

The Ghost Downs

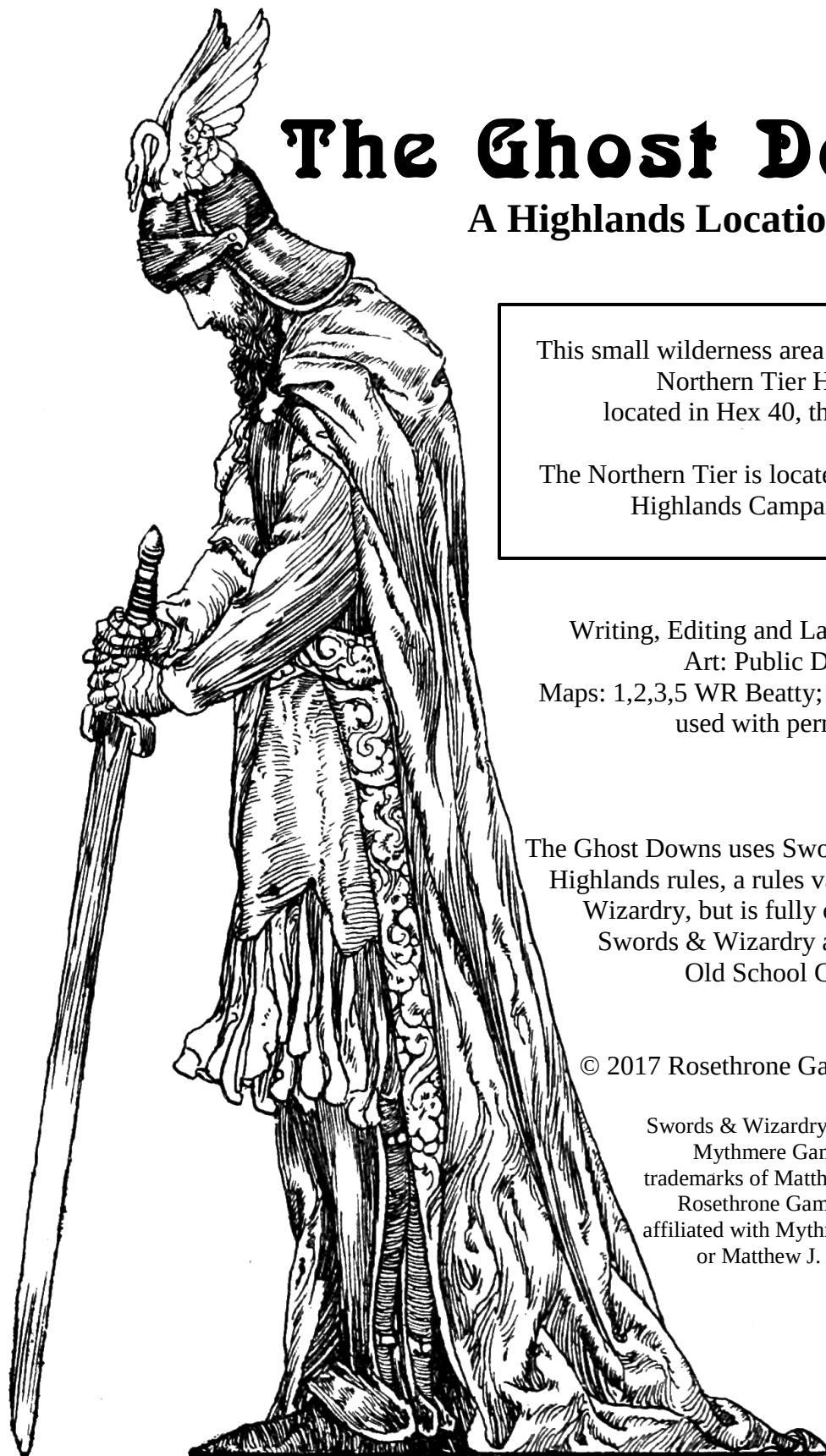
WR Beatty

An adventure for
**Swords & Wizards in the
Highlands**

A Swords & Wizardry Rules Variant

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The Ghost Downs

A Highlands Location

This small wilderness area is an addition to the
Northern Tier Hexcrawl,
located in Hex 40, the Lich Lands.

The Northern Tier is located in Hex E-4 of the
Highlands Campaign Setting.

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The Ghost Downs uses Swords & Wizards in the
Highlands rules, a rules variant of Swords &
Wizardry, but is fully compatible with
Swords & Wizardry and most other
Old School Games.

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INTRODUCTION AND BACKGROUND

Nestled in the Lichlands (Hex 40 of the Northern Tier), a dangerous region haunted by fearsome undead, the Ghost Downs are an unexpected haven of peace among the chaos of death that rules the nights in the surrounding area. The gateway to the Ghost Downs is the Village of Arwadar, named for a powerful, if obscure, archmage named Arwas-Dar around whose tower the village was built. Many of the adult residents have made day trips into the Ghost Downs at some point in their lives (it is kind of a rite of passage for adolescents) though few have penetrated any of the significant landmarks. Occasionally someone from the village will make a journey to the Devil's Fingers to make an offering to ward off bad luck or to remove some kind of curse.

What Everyone Knows

What follows is what everyone in Arwadar will say about the region, though not everything is fully true...

