise dead* is cast on Flail, the spell will not actually raise him (the body has been dead far too long). However, the spell will open a channel powerful enough for Flail's spirit to invest the body; the characters may ask the spirit one question. He answers the questions of Lawful-aligned characters, though he may require some small quest. This could be a means for the characters to gain information regarding Abysthor and the monolith on the lower levels. Flail answers only six such questions in this fashion, one per *raise dead*.

Secret Door: The secret door is invisible, requiring *true sight* (see the **Appendix**) or some other form of magic to locate (*detect magic* will work). It, too, is sealed and can be opened only by one of pure faith speaking the name "Flail".

4. The Inner Sanctum and Final Resting Place of Flail the Great

Here, on the stone slab at the north end of the room lies the body of Flail the Great—a famous priest of Thyr—who was killed on a great holy quest. On either side of the corpse is a small altar covered with a square of pure silk on top of which is an ever-burning candle (flame without heat, lights as *continual light*).

5. The Hall of Glory

This room is filled with fourteen stone sarcophagi that contain the corpses of valiant warriors who have fallen in the service of Thyr and Muir. Characters may recognize the names of these lesser knights of legend (such as Vohn the Healer and Matheiu Songbird). The Referee is free to create additional names as befits the campaign. The last sarcophagus, undistinguished from the rest, is the final resting place of **Eric the Paladin**.



THE LOST LANDS: STONEHEART VALLEY

Each corpse wears a suit of chain mail, and bears a shield and +1 *longsword*. In each case, one of these (armor, shield, or sword) bears a +1 enchantment. Each corpse wears a circlet of silver worth 50 gp. This room, too, is *hallowed* (see **Area 4**). Absent a quest or other deific justification, any Lawful-aligned character should not disturb these sarcophagi or their contents.

The Tomb of Eric the Paladin: This tomb contains the remains of Eric the Paladin. He is armed and armored as detailed above with one exception: also within the tomb is his magical lance. The lance is a +2 *lance*, +3 vs. Chaos. The lance cannot be removed from these chambers without the permission of Flail (see **Area 4**). If it is removed without Flail's permission, the lance becomes simply a +1 *lance*.

Rat Tunnel: A small tunnel, dug by giant rats, opens into this room from the cavern to the south. The tunnel is very small and passable only by halfling characters wiggling on their stomachs.

6. Inner Tomb

Here, behind the secret door, rest Flail's parents—their bodies preserved in stone sarcophagi. This room, like **Areas 4** and **5**, is *hallowed*. Lawful-aligned characters should not disturb these sarcophagi.

7. Inner Shrine

Here, on the north and south walls respectively, are statues of Thyr and Muir, and on the east wall is a small shrine and basin of holy water. Lawful-aligned characters should not disturb this shrine.

8. The Corridor of Stalactites

This corridor is, as its name implies, full of stalactites. It is a favorite ambush site for the ettercaps at **8A** and **B**. There is a 1–8 on 1d20 chance that 1d4 ettercaps are here. The openings that lead to **8A** and **B** are 30 feet off the ground, and the ceiling height is 35 feet. The stalactites hang down about 15 to 20 feet.

Ettercaps (1d4): HD 5; HP 26, 25, 28, 31; AC 6[13]; Atk 2 claws (1d3), bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** lethal poison bite, traps.

8A. Lair

There are 1d4+1 ettercaps here.

Ettercaps (1d4+1): HD 5; HP 26, 30, 28, 32, 24; AC 6[13]; Atk 2 claws (1d3), bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** lethal poison bite, traps.

Treasure: In the north end of the cave is a pile of treasure containing 3,507 sp, 2,411 gp, twelve gems worth 50 gp each, a +1 *flaming long sword* (the sword's name and command word is etched in the blade: "Harald") and a suit of +1 *plate mail*.

8B. The Little Lair

There is a 1–10 on 1d20 that 1d2 ettercaps are here.

Ettercaps (1d2): HD 5; HP 30, 28; AC 6[13]; Atk 2 claws (1d3), bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** lethal poison bite, traps.

9. The Big and Wet Fungus Cave

This big cavern has several large columns and a large, glassy pool of water fed ever so slowly by water dripping from the ceiling. The walls

and floor are covered with fungus of various shapes and sizes, from mold to mushrooms. There are no piercers in this room, though there are 6 shriekers of various sizes within the room (marked by dots on the map). Light within 30 feet and movement within 10 feet sets them off. When this occurs there is a 1–15 on 1d20 chance of an immediate wandering monster other than mobats for each round of shrieking until one appears.

Shriekers (6): HD 3; HP 12(x2), 10, 15, 9, 11; AC 7[12]; Atk none; Move 1; Save 14; AL N; CL/XP 3/60; **Special:** shriek.

10. The Lair of the Basilisks

This cavern area always contains a **basilisk**. There is another, though he is encountered only as a wandering monster. If the wandering basilisk has not been killed before the party kills the basilisk in this room, he comes to help his mate in 2d4+5 rounds.

Basilisk: HD 6; HP 30; AC 4[15]; Atk bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; **Special:** petrification gaze.

Treasure: The wide section of the cave's southern spur holds their treasure: 6,914 sp, 21,396 gp, twelve gems worth 50 gp each, four gems worth 200 gp each, two pieces of jewelry worth 100 gp each and a 2,000 gp crown inlaid with gems, a *ring of telekinesis*, a scroll of 2 cleric spells (*prayer*, *remove curse*) and a pair of *gauntlets of ogre power*.

II. Worked Cavern

The east wall of this cavern has been worked and a door placed in it. The door contains a thin sheet of lead within it to contain the teleport ability of the demon at **Area 14**, if released. The door is **trapped** with both a *stinking cloud* and *fire trap*.

Locked and Trapped Iron-Bound Wooden Door: AC 7[12]; HP 38; Open Doors (–1, x2) Open Lock standard.

Stinking Cloud Trap: releases *stinking cloud* as per spell.

Fire Trap: explodes for 1d4+10 hp in a 5-foot radius, save for half.

Stinking Cloud

Spell Level: Magic-User, 3rd Level

Range: 30 feet

Duration: 1 round/level

This spell causes a billowing mass of nauseous vapors to come into existence up to 30 feet distant from the caster. Any creature in the cloud must make a saving throw or become helpless, unable to move or attack due to nausea, while within the cloud and for 1d4+1 rounds after leaving the cloud. Even with a successful saving throw, a creature must continue to make saving throws each round if it does not immediately get out of the cloud. A strong wind will dissipate the magical vapors in one round.

12. The Old Wizard's Lair

There used to be quite a bit of magical equipment here, but Balcoth and Natasha have taken all of it. There are now only various broken instruments and paraphernalia in various states of disrepair.

Note: **Areas 12, 13** and **14** are encompassed by a lead box worked

into the stone of the place so that the demon cannot teleport too far away. This lead lining interferes with teleportation and other types of magical transportation.

13. The Secret Door and Inner Chamber

Natasha and Balcoth, in haste not to disturb the statue at **Area 14**, never discovered the secret door to this room, and thus it is undisturbed.

Secret Door: Unlike the standard secret doors in the dungeon, this one is opened by stepping twice on a loose tile directly in front of the door, which causes it to slide up into the ceiling.

The room beyond is a library, which holds 75% of all 1st-level magic-user spells, 45% of all 2nd-level magic-user spells, 25% of all 3rd-level magic-user spells and 10% of all 4th-level magic-user spells from the *Swords & Wizardry Complete* rulebook. The spells are contained in a total of thirty-eight volumes. Each volume has a page of *explosive runes* and is trapped with a *fire trap*.

Explosive Runes: These runes detonate when they are read (6d6 damage). The reader gets no saving throw; others within 10 ft. of the explosion are allowed a saving throw for half damage, and the item is consumed in the blast.

Fire Trap: Detonates if opened (1d4+10 fire damage), no save.

14. The Statue

This circular room is very dangerous. Within it is a statue of **Zraaln the vrock demon**. His name is carved minutely in the base of the statue, in an ancient tongue. The room itself faintly exudes evil, and if a force of Law or powerful magic enters the room, the statue animates. It also animates if its name is read on the base of the statue. This demon was summoned and imprisoned here as a servant by the mage that previously occupied this area. The mage disappeared, lost on another plane, though his servant remains.

Zraaln the Vrock Demon: HD 8; HP 46; AC 0[19]; Atk 2 foreclaws (1d8), 2 rear claws (1d6), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** darkness, immune to fire, magic resistance (50%).

15. Broken Ground

Here, the ground is newly unearthed as if digging or burrowing has recently taken place. When here, there is a 1–5 on 1d20 chance of encountering an **ankheg**. If someone walks on the ground, an ankheg appears in 1d8+4 rounds.

Ankheg: HD 5; HP 24; AC 2[17] underside 4[15]; **Atk** bite (3d6); **Move** 12 (burrow 6); **Save** 12; **AL** N; **CL/XP** 6/400; **Special:** spits acid (5d6, 1/day, save for half).

16. Sinkhole Above

These areas contain small crevasses in the ceiling that link to the outside. They cannot be traveled by creatures of larger than halfling-size. There is a 1–4 on 1d20 chance that there are **2d4 stirges** here.

Stirges (2d4): HD 1+1; AC 7[12]; **Atk** proboscis (1d3); **Move** 3 (fly 18); **Save** 17; **AL** N; **CL/XP** 2/30; **Special:** blood drain (1d4), +2 to hit bonus.

Level 4: The New Temple of Orcus

This level is the home of the new temple of Orcus, founded by Koraashag, from the dungeon of Rappan Athuk. A vision from his dark god commanded Koraashag to search for a “pit of the abyss” and there build a new temple. Finding the pit at Area 14 and the chamber to the north, Koraashag carried out the wishes of his demonic master and built this temple. From here, he hopes to discover the Black Monolith and harness its power and lead an assault against the surface dwellers.

The more senior priests live in the complex proper. Most acolytes and visitors live in the outer caverns, where slaves and sacrifices are kept in a large pen. The priests employ zombies and font skeletons to do menial labor and act as guards. A gang of ogres serves as more formidable guards. Aside from the named priests on this level and any others detailed on other levels, there are a total of 9 priests, 14 lesser priests and 22 acolytes of Orcus on this level. There are a total of 10 zombie guards, 20 zombie servants and 20 font skeletons, as well as 6 ghouls, in addition to the gang of 9 ogres. Many of these creatures are encountered as wandering monsters. In addition, undead from other levels of the dungeon could be here for their own evil purpose, such as the shadows or Draeligor the wight from Level 1, or the ghouls or ghastr from Level 2.

Ordinarily, the denizens of this level go about their normal daily routine: sacrificing slaves, whipping underlings, creating and controlling undead, plotting secret evils and taking part in worship at the whim of the more powerful priests. There is no set schedule of worship or sacrifice, nor are there set times where the various occupants can be found in certain locations. The level is, on the whole, quite chaotic—lorded over by the evil will of Koraashag.

Cries of pain from torture, sacrifice, or “discipline” are not uncommon on this level.

Fooling the Guards: It is possible to fool the zombies if disguised in evil priest garb with an unholy symbol of Orcus. The zombies attack anyone not doing so.

Giving Warning: One of the zombie guards is equipped with an unpleasant-looking skin drum, and if anyone not identified as an evil priest (or someone on official business) enters the area, the zombie will dutifully but ponderously raise its drumstick to give the alarm. See the sidebar “Alerting the Temple” for more details.

Acolytes of Orcus (Clr2): HP 12, 10, 8; AC 5[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6, if total equal or exceeds target’s current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Font Skeletons: HD 2; AC 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

Lesser Priests of Orcus (Clr4): HP 16, 17, 24; AC 4[15]; **Atk**

Level 4: The New Temple of Orcus

Difficulty Level: 8 (16 at the temple)

Entrances: Stairs from the demon door on the

Entrance Level, Area 10; stairs from **Level 2, Area 25.**

Exits: Crevasse above **Level 5, Area 24A;** pit ledge leading to a passage to the Under Realms from **Area 14.**

Wandering Monsters: Most monsters on this level are priests or their undead servants. Check for wandering monsters once every turn by rolling 1d20 on the following table:

ROLL 1D20	RESULT
1–4	1d3 acolytes of Orcus, 50% chance accompanied by 1d6 font skeletons
5–6	1d3 lesser priests of Orcus, 50% chance accompanied by 1d6 font skeletons
7	1d4 zombie guards
8–10	1d6 font skeletons
11	Major priest (either Staurauth, Mazarbul, Koraashag or Tavik), accompanied by 1d2 ogre guards (see Area 15) and 1d4 lesser priests, 50% chance also accompanied by 1d8 font skeletons or zombie guards
12–14	1d8 zombie servants
14–16	The characters hear a shriek or cry of intense pain.
17–20	No encounter

Standard Features: This level is composed of cavernous areas and areas of worked stone. The caverns are all huge, filled with tall columns and wickedly sharp stalactites and stalagmites. The worked areas are all of carved stone, shaped by magic and evil. All the hallways and rooms bear demonic images as well as workings of the wand of Orcus. The images are grotesque, wholly evil and randomly placed. The air is thick and foul. All areas are lit by sputtering torches or by coal-filled braziers that give off a hellish glow.

Continuous Effects: The entire level is under the effects of an *unhallow* spell, centered on **Areas 12** and **15**.

touch or +1 mace (1d6+1); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 4d6, if total equal or exceeds target’s current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—*cause light wounds*, *command*; 2nd—*hold person*.



Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, +1 mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10 sp.

Zombie Guards: HD 2; AC 7[12]; Atk longsword (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm.
Equipment: shield, longsword.

Zombie Servants: HD 2; AC 8[12]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm.

1. Entrance Chamber

This carved chamber is illuminated by the glow of several smoky torches. The air here is thick and foul. There are always at least 3 zombie guards here, standing watch. There is also a 1–5 on 1d20 chance that there are 1d3 acolytes of Orcus here. Two large tapestries—one depicting Orcus standing with his skull-tipped wand and one depicting Orcus surrounded by hordes of demons and undead—hang on the north and south wall.

Zombie Guards (3): HD 2; HP 10, 9, 11; AC 7[12]; Atk longsword (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm.

Equipment: shield, longsword, one has a skin drum and a bone drumstick.

Acolytes of Orcus (Clr2) (1d3): HP 10, 9, 5; AC 5[16]; Atk touch or mace (1d6); Move 12; Save 14; AL C; CL/XP 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—cause light wounds.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

2. Lesser Priests' Chambers

These spartan chambers are the bed chambers for 3 lesser priests of Orcus. There is a 1–5 on 1d20 chance for each priest that they are present. If they are not present, they are attending service in Area 15 or are on some errand. The rooms have cots and small chests, with effects including daggers, robes, small unholy symbols of Orcus and small idols.

Lesser Priests of Orcus (Clr4) (3): HP 16, 17, 24; AC 4[15]; Atk touch or mace (1d6+1); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** control undead, 1/day—death touch (roll 4d6: if total equals or exceeds target's current hit points, it

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dies; save avoids), spells (2/1).

Spells: 1st—*cause light wounds, command*; 2nd—*hold person*.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10.

3. Minor Hall

This hall contains several tables and cots. There are always at least **2d4 acolytes of Orcus** present here. **Mazarbul**, the priest in charge of the acolytes, is also generally present here unless he is in the main temple area or on an errand (Referee's discretion). A large tapestry depicting Orcus in his Palace of Bones adorns the west wall. There is a 1–4 on 1d20 chance that either some **zombie servants** or **font skeletons** are here doing menial tasks—cleaning, serving and so on.

Acolytes of Orcus (Clr2) (1d3): HP 12, 10, 8; AC 5[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Zombie Servants (1d8): HD 2; AC 8[12]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Font Skeletons (1d8+4): HD 2; AC 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

Mazarbul, Master of Acolytes (Clr5): HP 26; AC 3[16]; **Atk** touch or +1 mace of shock and awe (1d6+1 plus 1d6 electric shock); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240;

Special: control undead, 1/day—death touch (roll 5d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/2).

Spells: 1st—*cause light wounds, protection from good*; 2nd—*hold person, silence 15-ft. radius*.

Equipment: +1 chain mail, black robe emblazoned with symbol of Orcus, shield, +1 mace of shock and awe, +2 vs. *Lawful* (1d6 additional electrical damage per hit), unholy water (x3), unholy symbol of Orcus, prayer book, a small sack with 6d10 gp.

4. Storage Chamber

This room contains barrels of water and foodstuff as well as timber and building tools. There is a small brick enclosure here in which food can be cooked. There are **2 zombie servants** here.

Zombie Servants (2): HD 2; HP 6, 10; AC 8[12]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

5. Gathering Hall

This gathering hall holds many tables and chairs. The priests gather here for meals of vile rat porridge, which simmers in a cauldron in the northeast corner of the room. A large tapestry depicting the Wand of Orcus covers the west wall. There are always **1d4 lesser priests**, **2d4 acolytes** and **1d6 zombie servants** here at any time.

Lesser Priests of Orcus (Clr4) (3): HP 24, 21, 20; AC 4[15]; **Atk** touch or mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 4d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—*cause light wounds, command*; 2nd—*hold person*.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10 sp.

Acolytes of Orcus (Clr2) (1d3): HP 12, 9, 10; AC 5[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Zombie Servants (1d8): HD 2; AC 8[12]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

6. "Hall of Tortures"

This room is filled with frescoes detailing torture and death—to train the acolytes with a vision of the underworld that awaits them. A plaster statue of Orcus stands in one corner. There is a 1–5 on 1d20 chance that there are **1d3 acolytes** here.

Acolytes of Orcus (Clr2) (1d3): HP 6, 9, 8; AC 5[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Alerting the Temple

If anyone raises an alarm, there is a strong chance it is ignored by all but those in adjacent rooms, as cries of terror and pain are not uncommon on this level. In addition, since the level is mostly unorganized, response to any alarm is sporadic and haphazard, until one of the more powerful priests is alerted, at which time his superior intellect allows for a more ordered response.

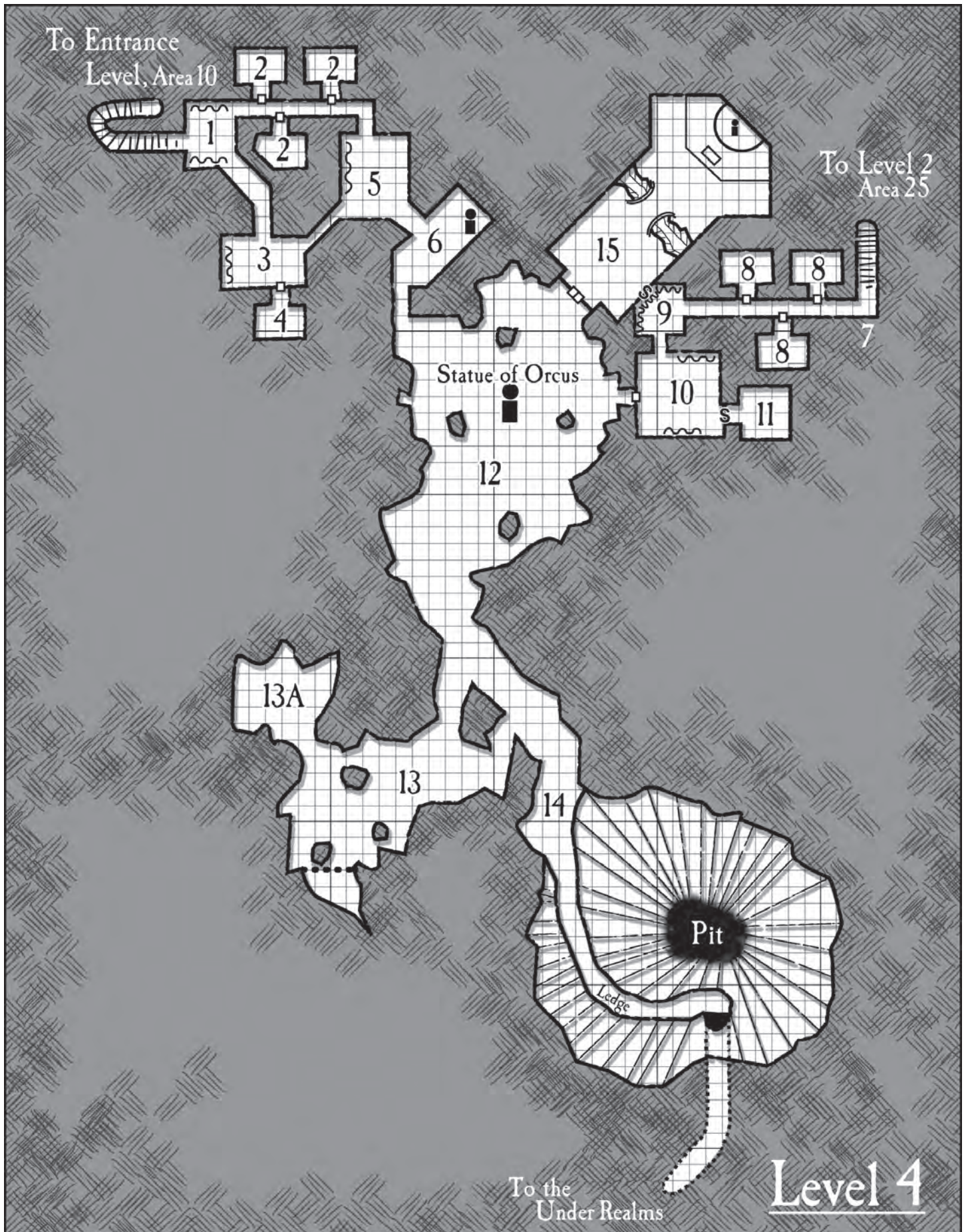
Normally, cries of alarm are met by 1d2 lesser priests, 1d4 acolytes and 1d3 font skeletons, if nearby (check adjoining room keys). 1d3 zombie guards come lumbering along a few rounds later. Priests, however, are smart enough to send at least one of their number to alert others in the temple.

Once the more senior priests learn of intruders, they send several ogres (from **Area 13**) and more undead to deal with the disturbance as well as a number of priests, lesser priests and acolytes. Koraashag and the head priests join in any encounter with intruders. They use all magic at their disposal.

If sorely pressed, they retreat to the cave outside the temple (**Area 12**) and then to the temple itself (**Area 15**), where they amass their forces against any final onslaught.

If there is an intrusion into the temple and the intruders retreat, undead guards are doubled at all entrances (**Areas 1** and **7**) and 2 lesser priests are stationed at each location as well, along with an ogre.

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Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

7. Entrance Corridor

The stairs from **Level 2** end here in this corridor. There are always **3 zombie guards** and **2 font skeletons** stationed here around the corner from the stairs. They act as do the guards at **Area 1**. The skeletons, however, cannot be fooled by a disguise.

Zombie Guards (3): HD 2; HP 11, 8, 10; AC 7[12]; **Atk** longsword (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Equipment: shield, longsword.

Font Skeletons (2): HD 2; HP 6, 10; AC 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

8. Priest Quarters

These spartan rooms are similar to those occupied by the lesser priests (see **Area 2**). They each house **2 priests of Orcus**. There is a 1–5 on 1d20 chance for each priest that they are present. If they are not present, they are attending service in **Area 15** or are on some errand. The rooms have cots and small chests, with effects including daggers, robes, small unholy symbols of Orcus and small idols. These priests know of the secret door in **Area 9**, and the password, “Our Horned Father.” If any of the priests is captured and successfully interrogated, he might trade this information for survival.

Priests of Orcus (Clr5) (2): HP 15, 20; AC 3[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 5d6: if total equals or exceeds target’s current hit points, it dies; save avoids), spells (2/2).

Spells: 1st—*cause light wounds, command*; 2nd—*hold person, silence 15-ft. radius*.

Equipment: chain mail, black robe emblazoned with



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symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, prayer book, a small sack with 6d10 gp.

Glyphs of Warding (fire): These 3 *glyphs* deliver 5d6 points of exploding fire damage each in a 5 ft. radius (save for half damage).

9. Foyer

This small room contains a number of hooks on which hang ceremonial robes and other ceremonial items, such as daggers and incense burners. A tapestry depicting Orcus accepting sacrifices adorns the west and north wall, to either side of the secret door that leads to **Area 15**. The door itself is covered with a tapestry depicting the demonic skull of Orcus. This tapestry may be moved aside, allowing access to the secret door behind it. A low, brass brazier filled with glowing coals sheds evil light here.

Secret Door: The secret door can be opened only by speaking the words "Our Horned Father."

10. Hall of Study

This hall contains several tables and several racks of books as well as a small statue of Orcus. A tapestry on the north wall depicts the destruction of a white marble temple by black-robed priests of Orcus, while a tapestry on the south wall depicts priests raising hordes of undead while Orcus looks on approvingly. There are always **1d3 priests of Orcus** here studying and praying to their evil god. There is also a 1–8 on 1d20 chance that there are **1d3 lesser priests** and the same chance that there are **1d4 zombie servants**.

Priests of Orcus (Clr5) (1d3): HP 16, 22, 30; AC 3[16]; Atk touch or mace (1d6); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** control undead, 1/day—death touch (roll 5d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/2).

Spells: 1st—cause light wounds, command; 2nd—hold person, silence 15-ft. radius.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, prayer book, a small sack with 6d10 gp.

Lesser Priests of Orcus (Clr4) (1d3): HP 20, 17, 18; AC 4[15]; Atk touch or mace (1d6); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** control undead, 1/day—death touch (roll 4d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—cause light wounds, command; 2nd—hold person.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10 sp.

Zombie Servants (1d4): HD 2; HP 11, 10x2, 13; AC 8[12]; Atk strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; **Special:** immune to sleep and charm.

Tomes: The books present are all written in evil, ancient languages and deal with the worship of Orcus and other minor demons. They could have some value to sages, magic-users or other evil priests. They could also convey some information on banishing demons. The Referee should use his or her discretion in determining a value for them.

Trapped Secret Door: The door to **Area 11**, Koraashag's chamber, is locked and **trapped**. On the lintel above, the left side, and the right side of the door on the east side are traced three *glyphs of warding*. They inflict explosive fire damage to any person other than Koraashag who crosses the threshold. All three *glyphs* discharge at once.

11. Koraashag's Chamber

This chamber is more opulent than the spartan chambers of the other priests. Velvet hangings and tapestries—carried here from Rappan Athuk on the backs of slaves—cover the wall. A large bed and chest as well as a small desk and chair fill the room. The tapestries depict Orcus at his most demonic, with Koraashag at his right hand. Various personal effects and unholy items litter the room.

Though this is Koraashag's bed chamber, and he is frequently here when he is not in the temple at **Area 15**, it is not his most private sanctuary. That sanctuary is located high in a cave on **Level 5**, at **Areas 26–27A**.

Koraashag's statistics are provided at **Area 15**.

Treasure: The bedding is of finest quality (worth 500 gp). The chest in the room is locked and ingeniously **trapped**. The chest's lock is exquisitely crafted and worth over 500 gp if it can be removed without being destroyed, though the key for it must also be available (it is kept on Koraashag's person). It would take a master craftsman weeks of study to create a key to fit the lock. The chest has a poison needle trap (save or die), but that trap is meant to be detected. If the poison needle trap is detected and disabled, this actually triggers the second needle trap (which is almost impossible to disable without the key to the chest). This second trap is bypassed only by use of the lock's key. Additionally, within the lid of the trap is a vial of poisonous gas identical to a *cloudkill* spell, that is released if the chest is broken with force. Inside the locked and trapped chest are silks and other finery (worth 500 gp) as well as 31,166 gp and seventy-eight gems of value from 10 to 100 gp each (Referee to determine). Also within the chest is a *book of ineffable foulness* and a scroll of 4 cleric spells (*word of recall*, *restoration*, *resurrection* and *unholy word*). Koraashag treasures this scroll and does not carry it on his person, nor would he use it in combat.

Book of Ineffable Foulness

This work of dark vileness is extremely beneficial to clerics of Chaos. A week of intense study is required to fully digest its wicked contents. After this accomplishment, the Chaotic cleric will gain 1 point of Wisdom and the experience points necessary for exactly half way into the next level. Lawful clerics perusing the pages of the unspeakable *Book of Ineffable Foulness* will have to save or die; and if they survive, they must make an additional save or become insane (remove curse will lift the insanity). Even with successful saving throws, the Lawful cleric loses exactly enough experience points to place the character at the beginning of the previous lower level. Any Lawful character takes 2d6 points of damage just from handling the tome, and woe to those that look inside; a night hag will come to the character that very night and attack. Neutral characters take 2d4 points of damage from handling it, and reading its pages will cause them to save or immediately become Chaotic in alignment (treat as a curse).

12. Cavern of Orcus and Bronze Portals

This great cavern serves as the outer chamber of the temple of Orcus. The cavern reaches 100 feet in height. The ceiling of the cavern is filled with stalactites. Several large pillars formed of joined stalactites and stalagmites give the cavern a grand and ominous feel. The cavern itself

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is dominated by a huge statue of the demon prince standing upright and holding his wand above his head, his bat like wings fully spread. Surrounding the statue, which towers some 30 feet tall, are a number of bronze braziers filled with coals that give off a hellish glow. Behind the statue are the great brass portals to the temple itself. In front of the statue is a rough black pit filled with bones of sacrifices.

This cavern is a hub of activity and is the common area of the temple, the carved areas reserved for the more important priests and for temple functions. The cavern itself is occupied mostly by acolytes. There are **2d8 acolytes** here at any time. The acolytes make their individual camps randomly around the statue, where they are constantly in devotion. There are always **1d8 zombie servants** here as well as **1d4 zombie guards**. There is also a 1–6 on 1d20 chance that there are **1d3 lesser priests** here, either disciplining the acolytes or conducting their own secret business. There is a 1–5 on 1d20 chance that there **1d6 font skeletons** present and the same chance that there are **1d3 ghouls** present, in various parts of the cavern. There is also a 1–4 on 1d20 chance that **1d2 ogres** are in the cavern, either coming or going from their lair at **13** to the temple at **15**.

On very rare occasions (Referee to determine), a small group of pilgrims either from another temple of Orcus or from some other Chaotic deity are here visiting the temple. They make their camp near the great statue of Orcus.

Acolytes of Orcus (Clr2) (2d8): HP 7x5, 11, 3, 12, 5x2, 9x2, 8, 10, 2, 6; **AC** 5[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Font Skeletons (1d6): HD 2; **AC** 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** C; **CL/XP** 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

Ghouls (1d3): HD 2; HP 13, 8x2; **AC** 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities, paralyzing touch.

Lesser Priests of Orcus (Clr4) (1d3): HP 20, 17, 16; **AC** 4[15]; **Atk** touch or mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 4d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—*cause light wounds*, *command*; 2nd—*hold person*.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10 sp.

Ogres (1d2): HD 4+1; HP 24, 20; **AC** 5[14]; **Atk** huge battle axe (1d10+1) or huge spear (1d8+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: huge battle axe, huge spear, a sack with a human skull, a hunk of uncooked meat, 3d20 gp, 2d20 sp.

Zombie Guards (1d4): HD 2; HP 7x2, 8, 4; **AC** 7[12]; **Atk** longsword (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Equipment: shield, longsword.

Zombie Servants (1d8): HD 2; HP 6, 10, 9x2, 4, 7, 14, 8; **AC** 8[12]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Tactics: The occupants of this cavern do not expect any strangers. Thus, anyone entering this cavern is attacked immediately, though the occupants are momentarily unprepared and taken off guard by the presence of such unexpected intruders.

13. Far Cavern

This tall cavern is the home of a band of ogres, enlisted by Koraashag to the service of Orcus. They are fanatically loyal to the demon god and to Koraashag. They serve as guards to the temple. There are a total of **11 ogres**, though there are no more than 4 here at any time. Between them, they have five suits of plate mail and take turns wearing the suits as their shift of guard duty begins. There is always **1 ogre guard here with 1d3 ogres**. There are always **1d3 zombie guards** here as well. On a 1–4 on 1d20 there are also **1d4 acolytes** here. Two ogres are always at **Area 15**, wearing two of the five sets of plate mail, while 2 more ogres are always at **Area 14**, wearing two more of the five sets of plate. A fifth is always here, wearing the final suit of plate and guarding the slave pen (see below). The other ogres present are either eating or sleeping while off duty.

Acolytes of Orcus (Clr2) (1d4): HP 7, 10, 5, 8; **AC** 5[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Ogre Guard in Plate Mail: HD 4+1; HP 26; **AC** 3[16]; **Atk** huge battle axe (1d10+1) or huge spear (1d8+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: plate mail, huge battle axe, huge spear, a sack with a human skull, a hunk of uncooked meat, 3d20 gp, 2d20 sp.

Ogres (1d3): HD 4+1; HP 24, 20, 22; **AC** 5[14]; **Atk** huge battle axe (1d10+1) or huge spear (1d8+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: huge battle axe, huge spear, a sack with a human skull, a hunk of uncooked meat, 3d20 gp, 2d20 sp.

Zombie Guards (1d3): HD 2; HP 7x2, 8, 4; **AC** 7[12]; **Atk** longsword (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Equipment: shield, longsword.

Slave Pen: The southern spur of the cavern is walled off with stout wooden posts, into which is set a barred wooden gate. This pen holds humanoids captured in the Under Realms or purchased from orc or gnoll raiding bands from the surface. These creatures will become sacrifices to Orcus. At least one such creature is sacrificed every day. There are currently 2d10 humanoids from the surface (from pillaged villages or farms) and 1d10 humanoids from the Under Realms. The gate is barred with a heavy wooden log, easily lifted by the ogres. (A total of 36 points of strength required, up to three creatures on the outside can attempt simultaneously).

13A. Pool Cavern

The pool in this low cavern contains brackish water. It must be boiled to be consumed (except by the ogres, who drink it as it is) or the drinker suffers 1d2 hit point loss due to stomach illness.

There is a 1–5 on 1d20 chance that there are **1d3 zombie servants** here fetching water for the priests. There is a similar chance that **1d2 ogres** are here, drinking or bathing in the water.

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Ogres (1d2): HD 4+1; HP 24, 22; AC 5[14]; **Atk** huge battle axe (1d10+1) or huge spear (1d8+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: huge battle axe, huge spear, a sack with a human skull, a hunk of uncooked meat, 3d20 gp, 2d20 sp.

Zombie Servants (1d3): HD 2; HP 6, 10, 7; AC 8[12]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

14. Stinking Pit

This cavern passage ends in a ledge that spirals down the inside of an abyss of unknown depths, leading to a cave mouth that leads to a passage to the Under Realms. The abyss is bottomless. Anyone falling into it is forever lost unless he or she has magical aid. The abyss itself emits foul smokes and vapors. All except ogres (who are used to such smells) passing through this room are afflicted as per *stinking cloud*. The effect cannot be magically resisted or dispelled, though a save is allowed as per the spell. There are always **2 ogre guards** in plate here, guarding the entrance to the chambers to the north. They are stationed at the location of the number "14" on the map. The footing on the ledge that spirals into the abyss is treacherous, requiring a save for any activity other than careful walking.

Ogre Guard in Plate Mail: HD 4+1; HP 22; AC 3[16]; **Atk** huge battle axe (1d10+1) or huge spear (1d8+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: plate mail, huge battle axe, huge spear, a sack with a human skull, a hunk of uncooked meat, 3d20 gp, 2d20 sp.

Passage to the Under Realms: The cave opening at the bottom of the spiraling ledge leads to a passage that connects with the labyrinthine web of passages that make up the Under Realms. The path eventually leads to a secret passage that links up with the lower levels of the famous dungeon of Rappan Athuk, though such a trek would require many weeks and great danger.

15. Temple of Orcus

Beyond the heavy brass portals lies the Temple of Orcus, built by Koraashag at the direction of his demonic deity. The temple chamber is split by a large crevasse, which opens up to **Level 5** far below. The portion of the temple beyond the crevasse sits some 20 feet above the portion of the room south of the crevasse. The ceiling of the temple is over 50 feet high. The crevasse is spanned by a thick bridge of solid black stone. A row of glowing braziers line either side of the crevasse, filling the chamber with a hellish glow. Black candles of a most unholy aspect stand in long candleholders along either wall and flicker with a faint and evil light. Obscene censers issue forth foul smokes.

The portion north of the crevasse is dominated by a gold-plated and jewel-encrusted statue of a seated Orcus, his wand upraised in one hand and the other hand outstretched with an open palm facing upward, on which is set the heart and entrails of many sacrifices. Before the statue and on the same raised platform is an altar of black stone, stained even deeper with the crimson blood of hundreds of sacrifices. A large bronze brazier, full of burning coals, stands to either side of the statue of the demon prince.

Normally during rituals or functions, acolytes and servants remain in the lower portion of the temple below the chasm while the lesser priests and priests gather directly before the altar. The senior priests such as Koraashag (or any others with names) stand on the raised platform by the altar (thus benefiting from the unholy aura generated by the statue).

Magical Protections: The entire room is under the effect of an *unhallow* spell and *bless* for followers of Orcus.

The Upper Platform: In addition to the spell effects above, all persons on the raised platform with the statue of Orcus are under an *unholy aura*.

Unholy Aura

Spell Level: Cleric, 7th Level

Range: 20 ft.

Duration: 1 round/level

A malevolent darkness surrounds the caster to a radius of 20 feet, and affects one subject per level of the caster within this radius (in addition to the caster). For the duration of the spell, an aura gives these subjects a certain degree of protection from all attacks, gives them resistance to spells cast by Lawful creatures, and weakens Lawful creatures that strike the subjects. Each warded creature gains a -2[+2] bonus to AC and +2 save bonus for all attacks from every alignment. Next, a warded creature gains a magic resistance of 60% against spells cast by Lawful creatures. Finally, if a Lawful creature succeeds on a melee attack against a warded creature, the attacker takes 1d3 points of Strength drain similar to the damage from a shadow's attack. If Strength is drained to zero, the attacker becomes a shadow under control of the caster.

The Crevasse and Bridge: The crevasse opens above **Area 24A** of **Level 5**. Anyone falling into the crack falls 50 feet through stone before reaching the ceiling of **Level 5, Area 24A**, and then falls 100 feet more to the cavern floor below—a total of 150 feet!

Crevasse (150 Feet Deep): 15d6 falling damage, plus regardless of damage taken the character must make a massive damage save or die.

The Statue of Orcus: This hideous statue is covered in nearly 3,000 gp worth of gold plate and encrusted with one hundred gems worth 100 gp each. All are cursed and afflict anyone removing them with a *bestow curse* spell. In addition, the statue radiates unholy aura as detailed above.

The Shimmering Portal: Together, when the above priests chant for 1 hour in an obscene ritual and sacrifice a living humanoid, they can contact Orcus directly in his Palace of Bones in the Abyss through a shimmering portal that appears in the middle of the temple. He will speak with the gathering as per the *commune* spell. Using another variant of this ritual, the priests can communicate with each other through this shimmering portal over far distances.

Occupants: Normally present in the temple are **Koraashag**, the High Priest, **2 priests of Orcus**, **2 lesser priests of Orcus**, **2d6 acolytes of Orcus**, **2 ogre guards in plate**, **1d4 shadows**, **1d4 ghouls**, **1d6 zombie guards**, **1d6 zombie servants** and **1d6 font skeletons**. There may be more acolytes and lesser priests if a major service or sacrifice is taking place, in addition to ghouls or visitors from other levels of the dungeon. Also, **Staurauth** (see **Level 2A, Area 14**) can be found here in the main temple during important rituals. Finally, **Tavik**—the evil priest from *The Crucible of Freya*—will also be here after defeat by the characters in that adventure. Tavik has been severely reprimanded by Korashaag for his failures regarding the ruined keep though he has gained 2 levels of experience.

Korashaag, Orc High Priest of Orcus (Clr10): HP 50; AC -1 [20]; **Atk** touch or +2 *spiked mace* (1d8+2); **Move** 12; **Save** 6; **AL** C; **CL/XP** 13/2300; **Special:** control undead, 1/day—death touch (roll 10d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (3/3/3/3/3).

Spells: 1st—*command* (x3); 2nd—*hold person* (x2), *silence*, 15-ft. radius; 3rd—*bestow curse* (x2), *cause disease* (mummy rot); 4th—*cause serious wounds* (x2), *poison*; 5th—*finger of death* (x2), *flame strike*.

Equipment: +2 *black plate mail*, black robes emblazoned with the symbol of Orcus, *cloak of the demon*, +2 *spiked mace of the wraith*, +3 vs. Lawful, *ring of regeneration*, *ring of spectral hand*, unholy water (x8), unholy symbol of Orcus and the key to the chest at **Area 11**.

Cloak of the Demon

This cloak appears as a heavy cloak of black leather or some other thick fabric. When unfolded fully and spread wide, which may be done up to two times per day for two turns each time, the cloak is revealed to be a pair of demon wings. Unfolding the wings grants the wearer the innate abilities of a vrock demon: ability to fly 18, darkness 5ft radius, immunity to fire, and magic resistance 50%. The cloak can gate in a vrock with triple normal chances (30%).

+2 Spiked Mace of the Wraith, +3 vs. Lawful

This wickedly spiked mace functions as a +2 *spiked mace*, +3 vs. *Lawful*. In addition, it has following wraith-like power. Any successful hit drains 1 level with an unsuccessful saving throw. If the attack roll is a natural 20, the attack is exactly like the touch of wraith, level drain without a save. Furthermore, the mace uses any level drain to heal the wielder 1d8 hit points of damage.

Note: Koraashag, by the blessing of Orcus, has had a special *word of recall* spell placed on him. If ever he is reduced to 10 hit points or fewer, he is brought immediately to **Level 5, Area 27A**, where he uses the healing available to him there. A lengthy and unholy ritual allowed Koraashag to be imbued with this ability.

Command

Spell Level: Cleric, 1st Level
Range: 25 ft. + 5 ft./2 levels
Duration: 1 round

One living creature is subject to a single-word command, which it obeys to the best of its ability if a saving throw fails. The caster may only give one of the four “true” commands unless a deity grants an unusual “version” of the spell.

Approach: The subject moves toward the caster as quickly and directly as possible for 1 round.

Drop: The subject drops whatever it was holding; it can't pick up any dropped item until the next round.

Flee: The subject moves away from the caster as quickly as possible for 1 round.

Halt: The subject stand in place doing nothing else for 1 round.

Flame Strike

Spell Level: Cleric, 5th Level
Range: 100 ft. + 10 ft./level
Duration: Instantaneous

A *flame strike* evokes a vertical column of divine fire 40 ft. high with 10 ft. radius. The spell deals 1d6 points of damage per level of the caster. All with the area of effect take this damage unless a save for half-damage is successful.

Spells: 1st—*cause light wounds*, *command*; 2nd—*hold person*, *silence* 15-ft. radius; 3rd—*bestow curse*; 4th—*poison*.

Equipment: +1 blackened chain mail, +1 shield bearing the device of Orcus, +1 skull-tipped *spiked mace*, +2 vs. *Lawful*, *potion of extra-healing* (x2), unholy water (x6), iron unholy symbol of Orcus.

Priests of Orcus (Clr5) (2): HP 20, 17; AC 3[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 5d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/2).

Spells: 1st—*cause light wounds*, *command*; 2nd—*hold person*, *silence* 15-ft. radius.

Equipment: +1 chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, prayer book, a small sack with 6d10 gp.

Lesser Priests of Orcus (Clr4) (2): HP 14, 15; AC 4[15]; **Atk** touch or mace (1d6); **Move** 12; **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** control undead, 1/day—death touch (roll 4d6: if total equal or exceeds target's current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—*cause light wounds*, *command*; 2nd—*hold person*.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10.

Acolytes of Orcus (Clr2) (1d3): HP 9, 7, 11; AC 5[16]; **Atk** touch or mace (1d6); **Move** 12; **Save** 14; **AL** C; **CL/XP** 3/60; **Special:** control undead, 1/day—death touch (roll 2d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (1).

Spells: 1st—*cause light wounds*.

Equipment: ring mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 4d10 gp.

Ogre Guard in Plate (2): HD 4+1; HP 26, 21; AC 3[16]; **Atk** huge battle axe (1d10+1) or huge spear (1d8+1); **Move** 9; **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** none.

Equipment: plate mail, huge battle axe, huge spear, a sack with a human skull, a hunk of uncooked meat, 3d20 gp, 2d20 sp.

Shadows (1d4): HD 2+2; HP 14, 12, 8, 11; AC 7[12]; **Atk** touch (1d4 + strength drain); **Move** 12; **Save** 16; **AL** C; **CL/XP** 4/120; **Special:** drain 1 point Strength with hit, hit only by magic weapons.

Ghouls (1d4): HD 2; HP 11, 7, 6x2; AC 6[13]; **Atk** 2 claws (1d3), bite (1d4); **Move** 9; **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** immunities, paralyzing touch.

Zombie Guards (1d6): HD 2; AC 7[12]; **Atk** longsword (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Equipment: shield, longsword.

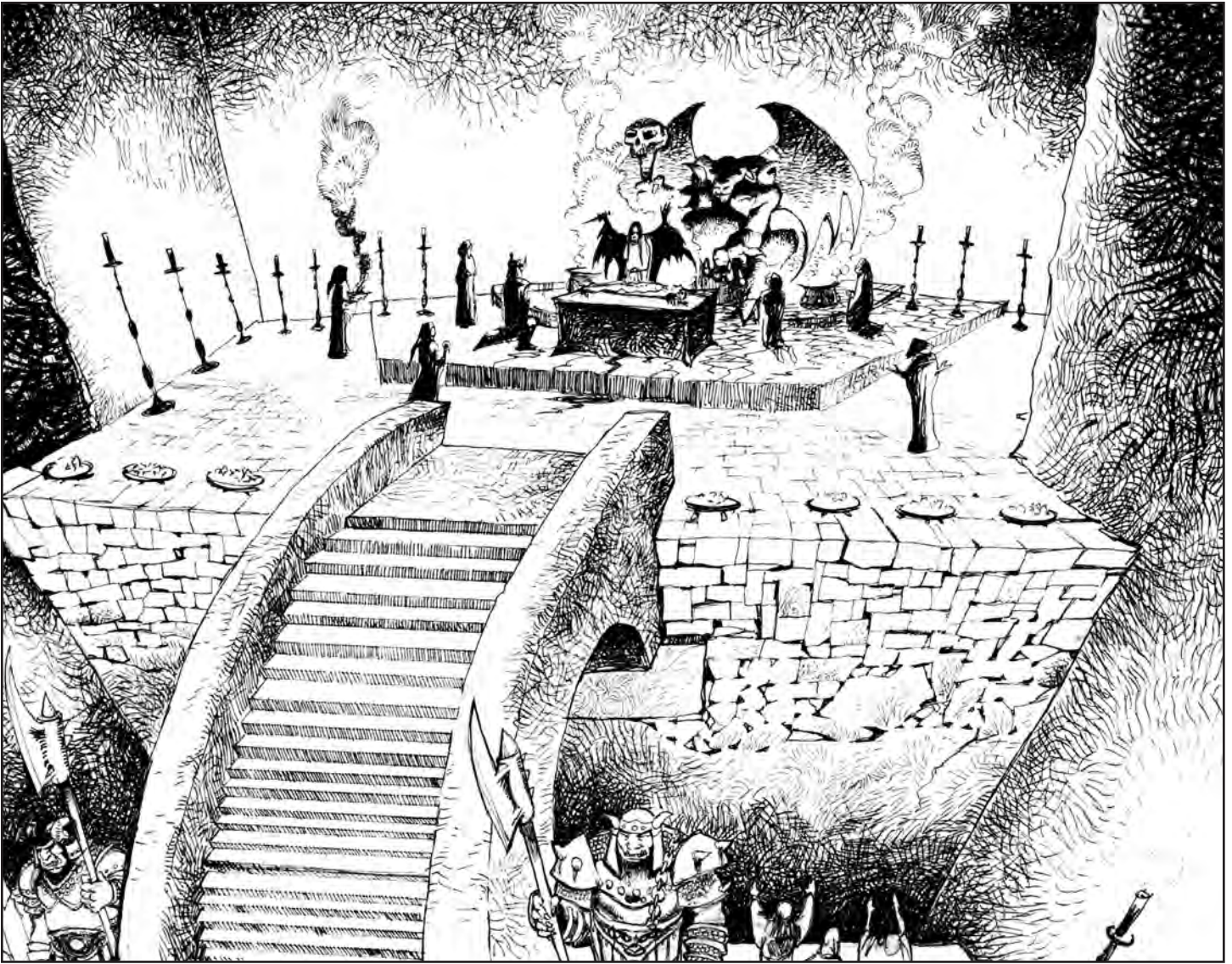
Zombie Servants (1d8): HD 2; AC 8[12]; **Atk** strike (1d8); **Move** 6; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to sleep and charm.

Font Skeletons (1d6): HD 2; AC 6[13]; **Atk** longsword (1d8); **Move** 12; **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** immune to charm and sleep, turned as zombie.

Equipment: shield, longsword.

Tavik, Half-Orc Priest of Orcus (Clr6): HP 30; AC 2[17]; **Atk** touch or +1 skull-tipped *spiked mace* (1d8+2); **Move** 12; **Save** 10; **AL** C; **CL/XP** 8/800; **Special:** control undead, 1/day—death touch (roll 6d6: if total equals or exceeds target's current hit points, it dies; save avoids), spells (2/2/1/1)

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Tactics: Once attacked, Koraashag immediately uses his *cloak* and attempts to summon a vrock demon (30% chance). He sends the ogres to attack the party. He commands the priests to attack the party also. Koraashag himself remains back on the raised platform (remaining under the protection of the *unholy aura*) and use his *spectral hand* ring to cast *poison*, *bestow curse*, *cause disease*, *cause wounds* spells and his death touch ability on intruders as well as *hold person* and *finger of death*. If engaged in melee, Koraashag relishes softening up his foe with a few blows from his *wraith mace*. If the going gets tough for Koraashag, he uses his wings to fly down into the crevasse and then to **Level 5, Area 26**, where he retreats to his hidden underground shrine. Remember, too, that Koraashag is under a special word of recall spell that transports him to **Level 5, Area 26** if his hit points are reduced to 10 or fewer. Any other senior priests (except Tavik) also remain on the raised platform, using their spell abilities and receiving the protection

of the *unholy aura*. The ogres attack directly, and the demons use their *teleport* ability to keep the party confused. They enjoy using magic or force to knock characters into the chasm. The priests use their spells such as *hold person* on fighters and *silence* on any spellcasters before wading into combat. They attack with melee weapons to soften up their foes before using their *death touch* power. The priests, ghouls and the vrock demon attempt to throw any held intruders into the crevasse. Zombies and skeletons attack mindlessly. Tavik attacks the party with reckless abandon, hoping to have his revenge on the characters and to regain his stature in the eyes of Koraashag.

Z'veerikrol the Vrock Demon: HD 8; HP 50; AC 0[19]; Atk 2 foreclaws (1d8), 2 rear claws (1d6), beak (1d6); Move 12 (fly 18); Save 8; AL C; CL/XP 11/1700; **Special:** darkness, immune to fire, magic resistance (50%).

Level 5: The Great Cavern and the Temple of the Frog

The tsathar—a vile subterranean race that worships the demon frog god, Tsathogga—control this level of the dungeon. Several huge caverns dominate the level; one includes an underground lake that is lorded over by the tsathar's main temple—the Temple of the Frog. In the lake and in the temple's breeding pits, the tsathar breed hundreds of loathsome, monstrous frogs that they let free to roam the level. A chasm in the ceiling of a cavern connects a portion of this level to the Temple of Orcus on Level 4, above.

Aside from Lokaug, the High Priest of Tsathogga, and any others detailed on other levels, there are a total of 14 frog-priests, 28 filth-priests, 42 supplicants and 38 tsathar scourges in total on this level. In addition, there are over 200 normal tsathar on this level.

Any party that attempts to take this level head-on is doomed. Stealth has to be the order of the day, as wiping out a whole colony of these creatures under unfavorable conditions is high impossible. If some tsathar are found dead or are missing, the rest blame the priests of Orcus for the trouble and do not even think it possible that an adventuring party is at work. At the Referee's discretion, it is even possible that the characters could open up hostilities between the tsathar and the priests of Orcus,

using the two separate forces to wipe each other out. It is unlikely that the characters can form an alliance with the inhuman tsathar.

Giant Frogs (large): HD 3; AC 7[12]; Atk tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap 100 ft., swallow whole on natural 20.

Giant Killer Frogs: HD 5; AC 5[14]; Atk 2 claws (1d4), bite (1d8); **Move** 6 (swim 12); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** leap (100 ft.), rake (2 additional rear claws [1d6] if both claws hit)

Giant Poisonous Frogs (large): HD 3; AC 7[12]; Atk tongue (grapple plus poison) or bite (1d8 plus poison); **Move** 3 (leap 100ft.); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap, poison drains 1d6 Strength, swallow whole on natural 20.

Killer Frogs (large): HD 3; AC 7[12]; Atk tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 4/120;

Level 5: The Great Cavern and the Temple of the Frog

Difficulty: 10.

Entrances: Stairs from **Level 1**, crevasse from **Level 4**.

Exits: Hidden stairs to **Level 5A**, stairs to **Level 6**.

Wandering Monsters: The tsathar and their foul frogs very densely populate the huge caverns of this level. Every two turns, or every time the party makes significant noise or light, roll 1d20 on the following table:

ROLL 1D20	RESULT
1–3	1d6 Giant Frogs (large)
4	1d6 Giant Poisonous Frogs (large)
5	Tsathar Hunting Party (1 tsathar filth-priest, 4 tsathar and 4 giant frogs [large], searching the level for food or heading to Level 6 to eat giant rats)
6	A Group of Tsathar Pilgrims (1 tsathar filth-priest, 2 tsathar supplicants and 1d6 tsathar, visiting the temple from the Under Realms, exploring the environs)
7	1d2 Killer Frogs that have gotten free from the breeding pits; there is a 1–8 on 1d20 chance that 1d6 tsathar scourges arrive 1d6 rounds later to recapture the rogue frogs.
8	Tsathar Training Mission (1 tsathar filth-priest, 1 tsathar scourge, 1 giant killer frog and 2 tsathar)
9	Tsathar Patrol (1 tsathar scourge, 4 tsathar, 1 giant killer frog and 2 giant frogs)

10–12 Group of 1d6 Tsathar traveling the caverns for their own purposes

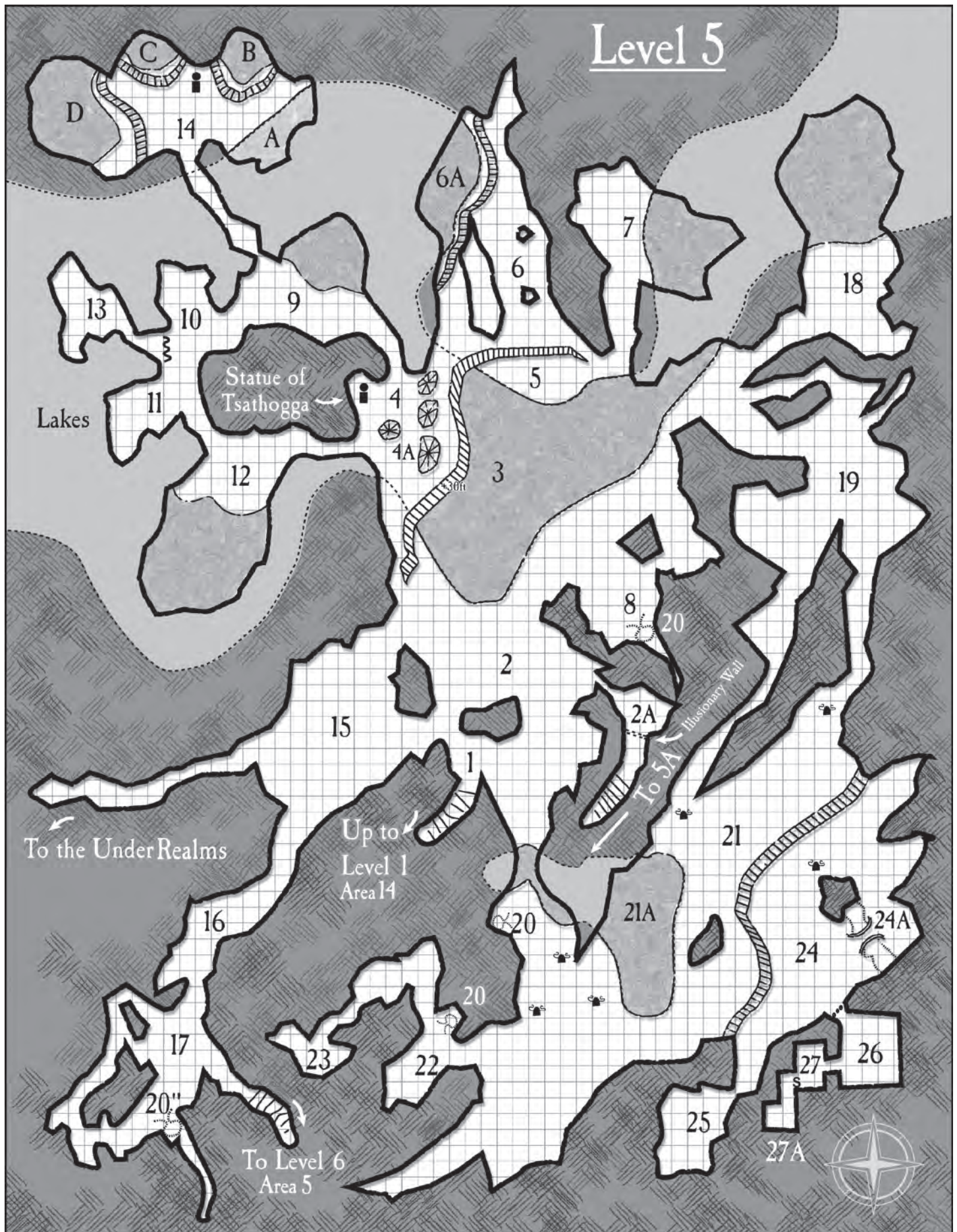
13 The Behir from **Level 6** (see **Level 6**, **Area 10** for details; only encountered in **Areas 15–17**; otherwise no encounter)

14–20 No encounter

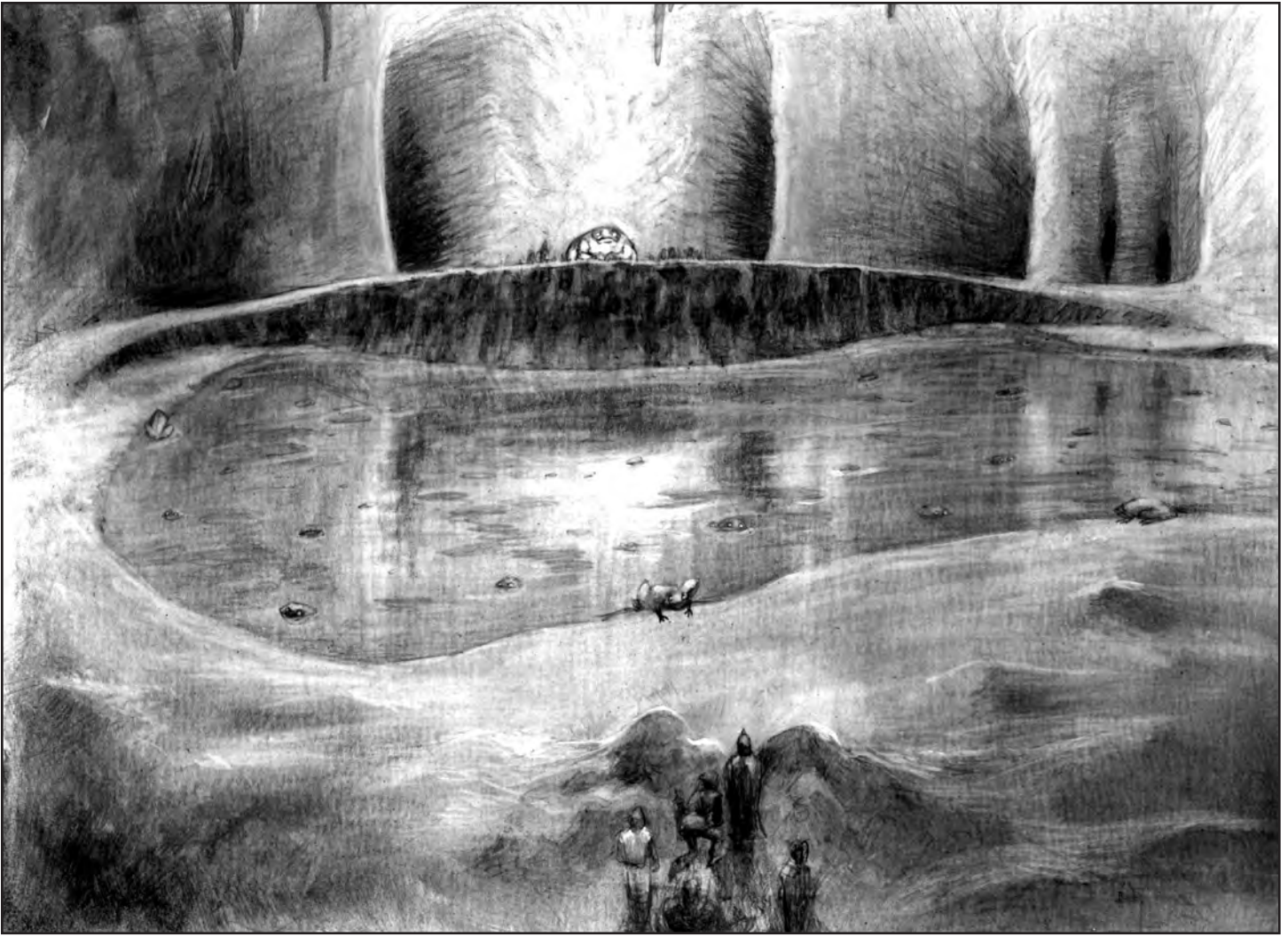
Standard Features: The entire level (except for **Areas 26** and **27**) consists of stone caverns. The walls are always wet and slippery, due to the presence of the underground lake. The entire level seems to be covered with a coating of slime—though it does not extend to **Areas 19** or higher. Climb Walls checks in the slime-filled areas (**Areas 1–18**) are at –20%, and no running or combat is allowed without making a saving throw every round such activity is attempted. Failure results in the character slipping and falling. All denizens of this level are immune to this check, since they live in the slime. The lake itself glows with a faint, foul green phosphorescence, and the large idol of Tsathogga at **Area 4**, which dominates the main cavern, radiates a faint, sickly green light. Fungus covers most surfaces on this level: 20% of the fungus is edible, while 10% is poisonous.

Continuous Effects: A majority of this level (**Areas 2–14**) radiates evil due to the malignant effect of the Chaos temple. *Detect evil* spells and paladin abilities fail to function in these portions of this level.

THE TOMB OF ABYSTHOR



THE LOST LANDS: STONEHEART VALLEY



Special: leap 100 ft., swallow whole on natural 20.

Tsathar: HD 2; AC 3[16]; **Atk** 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement).

Tsathar Filth-Priest (Clr5): HD 7; AC 1[18]; **Atk** 2 claws (1d4) or +1 kukri (1d6+1), bite (1d6); **Move** 12 (swim 12); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (–1 to hit in bright light), slimy, spells (2/2).

Spells: 1st—cause light wounds (x2); 2nd—hold person (x2).

Equipment: +1 leather armor, shield, +1 kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, potion of healing (x3), scroll of 2 cleric spells (bless, cause disease).

Hydrodaemon: HD 7; HP 35; AC 0[19]; **Atk** 2 claws (1d6), bite (2d6) or spit; **Move** 9 (fly 12, swim 24); **Save** 9; **AL** C; **CL/XP** 13/2300; **Special:** immunity to acid and poison, magic resistance (35%), only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—cause fear, darkness 15-ft.

radius, detect magic, dimension door, summon 8HD water elemental.

Tsathar Scourges: HD 4; AC 3[16]; **Atk** 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement), iron badge of station.

Tsathar Supplicants (Clr1): HD 3; AC 3[16]; **Atk** 2 claws (1d4) or kukri (1d6), bite (1d6); **Move** 12 (swim 12); **Save** 15; **AL** C; **CL/XP** 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), kukri (curved blade similar to a machete).

I. Stairs from Level 1

The walls and floors of this area are slime and fungus covered, in part due to the heat and humidity associated with the entirety of this level and in part due to the cultivation of such things by the local inhabitants. Molds and mushrooms sprout from every crack and crevice. A faint glow can be seen coming from Area 4, across the fetid water of the lake (Area 3). Its green-shaded light casts eerie shadows over the whole cavern.

THE TOMB OF ABYSTHOR

Because these stairs are almost never used, characters that hide and observe the area from this location are relatively unmolested (unless attacked by wandering monsters). From this entrance location, they can observe the goings on in **Areas 2, 3, 4** and **15** due to the ever-present greenish light from **Area 4**.

2. Great Cavern

This cavern has a vaulted ceiling reaching 100 feet into the darkness above. In the north side of the cavern is a large, fetid lake smelling of swamp water and decay. Water drips from the ceiling in thick, gooey droplets, occasionally dripping on some creature below. Pale green light emanates from the idol at **Area 4**, creating vast areas of shadow and allowing vision to a range of 200 feet. The raised platform and statue in **Area 4** can be seen as dim outlines in the distance. As this area is heavily traveled, an immediate wandering monster check should be made as soon as the relative safety of **Area 1** is left. The passage to the south from **Area 1** is dark and is bisected by water from the small pool at **Area 21A**.

2A. Side Room and Hidden Stairs

Upon first glance, this is a normal empty, small side cave. It is unremarkable. The south wall, however, hides stairs to **Level 5A**—the location of the monolith and the major secrets of this dungeon.

Hidden Stairs: Long ago, before the coming of the Temple of the Frog and before the founding of the burial halls, when the chambers containing earth blood were warded, this chamber was seen as the entrance chamber to the caves that led to the earth blood (**Level 5A**). The stairs to **Level 5A** were warded by a complex ritual cast by the high priests of the earth god, resulting in a tremendously powerful type of *illusory wall*. The section of wall indicated on the map with dashed lines is that wall. It does not radiate magic and cannot be detected in that fashion. It appears to be a physical wall and interacting with the wall cannot normally detect it as an illusion. Unless disbelieved (see below), the wall remains real. Objects strike it and bounce off.

Detecting the Wall: The wall can be detected only if successfully disbelieved. Disbelief, however, requires more than some speculative guess or random search. To allow a saving throw for disbelief, the viewer must have some tangible and articulable reason why the character believes that a passage extends from this room. For example, if the characters were led to this location by a spell such as *commune* or some other similar spell and thus have a belief that the path continues on past this cave, or if they see someone who knows the wall is an illusion pass through the wall, they may qualify to make a save to disbelieve. Similarly, speaking with the spirit of Flail, reading Koraashag's journal or capturing and successfully interrogating Lokaug or one of the frog-priests (though neither Lokaug nor the frog-priests reveal this information unless magically compelled, even on threat of death or torture) about the location of the Black Monolith leads to this cave and allows an opportunity to disbelieve the wall. Unless these conditions or similar conditions are met, the wall cannot be detected. The bottom line is this: random search—regardless of the magic used—does not reveal the wall. To earn a disbelief saving throw, the person must know that a passage leads from this room. For each person who walks through the wall, anyone remaining in the room gains a fresh saving throw if they have already failed one. If all of a character's companions have walked through the wall, and the character still cannot manage to disbelieve in the wall's existence, that character's belief is deemed to be permanent, and the character will never be able to walk through the wall. The other characters will have to make a choice between abandoning their exploration beyond the wall, or abandoning their comrade.

3. The Underground Lake of Filth

This lake contains foul, desecrated water fit only for swamp dwellers and other disease-ridden beasts. Bacteria in the lake give off a faint phosphorescent light, creating the look of an evil-looking, algae-filled swimming pool. The lake and bacteria give off a foul smell of sulfur and rotting organic material, creating a *stinking cloud* effect within 15 feet of the shore. This lake covers much of this level, extending off the map edge

to both the northeast and northwest. To the northeast, the lake eventually exits these caverns under the lakeshore of Crystal Lake (located on the **Wilderness Map**). Swimming to the outside requires some magical means of breathing underwater, as it is too far a swim to make without such means. This lake is used by the tsathar to house their many foul frogs. The lake is full of giant frogs—both poisonous and nonpoisonous. The special frogs, such as killer frogs, do not live here. **1d6 giant frogs (large)**, **1d4 poisonous giant frogs (large)**, **1d6 giant frogs (medium)**, and **1d4 poisonous giant frogs (medium)** immediately attack any non-frog or non-tsathar swimming in the lake—it is like a pond of piranha. They do not eat each other, unless one is wounded (see below). The shores of the lake are thick with mud and filth. Movement along the shores is at 1/2 speed due to the suction and slippery conditions created by this mud.

Giant Frogs (large) (2d6): HD 3; AC 7[12]; Atk tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap 100 ft., swallow whole on natural 20.

Giant Poisonous Frogs (large) (1d6): HD 3; AC 7[12]; Atk tongue (grapple plus poison) or bite (1d8 plus poison); **Move** 3 (leap 100ft.); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap, poison drains 1d6 Strength, swallow whole on natural 20.

Giant Frogs (medium) (1d6): HD 2; AC 7[12]; Atk tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 16; **AL** N; **CL/XP** 2/30; **Special:** leap (150 ft.).

Giant Poisonous Frogs (medium) (1d4): HD 2; AC 7[12]; Atk tongue (grapple plus poison) or bite (1d8 plus poison); **Move** 3 (swim 9); **Save** 16; **AL** N; **CL/XP** 3/60; **Special:** leap (150 ft.), poison drains 1d6 Strength.



THE LOST LANDS: STONEHEART VALLEY

Feeding: Because there are so many frogs (literally hundreds fill the lake), the priests catch a number (about ten to fifteen) each day, gut them and toss them into the pits at **Area 4**. This is a daily ritual. The frogs eat the ones that have been killed in this manner. Thus, because they do not eat each other unless fed by the priests as described, the frog population has the strange capacity to sustain its own booming population.

Traveling beneath Other Chambers: Note that the lake runs beneath many of the rooms in the northwest portion of the level. The lake—when beneath other chambers—is either fully submerged or has a ceiling of only a foot or two above the level of the water. No meaningful transportation can be had across the surface of the lake when not exposed in a larger chamber.

Referee Note: Players coating themselves with mud and slimy water become invisible to the giant frogs on this level for 1d2 turns after coating themselves with muck, as they are rendered “kindred spirits” by their stench. Likewise, the frogs do not notice invisible or hiding characters for 3+1d3 turns after coating themselves, as the smell of fresh meat is overwhelmed by the stench of the muck.

4. The Temple of the Frog

This is the outer entrance to the Temple of the Frog. There is a huge statue of Tsathogga here, in the form of a hugely fat, grotesque humanoid toad with great fangs and huge talons attached to each of his six legs. The statue stands (or rather squats) 40 feet tall. The statue of Tsathogga is made of a foul green stone from the plane of Tarterus. It feels like some type of alien soapstone.

This place is very busy at all times. There are always at least **1d4 tsathar filth-priests**, **2d6 tsathar supplicants** and **2d8 tsathar** here, taking turns bringing up slime and filth from the shores of the lake and rubbing it over the surface of the idol, while the priests and supplicants gesticulate in random worship of their uncaring god. These tsathar are quite occupied by their work and are unlikely to notice intruders (–2 on surprise checks).

In addition to the priests, supplicants and normal tsathar, there are occasionally groups coming and going along the path from **Area 4** to **Area 15** and on to the Under Realms. This temple—though far from the nearest population of tsathar—is a site of major importance to this race. It is not uncommon for tsathar merchants or pilgrims to trek to this shrine, nor is it uncommon for traders or priests to leave from this shrine accompanied by several of the foul frogs bred here—particularly the killer frogs—and several tsathar scourges.

Unhallow and Dispel Good: The area radiates evil, and is under the effects of an *unhallow* spell. In addition, all areas within 50 feet of the statue are under the effects of *dispel good*. If intruders attack this temple area, two of the acolytes flee to **Area 12** to get aid.

Tsathar Filth-Priest (Clr5) (1d4): HD 7; HP 33, 27, 19, 23; AC 1[18]; Atk 2 claws (1d4) or kukri (1d6), bite (1d6); **Move** 12 (swim 12); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** amphibious, darkvision 90 ft., 1/day—*gate* in hydrodaemon (40%), implant, light blindness (–1 to hit in bright light), slimy, spells (2/2).

Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* (x2).

Equipment: +1 leather armor, shield, kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, *potion of healing* (x3), scroll of 2 cleric spells (*bless*, *cause disease*).

Hydrodaemon: HD 7; HP 35; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; **Move** 9 (fly 12, swim 24); **Save** 9; **AL** C; **CL/XP** 13/2300; **Special:** immunity to acid and poison, magic resistance (35%), only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—*cause fear*, *darkness* 15-ft. radius, *detect magic*, *dimension door*, *summon 8HD water elemental*.

Tsathar Supplicants (Clr1) (2d6): HD 3; AC 3[16]; Atk 2 claws (1d4) or kukri (1d6), bite (1d6); **Move** 12 (swim 12); **Save** 15; **AL** C; **CL/XP** 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), kukri (curved blade similar to a machete).

Tsathar (2d8): HD 2; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement).

4A. The Pits

On the plateau of the temple in front of the statue itself are a number of pits that descend down into the lake that runs below. This is where sacrificed frogs (see above) are tossed to feed the frogs in the lake. Any other nontsathar sacrifices (such as captured characters) are also thrown into these pits to be eaten by the frogs. The frogs are trained that they can eat anything thrown into these pits—even their own kind or tsathar if they fall into the pits by mistake. There are **3d6 giant frogs (large)** and **1d6 giant poisonous frogs (large)** within the vicinity of each pit.

Giant Frogs (large) (3d6): HD 3; AC 7[12]; Atk tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap 100 ft., swallow whole on natural 20.

Giant Poisonous Frogs (large) (1d6): HD 3; AC 7[12]; Atk tongue (grapple plus poison) or bite (1d8 plus poison); **Move** 3 (leap 100ft.); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap, poison drains 1d6 Strength, swallow whole on natural 20.

5. Shore of Filth

This shore of the lake for some reason is particularly caked with filth, as if all the excrement of the frogs and tsathar collects here. The tsathar use this as a waste area. They cart the waste up the ramp to **Area 4**, where priests and others spread the filth on their foul idol, mimicking how Tsathogga lives in his plane of slime. There are always **2d6 tsathar** here as well as **2d6 giant poisonous frogs (large)**, lounging in the filth.

Tsathar (2d6): HD 2; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement).

Giant Poisonous Frogs (large) (2d6): HD 3; AC 7[12]; Atk tongue (grapple plus poison) or bite (1d8 plus poison); **Move** 3 (leap 100ft.); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap, poison drains 1d6 Strength, swallow whole on natural 20.

6. Tsathar Living Area

Both wings of this cave and its attendant portion of the lake are the dwelling place of all common tsathar. There are approximately **60 tsathar** here, along with an equal number of noncombatant children. They swim in the portion of the lake at **Area 6A**. They have no treasure. If faced by a powerful opponent, the noncombatants flee to the edge of the lake, while the 60 male tsathar fight. Combat in this area draws all priests and frogs from **Areas 4** and **9–13** within minutes of first blood being drawn. Anyone attempting to end the tsathar threat here is in real trouble.

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Tsathar (60): HD 2; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); Move 12 (swim 12); Save 16; AL C; CL/XP 3/60; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement).

6A. Pool

The tsathar use this pool for “recreation.” It lies at the foot of a ledge some 20 feet below **Area 6**. The pool is about 20 feet deep in this area. Since it links to the lake at **Area 4**, it contains giant frogs, as detailed at **Area 3**, above. This pool is not used for breeding.

7. Breeding Den

This room is used to breed the frogs that the tsathar use to reproduce—which they do by implanting into a frog an egg that grows and hatches. There are 4d10 **giant frogs (large)** and 2d6 **tsathar** here at all times.

Giant Frogs (large) (4d10): HD 3; AC 7[12]; Atk tongue

(grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap 100 ft., swallow whole on natural 20.

Tsathar (2d6): HD 2; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); Move 12 (swim 12); Save 16; AL C; CL/XP 3/60; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement).

8. Fungus Garden

This area is another location where the tsathar have carted some of their filth. They use it to grow mushrooms and other fungi. Behind the fungus garden is the sinkhole (**Area 20**). There are usually (50%) 2d4 **tsathar** here at any time harvesting various fungi.

Tsathar (2d4): HD 2; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); Move 12 (swim 12); Save 16; AL C; CL/XP 3/60; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.



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Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement).

a small soapstone statue of Tsathogga.

9. Inner Breeding

This pool is used to breed the giant poisonous frogs. There are currently **24 giant poisonous frogs (large)** being trained here. They take special handling—though not as much as the killer frogs. **3 filth-priests**, **5 tsathar supplicants** and **8 tsathar scourges** oversee the breeding of these particular frogs.

Giant Poisonous Frogs (large) (24): HD 3; AC 7[12]; Atk tongue (grapple plus poison) or bite (1d8 plus poison); Move 3 (leap 100ft.); Save 14; AL N; CL/XP 4/120; **Special:** leap, poison drains 1d6 Strength, swallow whole on natural 20.

Tsathar Filth-Priest (Clr5) (1d4): HD 7; HP 35, 40, 28, 24; AC 1[18]; Atk 2 claws (1d4) or kukri (1d6), bite (1d6); Move 12 (swim 12); Save 11; AL C; CL/XP 8/800; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (–1 to hit in bright light), slimy, spells (2/2).

Spells: 1st—cause light wounds (x2); 2nd—hold person (x2).

Equipment: +1 leather armor, shield, kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, *potion of healing* (x3), scroll of 2 cleric spells (bless, cause disease).

Hyrodaemon: HD 7; HP 37; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; Move 9 (fly 12, swim 24); Save 9; AL C; CL/XP 13/2300; **Special:** immunity to acid and poison, magic resistance 35%, only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—cause fear, darkness 15-ft. radius, detect magic, dimension door, summon 8HD water elemental.

Tsathar Scourges (8): HD 4; HP 28x2, 29, 14, 21, 31, 15, 7; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); Move 12 (swim 12); Save 13; AL C; CL/XP 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement), iron badge of station.

Tsathar Supplicants (Clr1) (5): HD 3; HP 15, 13x3, 10; AC 3[16]; Atk 2 claws (1d4) or kukri (1d6), bite (1d6); Move 12 (swim 12); Save 15 AL C; CL/XP 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), kukri (curved blade similar to a machete).

10. Priests' Quarters

The priests and supplicants of Tsathogga sleep here. There are 6 frog-priests, 15 filth-priests and 30 supplicants in total, and there are **1d4 frog-priests**, **2d6 filth-priests** and **2d8 supplicants** here at any time. Tsathogga is a chaotic and uncaring god, so there is no rigorous hierarchy as for sleeping arrangements, though priests do not usually share living space with common tsathar. They have no treasure, though each possesses

Tsathar Filth-Priest (Clr5) (2d6): HD 7; AC 1[18]; Atk 2 claws (1d4) or kukri (1d6), bite (1d6); Move 12 (swim 12); Save 11; AL C; CL/XP 8/800; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (–1 to hit in bright light), slimy, spells (2/2).

Spells: 1st—cause light wounds (x2); 2nd—hold person (x2).

Equipment: leather armor, shield, kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, *potion of healing* (x3), scroll of 2 cleric spells (bless, cause disease).

Hyrodaemon: HD 7; HP 30; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; Move 9 (fly 12, swim 24); Save 9; AL C; CL/XP 13/2300; **Special:** immunity to acid and poison, magic resistance 35%, only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—cause fear, darkness 15-ft. radius, detect magic, dimension door, summon 8HD water elemental.

Tsathar Frog-Priest (Clr7) (1d4): HD 9; HP 40, 30, 42, 46; AC 0[20]; Atk 2 claws (1d4) or kukri (1d6), bite (1d6); Move 12 (swim 12); Save 9; CL/XP 11/1700; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (–1 to hit in bright light), slimy, spells (2/2/2/1/1).

Spells: 1st—cause light wounds (x2); 2nd—hold person (x2); 3rd—bestow curse, prayer; 4th—cause serious wounds; 5th—finger of death.

Equipment: +1 leather armor (made from cured giant frog hide), +1 shield, kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, *potion of healing* (x3), scroll of 4 cleric spells (bless, cause disease, cure serious wounds, poison).

Hyrodaemon: HD 7; HP 45; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; Move 9 (fly 12, swim 24); Save 9; AL C; CL/XP 13/2300; **Special:** immunity to acid and poison, magic resistance 35%, only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—cause fear, darkness 15-ft. radius, detect magic, dimension door, summon 8HD water elemental.

Tsathar Supplicants (Clr1) (2d8): HD 3; AC 3[16]; Atk 2 claws (1d4) or kukri (1d6), bite (1d6); Move 12 (swim 12); Save 15 AL C; CL/XP 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), kukri (curved blade similar to a machete).

11. Scourge Quarters

This area is the bed-down locale for the specially trained tsathar scourges. These creatures oversee the training of the special killer frogs and act as bodyguards for the priests. There are 20 scourges present on this level, and there are **2d4 tsathar scourges** present in this room at any time. Likewise, due to the intense training required for the killer frogs, each scourge is accompanied by **1d2 giant killer frogs** while in this room. The scourges actually sleep with the beasts to build loyalty and trust with the creatures. They have no treasure, but wear a set of crossed iron bars, indicating their status as scourges, pinned into their chests.

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Giant Killer Frogs (1d2): HD 5; HP 32, 25; AC 5[14]; Atk 2 claws (1d4), bite (1d8); **Move** 6 (swim 12); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** leap (100 ft.), rake (2 additional rear claws [1d6] if both claws hit).

Tsathar Scourges (2d4): HD 4; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement), iron badge of station.

12. Priest Breeding Pits

This pond is where the priest class reproduces with a select group of frogs and humanoids. Priests that implant eggs into giant frogs normally result in tsathar capable of becoming scourges. To create new priests, however, tradition dictates that those must come from eggs implanted into intelligent humanoids. In addition to the paralyzed frogs present here carrying eggs of future scourges, there are a number of paralyzed intelligent humanoids here—humans or other races captured from the surface, or gnomes serpentfolk, drow or other Under Realms races either captured or purchased as slaves for the purpose of breeding priests. Tsathar enjoy using serpentfolk to breed their priests, since the two races are enemies (though Lokaug is attempting to form an “alliance” with them).

Aside from the paralyzed hosts mentioned above, there are **1d4 frog-priests** and **1d6 filth-priests** here at all times, attended by **1d8 giant poisonous frogs (large)**. There are always at least **2 scourges** and **2 giant killer frogs** here protecting the priest breeding pits. Note that supplicants are not allowed the privilege of breeding priests and must spawn with common tsathar until they achieve higher level. The pond itself contains over fifty embryonic priest-caste tsathar set to hatch over a period of one to six months and nearly double that number of scourge-caste tsathar.

Unless they are destroyed, a great number of priestly tsathar will soon populate this area. The pond is shallow (less than 3 feet deep) and has similar properties to the lake at **Area 3**.

Giant Killer Frogs (2): HD 5; HP 30, 35; AC 5[14]; Atk 2 claws (1d4), bite (1d8); **Move** 6 (swim 12); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** leap (100 ft.), rake (2 additional rear claws [1d6] if both claws hit).

Giant Poisonous Frogs (large) (1d8): HD 3; HP 18, 14, 16, 6, 12, 8, 10, 19; AC 7[12]; Atk tongue (grapple plus poison) or bite (1d8 plus poison); **Move** 3 (leap 100ft.); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap, poison drains 1d6 Strength, swallow whole on natural 20.

Tsathar Filth-Priest (Clr5) (2d6): HD 7; AC 1[18]; Atk 2 claws (1d4) or kukri (1d6+1), bite (1d6); **Move** 12 (swim 12); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (–1 to hit in bright light), slimy, spells (2/2).

Spells: 1st—cause light wounds (x2); 2nd—hold person (x2).

Equipment: leather armor, shield, kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, *potion of healing* (x3), scroll of 2 cleric spells (bless, cause disease).

Hydrodaemon: HD 7; HP 39; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; **Move** 9 (fly 12, swim 24); **Save** 9; **AL** C; **CL/XP** 13/2300; **Special:** immunity to acid and poison, magic resistance 35%, only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—cause fear, darkness 15-ft. radius, detect magic, dimension door, summon 8HD water elemental.

Tsathar Frog-Priest (Clr7) (1d4): HD 9; HP 44, 40, 22, 66; AC 0[20]; Atk 2 claws (1d4) or kukri (1d6+1), bite (1d6); **Move** 12 (swim 12); **Save** 9; **CL/XP** 11/1700; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (–1 to hit in bright light), slimy, spells (2/2/2/1/1).

Spells: 1st—cause light wounds (x2); 2nd—hold person (x2); 3rd—bestow curse, prayer; 4th—cause serious wounds; 5th—finger of death.

Equipment: +1 leather armor (made from cured giant frog hide), shield, kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, *potion of healing* (x3), scroll of 4 cleric spells (bless, cause disease, cure serious wounds, poison).

Hydrodaemon: HD 7; HP 43; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; **Move** 9 (fly 12, swim 24); **Save** 9; **AL** C; **CL/XP** 13/2300; **Special:** immunity to acid and poison, magic resistance 35%, only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—cause fear, darkness 15-ft. radius, detect magic, dimension door, summon 8HD water elemental.

Tsathar Scourges (2d4): HD 4; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and

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damage, -2 to saving throws, one quarter movement), iron badge of station.

13. Lokaug's Chamber

This is the lair of **Lokaug, the Most Foul High Priest of Tsathogga**. He, unlike the others, is not a tsathar but is instead a hydrodaemon. He rules with malice, on whim and caprice. He is loathsome and evil, wicked and cruel. Unlike his tsathar followers, Lokaug not only hoards treasure, but also uses it if it can aid him in combat.

4 frog-priests share the chamber with him, as do **3 giant abyssal poisonous frogs**. Also present is an emissary from another Under Realms race: **Tassha Zak**, a serpentfolk ambassador, and his **4 serpentfolk servants**. The ambassador is here to establish relations between his race and the tsathar in a mutual war against the drow, though the tsathar are normally enemies of the serpentfolk. In fact, this is a grand treachery planned by Lokaug. He intends to dupe the serpentfolk into cooperating with him and then secretly destroy them. He plans to call on them to assault the priests of Orcus and then attack them once they have expended their warriors against the chaotic temple.

Note: Lokaug is not likely to be killed. This is a horribly difficult encounter—even for **Frog God Games**.

Lokaug, Most Foul Priest of Tsathogga, Hydrodaemon (Clr11/

MU7): HD 11; HP 70; AC -4[23]; Atk 2 claws (1d6) or +3 star of terror (1d8+11), bite (2d6) or spit; Move 9 (fly 12, swim 24); Save 4; AL C; CL/XP 20/4100; Special: immunity to acid and poison, magic resistance (35%), only harmed by magic or silver weapons, spell-like abilities, spells [cleric (4/4/4/3/3), magic-user (4/3/2/1)], 5/day—spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—fear, darkness 15-ft. radius, detect magic, dimension door, summon 8 HD water elemental.

Cleric Spells: 1st—cause light wounds (x2), command (x2); 2nd—bless, hold person (x2), silence 15-ft radius; 3rd—bestow curse (x2), cause disease (x2); 4th—cause serious wounds, poison (x2); 5th—commune, finger of death (x2).

Magic-User Spells: 1st—charm person (x2), magic missile (x2); 2nd—invisibility, mirror image; 3rd—protection from normal missiles, slow; 4th—polymorph other.

Equipment: +2 leather armor (made from the hide of a giant killer frog), staff of absorption, girdle of giant strength, +3 star of terror, necklace of firebaubles, ring of shooting stars, ring of spell turning, potion of haste, potion of extra-healing (x4), and (hidden behind a curtain in his chamber) a mirror of mental prowess.



Star of Terror

This +3 *morningstar* changes the wounds struck to appear more horrifying and terrible than the true damage warrants. Each time an opponent is struck, a saving throw must be made or suffer at –1 penalty to saving throws, attack rolls, and weapon damage rolls for the remainder of the combat. If use of the star kills the opponent, the victim's wounds are altered to have the appearance of a slow, methodical, and very painful death. Any of the victim's allies, upon seeing the body, must make a save or suffer the same penalties before death for the remainder of the combat. Note that the use of the star of terror physically changes the wounds it inflicts; they are not illusory. These changes are still normal wounds that heal normally.

Mirror of Mental Prowess

The mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. A creature who knows the proper commands can cause it to perform as follows.

Read the thoughts of any creature reflected therein, as long as the controller is within 25 feet of the mirror, even if those thoughts are in an unknown language.

View other places as if were crystal ball with clairaudience, and the controller can view locations on other planes if sufficiently known.

Use it as a portal to visit other places. First, view and then step through the mirror to the place pictured. Others can follow the controller through the mirror. An invisible portal remains on the other side and can be used for return before it closes after 24 hours. Any creature who steps through the portal appears in front of the mirror.

Once per week the mirror accurately answers one short question regarding a creature's image shown on its surface similar to a legend lore spell.

Tsathar Frog-Priest (Clr7) (4): HD 9; HP 44, 47, 51, 25; AC 1[18]; Atk 2 claws (1d4) or kukri (1d6+1), bite (1d6); **Move** 12 (swim 12); **Save** 9; **CL/XP** 11/1700; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (–1 to hit in bright light), slimy, spells (2/2/2/1/1).

Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* (x2); 3rd—*bestow curse*, *prayer*; 4th—*cause serious wounds*; 5th—*finger of death*.

Equipment: leather armor (made from cured giant frog hide), shield, kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, *potion of healing* (x3), scroll of 4 cleric spells (*bless*, *cause disease*, *cure serious wounds*, *poison*).

Hydrodaemon: HD 7; HP 55; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; **Move** 9 (fly 12, swim 24); **Save** 9; **AL** C; **CL/XP** 13/2300; **Special:** immunity to acid and poison, magic resistance 35%, only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—*cause fear*, *darkness* 15-ft. radius, *detect magic*, *dimension door*, *summon 8HD water elemental*.

Giant Demonic Poisonous Frogs (3): HD 6; HP 29, 19, 40; AC 2[17] or tongue AC 4[15]; Atk tongue (grapple plus poison), bite (2d6 plus poison); **Move** 12 (swim 15); **AL** C; **CL/XP** 9/1100; **Special:** immune to normal weapons, leap 100 ft., poison drains 1d6 Strength, magic resistance 10%, resistance to cold and fire 50%.

Tassha Zak, Serpentfolk Ambassador: HD 9; HP 45; AC 1[18]; Atk 2 claws (1d4), bite (1d4 + poison); **Move** 12; **AL** C; **CL/XP** 11/240; **Special:** immune to mental domination, mild venom (bite causes 1d4+1 damage on failed save), magic-user spells (4/3/3/2/1).

Spells: 1st—*charm person*, *detect magic*, *magic missile* (x2); 2nd—*invisibility*, *mirror image*, *web*; 3rd—*fireball*, *fly*, *haste*; 4th—*dimension door*, *ice storm*; 5th—*teleport*.

Equipment: *ring of protection* +2, *potion of extra-healing* (x2), *potion of gaseous form*, *potion of invulnerability*.

Serpentfolk Servants (4): HD 4; HP 15, 14, 16, 8; AC 3[16]; Atk 2 claws (1d4), bite (1d4 + poison); **Move** 12; **AL** C; **CL/XP** 5/240; **Special:** immune to mental domination, mild venom (bite causes 1d4+1 damage on failed save).

Lokaug and the Tsathar's Tactics: Lokaug is a cruel and wickedly evil creature of unearthly intelligence. As a hydrodaemon he lords over the tsathar with the knowledge that he is far more powerful and deserving of rulership than they. He has no rival to his authority, nor would he allow one to develop. When melee ensues, he prefers to send his powerful subjects into combat and watch from a distance as he uses his formidable magical might. The tsathar he commands—even the most powerful—mean little to him. In his mind they are all his servants, and that includes dying for him. Despite his aloof demeanor, he is an amazingly capable combatant, and if the opportunity presents itself, he wades in with glee. He enjoys wading into combat with his *star of terror*, casting *poison* and *bestow curse*. Once he learns he is up against stiff competition, however, he withdraws; if pressed severely or damaged seriously he flees to his *mirror* and to his home plane.

The tsathar priests, in the presence of their priest-king, fight to the death without question and sacrifice their lives to save his. They cast spells and then engage foes in melee, ordering the frogs to do the same. The demonic frogs attack at Lokaug's command, though if he flees they attempt to follow him through the mirror.

Tassha Zak's Tactics: He does not fight in a combat with characters unless he is attacked or if there are any elves present in the party (whom he considers drow spies). If combat is going against Lokaug, Tassha Zak flees the chamber and retreats to **Area 15** to await the final outcome of the fight. If Lokaug is killed or flees through his mirror, Tassha Zak retreats into the Under Realms, never to be seen again.

Treasure: Lokaug has stashed the remains of several adventurers and priests of Orcus piled in disordered heaps around his lair. This room contains the following:

- Twenty-two suits of plate mail, in various states of repair.
- Fourteen shields, in a condition similar to the armor, though one is a +2 *shield*.
- Eleven silver, unholy symbols of Orcus; two holy symbols of Muir and one holy symbol of Hecate.
- A large pile of rotting leather armor, backpacks and miscellany, containing filth, rotting foodstuff, rancid wine- skins and a cloak of fame.
- Twelve longswords, fourteen heavy maces, three light crossbows and a +3 *dancing two-handed sword*.
- A locked chest containing 2,245 gp, and three arcane scrolls of 3 spell (*time stop*, *prismatic sphere* and *gate*, respectively).
- A small coffer containing four potions (*heroism*, *extra-healing* [x2], *neutralize poison*). This coffer has a secret compartment containing a *ring of x-ray vision*.
- A large pile of coins containing 23,764 sp and 11,231 cp, twenty-two gems (determine value randomly) and four pieces of jewelry (determine value randomly).
- In addition, hidden behind a curtain in his room, Lokaug has a *mirror of mental prowess*. He uses this mirror to transport himself back and forth between here and his home plane of Tarterus.



14. Inner Breeding Pits and Training Grounds

This is the area in which the tsathar scourges train the lethal killer frogs used by the tsathar legions in battle. Anyone other than a tsathar priest or scourge that enters this area is immediately attacked by the **28 giant killer frogs** that inhabit pond **D**. Only scourges and frog-priests (not filth-priests or supplicants) can command the killer frogs. Someone must restrain killer frogs with command powers or they kill the nearest living thing they see. This room contains **2d6 tsathar scourges** at any given time.

Tsathar Scourges (2d6): HD 4; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); Move 12 (swim 12); Save 13; AL C; CL/XP 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement), iron badge of station.

A huge statue of the frog god is present in the center of the back wall of this cave. This statue grants all followers of Tsathogga a +2 bonus on all dice rolls. The statue itself is composed of the same weird soapstone

material as the statue at Area 4. This material seems to be slowly degrading and leaching into the water. The effect of the degradation of this stone is that it infuses a bit of Tsathogga's power into these frogs, turning them into the killer variety. The water here is poisonous to mammals, and anyone drinking from the ponds must succeed at a saving throw or lose half of their Strength, Constitution and Dexterity for a day. There are four breeding pits here. Each contains killer frogs in various states of maturity.

Pits A through D

These are the breeding pits. Pit A holds **11 "immature" giant frogs**. Pit B holds **12 first-generation killer frogs**. Pit C holds **14 second-generation killer frogs**. These are then impregnated and their offspring are housed in Pit D, where they grow to become killer frogs (28 are here, see above). Killer frogs never eat each other unless commanded to do so. There is no treasure in this room.

Giant Frogs (large) (11): HD 2; HP 3x2, 15x2, 12, 9, 8, 14, 16, 13, 4; AC 7[12]; Atk tongue (grapple) or bite (1d8); Move 3 (swim 9); Save 14; AL N; CL/XP 4/120; **Special:** leap 100 ft., swallow whole on natural 20.

Killer Frogs (large) (12): HD 3; HP 12, 16x2, 11, 18, 10x2, 21, 7, 23, 14x2; AC 7[12]; Atk tongue (grapple) or bite (1d8); Move 3 (swim 9); Save 14; AL N; CL/XP 4/120; **Special:** leap 100 ft., swallow whole on natural 20.



Killer Frogs (large) (14): HD 4; HP 10, 23, 30, 13x2, 12, 21, 20, 7, 6x2, 26, 18, 9; **AC** 7[12]; **Atk** tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** leap 100 ft., swallow whole on natural 20.

Giant Killer Frogs (28): HD 5; HP 13x7, 35x7, 28x7, 30x7; **AC** 5[14]; **Atk** 2 claws (1d4), bite (1d8); **Move** 6 (swim 12); **Save** 12; **AL** C; **CL/XP** 5/240; **Special:** leap (100 ft.), rake (2 additional rear claws (1d6) if both claws hit).

15. Large Cavern

This cavern is empty but for the coming and going of tsathar headed to **Level 6** to hunt giant rats. Also, there is a 1 on 1d20 chance that a group of merchants or pilgrims is coming or going through this room from the Under Realms. Pilgrims and merchants are primarily tsathar, though they do not need to be. They could be drow or serpentfolk or even duergar—though duergar hate the tsathar. The exact nature of these travelers, as well as the areas present nearby in the Under Realms, is left up to the Referee.

16. Phosphorescent Cavern

This cavern contains a massive quantity of an edible, phosphorescent, orange fungus. Some tsathar gather it. Giant rats love it. There is a 75% chance that **3d6 giant rats** are present at any given time. As they are busy eating the fungus, there is only a 10% chance that they molest intruders unless harassed.

Giant Rats (3d6): HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1d4 are diseased.

17. Exit to Level 6

There is a 50% chance that **3d6 giant rats** are here, heading toward **Area 16** to eat the orange fungi, which they love. They are 50% likely to ignore intruders, as they quickly pass by in search of the orange fungus. The stairs down to **Level 6** appear extraordinarily old and worn, plus they are scratched as if by large claws, with divots fully 2 inches deep (the behir from the level below).

Giant Rats (3d6): HD 1d4hp; **AC** 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1d4 are diseased.

18. Frog Pond

This pond is not currently used for breeding or reproduction. There is a 25% chance that **1d6 tsathar** are here for purposes of their own. They flee if approached. This pond is occupied by **2d4 giant frogs**.

Tsathar (1d6): HD 2; HP 12, 9, 5, 10x2, 7; **AC** 3[16]; **Atk** 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); **Move** 12 (swim 12); **Save** 16; **AL** C; **CL/XP** 3/60; **Special:** amphibious, darkvision 90 ft., implant, light blindness (–1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, –2 to hit and damage, –2 to saving throws, one quarter movement).

Giant Frogs (large) (2d4): HD 3; **AC** 7[12]; **Atk** tongue (grapple) or bite (1d8); **Move** 3 (swim 9); **Save** 14; **AL** N; **CL/XP** 4/120; **Special:** leap 100 ft., swallow whole on natural 20.

19. The Bat Cave

The ceiling of this cavern is even higher than that of the cavern at **Area 2** (over 120 feet!). Up in the stalactite-ridden ceiling is a small cave that houses a batch of 24 mobats. They have learned to avoid groups of tsathar but are not averse to attacking lone tsathar or frogs. If the characters attempt to hide in this cave, the tsathar avoid them (not liking to tempt the bats). The bats likewise do not attack any creature if in a group of six or more, unless that creature strays more than 50 feet from his mates, in which case **1d6 mobats** swarm the creature. Noise and combat from this area are ignored by other local denizens, as they know of the bats and just figure someone was dumb enough to get in trouble.

Mobats (1d6): HD 4; HP 20x2, 11x2, 13, 10; **AC** 3[16]; **Atk** bite (1d8); **Move** 3 (fly 15); **Save** 13; **AL** N; **CL/XP** 6/400; **Special:** sonic screech (20 ft. radius, save or stunned for 1d3 rounds). See *The Tome of Horrors Complete* for details.

20. Sinkholes

This area marks the numerous sinkholes on this level. Each is a slippery, funnel-like passage that eventually narrows and becomes too small to traverse. The slippery slides carry persons falling into them down and wedge them in. It is nearly impossible to escape without magical assistance. Characters attempting to move in the area marked as a sinkhole must make a saving throw. If they fail, they have slipped into the sinkhole and become inextricable stuck or lost. They starve to death unless removed by magic.

21. The Border Cavern

This cavern acts as the border zone for the uneasy truce that the priests of Orcus have with the tsathar. No tsathar will pass into this cavern willingly, keeping north of here and out of **Area 19**. The ceiling in this cavern is high (80 feet), and numerous bats and rats are present. It, too, is filled with stalactites and stalagmites as well as huge columns that stretch from floor to ceiling. Water drips ominously. A large ledge runs the length of the east side of the cavern. It is sheer and slippery, even though the room is not covered with the slime in the other caverns. The ledge (**Area 24**) is some 50 feet above the ground level of the main cavern and requires a Climb Walls check to ascend. This room contains the only source of drinkable water—drinkable by non-tsathar, that is—on this level. Hence, bats and rats of densely populate it. There are **12 giant bats** here, they attack only small parties, preferring easy meat to prey that fights back. They behave in every way like the mobats in **Area 19** but do not approach the ground anywhere near the sinkhole exit area leading to **Area 2**. There are also **3d6 giant rats** here at all times.

Giant Bats (12): HD 4; HP 6x3, 17x2, 20, 11, 13, 10x2, 9, 22; AC 7[12]; Atk bite (1d10); Move 4 (fly 18); Save 13; AL N; CL/XP 5/240; Special: 2 are diseased.

Giant Rats (3d6): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 1d2 are diseased.

Roper Guards: A total of **6 ropers** guard the various entrances to this cavern. The ropers attack any creature other than a priest of Orcus (whom they serve) that approaches within 60 feet of their location. They hide in waiting until they can attack using their strands, slowly pulling trapped

creatures into their toothy maws. The ropers act as a wonderful deterrent to tsathar intrusion into the southern caves (**Areas 21–27**).

Ropers (6): HD 10; HP 34, 50, 44, 56, 27, 45; AC 0[19]; Atk tentacle (weakness), bite (2d10); Move 3; Save 5; AL N; CL/XP 11/1700; Special: tentacles grab and cause weakness (save or lose half strength).

21A. Small Pool

This pool is not connected to the lake, and its source is pure surface water, thus it is fit to drink. No frogs inhabit it. Bats, rats and other life drink here. It is fed by an underground spring.

22. Cavern of Death

This cave floor contains the battered remains of dozens of human and humanoid skeletons, hacked to bits and broken into many pieces. It looks like something even continued beating on the remains after they were dead, as there are random body parts (identifiable by similar armor design) up to 40 feet away from the corresponding torsos. Nothing of value remains in this area.

23. Cave of Dargeleth, the Bleeding Horror

This cave is the home of **Dargeleth**—once a famed dwarf warrior, now an undead servant of the *axe of blood*. He came to these caves through



Minor Artifact

The Axe of Blood

The *axe of blood* is rather nondescript, being made of dull iron. Only the large, strange rune carved into the side of its double-bladed head gives any immediate indication that the axe may be more than it seems. The rune is one of lesser life stealing, carved on it long ago by a sect of evil sorcerers. This is, in fact, the only remaining copy of that particular rune, thus making the axe a valuable item. Further inspection reveals another strange characteristic: the entire length of the axe's long haft of darkwood is wrapped in a thick leather thong stained black from years of being soaked in blood and sticky to the touch. When held, the axe feels strangely heavy but well balanced, and it possesses a keenly sharp blade.

Until activated, the axe is just a +1 *battleaxe*. The wielder must consult legend lore or some other similar source of information to learn the ritual required to feed the axe. Despite the gruesome ritual required to power the axe, the weapon is not Chaotic but is instead Neutral. Bound inside it is a rather savage earth spirit. The axe draws power from its wielder in order to become a mighty magic weapon. Each day, the wielder of the axe can choose to "feed" the axe, sacrificing some of his blood in a strange ritual. This ritual takes 30 minutes and must be done at dawn.

Using the axe, the wielder opens a wound on his person (dealing 1d6 points of damage) and feeds the axe with his own blood. The wielder sacrifices blood in the form of hit points. For each 1d6 hit points sacrificed, the wielder gains a +1 bonus on attack rolls and weapon damage rolls with the axe (to a maximum of +3). Hit points sacrificed to the axe cannot be healed magically, but heal at the rate of 1 point per day. Similarly, the damage caused by the opening of the wound may not be healed by any means until the sacrificed hit points are regained.

There is a chance that the hit points sacrificed to the axe is lost permanently. If the wielder always skips a day in between powering the axe and always powers the axe with the morning ritual, there is no chance of permanent loss. If, however, the axe is fed on consecutive days, there is a 1% chance plus a 1% cumulative chance per consecutive day the axe is powered that hit points sacrificed to the axe on that day is permanently lost. If reduced to 0 hit points as a result of feeding the axe, the wielder becomes a bleeding horror.

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the tunnel to the Under Realms at **Area 15**. He skirted the temple at **4** by heading past **Area 1** and to the large cave at **21**. There he fought a group of frog-priests. He was sorely pressed and fed the *axe* one final time—leading to his death and his current fate. This cave is his base. For some unknown reason he seldom strays from it. He keeps the bodies of those he kills at **Area 22**. He is maddened by the scent (that only he can smell) of the *earth blood* on **Level 5A**, though he cannot pass the wall at **Area 2A**.

Dargeleth the Bleeding Horror, Dwarf (Ftr10): HP 50; AC -1 [20]; **Atk** 2 claws (1d8) or *axe of blood* (1d8+6); **Move** 12; **Save** 5; **AL** C; **CL/XP** 14/2600; **Special:** blood consumption, horrific appearance, magic resistance (10%), magic weapon required to hit, +2 to hit and +3 damage Strength bonus. (See *The Tome of Horrors Complete* for more details.)

Equipment: +1 plate mail, +2 shield, the *axe of blood* (currently powered at +3)

24. Plateau

This ledge rises 50 feet above the main cavern floor below. There is no tsathar slime present in this area. The floor of the plateau is covered with fungus and rockfalls. In the back half of the area, the ceiling rises an additional 100 feet above the floor of the plateau.

24A. Crevasse Above

High in the ceiling, some 100 feet above, is a crevasse that leads to the main temple of Orcus on **Level 4**. A hellish glow from the braziers of the temple above radiates through the crevasse. A bridge spans the crevasse above on **Level 4**, which can be seen from below on a successful secret door check. Koraashag, the evil priest of Orcus who runs the temple above, has a *cloak of the demon* that allows him to access his hidden retreat here. Far up on the wall (some 75 feet above the floor of the cavern) is an *illusory wall* covering the entrance to **Area 26**. Beneath the crevasse, on the floor of the cavern lie a number of twisted skeletons, picked clean by the scavengers of the dungeon—the remains of those who have fallen into the crevasse on **Level 4**, **Area 15**.

25. Empty Cave

There is a 25% chance of encountering **2d6 giant rats** here; otherwise, this cavern is empty. Rocks and fungi are ever present.

Giant Rats (3d6): HD 1d4hp; AC 7[12]; **Atk** bite (1d3); **Move** 12; **Save** 18; **AL** N; **CL/XP** A/5; **Special:** 1d3 are diseased.

26. Hidden Shrine

This area is usually unguarded, though if he has not been previously slain, or if he escaped, Koraashag is here 30% of the time. The secret door to this area is not really a door. It is instead a permanent *illusory wall*, hiding a 5-foot-diameter passage leading into **Area 26**. Only careful feeling along the wall, 75 feet above the plateau floor, will find it. The entrance chamber contains a small shrine to Orcus consisting of a small brazier, a 3-foot-tall ivory statue of Orcus with red-ruby eyes (grants a *bless* effect to followers of Orcus within 60ft) and a small set of sacrificial instruments (bowl, knife, etc.). This is Koraashag's retreat, where he comes in times of danger or when he wants privacy. Anyone not of Chaotic alignment entering the chamber is greeted by a most unfortunate surprise: a **vrock** demon is *gated* in to the room and attacks all present!

Vrock Demon: HD 8; HP 46; AC 0[19]; **Atk** 2 foreclaws (1d8), 2 rear claws (1d6), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** darkness, immune to fire, magic resistance (50%), 10% chance to *gate* in reinforcements.

27. Bed Chamber

This room contains a slightly more plush setting (including a bed, a desk and candles) than does **Area 26**. There is a trapped secret door connecting to **Area 27A** on the west wall. A large unholy symbol of Orcus made of solid gold is nailed to the wall above the bed. The gold and gems in this symbol are worth over 10,000 gp if melted down and sold. The desk is locked (**Open Lock** -5%) and contains Koraashag's notes about the Black Monolith (**Level 5A**) and how he suspects that it is a great power for evil, possibly an item that will open a gate between the abyss and this plane. There is a letter in the desk that names his superior in Bard's Gate (**Sartorius**, an evil priest, posing as an acolyte of Muir in that city!) and tells him to continue his investigations and report back as details become available. It is obvious that the priests of Orcus have a great interest in the monolith; this alone should make the players wonder about letting them

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find it. The second drawer in the desk is unlocked and contains several potions (*invisibility*, *giant strength*, *extra-healing* [x2], and *haste*).

Trapped Secret Door: The door to **Area 11**, Koraashag's chamber, is locked and **trapped**. On the lintel above, the left side, and the right side of the door on the west side are traced three *glyphs of warding*. Each *glyph* discharges each time the threshold is crossed from east to west. The first is a *finger of death*, then *poison* and finally explosive fire damage to any person other than Koraashag who crosses the threshold.

Glyphs of Warding (finger of death, poison, fire): Cast at 10th level, 1 *glyph* casts *finger of death* on the first person to cross the threshold, 1 *glyph* on casts *poison* on the second, and 1 *glyph* delivers 5d6 points of exploding fire damage in a 5 ft. radius (save for half) when the third person crosses.

27A. Secret Room and Teleportal

This room contains a two-way teleportal pentagram inscribed on the floor, which can be activated by speaking the name of Koraashag's fell god Orcus. Once activated, a shimmering portal is opened, linking this room with the main temple of Orcus in the dungeon of Rappan Athuk (see *Rappan Athuk* for more details). Communication can thus be had between both locations. Spells cannot be cast through the portal, however. Anyone stepping through the portal is taken from one location to the other, though only one creature may pass through the portal per round. By speaking a command word, Koraashag or any of the high priests can cause the teleportal to close behind them and break the link, rendering it useless. Koraashag is required to make periodic reports to the Grand Cornu in Rappan Athuk regarding his progress. If the temple in this dungeon is destroyed and Koraashag is forced to flee for his life, he comes to this

Unholy Blight

Spell Level: Cleric, 4th Level

Range: 100 ft

Duration: Instantaneous

The caster calls up unholy power to smite his enemies. The power takes the form of a cold, cloying miasma of greasy darkness that spreads to a radius of 20 ft. Only Lawful and Neutral (not Chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a Lawful character, and 1d6 points of damage to Neutral characters. A successful save reduces damage to half.

chamber, gathers all he can carry and passes through the portal, speaking the word and closing the portal behind him permanently.

Treasure: Hanging on the wall are two wands (*restoration* with 22 charges and *unholy blight* with 32 charges), both cast at 9th-level of ability. In a small, unlocked chest are *six potions of extra-healing*.

Note: Koraashag, by the blessing of Orcus, has set this room as his sanctuary for a contingent *word of recall* spell that has been placed on him. If he is ever reduced to 10 hit points or fewer, he is brought immediately to this room, where he uses the healing available to him here. A lengthy and unholy ritual allowed Koraashag to be imbued with this ability.

Level 5A: Tomb, Blood and Stone

This level holds the three secrets of the dungeon: the Tomb of Abysthor, the Chamber of Earth's Blood and the Black Monolith. The secret of the Tomb of Abysthor is that it is empty. Abysthor is trapped in the Black Monolith. Before his imprisonment, he took steps to seal the Chamber of Earth's Blood, crafting the seal at Area 8. The key to this seal lies in his tomb. Lokaug, the High Priest of Tsathogga, seeks the power of the Black Monolith. He was thwarted by Abysthor, who discovered the monolith first and used the power of the earth blood to seal the monolith and the Chamber of Earth's Blood as well. Lokaug keeps some of his priests and "watch-frogs" on this level to make sure the priests of Orcus, or other powers in the dungeon, do not enter this area. The priests of Orcus know of the monolith (though not its exact location), though they have not yet attempted to seek it out because of its proximity to Lokaug and the priests of Tsathogga.

1. Entrance

These stairs lead down from the secret entrance to this level on **Level 5**. Once the stairs are descended, the bizarre nature of this level becomes apparent. Anyone here realizes immediately that this is no normal cavern complex. The walls seem to breathe, and the floor seems to be covered in a fine, uniform, sandy material, each grain perfectly rounded and clear, as if made of little balls of glass. The stones of the walls radiate magic, and all divination spells while functional, give the caster a strange, uneasy feeling.

Since this area is at the end of a secret entrance, no guards are waiting to ambush the characters when they arrive. In fact, in rather un-**Frog God Games** fashion, there is a high probability that once the party arrives on this level, it will be able to surprise the evil priests at **Area 2**. The local priests have grown lethargic due to the lack of intruders on this level and can be easily spotted camping and lounging at **Area 2**. The priests are surprised on 1–5 on d6.

2. Watch Point

Lokaug stationed **1 frog-priest**, **1 filth-priest**, **2 tsathar scourges** and **4 giant poisonous killer frogs** here to make sure the priests of Orcus do not invade this area of the dungeon. Lokaug and the priests have been so far thwarted by the enchantments at **Area 4** and the seal on **Area 8** and do not know how to get past the maze at **Area 5**. The filth-priests and several other tsathar enter the transporter periodically to try to find a path to the monolith, which they know lies beyond. None returns.

These priests have set up a relatively comfortable campsite at this location. They are bored with sentry duty and have grown fairly careless (a fact that will get them sacrificed and fed to the frogs on **Level 5** soon enough!). There are several comfortable bed areas, a small fire area, complete with a large stash of coal (40 pounds), three large kegs of ale and several boxes of dry foodstuff.

Ygulvug, Tsathar Frog-Priest (Clr7): HD 9; HP 34; AC 0[20]; Atk 2 claws (1d4) or +1 kukri (1d6+1), bite (1d6); **Move** 12 (swim 12); **Save** 9; **CL/XP** 11/1700; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light

Level 5A: Tomb, Blood and Stone

Difficulty Level: 10.

Entrances: Secret stairs from **Level 5**.

Exits: None.

Wandering Monsters: Because of the magical properties of this level, there are no wandering monsters here. **Area 6** (the maze) has its own special encounter rules (see **Area 6** for more details).

Standard Features: The cave walls of this level have a strange tint to them. Once the characters descend past **Area 8**, the walls take on what appear to be faint reddish veins. The rock seems more solid in these areas and gives off a strange reddish glow. There are no standard doors or secret doors on this level. All items are unique and are detailed in the keyed locations below. The earth of this level is imbued with earth blood to a small degree and thus cannot be affected by magic. *Passwall, disintegrate, phase door, transmute rock to mud*, and other similar spells do not affect the rock on this level unless the caster uses *earth blood* to enhance the spell, as Abysthor did when shaping his tomb.

blindness (–1 to hit in bright light), slimy, spells (2/2/2/1/1).

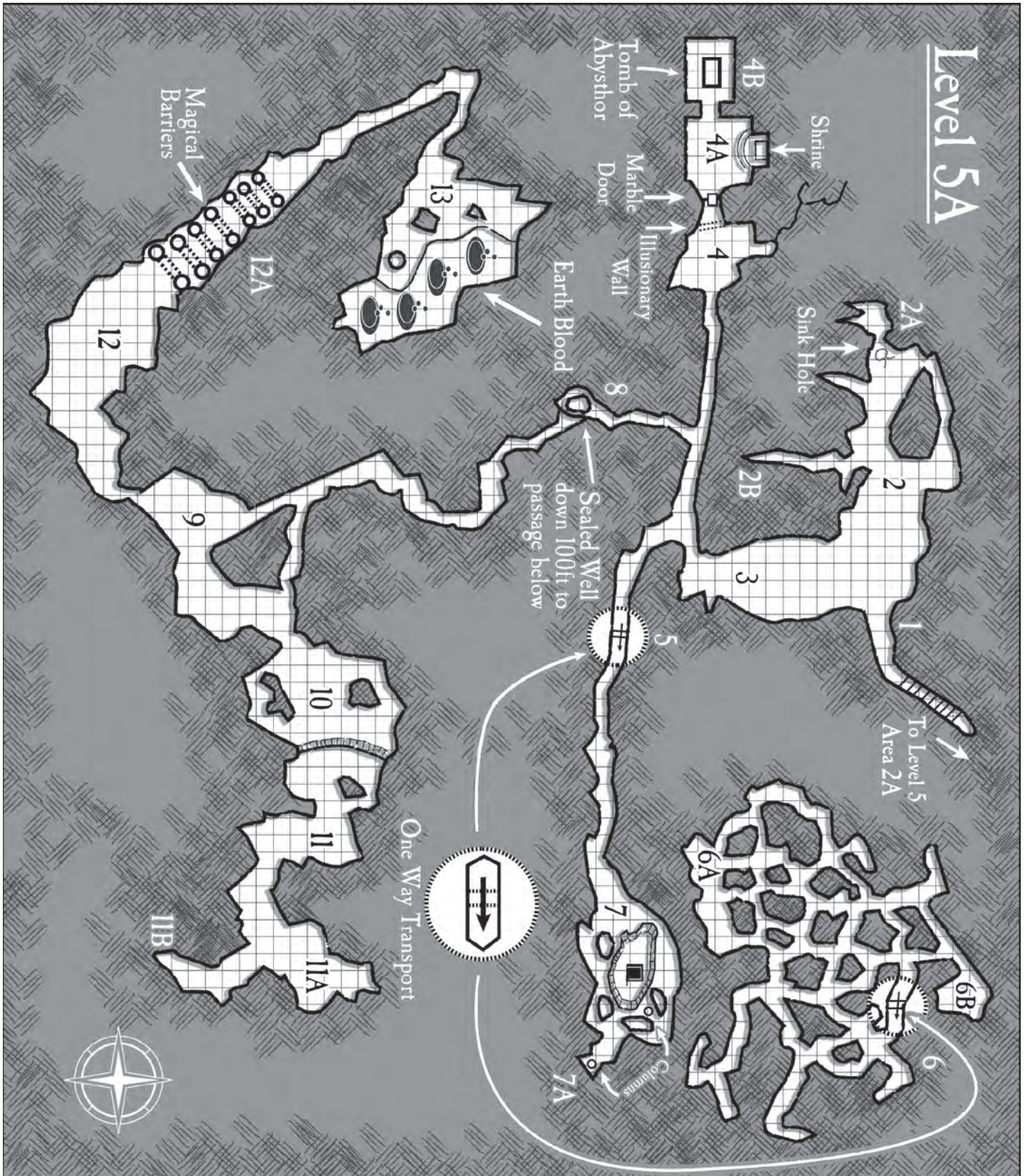
Spells: 1st—*cause light wounds* (x2); 2nd—*hold person* (x2); 3rd—*bestow curse, prayer*; 4th—*cause serious wounds*; 5th—*finger of death*.

Equipment: +1 leather armor (made from cured giant frog hide), +1 shield, +1 kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, potion of healing (x3), scroll of 4 divine spells (*bless, cause disease, cure serious wounds, poison*). Belt pouch with 2 diamonds worth 1000 gp each, a green six-sided die (worthless), and a whetstone.

Hydrodaemon: HD 7; HP 51; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; **Move** 9 (fly 12, swim 24); **Save** 9; **AL** C; **CL/XP** 13/2300; **Special:** immunity to acid and poison, magic resistance 35%, only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—*cause fear, darkness 15-ft. radius, detect magic, dimension door, summon 8HD water elemental*.

Tsathar Filth-Priest (Clr5): HD 7; HP 26; AC 2[17]; Atk 2 claws (1d4) or kukri (1d6), bite (1d6); **Move** 12 (swim 12); **Save** 11; **AL** C; **CL/XP** 8/800; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness



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(-1 to hit in bright light), slimy, spells (2/2).

Spells: 1st—cause light wounds (x2); 2nd—hold person (x2).

Equipment: leather armor, shield, kukri (curved blade similar to a machete), a soapstone symbol of Tsathogga, *potion of healing* (x3), scroll of 2 divine spells (*bless*, *cause disease*).

Hydrodaemon: HD 7; HP 47; AC 0[19]; Atk 2 claws (1d6), bite (2d6) or spit; **Move** 9 (fly 12, swim 24); **Save** 9; **AL** C; **CL/XP** 13/2300; **Special:** immunity to acid and poison, magic resistance 35%, only harmed by magic or silver weapons, spell-like abilities, spittle causes sleep for 6 rounds (save negates).

Spell-like Abilities: at will—*cause fear*, *darkness* 15-ft. radius, *detect magic*, *dimension door*, *summon* 8HD water elemental.

Tsathar Scourges (2): HD 4; HP 18, 20; AC 3[16]; Atk 2 claws (1d4) or serrated spear (1d8), bite (1d6) or net (entangle); **Move** 12 (swim 12); **Save** 13; **AL** C; **CL/XP** 4/120; **Special:** amphibious, darkvision 90 ft., implant, light blindness (-1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, -2 to hit and damage, -2 to saving throws, one quarter movement), iron badge of station.

Giant Poisonous Killer Frogs (4): HD 5; HP 22, 25, 20, 23; AC 5[14]; Atk 2 claws (1d4), bite (1d8 plus poison); **Move** 6 (swim 12); **Save** 12; **AL** C; **CL/XP** 6/400; **Special:** leap (100 ft.), poison drains 1d6 Strength rake (2 additional rear claws (1d6) if both claws hit).

2A. Small Cave and Priest Lair

This cave lies on the opposite side of a sinkhole. Attempting to cross the sinkhole requires either a successful jump (no problem for tsathar) or some other magical means. Because the passage through which they must jump is so narrow, there is a -2 circumstance modifier to the save. Failing that, they must make a second save. If they fail, they slip into the sinkhole and become inextricably stuck or lost. They starve to death unless removed by magic. The tsathar at **Area 2** use this sinkhole as a latrine.

The frog priest makes this room his personal lair, not minding the smell of the hole. There is a 1-4 on 1d20 chance that he is here rather than at **Area 2**.

3. Walls of Glistening Brown

The walls of this passage nexus are coated with several inches of a glistening brown material. The priests of Tsathogga secured this area by placing a huge **brown mold** coating over the walls, floors and ceiling. They bypass the mold using resist elements spells. A 50-foot section of the passage has been liberally coated with the mold, and cold damage is assessed each 10 feet traveled. The mold can be killed by magical cold, requiring 40 hp to destroy the colony or 20 hp of cold damage to make a path to either **Area 4** or **Area 5**.

Brown Mold: HD n/a; AC n/a; Atk n/a; **Move** 0; **Save** n/a; **AL** N; **CL/XP** 4/120; **Special:** drains heat for 2d8 damage per round with no save.

4. Shielded Cavern

On approach, this cavern appears nondescript in every way. It is identical to the other cavern passages on this level and looks like just another dead end. This is far from the truth, however, as this cavern hides the entrance to the Tomb of Abysthor and a holy temple dedicated to the

goddess Thyr. Note that the entrance to this chamber is warded against Lawful-aligned characters (see below).

Referee Note: This cavern is the entranceway to the Tomb of Abysthor. Strangely, it is filled with wards against both Law and Chaos. The Referee must familiarize himself with all the various wards on this room prior to entry by the characters.

Background: Abysthor built these chambers (**4A** and **4B**) using spells and magic. Once he built his tomb at area **4B** and set off to disable the Black Monolith, Abysthor warded the rooms against intrusion by evil forces. He placed the *hallow* and *forbiddance* spells on the area. He placed a *symbol of stunning* and other wards on the marble door he created. Then he covered the door with an *illusory wall*, using a divine ritual that simulates the magic-user spell. Abysthor, however, did not return.

Lokaug, having encountered Abysthor previously and driven him back, had long been tracking the good priest. A group of tsathar saw Abysthor travel through the *illusory wall* at **Area 2A** on **Level 5** and down to these chambers. Lokaug and his minions used this information to bypass that wall and descend to this level. Lokaug discovered this chamber and sensed that it was the lair of Abysthor. At Lokaug's direction, a frog-priest used a *true sight* scroll to scan the chamber. The priest reported seeing the marble door but was immediately stunned when he observed the *symbol of stunning*. This confirmed Lokaug's suspicion. Unwilling to subject himself to such power, Lokaug instead filled **Area 4** with evil wards against good in the attempt to prevent other powers of Law (or even Abysthor himself) from entering the area. He placed the *forbiddance* on the entrance to the room. He placed ten *glyphs of warding* within the room itself and he placed an *unhallow* spell on the portion of the room not covered by the *illusory wall*.

True Sight

Spell Level: Cleric, 5th Level

Range: Touch

Duration: 1 round/level

With this spell, the caster confers upon a single creature the ability to see all things as they actually are. *True sight* has a range of vision of 120 feet and can do the following: penetrates normal and magical darkness, detect secret doors, notes the exact location of displaced things, identifies illusions and apparitions, all polymorphed, changed, or enchanted things are apparent, the projected alignment auras of creatures becomes visible, and vision focuses into the Ethereal Plane. The spell does not allow penetration into solid objects like x-ray vision. The spell effects cannot be further enhanced with known magic. The abilities of this spell are similar to effects of a *gem of seeing*.

Thus, the area is double warded: Abysthor warded it against Chaos, and outside of those wards Lokaug warded it against Law. The wards placed by Lokaug will therefore be addressed first, since they must be penetrated before the *illusory wall* and door to **Areas 4A** and **4B** can be reached.

Magical Wards Placed by Lokaug

Forbiddance on the Entrance: Lokaug placed a *forbiddance* (to Lawful-aligned creatures) on the entrance passage to **Area 4**.

Glyphs: In **Area 4** proper, Lokaug has placed ten *glyphs of warding*. They are invisible and can be spotted only by magic. These glyphs include the following:

Glyph of Warding Traps: 10 glyphs cast at 11th level with spell effects as follows:

- *bestow curse* (x2) (-4 to attacks and saves permanently until removed)
- *poison* (x2)
- *finger of death* (x2)
- fire blast in a 5-foot radius for 5d6 damage (x4)

Unhallow: In addition, though he could not *dispel* the permanent *hallow*

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effect, Lokaug placed *unhallow* in the portion of **Area 4** not covered by the *illusory wall*.

Magical Wards Placed by Abysthor

Illusory Wall: This wall requires an act of active disbelief to bypass. A save may be made to bypass the wall. Otherwise it remains “real” in the minds of those attempting to pass through it and may not be crossed. If other individuals “help” by walking through it, for example, the save may be retried.

The Marble Door: This huge silver-encrusted white marble door is made of 4-inch thick stone and resists all attempts to open it. It can be opened only by great force (requiring 4 consecutive Open Doors checks; it is immune to physical damage), unless a Lawful creature tries to open it, in which case it slides open easily.

Symbol of Stunning Trap: All Chaotic characters within a 60-foot radius viewing the symbol (up to 150 hp) must make a save or affected as a *power word stun*. The *symbol of stunning* spell cannot be *dispelled* in this area, as it was cast in conjunction with *earth blood* Abysthor found in **Area 13**.

Hallow and Forbiddance: The whole area beyond the *illusory wall* is under the effects of *hallow* and *forbiddance* to Chaotic creatures. Originally, the whole room was covered with a *hallow*, but Lokaug was able to counter that using foul magic. He could not, however, counter the *hallow* effect beyond the *illusory wall*.

4A. Shrine to Thyr

This simple stone room is a humble shrine to Thyr. It is carved of plain stone. The raised alcove to the north contains a plain altar of white marble and a small statue of Thyr the Lawgiver.

Hallow and Forbiddance: This room is the source of the *hallow* and *forbiddance* (to Chaotic creatures) spells cast by Abysthor. The *hallow* and *forbiddance* spells cannot be *dispelled* in this area, as they were cast in conjunction with the *earth blood* Abysthor found in **Area 13**.

4B. The Tomb of Abysthor

Here, in a simple stone sarcophagus, lies the prepared tomb of Abysthor, the high priest of Thyr. The tomb, however, is empty of any corpse. Abysthor prepared this chamber as his final resting place and then set off for his last task: destroying the Black Monolith. He has never returned. In the tomb, *invisible* and detectable only by *true seeing* cast by a Lawful cleric, are a **key** and a **note**.

The Key: The key is the magical key that opens the great seal at **Area 8**.

The Note: The note reads, “*Praise to Thyr and greetings to one more worthy than I! Should I fail to return, this key opens the great seal I have created. Seek the chamber of the earth’s blood. Use the power you find there as Thyr commands. I pray, Brother, that you do not fail as I have. May Thyr watch over you. Abysthor.*”

5. Transporter to the Maze

This area is a seamless transporter to the maze at **Area 6**. Persons looking down the passage to **Area 5** do not see beyond to **Area 7**. Rather, they see and enter the passages as depicted in the maze at **Area 6**. Unless this is bypassed, the Referee should simply treat the map as seamlessly joining between the transporter on the map at **Area 5** and the transporter marked on the map at **Area 6**. Except, of course, that they cannot return (as detailed in **Area 6**). The characters should have no idea they are being transported.

Detecting the Transporter: Though they have no external clue to do so, characters checking detect a faint shimmering of magic in the area of the transporter. No save is allowed for this transporter.

Bypassing the Transporter: Only a person possessing *earth blood* can pass the transporter without being taken to **Area 6**. The extreme magic and antimagic effects of *earth blood* disrupt the transporter, allowing a person possessing it to travel to **Area 7**.



6. The Maze

For many unfortunate priests of Tsathogga, this area was a one-way trip. The teleport ward guarding the Black Monolith is a one-way trip to a maze, with the only exit a puzzle beyond. It is possible that anyone transported here is doomed, for only the bravest and wisest adventurers may survive being teleported to the maze. The maze itself is very simple, though it seems to lead nowhere.

6A. Pandora’s Puzzles

This is the lair of **Pandora**, a gynosphinx that lives in the maze, guarding this area for Abysthor. Pandora was *geased* to remain here until one worthy of passing to the Black Monolith could answer her riddles. Abysthor defined worthy as one of Lawful alignment, preferably a cleric or a paladin. All Chaotic-aligned visitors were to be slain or left to starve. Hence, priests of Tsathogga who have ended up in the maze have never been able to exit, for Pandora was also entrusted with the only means of exiting this dead-end trap.

Bones and old, rusted chain and plate mail lie strewn about the area around Pandora’s lair, the remains of dozens of frog-priests and giant frogs who made it this far, only to perish. Pandora is an ancient creature, having lived for thousands of years. She has developed the ability to become *ethereal* in addition to the abilities usual for her kind. If the characters attack her, or if they fail to successfully answer her riddles, she becomes *ethereal* and leaves them alone—likely to starve to death, as few make the journey to this place. Pandora is tasked to appear any time someone enters the area, but otherwise is not required to stay. When the characters first encounter Pandora, she is sitting statue-still on a long, flat dais. She calmly asks them if they have come at the behest of Orcus. If they say no, she asks if they are instead friends of the Frog God. An affirmative answer to either question causes her to cast *symbol of stunning* and disappear. Negative answers to both questions causes her to smile and tell them that they may be worthy of

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completing the task that Abysthor bade her do so many years ago. If they are Lawful aligned, she then asks them three riddles; if they solve all three, they (and she) will be released from this imprisonment (see below). If they fail, she sighs, becomes *ethereal* and leaves. Similarly, if the characters are not Lawful-aligned, she does the same. The riddles she asks are as follows:

*I never was, am always to be,
No one ever saw me, nor ever will
And yet I am the confidence of all
To live and breathe on this terrestrial ball.*
Answer: "Tomorrow"

If this riddle is solved, Pandora smiles and states that she is happy that the characters are so wise, and things may need to be a little tougher. She converses with them in a friendly manner and passes some time just talking. Finally, after a few minutes have passed, she asks them the second riddle:

*The beginning of eternity
The end of space and time
The beginning of every end
And the end of every place*
Answer: "The letter E"

If the characters successfully solves the second riddle, Pandora becomes excited and giggles, telling them how brave and wise they are and how she has been long awaiting their arrival. She speaks of an androsphinx whom she misses and how she cannot wait to see him again. She also explains that she will give the party several vials she was told to guard, and that only with these vials can *earth blood* be contained. She explains that to reach the Black Monolith, one must carry a vial of *earth blood*. This, she explains, will allow them to bypass the transporter and allow passage into the chamber beyond. Her mood finally takes a more serious tone, as she takes a deep breath and asks her final riddle:

*I count time in circles
I have no voice
But my limbs allow me to whisper in the wind*
Answer: "A tree"

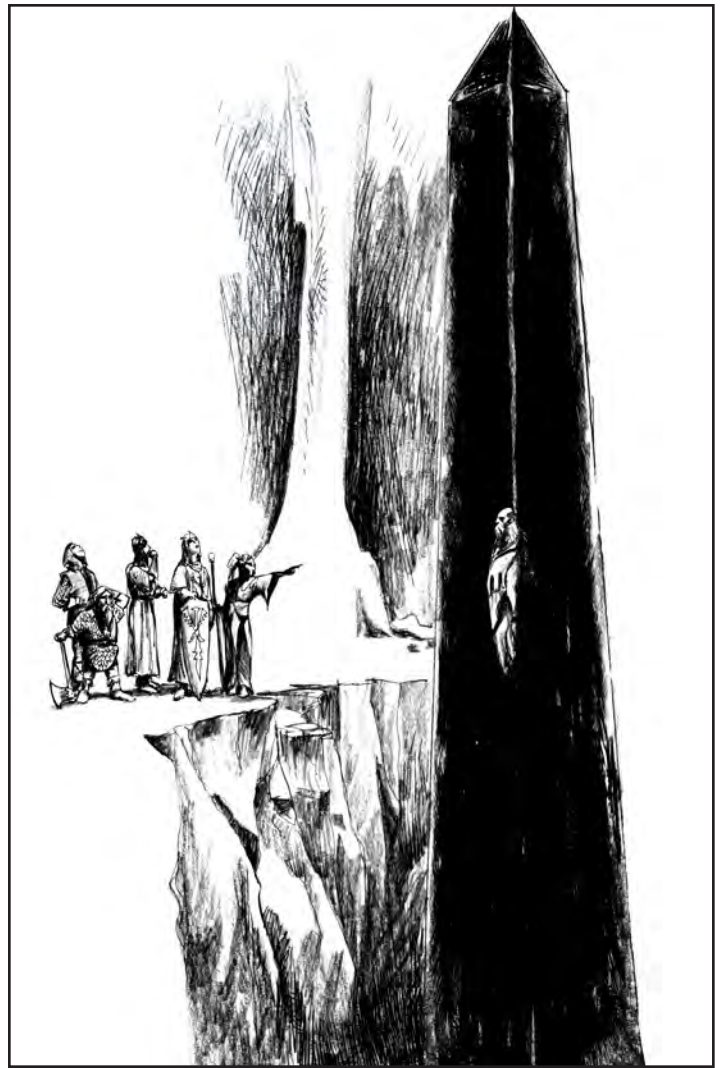
If the party answers this final riddle successfully, Pandora laughs, smiles and becomes *ethereal*, never to return. On the dais, she leaves behind a fine crystal rod and twelve vials of solid living rock—a magical metal that creates an antimagic field over a small area (e.g., inside the vials). These vials are worth 1,000 gp each to a dwarven smith or wizard, though a greater use would be to fill them with *earth blood*, as they are the only material capable of containing it safely. The crystal rod allows the reverse teleportal to be activated, depositing the characters back in the hallway (**Area 5**).

Pandora the Celestial Gynosphinx: HD 8; HP 53; AC 1[18]; Atk 2 claws (1d8); **Move** 18 (fly 24); **Save** 8; **AL** N; **CL/XP** 11/1700; **Special:** become *ethereal*, divination, *dispel magic* at 8th level (3/day), *symbol* (1/week).

Equipment: twelve vials of living rock, a crystal rod (all items are on the *ethereal* plane and cannot be recovered unless retrieved on that plane).

6B. Shimmering Silver Portal

The portal here is the size of a door and looks like it is made of liquid mercury. This is the transporter back and can be activated only by touching the crystal rod from **Area 6A** (possessed by Pandora) to the surface of the portal. When this is done, the shimmering surface disappears for 20 seconds, revealing a corridor beyond (**Area 5**). During this time, anyone stepping through the surface is released to **Area 5**. Passing through the portal at any time that the mirrored surface is present causes a save to be made. Success indicates a creature is quick enough to pull himself or herself back out before being irreversibly crystallized into ice. Failure means death. Persons passing through the portal exit at **Area 5**, heading west.



7. The Black Monolith

This room contains a vast sinkhole, fully 40 feet deep, with steep walls plummeting down into the darkness. Within this hole is a large stone monolith, composed of pure, black stone. The monolith is covered with undecipherable writings and alien symbols. No means of opening or affecting the monolith are obvious, though the south-west side of the stone contains a 2-inch diameter hole, a perfect fit for the crystal *shard* from **Area 7A**.

Background of the Monolith: The Black Monolith is an ancient construct from before the God's War and functions as a planar gate to the Abyss. The monolith itself is a moveable instrument of the gods of Chaos, and it has been set in a number of locations prior to being placed here. If it is activated, a gate opens that no mortal can close, providing free access for all the demonic armies to invade this plane. Obviously, both the priests of Tsathogga and Orcus would desire to open the planar gate.

When Abysthor learned of the monolith he immediately sought to find a way to destroy it, or failing that, to seal it forever. Essentially, the only way to destroy the monolith is by a willing sacrifice of life energy from a Lawful being (detailed below). The ritual to perform this feat was learned long ago by Abysthor, who burned the ancient text after he memorized its lessons (for it also contained the ritual to open the gate). A copy of this text is also in the possession of a high priest of Orcus living under cover as a lord in Bard's Gate. Abysthor located the monolith by using *earth blood* to bypass the maze, warding the maze with Pandora. He entered the monolith but he failed to complete the ritual, as he himself lacked the power needed to succeed. This act left him drained of all spells and incapable of returning from within the monolith. Abysthor is now trapped within. Proximity to

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such a powerful source of Chaos denies Abysthor (or any cleric of Lawful or Neutral gods) the ability to regain spells or clerical powers.

Currently, the priests of Tsathogga know where the monolith is, though they do not know how to get at it or the ritual to use it. The priests of Orcus know how to use it but not where it is. Luckily, since both groups appear unwilling to cooperate, both will continue to be unable to find or operate the monolith for some time.

Entering the Monolith: If the *shard* from **Area 7A** is used as the key to this hole, a *passwall* opens and allows egress inside for ten rounds. The *shard* then teleports back to its resting place in **Area 7A**.

Inside the Monolith: The inside of the monolith is 20 feet square (larger than its exterior dimensions), with a flat shelf resting about 4 feet off the floor. On this shelf are twelve pairs of holes into which one may place his hands. Anyone inside the monolith is trapped until the monolith is destroyed. Only the release of positive energy (see below) can free the characters from the Monolith. No spells may be regained within, but hit points heal normally, the air is breathable and food and water are unnecessary. Inside the monolith is the high priest **Abysthor**.

Destroying the Monolith or Opening the Gate: If enough people place their hands in the holes, and the proper ritual is performed, all individuals whose hands are in the holes immediately begin to lose life levels. The lost levels come from the highest level character first (e.g., Abysthor loses all his levels before the characters finally lose 2 if they are successful at destruction of the monolith) unless the persons with their hands in the holes make an agreement otherwise. Abysthor insists that he sacrifice his levels (20 of them) before any of the characters.

There are enough hand holes for twelve individuals to participate. There is no possible way to recover these lost levels. When a total of 22 Lawful levels are sacrificed, the monolith is destroyed, crumbling to dust in but a single minute. If 21 Chaotic levels are sacrificed, the planar gate opens and the horrors of the Abyss are unleashed upon the world. Abysthor explains this to the party and will allow them to participate only if they are willing.

Options: Three scenarios can now occur. First, the characters can “do the right thing” and sacrifice the 2 levels needed (in addition to those of Abysthor) to complete the ritual and destroy the monolith. This is the best outcome, and each character participating receives a permanent +2 Wisdom bonus as a blessing from Thyr and Muir. The party also may recover Abysthor’s personal magic items. A second possible scenario is that the characters are unwilling (or unable, if none are Lawful) to complete the ritual. If this is the case, Abysthor frees everyone from the monolith by sacrificing one-half his levels. This influx of positive energy is enough to weaken the Monolith enough for the characters to escape. Abysthor refuses to leave with the party under any circumstances. He waits here, vigilant as always, protecting the monolith from the priests of the Chaotic gods. This in turn leads to the third scenario. Six months hence, a massive contingent of Orcus’s minions arrives and, barring intervention before that time by the players, defeats Abysthor in his weakened state and activates the planar gate. The land area around the Stoneheart Mountain Dungeon then becomes filled with demonic hosts, and all the local area is essentially wiped from the map. It is only a matter of time before the priests of Orcus discover the *earth blood* cavern, and the party should be able to make this decision without much brainpower.

Abysthor, High Priest of Thyr (Clr20): HP 60; AC 9 [10]; Atk +3 mace (1d6+3); Move 12; Save 4; AL L; CL/XP 23/5300; **Special:** turn undead, +2 save bonus against being paralyzed or poisoned, spells (8/8/8/8/8/5/2, none prepared).

Equipment: +3 mace, +4 vs. Chaos, staff of absorption, staff of resurrection (6 charges), ring of regeneration, decanter of endless water.

7A. The Lost Shard

This small cavern at the bottom of a deep depression contains a large column in 4 feet of water. At the bottom of the water is 2 feet of mud. Hidden in the mud behind the column is the crystal *shard* described in **Area 7**. This *shard* is the key to opening the Black Monolith and freeing Abysthor. Only careful searching of this area reveals its presence. The crystal *shard* is of purest black and is at once clear and opaque, glowing with an unearthly green inner light.

8. The Great Seal and the Well

In the center of this hallway is a great mithral seal, fully 10 feet wide and inscribed with runes and wards against evil. This well goes straight down some 120 feet to the passage below. Abysthor crafted the seal of mithral and placed it on the opening to the well in the floor of the room above. It is warded with *forbiddance* (Chaos) so no Chaotic creatures can pass. Lawful-aligned creatures may remove the seal (it weighs 300 pounds) using conventional means (levers, lifting) if they have the key from Abysthor’s tomb at **Area 4**. It is not possible to tunnel through the surrounding earth with magic due to the nature of the ground here (see **Standard Features**). Abysthor’s seal isn’t the only ward on this well. There is some magic in the middle of the shaft going down that prohibits passage. Anyone using magical means of descent will be sorely disappointed. At the 60-foot mark in the well shaft is a seam of antimagic, caused by the presence of *earth blood* in this area. Anyone passing this point is struck by *dispel magic* with a caster level 20th. Falling 60 feet causes 6d6 points of damage to any that land on the stone surface below.

9. Cavern

This cavern contains a high, vaulted ceiling and is wrought with wild-colored streaks of minerals and glowing, shimmering veins of strange metal. The Referee should describe in vivid detail the bright colored veins of yellow, silver, green and red. Any dwarves in the party are immediately struck with great joy at the mineralogical wonders in this room. Mining this room would result in the recovery of over 30,000 gp in strange, rare ores and metals. It also would bring down the wrath of the stone guardian and his minions (see **Area 10**) and would take several months by a trained mining crew.

10. Chamber of the Stone Guardian

This area is the lair of an ancient creature bound here by the gods of the earth to guard the chamber of earth blood against intrusion by unworthy mortals. Left as a defender is a **stone guardian**. A host of elder xorn serves him, drawn here by the elemental power of the *earth blood*. The rare metals and minerals of these caverns serve as a steady food supply of tasty treats for these critters.

The stone guardian and elder xorn are prohibited by the earth god from entering the *earth blood* cavern, though they enjoy devouring traces of the *earth blood* from the surrounding stone.

The stone guardian stands in this central chamber. The xorn roam the caverns at will (**Areas 11, 11A and 11B**). The guardian remains still unless the area to the east (**Area 11**) is approached. It then animates. The stone guardian has an unpronounceable name but is initially friendly.

If he is attacked, he calls his friends (the xorn) and animates boulders. The stone guardian speaks a broken form of the Common tongue and can communicate with the party. The guardian asks the characters why they are here and what they want. He forbids them from taking any of the rare earth metals and strange jewels present in the chamber, as this is holy ground for earth creatures such as him, and it would be an act of desecration to have mortal creatures disturb the walls of these caverns. Only if the players explain with great detail that they must obtain *earth blood* from **Area 13** will he listen. He has no problem letting them try to do this, knowing full well the effect it will have on them. The stone guardian sees this as a test of the worthiness of the party to be here in the first place. If they are destroyed by the *earth blood* (as he expects they will be), no matter. If, on the other hand, they are not (if they have obtained the living rock vials from the sphinx), the stone guardian decides that the players are blessed by the earth god himself and that they should be allowed free range in his domain. He explains that the xorn serve him but that he cannot fully control them and that they may require payment from the party for passage in their areas.

He also realizes that they must first pass through the “wall of many colors” as he calls it (**Area 12A**). If the characters ask him about the walls, he suggests a trade. If the characters give him all their metal armor, he

Stone Guardian

Hit Dice: 10

Armor Class: -3[22]

Attacks: fist (2d8)

Saving Throw: 5

Special: animate boulders, darkvision 60 ft., immune to electricity, poison, paralysis, and sleep, double damage from cold-based attacks, spell-like abilities, surprise on 1-5.

Alignment: Neutrality

Move: 6

Number Encountered: 1

Challenge Level/XP: 14/2600

Stone guardians are natives of the Elemental Plane of Earth. They appear as large, boulder like creatures, though similar in a way to xorn. They have two large legs and feet, which also act as hands. Most stone guardians have been given a task by an earth god and live to faithfully carry out that task.

Stone guardians shun combat if possible, using their special abilities to sink into the surrounding earth. If the stone guardian has a task and that task is threatened, the guardian does not hesitate to enter combat or use its abilities to animate boulders to attack its foes and create a wall of stone to contain them.

A stone guardian can animate rocks within 180 feet at will, controlling up to two rocks at a time. The boulder has a move speed of 3 and fights as a stone guardian in all respects. Animated boulders lose the ability to move if the stone guardian is destroyed or moves out of range.

A stone guardian has the following spell-like abilities: at will—*stone shape*; 1/day—*move earth*, *passwall*, *transmute rock to mud*, *wall of stone*.

Stone Shape

Spell Level: Cleric, 3rd Level; Druid, 3rd Level; Magic-User, 3rd Level

Range: Touch

Duration: Instantaneous

The caster can form an existing piece of stone into a useful but crude shape. It is possible to make crude coffers, doors, and so forth, fine detail is not possible.

offers them a way to pass through the wall. What the stone guardian gives in place of the armor are a series of four crystals; one red (ruby), one yellow (topaz), one green (emerald) and one deep violet (a garnet). Each crystal is worth 500 gp but is also enchanted to remove the corresponding color of the *prismatic wall* at **Area 12A** (one use only). The remaining layers must be removed normally. The stone guardian feeds the armor to the xorn, so once the deal is made, it is a permanent trade.

If a character asks about the Black Monolith, the stone guardian tells the players a story. The story tells of a strange human that came here long ago and bathed in the blood of the earth. The stone guardian decided that this creature was indeed blessed by the earth gods and gave him a crystal *shard* that was related to a strange black stone that was found long ago. He has no idea what the *shard* is for but wishes to have it returned to him. If they will agree to do so, he promises a block of solid mithral (weighs 80 pounds; can make two suits of human-size armor) as a reward. The crystal *shard* is of purest black, he explains, and is at once clear and opaque, glowing with an unearthly inner light (this is the *shard* that allows the Black Monolith to be opened and can be found in **Area 7A**).

Referee Note: The stone guardian is neither evil nor malicious. Humans and their ilk are like bugs to him. He is old and wise and relates to the

players in an almost fatherly tone. He really considers humankind, and all the other “new” races to be far beneath him. One exception to this is that all dwarves are treated with great respect when dealing with this creature, due to their affinity with rock and stone.

Stone Guardian: HD 10; HP 50; AC -3[22]; **Atk** fist (2d8); **Move** 6; **Save** 8; **AL** N; **CL/XP** 14/2600; **Special:** animate boulders, darkvision 60 ft., immune to electricity, poison, paralysis, and sleep, double damage from cold-based attacks, spell-like abilities, surprise on 1-5.

Spell-like Abilities: at will—*stone shape*; 1/day—*move earth*, *passwall*, *transmute rock to mud*, *wall of stone*.

Description: The stone guardian is an elemental creature of earth and appears to be a very large boulder with two stout, thick legs ending in large-toed feet, which double as hands. He sits exceedingly still. He eyes and mouth open as rocky holes in his exterior, though when closed they are not detectable.

II. The Lesser Guardians

This cavern contains a nest of 6 **xorn** who serve the stone guardian in **Area 10**. The walls, floor and ceiling are similar to that in **Area 9**, with a total value of 20,000 gp. If the party enters this room having harmed the stone guardian in any way, the xorn attack at once. If the characters passed the stone guardian without incident, one xorn confronts them and demands that they pay tribute for their passage. This tribute can consist of all of their precious metals or of one suit of metal armor; their choice. If they do not pay tribute, they may not pass. If they continue or ignore the xorn, they are attacked by the whole group. An exception to this is that if the party has agreed to recover the crystal *shard* for the stone guardian, they are left alone and the xorn never even make an appearance.

Xorn (6): HD 7; AC -2[21]; **Atk** 3 claws (1d3), bite (4d6); **Move** 9; **Save** 9; **AL** N; **CL/XP** 9/1100; **Special:** immune to fire and cold, half damage from electricity, travel through stone.

IIA. The Planar Gate

The back wall of this cave seems to roil and ooze as if made from quicksand that somehow stands vertical along the wall. This wall is in reality a planar gate to the Elemental Plane of Earth. Any creatures transported there cannot breathe and must retreat through the gate or perish in 1d6+1 rounds. The plane itself has the consistency of a heavy sandstorm. This gate is used by the stone guardian and the xorn to “visit home” when they want to. It also allows for replacement guardians to access this area if they are slain.

IIB. The Metal Cave

This entire cave is covered in veins of metallic ore of high content. There are raw veins of copper, iron and mithral throughout the cave on the floors and ceiling. Rubble from the rock matrix material is strewn across the floor, making passage difficult (all movement is at 1/4 normal). Were this area to be mined, over ten tons of copper, sixty tons of high-grade iron, and one ton of mithral could be extracted over a long period of time. Hidden under the rubble are three large pieces of mithral, each weighing about 80 pounds. It is from here that the stone guardian retrieves the reward for the party that brings the *shard* from **Area 7**.

12. Warning Chamber

Inscribed on the floor in alien runic script is a dire warning, written in the magical tongue of earth elementals—Terran. Reading this script requires a *read magic* spell. The inscription reads:

*Beware all that would pass the walls of light
For beyond lies the seeping wound of the earth
Flee mortal, before the blood of the gods consumes you
For to reach for immortality is to tempt the very forces of creation
And the end of the beginning is close at hand*

12A. Barriers of Light

Between each of the seven columns set in the wall courses colored electricity. The layers in order from south to north are the red, orange, yellow, green, blue, indigo and violet layers of a *prismatic wall* (see details of the *prismatic sphere* spell in the *Swords & Wizardry Complete* rulebook). Anyone passing through the layers takes damage as per the spell of the same name. The walls may be lowered by the proper counterspell, or the red, yellow, green and violet layers can instead be removed with the crystals given to the party by the stone guardian in Area 10. The remaining layers must still be dealt with normally (see the spell). Again, the prismatic walls cannot be circumvented by burrowing around because of the qualities of the rock on this level (see Standard Features).

13. The Chamber of Earth Blood

This chamber contains a pool of steaming, bubbling, thick red goo known as *earth blood*. It is a strange elemental substance believed to be the very essence of the god of the earth himself. This material is a source of unspeakable power. Why it is present here is a secret long forgotten even by the oldest of sages. The pool is 10 feet deep and has fissures leading deep into the crust of the earth. This material has highly magical and antimagical properties. It radiates immense levels magic. Merely casting a *detect magic* spell on the material gives spellcasters headaches from the power radiated. Effects of touching the material vary. For some it is a blessing, for others, certain death. Any inorganic material touching earth blood is immediately consumed on an elemental level and is considered lost forever. The only exception to this is living rock, a material so resistant it is also believed to be part of the earth god's bones. In addition, this pool was blessed by the earth god so that it could hold the *earth blood*, though that blessing is lost if any of the stone is removed from this chamber. Immersion of living material (such as characters) that contacts the *earth blood* requires a save at -4. Failure indicates death. Success has variable effects as follows (roll d100):

ROLL 1D100	RESULT
01-20	Subject gains a permanent natural armor bonus of -4[+4].
21-40	Subject gains a permanent +2 Strength and +2 Constitution but loses 2 points of Dexterity.
41-50	Subject gains a permanent magic resistance 30%, but if a magic-user, loses the ability to cast one spell of each level.
51-60	Roll again on this table; effect lasts for only seven days if otherwise permanent, or is permanent if otherwise temporary.
61-80	Subject gains a temporary Strength bonus of +4 and a Dexterity penalty of -2. The effect lasts for one month.
81-90	Subject gains a temporary magical resistance 55%; however, magic-users lose all ability to cast spells. This effect lasts for one month.
91-96	Roll twice on this table, rerolling duplicates.
97-00	Subject is turned into an Earth Elemental and becomes an NPC.

The main purpose and use of this material in this adventure is to free Abythor. A vial full of *earth blood* allows the party to bypass the transporter at Area 5 and to access the Black Monolith in Area 7. Once the party has this material, it can be certain that the end of the adventure, one way or another, is near. Those who risk otherwise touching the earth blood can gain the bonuses above.

In addition, *earth blood* can be used to make spells permanent if it is used as a material component of the spell or to affect items that are ordinarily impervious to magic.

Referee Note: It requires living rock vials (normally obtained only from the elemental plane of earth, but rare even there) to remove the earth blood from this chamber.



Level 6: The Deep Caverns

The initial builders of this complex never found this level. Its main significance for adventurers is that it serves as a way to reach Level 5 from the upper levels—Level 2A in particular. The priests of Orcus, who have access to Level 2A, are beginning to explore this level as a means of reaching the Black Monolith (see Level 5A). This level also has several exits to the surface that open up some miles distant in the surrounding mountains and woods. The main creature on this level is the behir, as well as a lich who has not yet been located by the priests of Orcus.

1. Level Entrance

The small set of stairs from **Level 2A** leads to this long, narrow cave passage. The ceiling is very low (6 feet), and even man-size creatures feel constricted. All attacks within this passage receive a –2 penalty.

1A. Boxed Lunch

This room is the lair of a single **rogue ettercap**. This male beast was driven out of the main lair (**Area 6**) by the dominant male living there. This beast hides in a small cubbyhole 10 feet above the floor, only appearing if fewer than three characters enter. Also in the room is a cache of food and water, left here by the priests of Orcus. Three large boxes of preserved rations (a total of forty-man-days) and two 10-gallon casks of water (stagnant but drinkable) are placed against the far north corner of the cave.

Ettercap: HD 5; HP 30; AC 6[13]; Atk 2 claws (1d3), bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** lethal poison bite, traps.

2. The Shape of Things to Come

This room contains the remains of seven acolytes of Orcus who met a violent end at the claws of the behir. Blood and gore cover the room, and bits of armor, torn by the claws of the behir, are scattered across the chamber. The combat seems recent and the bodies are charred with electricity and huge claw and bite marks—an omen of things to come. One large stain in the shape of a bolt of lightning traces down the hall to the west, scarring the stones of the wall. Most of the acolytes' gear is destroyed, however, one suit of +1 *plate mail* remains intact, etched by the electricity of the behir but otherwise intact.

Font Skeletons: HD 2; AC 6[13]; Atk longsword (1d8); Move 12; Save 16; AL C; CL/XP 2/30; **Special:** immune to sleep and charm, turned as zombies.

Equipment: shield, longsword.

Lesser Priests of Orcus (Clr4): HP 16; AC 4[15]; Atk touch or mace (1d6+1); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** control undead, 1/day—death touch (roll 4d6, if total equal or exceeds target's current hit points, it dies; save avoids), spells (2/1).

Spells: 1st—cause light wounds, command; 2nd—hold person.

Level 6: The Deep Caverns

Difficulty Level: 7 (unless you encounter the lich).

Entrances/Exits: Stairs from **Level 2A** and from **Level 5**.

Wandering Monsters: Several monsters roam this level. Check every 3 turns by rolling 1d20:

ROLL 1D20	RESULTS
1–2	2d6 giant rats (see Area 4)
3	1d6 ettercaps (see Area 1A)
4	1d4 giant spiders (6 ft. diameter) (see Area 7A)
5	Priesthood of Orcus scouting party (1 priest of Orcus, 3 lesser priests of Orcus and 6 font skeletons, scouting the level)
6	The behir (see Area 10)
7	1d4 wererats (see Areas 4B and 13)
8–20	No encounter

Standard Features: Except for the passages at **Area 6**, all of the cavern passages are rather small—no more than 6 feet high. They also are covered with strange claw marks at all heights (from the behir). Alert characters notice a surprising lack of stalactites in all the passages and chambers (except for **Area 6** and beyond), as they have been broken away by the behir slithering down the passages.

Equipment: chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, a small sack with 5d10 sp.

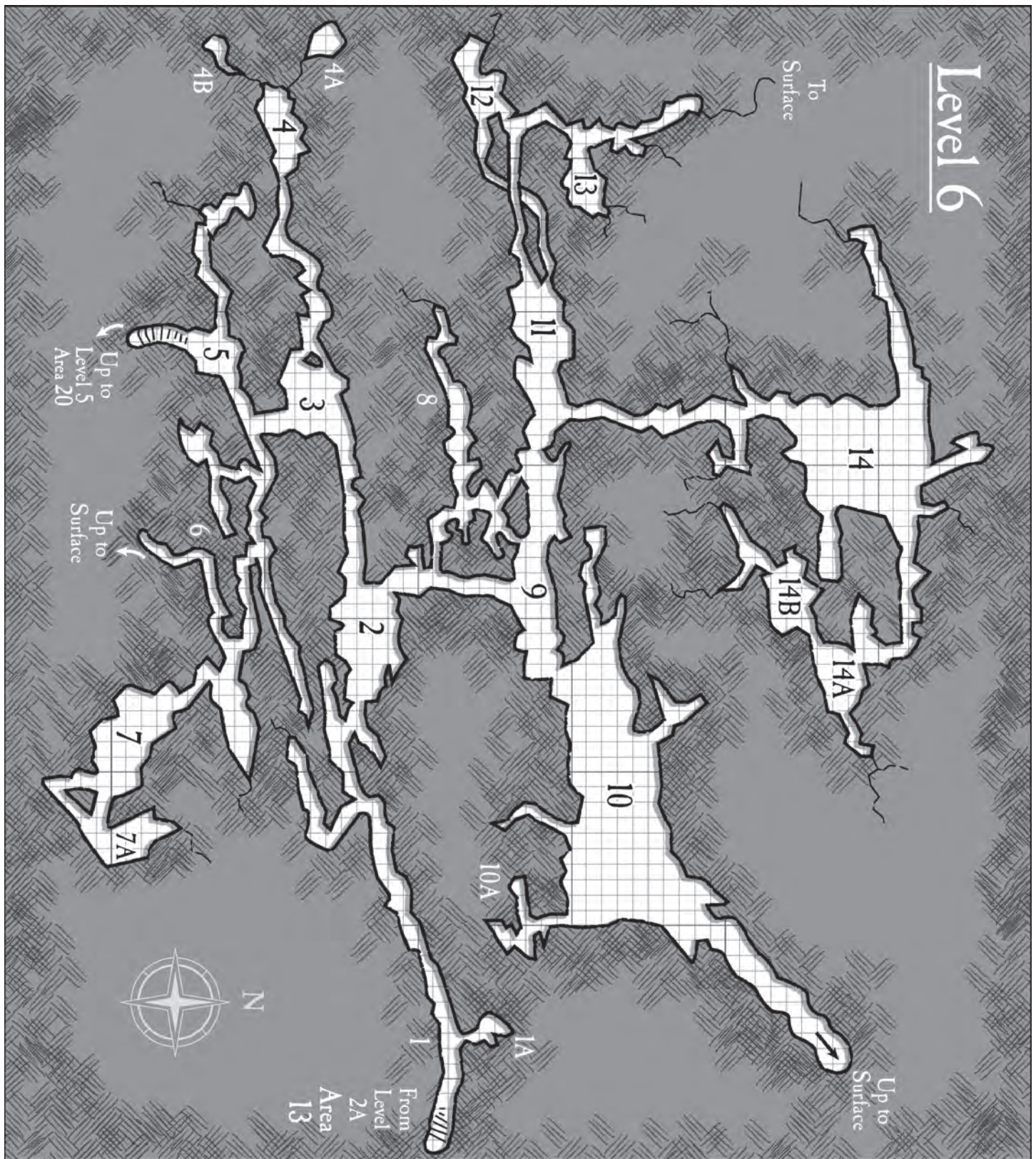
Priests of Orcus (Clr5): HP 15; AC 3[16]; Atk touch or mace (1d6+1); Move 12; Save 12; AL C; CL/XP 5/240; **Special:** control undead, 1/day—death touch (roll 5d6, if total equal or exceeds target's current hit points, it dies; save avoids), spells (2/2).

Spells: 1st—cause light wounds, command; 2nd—hold person, silence 15-ft. radius.

Equipment: +1 chain mail, black robe emblazoned with symbol of Orcus, shield, mace, unholy water (x3), unholy symbol of Orcus, prayer book, a small sack with 6d10 gp

3. Flowstone Cavern

This cavern is devoid of monsters and treasure. It is vacant except for a very strange geologic feature in the west portion of the room. A huge iridescent plug of flowstone has emerged from the ground below the cave, partially blocking passage to the east with a 12-foot-high, blue-green hunk of stone. The stone contains interbedded layers of bright blue and



THE TOMB OF ABYSTHOR

bright green sections. It is very weird looking, though neither valuable nor dangerous in any way.

4. Rat Cavern

This cavern is literally filled to the brim with rats of all shapes and sizes. Two huge nests are found down the largest two rat tunnels leading from the cave. Each minute spent here draws the attack of **3d6 rats** and **1d6 giant rats**. There are a total of 200 rats and 42 giant rats in this cave. Once 50 rats and 12 giant rats are killed, the rest retreat to **Areas 4A** and **4B**.

Giant Rats (42): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 3 are diseased.

Rats (200): HD 1 hp; AC 8[11]; Atk bite (1); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 10 are diseased.

4A. Rat Lair

This room contains a nesting area for the rats in **Area 4**. Torn cloth, fungus and other materials reside in eight fluffy piles strewn about the room. An additional **10 giant rats** and **36 baby giant rats** are in this cavern. This nest also contains a bunch of shiny baubles (not valuable) in the form of rock chips, bones, bits of metal and pieces of glass.

Giant Rats (10): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 1 is diseased.

Rats (36): HD 1 hp; AC 8[11]; Atk bite (1); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 3 are diseased.

4B. Queen Rat

This rat lair appears much as the lair in **Area 4A**. It varies in two major ways. The first is that in addition to the **8 giant rats** and **22 baby giant rats** living in the nesting material, there are also **6 wererats** hiding here in giant rat form. These wererats pretend to scurry away from any intruders, only to attack from behind by surprise. The wererat leader is a large, light gray specimen named **Marala**.

Tactics: Marala avoids combat with any armored individuals, preferring to wait until she can attack lightly armored foes by surprise. She then retreats into **Area 4** and uses her magic *horn*. She quaffs her potions and enters melee, attempting to slay all spellcasters. If cornered, she offers information about **Area 14** if the characters release her. She knows that there is a long-lost crypt there and that a tomb of an ancient king is somewhere in the cavern. The remaining wererats are also cowards, preferring to let the rats who serve them bear the brunt of any combat. They attempt to strike fast then run.

Treasure: Hidden in one of the nests, in addition to useless yet shiny baubles as in **Area 4A**, is a *luckstone*.

Giant Rats (8): HD 1d4hp; AC 7[12]; Atk bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; **Special:** none are diseased.

Rats (22): HD 1 hp; AC 8[11]; Atk bite (1); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 1 is diseased.

Marala the Wererat (Thf7): HD 7; AC 6[13]; Atk bite (1d3), +1 longsword (1d8+1) or shortbow x2 (1d6); Move 12; Save 9; CL/XP 8/800; **Special:** backstab (x3), control rats, hit only by magic or silver weapons, lycanthropy, +2 bonus on save vs. traps and magical devices, surprise on 1–4 on d6.

Equipment: +1 longsword, shortbow, 20 arrows, two vials of poison, potion of heroism, *potion of invisibility*, *silver horn of Valhalla*.

Wererat (6): HD 3; AC 6[13]; Atk bite (1d3), short sword (1d6) or shortbow x2 (1d6); Move 12; Save 14; AL C; CL/XP 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise on 1–4 on d6.

Equipment: short sword, shortbow, 20 arrows.

5. Stairs to Level 5

This area contains stairs leading up to **Level 5**. The priests of Orcus want to guard this passage against intrusion by the priests of Tsathogga, and they don't want the priests of Tsathogga to know they are here looking for a back door entrance to the Black Monolith. To this end, the priests of Orcus have placed several *glyphs of warding* along the stairway. These *glyphs* are hidden along the stairs at 10-foot intervals (five *glyphs* total).

Glyphs of Warding: effects as follows, cast at 8th level, moving from the cavern floor upward toward **Level 5**:

- Acid blast in a 5-foot radius (4d6 damage)
- Cold blast in a 5-foot radius (4d6 damage)
- Fire blast in a 5-foot radius (4d6 damage)
- Bestow curse (–4 on attack and saves)
- Poison

6. Ettercap Maze

This batch of twisty passages is different from the passages on the rest of the level: the ceiling is some 20 feet above and festooned with stalactites. Broken and chewed bones litter the floor of these tunnels. One passage leads outside of the dungeon into a small cave that eventually leads to a small, forested area on the surface. The characters may notice the absence of bats and rats in these caves.

This is an ettercap playground. There are always **1d6 ettercaps** (see **Area 1A**) here. The lair of the ettercaps is in **Area 7**. These creatures guard this area viciously, and other denizens of this level have learned to avoid these caves.

Ettercaps (1d6): HD 5; HP 20, 22x2, 17, 16, 24; AC 6[13]; Atk 2 claws (1d3), bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** lethal poison bite, traps.

7. Ettercap Lair

This room serves as the lair of the 15 ettercaps that inhabit this level (excluding the rogue male in **Area 1A**). All the ettercaps here are female, except for the dominant male, and immature specimens. There are 8 mature females and 6 young. **Seven female ettercaps** are here waiting for the characters. Like **Area 6**, these caves have 20-foot-high ceilings and are congested with stalactites and stalagmites. All creatures in these caves are assumed to have 40% concealment at distances greater than 20 feet, and all movement is at 1/2 normal rates due to the clutter on the floor.

Ettercaps (7): HD 5; HP 30, 22, 37, 26, 31x2; AC 6[13]; Atk 2 claws (1d3), bite (1d8 + poison); Move 12; Save 12; AL C; CL/XP 6/400; **Special:** lethal poison bite, traps.

7A. Ettercap Den

This room contains the nesting area of the ettercaps. Scattered all over the floor are the remains of various creatures, felled by the pack attacks of the ettercaps. The **baby ettercaps** cling in webs from the roof, and the **huge male** and **dominant female** ettercap keep nest here. **Two giant spider (6ft. diameter)** nannies are also present.

Dominant Ettercaps (2): HD 6; HP 36, 32; AC 6[13]; Atk 2 claws (1d4), bite (1d10 + poison); Move 12; Save 12; AL C; CL/XP 7/400; **Special:** lethal poison bite, traps.



Baby Ettercap (6): HD 3; HP 12, 10, 13, 17, 14, 15; AC 6[13]; Atk 2 claws (1d2), bite (1d6 + poison); Move 12; Save 12; AL C; CL/XP 4/400; **Special:** lethal poison bite, traps

Giant Spiders (6 ft. diameter) (2): HD 4+2; HP 21, 17; AC 4[15]; Atk bite (1d6+2 plus poison); Move 4; Save 13; AL C; CL/XP 7/600; **Special:** lethal poison, webs.

Tactics: These creatures are very pack oriented and fight until slain. Cavern height and concealment rules apply as in Area 7. The baby ettercaps attack only a held opponent, but they swarm a felled opponent like a pack of piranhas.

Treasure: Buried in the piles of bones and litter is a strange magic item, lost long ago—the *shard of Hel*.

8. Side Cavern

This cave is largely ignored by all intelligent denizens. This wing of the caverns has a 40-foot ceiling covered in stalactites. A large, bubbling water spring gurgles at the end of the cave, making strange echoing sounds that pervade the area. Even the behir gives this one a wide berth. This is due to the huge patch of **green slime** living in the back 40 feet of the cave. For each round spent in this area, there is a 25% chance of the slime dropping from above. It requires 50 points of damage to completely eradicate the slime, though a path may be cleared with considerably fewer.

Green Slime: Any metal or organic substance it touches begins to turn into green slime upon a failed saving throw. Extreme cold or heat and sunlight destroys a patch of green

Minor Artifact The Shard of Hel

The Shard of Hel is a holy artifact to those who follow the fell goddess. The *shard* confers complete immunity to all diseases and a magic resistance 35% for anyone who carries it. It also grants the bearer +1 level for purposes of spell effects if the bearer is a follower of Hel. The *shard* has one minor drawback: any priests of Hel who find this item in the possession of an unbeliever will do everything in their power to slay and sacrifice the bearer as a heretic. If the *shard* is brought within 100 feet of a cleric of Hel of 5th level or higher, the priest of Hel can feel the presence of the *shard*. The *shard* also slowly turns the bearer toward Chaos. Each full moon, the bearer must make a save or move one step closer to a Chaotic alignment.

slime. The transformation process can be arrested by the use of a cure disease spell.

9. Low Cavern

This broad cavern is only 6 feet high. The behir (see Area 10) can slither through here with little trouble, though again there are telltale claw marks and notable scorch marks from electricity. There is a mysterious absence of stalactites.

10. Behir Lair

This is the lair of the **behir**. He is big and hungry. He leaves the ettercaps alone because a group of them hit him with multiple poisonous bites and almost did him in—though he fried a good number of them. He hunts only their stragglers. The room also has a large opening that leads to a long, steep passage to the surface, exiting several miles from the dungeon in the surrounding mountains. The behir normally heads to the mountains to hunt, preferring roc eggs that he finds there to the giant rats in these caves. He also sometimes slithers up to Level 5, where he hunts the monstrous frogs bred in the pits, though the passage from Area 2 to Area 3 is a bit of squeeze for him. The behir has no treasure.

Behir: HD 12; HP 60; AC 4[15]; Atk bite (1d8); Move 15; Save 3; AL C; CL/XP 13/2300; **Special:** constrict and claw (x6, 1d6), lightning breath (once every 10 rounds for 24 hp damage, save for half), swallow whole on 20.

Tactics: This behir is old and wise. As such, he preferentially targets anyone in metal armor with his breath before closing in to eat less labor intensive (no peeling required), light-armored foes. He retreats up the exit tunnel at full speed if reduced to fewer than 20 hp.

10A. Side Cavern

The passage to this cavern is too small for the behir to fit into under most circumstances. Several months ago a female behir (who was a more petite version of the behir in this room) laid a clutch of eggs. The female was killed by adventuring party on the surface but the eggs will hatch in six months. That alone is an interesting treasure. Also here is the corpse of a thief who snuck in while the male behir was away. The male behir returned and smelled the rogue but didn't want to blast him with electricity because he didn't want to fry his own eggs. So the rogue—afraid to leave—tried to wait out the behir. The behir waited, too. But the rogue starved to death first.



Treasure: The body of the thief wears leather armor, and a rusty but usable +1 *short sword* lies nearby. On one finger of the corpse is a *ring of protection* +2. A pack nearby contains three oil flasks, a lamp, 50 feet of hemp rope, one vial of acid and 22 gp.

11. The Spring

This small cavern contains little of interest. It does contain a 20-foot-diameter clean, clear pool of water, fed and drained by an underground spring. Many of the local denizens get their water here. When this cavern is first entered, a roll on the wandering monster table is appropriate.

12. The Tainted Pool

This cavern contains a pool of water similar to that in **Area 11**. The water in this pool appears to be clean and clear, as does the pool in **Area 11**; however, the water is tainted with virulent bacteria. Anyone drinking from this pool must make a save or suffer the effects of a disease with effects at the Referee's discretion. Rats frequent this room as well. At any given time, **3d6 rats** are present and may attack.

Rats (3d6): HD 1 hp; AC 8[11]; Atk bite (1); Move 12; Save 18; AL N; CL/XP A/5; **Special:** 1 is diseased.

13. The Wererat Nest

This room contains a nest of **5 wererats**. These beasts serve Masala and act as guardians for her secret exit to the surface. These critters hide here in rat form, only attacking if they have a clear chance for an ambush (like a camping party). Otherwise, they watch and wait, following anyone who enters this way until an ambush becomes possible. They will not participate in a stand-up fight. They have no treasure.

Wererat (5): HD 3; HP 12, 16, 14, 11, 18; AC 6[13]; Atk bite (1d3), short sword (1d6) or shortbow x2 (1d6); Move 12; Save 14; AL C; CL/XP 4/120; **Special:** control rats, hit only by magic or silver weapons, lycanthropy, surprise on 1–4 on d6.

Equipment: short sword, shortbow, 20 arrows.

14. Another Bad Omen

This large cavern has several notable features, the most prominent of

THE LOST LANDS: STONEHEART VALLEY

which is the series of ancient hieroglyphic stories and curses inscribed on its walls. Virtually every surface of the walls is covered in strange pictograms, weird symbols and ancient writing. Reading these writings requires the casting of a *read languages* spell or a thief's read languages ability. Success reveals that this cavern contains the hidden tomb of the long-dead sorcerer-king Gremag (now a lich) from a civilization lost for over ten thousand years. Masala has deciphered some of the writings and read enough of the evil wards and curses described to leave this place in peace.

14A. The Minions of Gremag

This area is carved with bas-relief frescoes of warriors dressed in ancient garb. Ten warriors are depicted in the scenes, all wearing old-style armor and carrying bone and copper weapons, with feathered headdresses and ivory collars. There is no apparent entrance to **Area 14B**, though carved on the wall at the real entrance is an inlaid image of a gate. This gate image is a clue to the real entrance into **Area 14B**. If the tomb of Gremag is to be accessed, the stones themselves must be painstakingly disassembled. Men with mining tools (the wall is 6 feet thick) can easily do this over a period of several days. Unfortunately, as soon as a stone begins to fall, the stone-encased spirits of the guardians awaken as **mummies** and claw through the stone to assault intruders. There is no treasure here.

Mummies (10): HD 5+1; HP 37, 39, 33, 26, 21, 40, 31, 29, 23, 34; AC 3[16]; Atk fist (1d12); **Move** 6; **Save** 12; AL C; **CL/XP** 7/600; **Special:** immune to normal weapons, magical weapons only cause half-damage, rot (natural heal at one-tenth normal rate, no magical healing)

Tactics: The mummies attack without hesitation, geased in life to protect their lord after death. They do not pursue out of **Area 14**.

14B. Gremag's Lair

This is the tomb and final resting place of the ancient sorcerer-king **Gremag**. It is hidden behind 6 feet of solid brick, covered with the painting of the gate described in **Area 14A**. The chamber itself is similar to **Areas 14** and **14A** in that its walls are covered with strange hieroglyphs and writings. In the center of the room is a large open crypt. If the characters dig the area open, Gremag is waiting for them.

Tactics: Gremag uses the last rounds before the characters break thru the wall to cast the following spells: *project image*, *wizard eye*, *symbol of death*, *invisible stalker*, and *spectral hand*. Gremag begins his attack as soon as anyone breaks through the outer wall. The **invisible stalker** attacks immediately and Gremag projects his image to the entrance. He uses *spectral hand* to cast the following spells while the party is occupied with the invisible stalker and his projected image: *vampiric touch*, *bestow curse*, and *shocking grasp*. As the invisible stalker nears defeat, Gremag casts *conjunction of elementals* to summon a **16 HD fire elemental**. As the elemental nears its end, the lich casts a *fireball* into **14A** and then fills the area near the entrance with *darkness 15ft. radius*.

Gremag fills the corridor between **14A** and **14B** with *web*. While the party is occupied with the *web*, he casts *fear*, *confusion*, and *stinking cloud* on the party. The lich casts *prismatic sphere* near his open crypt. He moves out of the sphere and Gremag casts the following spells: protection from good, *protection from normal missiles*, *telekinesis*, and *fly*. He flies near the ceiling above his crypt and casts *delayed blast fireball*. He masks the glowing bead with *phantasmal force* and uses *telekinesis* to center the bead in the middle of the party. It detonates 1 round later. He quickly follows up with *ice storm*.

If the party has survived up to this point (which if they have, they should be running away), the way is clear to **14B**. The *projected image* of the lich is standing in front of the *prismatic sphere*. However, the first character to cross the threshold triggers a *symbol of death*. The next character to cross the threshold is the target of *disintegrate*. At this time, Gremag releases the **Marjes the vrock** from the *iron flask* and commands him to attack. He uses *telekinesis* to hurl any magic-user or cleric (save negates) into the

Burning Hands

Spell Level: Magic-User, 1st Level

Range: 0

Duration: 1 round

A cone of searing flame shoots from the caster's fingertips. The spell sends out flame jets of 3 ft. length in a horizontal arc in front of the caster. Any creature in the area of the flames takes 1 hit point of damage per caster level with no saving throw. Flammable materials burn if the flames touch them.

Shocking Grasp

Spell Level: Magic-User, 1st Level

Range: Touch

Duration: Instantaneous

The caster generates a powerful electrical charge which gives a jolt to a creature touched. The shock discharges for 1d6 points of damage plus 1 point per caster level.

Vampiric Touch

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: Instantaneous

The caster's touch deals 1d6 points of damage per two caster levels to a maximum of 10d6. The caster gains temporary hit points equal to the damage. The temporary hit points disappear 1 hour later.

This spell is little known, for the laws of virtually every civilized kingdom condemn to death anyone owning a written copy of it.

Iron Flask

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane of existence such as demons and elementals into the container, provided that the creature fails a save. The range of the effect is 60 feet. The command word can be used only once per day. Only one creature at a time can be contained.

Loosing the stopper frees the captured creature. If the user freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to natural inclinations—which usually means attacking the user. Any attempt to force the same creature into the flask a second time provides a +2 bonus on its saving throw and makes it hostile.

prismatic sphere. If this fails, any magic-user or cleric becomes the target of *feeblemind*. While the vrock is attacking, the lich casts *polymorph other*, *flesh to stone*, *power word stun*, *power word blind*, and *magic missile*. With the approaching defeat of the vrock, Gremag casts *animate dead* on all dead characters raising them as zombies.

Gremag casts *haste*, *mirror image* and then goes into a melee frenzy with whoever is left. Gremag does not surrender or retreat, and does not pursue out of his lair area, instead resealing his tomb with a series of *stone shape* and *transmute mud to rock* spells.

Treasure: Hidden amongst the writings and pictograms is a *portable hole* that can be found on extensive search using a secret doors check. The

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hole contains 4,174 gp and an ancient statue, made from mithral, of a swan in flight over a pond of lotus leaves. The statue is valued at 13,000 gp.

Gremag the Lich (MU18): HD 18; HP 90; AC 0[19]; **Atk** hand (1d10 + automatic paralysis); **Move** 6; **Save** 3; **AL** C; **CL/XP** 21/4700; **Special:** appearance causes paralytic fear, spells (6/6/6/6/6/5/2/2/1), touch causes automatic paralysis.

Spells: 1st—*burning hands, charm person, magic missile* (x2), *protection from good, shocking grasp*; 2nd—*darkness* 15ft. radius, *phantasmal force, mirror image, spectral hand, stinking cloud, web*; 3rd—*fly, haste, fireball, protection from normal missiles, stone shape, vampiric touch*; 4th—*bestow curse, confusion, fear, ice storm, polymorph other, wizard eye*; 5th—*animate dead, conjugation of elementals, feeblemind, telekinesis, transmute mud to rock* (x2); 6th—*disintegrate* (x2), *invisible stalker, project image, flesh to stone*; 7th—*delayed blast fireball, power word stun*; 8th—*symbol, power word blind*; 9th—*prismatic sphere*.

Equipment: tattered robes, iron flask, gold crown (2,200 gp), platinum ring with large ruby (15,000 gp).

Invisible Stalker: HD 8; HP 40; AC 3[16]; **Atk** "bite" (4d4); **Move** 0 (fly 12); **Save** 8; **AL** N; **CL/XP** 9/1100; **Special:** invisible (−4 to hit if located).

Fire Elemental: HD 16; HP 80; AC 2[17]; **Atk** strike (3d8); **Move** 12; **Save** 3; **AL** N; **CL/XP** 17/3400; **Special:** ignite materials, immune to normal weapons.

Marjes, the Vrock Demon: HD 8; HP 46; AC 0[19]; **Atk** 2 foreclaws (1d8), 2 rear claws (1d6), beak (1d6); **Move** 12 (fly 18); **Save** 8; **AL** C; **CL/XP** 11/1700; **Special:** darkness, immune to fire, magic resistance (50%)

Appendix

The Gods

Bowbe

Alignment: Neutral

Areas of Influence: War, Chaos, Strength, Vengeance

Symbol: Crossed Sword and Hammer of Bowbe

Garb: Furs, skins and pelts over battle armor

Favored Weapons: Two-handed sword, warhammer

Form of Worship and Holidays: Great feasts and blood sacrifice precede battles. After battle, the treasures, arms and armor of defeated foes are offered to the god. Those that he doesn't keep belong to the victors. His priests specialize in wild cursing and imaginative insults.

Typical Worshipers: Barbarians, raiders, reavers and plunderers.

Bowbe is the embodiment of barbarian wrath and frenzy. He appears as a mighty barbarian dressed in the pelt of Urson the Great Bear, whom he can summon to his side by tossing the pelt to the ground and calling its name. Bowbe carries the greatsword *Bm'job* in one hand and the warhammer *Wytych-Killer* in the other. Bowbe revels in war and the slaughter of his foes. His battles against giants are legendary, as is his hatred for the undead, arcanists, lawyers, guardsmen, and most other civilized authority figures. Unlike other gods, Bowbe aids only those who take his name in vain. Thus it is not uncommon to hear berserkers cursing their god for his indifference as readily as they curse their foes. Bowbe only grants the raising of one of his followers if that follower immediately seeks blood vengeance against his killers. Bowbe grants no healing spells higher than 4th level.

Freya, Goddess of Love and Fertility

Alignment: Lawful

Areas of Influence: Animal, Good, Healing, War

Symbol: Falcon

Garb: Robes and cloaks of white, trimmed with white fur

Favored Weapons: Longsword, longbow

Form of Worship and Holidays: Harvest moon feast and before large hunts

Typical Worshipers: Human females

Freya is a lesser goddess of love and fertility. She is also the leader of a great band of women warriors known on some planes of existence as Valkyries. Freya represents fertility in all its forms. On this plane, Freya represents the cycle of death and rebirth. She is a goddess of the coming harvest as well as a goddess of sexuality and procreation. Her beast is the falcon, though she is fond of the winter wolf and the stag. She appears most frequently to her worshipers as a beautiful human woman dressed in robes and a cloak of winter wolf fur, though she occasionally appears as a huntress in leather armor with a sword and bow, or as a warrior in shining mail with glowing sword. She can take the form of a falcon—or any other bird—at will, as well as the form of a huge winter wolf.

Hel, Goddess of Death, Lady of Pestilence

Alignment: Chaotic

Areas of Influence: Air, Animal, Death, Earth, Fire, Plant, Water

Symbol: A face, black on one side and white on the other

Garb: Druidic garb of a midnight black and snow white

Favored Weapons: poisoned dagger or sword

Form of Worship and Holidays: Rites to Hel are practiced by her worshipers during blights and plagues, likewise sacrifices are made to her by fearful non-worshipers to stave off plagues and illness.

Typical Worshipers: Diseased and disease-causing creatures, evil humanoids, evil druids, women, bards.

Hel is known to spread disease, pestilence and plague with the wave of her hand. Any living thing in her presence withers and dies. She appears as a strange gaunt woman of both jet black and blindest white. Diseased creatures worship her. It is said a strange cult of druidic ghouls and mummies worships her in a secret temple hidden from the knowledge of mortals, spreading their foul diseases in secrecy. Several sects of evil druids dedicated to Hel plague the land, summoning swarms of vermin and causing disease in living things. She cares for nothing other than the spread of death. Oddly, some evil bards worship her. She resides on a plague-ridden plane in Hades.

Muir, Goddess of Virtue and Paladins

Alignment: Lawful

Areas of Influence: Law, Good, Protection, War

Symbol: Blood-red upraised sword on a white background

Garb: White wool robes with an upraised sword and hand in red.

Favored Weapons: Longsword or bastard sword

Form of Worship and Holidays: Regular worship and fasting on the eve before known battle or before confirmation or promotion of the ranks of the faithful.

Typical Worshipers: Humans and paladins

Muir is the sister of Thyr. While he represents law and peace, she represents the martial valor necessary to make that peace a reality. As such, she is the goddess of paladins. She is often depicted as a dark-tressed maiden warrior in shining mail with an upraised (often bloodstained) sword. She is noble and single-minded of purpose. The tenets of her worship include honor, truth, and courage. A great order of paladins known as the Justicars are sworn to her service. Muir expects self-sacrifice, humility, and charity as well as unswerving loyalty. Her standards are extreme and she quickly turns her back on any who fail to live up to them. Those who maintain her standards, however, may become Justicars, an order of paladins imbued with even greater holiness.

Her symbol is a blood-red uplifted sword on a white background, symbolizing her endless fight against evil. Her worshipers must be Lawful. The falcon is her sacred animal. She is the tireless foe of all Chaotic creatures and undead, demons, and devils in particular are her sworn enemy.

Narrah. the Lady of the Moon

Alignment: Neutral

Areas of Influence: Animals, Darkness, Nature, Plants, Water

Symbol: An upturned crescent moon

Garb: Dark robes, midnight blue cloaks

Favored Weapon: Light mace

Form of Worship and Holidays: Regular worship and fasting on the full moon. Eclipses and other astrological events are sacred.

Typical Worshipers: Humans, druids, lycanthropes, oracles

A lesser-known goddess, Narrah is the Lady of the Moon, and is worshipped by star-gazers, lycanthropes, and lovers. She is neither Lawful nor Chaotic, light nor dark. She represents Neutrality is its most natural form. She is the moonlight in the dark, she is the push and pull of the tides, and she is the navigation point when one is lost. Actively worshipped by druids, she imparts the secrets of the universe under the cover of night.

Orcus, Demon Demon-Lord of the Undead

Alignment: Chaotic

Areas of Influence: Chaos, Evil, Death, Destruction

Symbol: Wand of Orcus

Garb: Black cowl and robe ensemble

Favored Weapons: Ornamental Heavy Mace (spiked or skulktipped)

Form of Worship and Holidays: Day of the Dead (Late Fall), Nights of blood red and horned moons. Worship usually involves grave robbery and the animation and conscription of the newly dead to the forces of evil.

Typical Worshipers: Monsters, Undead and Evil Humanoids

Orcus is a demon prince with — surprisingly enough — many human worshipers. He has a strange fascination with humans and their desire for power, possibly because it is this very flaw that causes them so frequently to seek that which he controls: power over death. Orcus is the lord of all undead and he resides in the Abyss in his Palace of Bones surrounded by a legion of vampires and liches. Evil, ruination and wanton destruction are his only goals. He is most often depicted as a bloated ram-headed, bat-winged monstrosity with cloven-hoofed goat legs. He wields the “Wand of Orcus,” a legendary skull-tipped obsidian rod that is rumored to slay any living thing it touches. Though mostly worshiped by the monstrous races, the ranks of Orcus’ human worshipers are swelling, as Orcus grants his followers power in large, liberal doses. It is not uncommon for Orcus to give relatively low-level priests command of vast numbers of undead to do his bidding. His symbol is either a demonic ramheaded skull (the most common), a representation of himself seated on his throne, or a depiction of his skull-tipped wand. His priests favor heavy, dark hooded robes and ornamental maces stylized to represent his skull-tipped wand.

Thyr, God of Law and Justice

Alignment: Lawful

Areas of Influence: Good, Healing, Law, Knowledge, Protection

Symbol: Silver cross on a white field

Garb: White robes trimmed with silver, purple or gold — the colors of kingship

Favored Weapons: Light or Heavy Mace

Form of Worship and Holidays: Last day of every month, on the last holy day of every year is set-aside for non-royalty to have their grievances heard.

Typical Worshipers: Humans, Royalty

Thyr is the god of wise and just rule. He is normally depicted as a wizened king seated on a great throne holding a rod of kingship in one

hand and a chalice of peace in the other. His principles are justice, order and peace. He represents proper and traditional rule and as such was once worshiped (at least in name) by all human royalty. He is the embodiment of the enlightened human caste system where each person has a fairly determined role in a lawful society intended to create the greatest good for the greatest number.

His symbol is a silver cross on a white field, symbolizing the upturned cross-haft of his sister’s sword, which he thrust into the earth to end the Gods’ War. Upon seeing the blood of so many gods shed, Thyr foreswore the use of swords and his priests, for this reason, may not use bladed weapons. Many favor reinforced rods, similar to light maces, modeled after Thyr’s own rod of kingship. The noble eagle and lion are his sacred creatures.

Tsathogga, Demon Frog God

Alignment: Chaotic

Areas of Influence: Chaos, Destruction, Evil, Water

Symbol: Likeness of the Frog God, carved in soapstone

Garb: Green and violet robes, if any

Favored Weapons: Any that slash, cut, and are wickedly curved, as well as ropes or nets

Form of Worship and Holidays: Too gruesome and perverse to describe even by Our standards!

Typical Worshipers: Aberrations, tsathar, sentient frogs, evil water monsters, The Violet Brotherhood

This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with slow, oozing sickness and decay. He is the vicious dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Making his home on the plane of Tarterus at the mouth of the vast swamp of filth deposited by the River Styx as it flows out of the Abyss, Tsathogga’s main form is a colossally bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul humors and fluids that leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy maw. He never moves and rarely speaks other than to emit an unintelligible shrieking. Tsathogga commands a host of evil creatures — notably evil aberrations and his own vile frog race, the tsathar. Thousands of fawning tsathar servants continuously bathe his body in fetid slime from the evil swamp, awaiting the divine bliss of being randomly devoured by him. His hatred of light and lack of human worshipers (though there are a few notable exceptions) mean that he is little known to surface races. He has had few organized centers of worship and no standardized holy symbol — each worshipper choosing its own way to best depict his deific vileness. Occasionally, tsathar priests of Tsathogga on Tarterus sculpt a small likeness of him out of foul chunks of solid waste from the Styx that harden into a vile green substance similar to soapstone when taken from that plane. Such items are prized as holy relics.

New Monsters

Font of Bones Skeletons

Hit Dice: 2

Armor Class: 6 [13]

Attacks: longsword (1d8)

Saving Throw: 16

Special: immune to sleep and charm, turned as zombies

Move: 12

Alignment: Chaos

Number Encountered: Varies

Challenge Level: 2/30

Font of Bones skeletons are created by the Font of Bones, a corrupted artifact of great power, in the burial halls of Thyr and Muir. These skeletons are covered in red stains from the blood within the font from which they are spawned. Their eyes glow with a fiendish light. They normally wield longswords and use shields, as these are the weapons of the goddess of paladins and these skeletons exist as mockeries of the followers of that deity.

Stone Guardian

Hit Dice: 10

Armor Class: -3[22]

Attacks: fist (2d8)

Saving Throw: 5

Special: animate boulders, darkvision 60 ft., immune to electricity, poison, paralysis, and sleep, double damage from cold-based attacks, spell-like abilities, surprise on 1–5.

Alignment: Neutrality

Move: 6

Number Encountered: 1

Challenge Level/XP: 14/2600

Stone guardians are natives of the Elemental Plane of Earth. They appear as large, boulder like creatures, though similar in a way to xorn. They have two large legs and feet, which also act as hands. Most stone guardians have been given a task by an earth god and live to faithfully carry out that task.

Stone guardians shun combat if possible, using their special abilities to sink into the surrounding earth. If the stone guardian has a task and that task is threatened, the guardian does not hesitate to enter combat or use its abilities to animate boulders to attack its foes and create a wall of stone to contain them.

A stone guardian can animate rocks within 180 feet at will, controlling up to two rocks at a time. The boulder has a move speed of 3 and fights as a stone guardian in all respects. Animated boulders lose the ability to move if the stone guardian is destroyed or moves out of range.

A stone guardian has the following spell-like abilities: at will—*stone shape*; 1/day—*move earth*, *passwall*, *transmute rock to mud*, *wall of stone*.



Syanngg

Hit Dice: 8+20hp

Armor Class: 2 [17]

Attacks: up to 6 bites (1d4)

Saving Throw: 7

Special: charm, dispel magic, lightning bolt, magic resistance (25%), paralysis, petrify, slow

Move: 6

Alignment: Chaos

Challenge Level/XP: 14/2600

The syanngg is a radially-symmetrical creature a bit like a starfish, with six backbones running upward through its central body to form six serpentine necks above the body and six reptilian tentacles below. The bottom tentacles are connected by a circular fan of leathery skin that runs approximately halfway down the length of the tentacle, giving the creature a strangely cone-like shape. It has 6 heads, and can bring 1d4 heads to point toward any given 90-degree quarter around itself. Each head has a different type of magic that can be projected from its eyes, as follows:

- (1) *slow* (range 40 ft.)
- (2) *lightning bolt* (5d6 damage, range 60 ft.)
- (3) *dispel magic* (level 12, range 40 ft.)
- (4) *turn to stone* (range 30 ft.)
- (5) *paralysis* (range 30 ft., duration 3d6 turns)
- (6) *charm* (range 20 ft.)

Syannnggs are ferocious creatures, dedicated to accumulating power and treasure by whatever means they can contrive. They are quite intelligent, and it is not uncommon for a syanngg to be found as the tyrannical mastermind behind the activities of weaker minions. Their plans are not devilishly intricate, reflecting the single-minded brutality of the syanngg mindset, but they are usually well considered and practical. In particular, syannnggs do not hesitate to risk themselves in battle, since they glory in victorious slaughter just as much as they lust after gold and power.

Syannnggs originally appeared in *Cyclopean Deeps I*.

New Spells (rare and unusual)

The spells described in this section, or as they appear in the adventure, are not to be understood as additions to the standard lists of spells. Rather, these are unusual spells that are not ordinarily known to newly-minted adventurers, and in some cases they are exceedingly rare. The clerical spells might not be available to every priest of every faith, and the magic-user spells are generally not available for trade (*alarm* being one possible exception).

Alarm

Spell Level: Magic-User, 1st Level

Range: 10 feet

Duration: 2 hours/level

A subtle ward is created on the selected area that sounds a mental or audible alarm each time any creature larger than about 1/2 cubic foot in volume or more than about three pounds in weight. A creature that speaks the password determined by the caster does not set off the alarm. The choice of a mental or audible alarm is made at the time of casting.

Mental Alarm: The caster is alerted as long as within 1 mile of the warded area. A single mental “ping” awakens from normal sleep. Silence, 15-ft radius has no effect on a mental alarm.

Audible Alarm: Anyone within 60 feet of the warded area clearly hears the sound of a hand bell. The distance is reduced by 10 feet for each interposing door and by 20 feet for each interposing wall. The loudness of the alarm may be set by the caster.

Alarm can be made permanent with the spell *permanency*.

Various versions of the *alarm* spell have been in circulation among the world’s magic-users for centuries. It is almost as common as the standard spells listed in the *Swords & Wizardry Complete Rulebook*, but most teachers leave it out of the apprentice curriculum because it is laborious to copy. The spell has almost three times as many words as other spells of first level.

Augury

Spell Level: Cleric, 2nd Level

Range: Caster

Duration: Instantaneous

An *augury* can tell whether a particular action will bring a good or bad result in the immediate future of about half an hour. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; the roll is made secretly. A successful *augury* will get one of four results: 1) Weal (good result); 2) Woe (bad result); 3) Weal & Woe; and 4) Nothing (for actions that don’t have especially good or bad results). If the spell fails, the caster gets the “nothing” result without any way to know if the *augury* was successful or not. All *auguries* cast by the same person about the same topic use the same first casting die result.

Augury is a prayer-chant that has fallen into disuse over time, but many deities will grant a cleric the ability to cast it, if asked.

Bestow Curse

Spell Level: Cleric, 3rd Level

Range: Touch

Duration: Permanent

The caster places a curse on the touched target. The caster has the choice of the following: 1) Reduce one ability score to 3 chosen randomly; 2) –4 to attack and saving throws; 3) During combat, every round, the target has 50% to act normally; otherwise does nothing. With Referee permission, other curses may be invented that are no more powerful than above. The curse bestowed by this spells cannot be dispelled but must be removed

by a *remove curse*, *limited wish*, or *wish* spell.

This spell is ordinarily only employed by priests of Chaos, and would be granted to a Lawful cleric only with very, very good reason.

Bloodstorm

Spell Level: Magic-User 3rd Level

Range: 150 ft.

Duration: 1 round/level

The spell summons a whirlwind of blood with area of 25 ft. wide and 40 ft. high. It has several effects on those caught within it. First, those in the area must make a saving throw or be blinded by the swirling blood while they remain within the whirlwind and for 2d6 rounds after leaving it. Second, all attacks within the area have a –2 penalty to attack rolls, including ranged attacks fired into it. Finally, the blood deals 1d4 points of acid damage per round of exposure.

The only copy of this spell – in this plane of existence, at least – is in the possession of Balcoth’s wraith.

Burning Hands

Spell Level: Magic-User, 1st Level

Range: 0

Duration: 1 round

A cone of searing flame shoots from the caster’s fingertips. The spell sends out flame jets of 3 ft. length in a horizontal arc in front of the caster. Any creature in the area of the flames takes 1 hit point of damage per caster level with no saving throw. Flammable materials burn if the flames touch them.

This spell was outlawed in many ancient kingdoms, but it has been coming back into fashion in recent times. It would not be difficult to obtain a copy of the spell if one asked around in a large city.

Chant

Spell Level: Cleric, 3rd Level

Range: 30 ft.

Duration: concentration; maximum 5 rounds per level (see below)

As long as you chant, you bring special favor upon your allies and bring disfavor to your enemies. You and your allies gain a +1 on all attack rolls and saves, while your foes suffer a –1 penalty on such rolls. You must chant in a clear voice. Any interruption in your chanting, such as a *silence* spell, or you speaking or casting another spell, ends the effect. As an exception to the general rule, the effects of this spell add to those of a *prayer* spell if cast by a cleric of the same deity and alignment during your chanting.

Circle of Seeing

Spell Level: Magic-User, 3rd Level

Range: See text

Duration: 1 hour/level

The spell creates a temporary magical circle which takes a 1 day or makes use of an existing permanent circle which takes a round. A link is created to all of the previously cast *runes of seeing* up to the Intelligence modifier for the number of languages. The distance of the *runes of seeing* from the circle is not a factor. When the caster stands within the circle, the location of the previously cast *runes of seeing* can be seen as if the caster were actually standing at the location. Different viewpoints and vantage points can be changed at will. Also, any *rune* within sight can be activated with *trigger rune* spell. When used thus, the *rune of seeing* flares briefly but visibly when *trigger rune* is cast.

This spell is a type of rune magic, the principles of which are virtually unknown in this plane of existence.

Command

Spell Level: Cleric, 1st Level

Range: 25 ft. + 5 ft./2 levels

Duration: 1 round

One living creature is subject to a single-word command, which it obeys to the best of its ability if a saving throw fails. The caster may only give one of the four “true” commands unless a deity grants an unusual “version” of the spell.

Approach: The subject moves toward the caster as quickly and directly as possible for 1 round.

Drop: The subject drops whatever it was holding; it can’t pick up any dropped item until the next round.

Flee: The subject moves away from the caster as quickly as possible for 1 round.

Halt: The subject stand in place doing nothing else for 1 round.

Divine Favor

Spell Level: Cleric, 1st Level

Range: Caster

Duration: 1 turn

Calling on the strength and wisdom of a deity, the caster gains a +1 to-hit and damage bonus. The spell is often only granted to priests of warlike gods, but many deities of all kinds are known to have granted this spell to their faithful from time to time.

Flame Strike

Spell Level: Cleric, 5th Level

Range: 100 ft. + 10 ft./level

Duration: Instantaneous

A *flame strike* evokes a vertical column of divine fire 40 ft. high with 10 ft. radius. The spell deals 1d6 points of damage per level of the caster. All within the area of effect take this damage unless a save for half-damage is successful.

Fire Trap

Spell Level: Magic-User, 4th Level

Range: Touch

Duration: Permanent until discharged

This spell creates a fiery explosion when an intruder opens the item that the trap protects. Any object that can open or closed can be warded. A point is selected on the object as the spell’s center. When the intruder opens the object, a fiery explosion fills area within a 5-ft. radius around the spell’s center. The flames deal 1d4 + 1 hp/level. The item protected by the trap is not harmed by the explosion. The caster can use the *fire-trapped* object without discharge. Others can use the item if a password is set at the time of casting.

This spell is somewhat rare; in many places there is a death penalty (or severe imprisonment) for casting it, or even having it written in a spell book.

Forbiddance

Spell Level: Cleric, 6th Level

Range: 100 ft. + 10 ft./level

Duration: Permanent until dispelled

This spell seals an area of 60 ft. cube per level against all planar travel into or within it. This includes all teleportation spells such as *dimension door* and *teleport*, *phase door*, astral travel, ethereal travel, and all summoning spells. These effects fail automatically. In addition, it prevents

the entrance to the area of alignments different from the caster. *Dispel magic* does not dispel a *forbiddance* effect unless the dispeller’s level is at least as high as the caster’s level.

Glyph of Warding

Spell Level: Cleric, 3rd level

Range: 0

Duration: Permanent until discharged or dispelled

A *glyph of warding* allows a cleric to trap or ward an area with a permanent symbol that causes damage or has other effects on anyone crossing, touching, or reading the glyph. Typically the glyph is inscribed over a doorway or other portal, although it can also be placed on a box or chest. When the symbol is broken (e.g. the door is opened, the chest is opened, the inscription is read, etc.), it discharges. Damaging glyphs typically do 1d6 points of fire, cold, or electrical damage per two levels of the caster in a 5-ft radius with a save for half-damage. Non-damaging glyphs like blindness, disease, or poison affect the first creature to break the symbol. The glyph is invisible until it briefly glows a second before discharge. The glyph may be located with *detect magic*, identified with *read magic*, and removed with *dispel magic*. The Referee may allow any harmful cleric spell effect to be inscribed as a glyph, providing the caster can cast the spell.

Hallow

Spell Level: Cleric, 5th Level

Range: Touch

Duration: Permanent until dispelled.

This spell makes area in a 10 feet/ level radius emanating from the touched point a holy site. The site is guarded by a permanent *protection from evil* and undead turning attempts have a bonus of +4. A dead body interred in a hallowed site cannot be turned into an undead creature.

Illusory Wall

Spell Level: Magic-User, 4th Level

Range: 25 ft. + 5 ft. / 2 levels

Duration: Permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface. It appears real when viewed but physical objects can pass through it. A save to disbelieve is allowed upon touch. A probing search automatically reveals the true nature of the surface, though these measures do not cause the illusion to disappear.

This spell has circulated to many of the more powerful magic-users of the Stoneheart Valley, but it is mainly kept in their private collections and is not commonly found as treasure outside this region.

Magic Weapon

Spell Level: Cleric, 2nd Level; Magic-User, 3rd Level

Range: Touch

Duration: 1 turn

This spell turns a single normal weapon into the equivalent of a +1 weapon with no bonuses. The weapon for the duration is considered enchanted for purposes of hitting creatures that are immune to normal weapons.

Poison

Spell Level: Cleric, 4th level; Druid, 3rd Level

Range: Touch

Duration: Immediate

This spell is the reverse of *neutralize poison*, and requires the caster to touch the target (make an attack roll with no weapon bonus, if any). If

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the attack hits, the victim is allowed a saving throw. If the save fails, the victim is killed by the poison.

Remove Paralysis

Spell Level: Cleric, 2nd Level

Range: Touch

Duration: Immediate

By use of this spell, the cleric can free one creature from the effect of paralyzation such as caused by ghoul touch or *hold person*.

Rune Magic

When rune magic is cast, the magic-user traces the outline of a strange rune in charcoal on the desired surface. When the spell is completed, the *rune* becomes invisible and only become visible again upon discharge. The caster can set the conditions that trigger the *rune*, similar to a *glyph of warding*. Also, the caster may place a command word that prevents the triggering of the *rune*. In addition, the rune may be triggered by the *trigger rune* spell.

Rune of Darkness

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: Until discharged or up to 1 year

When triggered, the *rune* causes a 15 ft. radius globe of impenetrable darkness to come into being. Once triggered, the darkness lasts for 1 hour.

Rune of Fire

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: Until discharged or up to a 1 year

When triggered, the *rune* causes a 20 ft. radius blast of fire that explodes for 1d6 points of damage per level of the caster.

Rune of Poison

Spell Level: Magic-User, 4th Level

Range: Touch

Duration: Until discharged or up to a 1 year

When triggered, the *rune* causes a 10 ft. radius sphere of deadly poison to come into being killing all creatures within unless a save is made.

Rune of Seeing

Spell Level: Magic-User, 3rd Level

Range: See text

Duration: 1 hour/level

Until the end of the spell, the caster may switch his sensory input from his current location and the area surrounding the *rune*. The distance from a *rune of seeing* to the caster is not a factor. If the *rune of seeing* is made permanent with a silver inlay, an inactive *rune* can be activated using a *circle of seeing*.

Trigger Rune

Spell Level: Magic-User, 1st Level

Range: 400 ft. + 40 ft./level

Duration: Instantaneous

The caster picks any one *rune* placed previously and within range. The selected *rune* is triggered immediately. The caster does not need to see the *rune* to be triggered unless the spell is cast through one of the *circles of seeing*.

Shield Other

Spell Level: Cleric, 2nd Level

Range: 25 ft. + 5 ft./2 levels

Duration: 2 turns

This spells wards the subject and creates a mystic connection of protection between the caster and the subject. The subject gains a -1[+1] AC bonus. Additionally, the subject takes half damage from attacks that cause hit point loss. The caster takes the other half of the damage. Forms of harm not involving hit point loss, such as charm effects, level drain, and death effects, are not affected. If the caster and subject move out of range of each other, the spells ends.

Shocking Grasp

Spell Level: Magic-User, 1st Level

Range: Touch

Duration: Instantaneous

The caster generates a powerful electrical charge which gives a jolt to a creature touched. The shock discharges for 1d6 points of damage plus 1 point per caster level.

Spectral Hand

Spell Level: Magic-User, 2nd Level

Range: 100 ft. + 10 ft./level

Duration: 1 round/level

A ghostly hand shaped from the caster's own life force materializes and moves as the caster desires, allowing delivery of any touch-delivered spell of 4th level or lower. The spell to be delivered by the hand must also be cast by the caster along with the summoning forth of the hand itself. The caster loses 1d4 hit points, that return immediately when the spell ends or is dispelled. If the hand is destroyed, the hit points do not immediately return, but are healed as normal. The spell gives a +1 bonus on any attack roll (if one is needed to deliver the spell's magic), with the hand always striking from the caster's direction. If the hand goes out of the caster's sight or beyond range, or if the caster ceases directing it, the hand evaporates into nothingness. The hand is incorporeal and cannot be harmed by normal weapons. It has an AC 0[19] and 1 to 4 hit points, as many as were lost in creating it.

Spider Climb

Spell Level: Magic-User, 1st Level

Range: Touch

Duration: 3 rounds + 1 round/level

The subject can climb and travel on vertical surfaces or traverse ceilings as a spider. The climb speed is 6, and the subject must have bare hands and feet.

Stinking Cloud

Spell Level: Magic-User, 3rd Level

Range: 30 feet

Duration: 1 round/level

This spell causes a billowing mass of nauseous vapors to come into existence up to 30 feet distant from the caster. Any creature in the cloud must make a saving throw or become helpless, unable to move or attack

due to nausea, while within the cloud and for 1d4+1 rounds after leaving the cloud. Even with a successful saving throw, a creature must continue to make saving throws each round if it does not immediately get out of the cloud. A strong wind will dissipate the magical vapors in one round.

Stone Shape

Spell Level: Cleric, 3rd Level; Druid, 3rd Level; Magic-User, 3rd Level

Range: Touch

Duration: Instantaneous

The caster can form an existing piece of stone into a useful but crude shape. It is possible to make crude coffers, doors, and so forth; fine detail is not possible.

Symbol (Cleric)

Spell Level: Cleric, 7th Level

Range: Referee's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A Symbol spell creates a deadly magical trap, written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. In addition to the standard Symbols in the *Swords & Wizardry Complete* rulebook, is this new version:

Symbol of Persuasion: all creatures within 30 feet must make a saving throw or change alignment to Chaotic for 1d20 x 10 minutes and act as if under *charm person*.

True Sight

Spell Level: Cleric, 5th Level

Range: Touch

Duration: 1 round/level

With this spell, the caster confers upon a single creature the ability to see all things as they actually are. *True sight* has a range of vision of 120 feet and can do the following: penetrates normal and magical darkness, detect secret doors, notes the exact location of displaced things, identifies illusions and apparitions, all polymorphed, changed, or enchanted things are apparent, the projected alignment auras of creatures becomes visible, and vision focuses into the Ethereal Plane. The spell does not allow penetration into solid objects like x-ray vision. The spell effects cannot be further enhanced with known magic. The abilities of this spell are similar to effects of a *gem of seeing*.

Unhallow

Spell Level: Cleric, 5th Level

Range: Touch

Duration: Permanent until dispelled.

This spell makes area in a 10 feet/level radius emanating from the touched point an unholy site. The site is guarded by a permanent protection from good and undead turning attempts have a penalty of -4.

Unholy Aura

Spell Level: Cleric, 7th Level

Range: 20 ft.

Duration: 1 round/level

A malevolent darkness surrounds the caster to a radius of 20 feet, and affects one subject per level of the caster within this radius (in addition to the caster). For the duration of the spell, an aura gives these subjects a certain degree of protection from all attacks, gives them resistance to spells cast by Lawful creatures, and weakens Lawful creatures that strike the subjects. Each warded creature gains a -2[+2] bonus to AC and +2 save bonus for all attacks from every alignment. Next, a warded creature gains a magic resistance of 60% against spells cast by Lawful creatures. Finally, if a Lawful creature succeeds on a melee attack against a warded creature, the attacker takes 1d3 points of Strength drain similar to the damage from a shadow's attack. If Strength is drained to zero, the attacker becomes a shadow under control of the caster.

Unholy Blight

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: Instantaneous

The caster calls up unholy power to smite his enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only Lawful and Neutral (not Chaotic) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a Lawful character, and 1d6 points of damage to Neutral characters.

Vampiric Touch

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: Instantaneous

The caster's touch deals 1d6 points of damage per two caster levels to a maximum of 10d6. The caster gains temporary hit points equal to the damage. The temporary hit points disappear 1 hour later.

This spell is little known, for the laws of virtually every civilized kingdom condemn to death anyone owning a written copy of it.

New Magic Items

Minor Artifact Book of Ineffable Foulness

This work of dark vileness is extremely beneficial to clerics of the chaotic alignment. A week of intense study is required to fully digest its wicked contents. After this accomplishment, the chaotic cleric will gain 1 point of Wisdom and the experience points necessary for exactly half way into the next level. Lawful clerics perusing the pages of the unspeakable Book of Ineffable Foulness will have to save or die; and if they survive they must make an additional save or become insane with only a wish able to reverse this effect. In the latter event even with a successful save, a Lawful cleric loses experience points to place the character at the beginning of the previous lower level. Other lawful characters take 5d6 points of damage from handling the tome and woe to those that look inside; a night hag will come to the character that very night and attack. Neutral characters take 5d4 points of damage from handling it and reading its pages will cause them to save or immediately become chaotic.

Cloak of the Demon

This cloak appears as a heavy cloak of black leather or some other thick fabric. When unfolded fully and spread wide, which may be done up to two times per day for two turns each time, the cloak is revealed to be a pair of demon wings. Unfolding the wings grants the wearer the innate abilities of a vrock demon: ability to fly 18, darkness 5ft radius, immunity to fire, and magic resistance 50%. The cloak can gate in a vrock with triple normal chances (30%).

The Crucible of Freya

This silver crucible appears far too decorative and fragile to be used to melt or burn anything placed inside of it. It is finely worked and traced with the same strange runes that appear on Shandril's sword, *Valkyria*. Despite its fine appearance, the bowl itself is enchanted so that the user, when invoking Freya, is protected as if under a *protection from fire* spell (up to three times per day). Once per week, the crucible may be filled with fresh rainwater and, if *blessed* by a priestess of Freya, the water becomes holy water. In addition, once per week, when a female consumes the above detailed holy water from the crucible and is simultaneously *blessed* by a priestess of Freya, she is blessed with fertility and can successfully conceive offspring regardless of age.

The Shard of Hel

The Shard of Hel is a holy artifact to those who follow the fell goddess. The *shard* confers complete immunity to all diseases and a magic resistance 35% for anyone who carries it. It also grants the bearer +1 level for purposes of spell effects if the bearer is a follower of Hel. The *shard* has one minor drawback: any priests of Hel who find this item in the possession of an unbeliever will do everything in their power to slay and sacrifice the bearer as a heretic. If the *shard* is brought within 100 feet of a cleric of Hel of 5th level or higher, the priest of Hel can feel the presence of the *shard*. The *shard* also slowly turns the bearer toward Chaos. Each full moon, the bearer must make a save or move one step closer to a Chaotic alignment.

Ring

Ring of Spectral Hand

This ring is charged with the spell *spectral hand* and allows the user to cast that spell. The power of the ring allows the spell to be cast the same round as

the ring is activated. All effects are as per the spell, except that the hand may also render any other touch-delivered effects available to the wearer, including a Chaotic priest's death touch. The ring normally has up to 30 charges. When expended the ring is worthless. It cannot be recharged.

Weapons

+2 Spiked Mace of the Wraith, +3 vs. Lawful

This wickedly spiked mace functions as a +2 *spiked mace*, +3 vs. *Lawful*. In addition, it has following wraith-like power. Any successful hit drains 1 level with an unsuccessful saving throw. If the attack roll is a natural 20, the attack is exactly like the touch of wraith, level drain without a save. Furthermore, the mace uses any level drain to heal the wielder 1d8 hit points of damage.

Star of Terror

This +3 *morningstar* changes the wounds struck to appear more horrifying and terrible than the true damage warrants. Each time an opponent is struck, a saving throw must be made or suffer at -1 penalty to saving throws, attack rolls, and weapon damage rolls for the remainder of the combat. If use of the *star* kills the opponent, the victim's wounds are altered to have the appearance of a slow, methodical, and very painful death. Any of the victim's allies, upon seeing the body, must make a save or suffer the same penalties before death for the remainder of the combat. Note that the use of the *star of terror* physically changes the wounds it inflicts; they are not illusory. These changes are still normal wounds that heal normally.

Miscellaneous Iron Flask

These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane of existence such as demons and elementals into the container, provided that the creature fails a save. The range of the effect is 60 feet. The command word can be used only once per day. Only one creature at a time can be contained.

Loosing the stopper frees the captured creature. If the user freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to natural inclinations which usually means attacking the user. Any attempt to force the same creature into the flask a second time provides a +2 bonus on its saving throw and make it hostile.

Mirror of Mental Prowess

The mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. A creature who knows the proper commands can cause it to perform as follows:

- Read the thoughts of any creature reflected therein, as long as the controller is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- View other places as if were *crystal ball with clairaudience*, and the controller can view locations on other planes if sufficiently known.
- Use it as a portal to visit other places. First, view and then step through the mirror to the place pictured. Others can follow the controller through the mirror. An invisible portal remains on the other side and can be used for return before it closes after 24 hours. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature's image shown on its surface similar to a *legend lore* spell.

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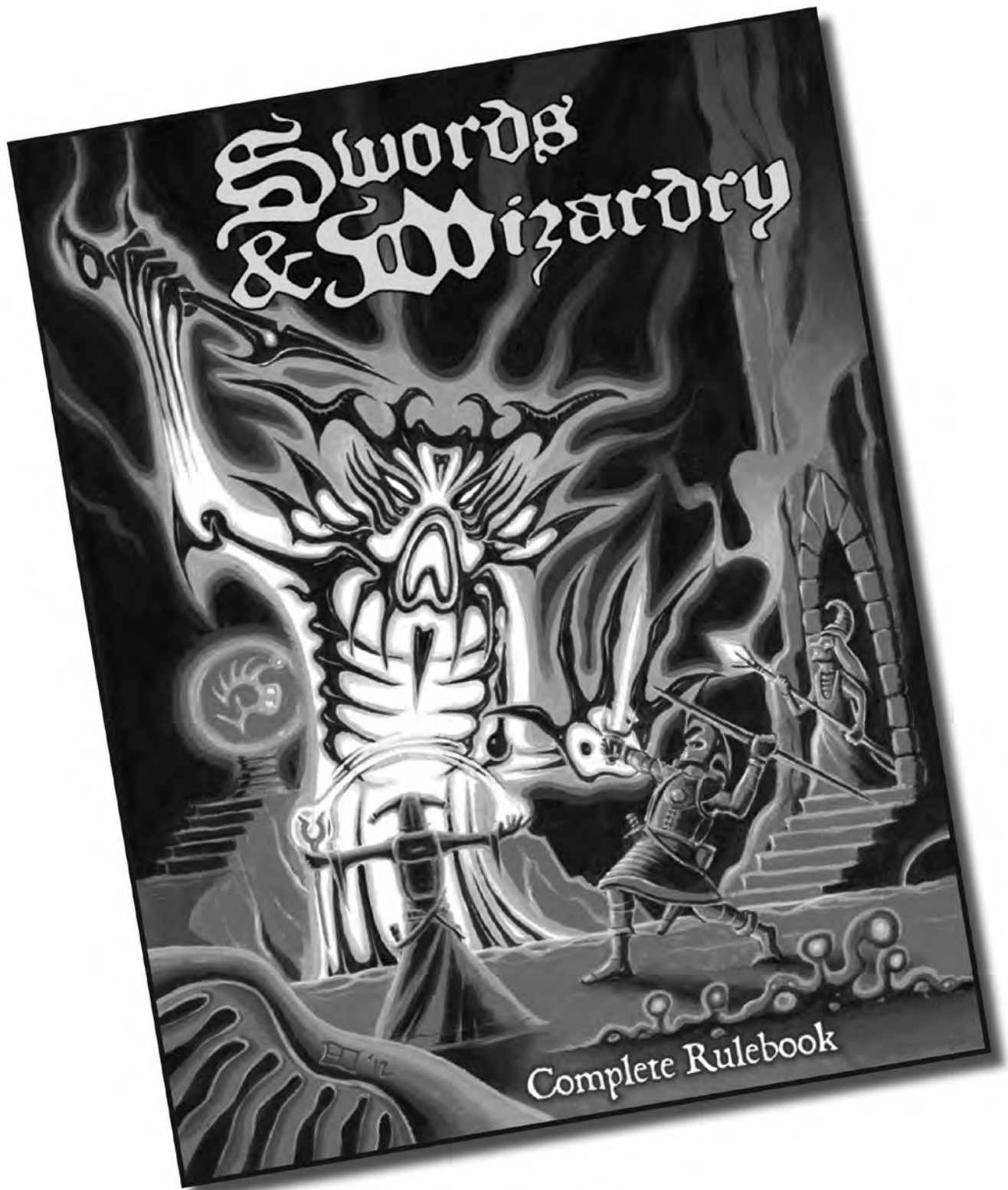
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