- While the Lichlands are haunted, the dead only stalk the area at night, so during the day one could travel through the Lichlands relatively unscathed, though animals and other beasts (like goblins and ogres and even stranger creatures) are seen by day.
- They say the dead don't bother the living in the Ghost Downs.
- There's a tower in the Downs that they say was Arwas-Dar's tower (if pressed, no one can really explain why Arwas-Dar had two towers...).
- The village was named after the greatest Archmage in history, Arwas-Dar, who ruled the region as the brother of the High King. The High King Earial lost his daughter tragically and went mad. Arwas-Dar ruled the kingdom for a short time before he abdicated to the rightful High King, the cousin of King Earial.
- There's a ghost who haunts the Ghost Downs (thus the name) but no one has actually seen her (my brother's friend's Uncle Dran saw it, I swear).
- Giants once terrorized the area, but Arwas-Dar drove them back to their own realm.
- Arwas-Dar married the fourth daughter of the King of Hamlin, Princess Anna Holteth the Fair, who died tragically in childbirth. She was buried with her stillborn son beneath the tower somewhere.
- If you run into a string of bad luck or a black cat crosses your path or you don't want to be cursed with bad luck, take an offering to the Devil's Fingers where the Misery King will take the curse away. But don't go inside, no matter what...
- A couple went into the Ghost Downs twenty years ago and never came back. The young people believe the Dead took them, the old people believe they ran off to the city to start a new life.
- Every once in a while a traveler strolls through Arwadar looking for treasure and fame, though none have ever come back.
- Gandan Mor's sons have been to the Downs many times, and one even brought back a dagger.
- There is a magnificent horse, The Stallion of the Mountains, who has been seen several times. No one has ever come close to it but if you manage to mount it, the horse will take you to the Faerie Lands.

Adventure Hook Ideas

Though the GM needs to tailor an adventure to his or her own game world and player group, below are some suggestions for how to entice the players to come into the Ghost Downs.

- A traveling bard sings "The Lay of the Fallen Queen" (page 70). If questioned, he can tell the party that he learned the song in a small town called Arwadar, named after a powerful wizard who is somehow connected to the Fallen Queen of the song.
- The party has heard rumors of the treasures of the legendary archmage Arwas-Dar who supposedly had a stone from the Gates of Heaven which bestowed powerful blessed magic. The Ghost Downs are said to hold the key to Arwas-Dar's treasure somewhere beneath the Tower of the Lost Princess. (The Key is in the Dungeon beneath the Tower of the Fallen Queen, the Hall of the Key.)
- The party comes upon a wagon, broken down and abandoned, with barrels of a curious tasting ale. Branded on the side of the barrels are the words "The King's Best" (in the Highlands, a well-known ale) and the words "Ghost Downs."
- The party has heard about a magical fairy horse that roams the downs. (This is a random encounter in the Downs)
- There's a persistent rumor that the great Archmage Arwas-Dar had mastered death and had created a machine (some say an artifact of stone, some say a potion) that will raise the dead. The key to Arwas-Dar's treasure is hidden somewhere in the Downs.
- A wizard/sage/collector/patron contracts the party to collect a dozen soul gems (see Encounter area 1, the Cliffs of the Yellow Giant) or the party wants come soul gems for their own purposes.
- They are the Lichlands, after all, which means tombs and barrows to loot.
- OR... Caravan guards!

A Note About Undead:

All undead in the Rosewood Highlands drain ability scores, though most only temporarily. Skeletons, for example, drain 1 Strength point per successful hit while Zombies drain 1 Constitution point. The attribute loss lasts for 10 minutes per HD of the undead unless the creature's description says otherwise (for example, attributes drained by wights, wraiths and spectres are permanent unless magically healed).

THE GHOST DOWNS

THE VILLAGE OF ARWADAR

A small huddle of buildings, the Village of Arwadar scratches an existence out of the hard scrabble of the region. The people are generally distrustful of outsiders, though spreading some wealth around goes a long way toward loosing tongues in the village. Gandan Mor will rend his barn to travelers for 1 sp per person per night. Myan Green will rent his shed to travelers for 2 sp per night, but his sons will try to steal from their “guests.” Lour Doss would allow travelers to sleep in the church for a donation, but they must attend early morning worship with him each morning.

1. The Village Green

Weekly markets set up here. The caretaker of the green is **Muran Dolas**, a retired soldier with one eye and the habit of hacking up phlegm and spitting it for distance. He has been to the Devil’s Fingers twice (to remove curses) and came into sight of the Tower of the Fallen Queen once. Dolas hates Gandan Mor (he calls him a cheat, but mostly because the man stinks) though Dolas himself will cheat anyone he can. He levies a “tax” on everyone who comes into town, though he has no authority to do so (his “tax” will vary depending on what he believes his mark can pay).

2. Gandan Mor’s Pig Farm

The local Pig Farmer, **Gandan Mor** is the richest man in the village, though he doesn’t flaunt his wealth. He has three hundred pigs, all grey with an odd black spot exactly in the center of their foreheads, and regularly takes them to market in the larger towns (so he says). The truth is he sells the pigs to The Gnome King’s Brewery (see Encounter Area 7), though he has never been there himself. In fact, he has never been to the Ghost Downs but his sons, Elan, Micor, Dulan and Filian have (he is proud of that fact and displays the dagger his son Elan brought back from the Downs above the mantle in his home). Mor wants to rise above his station and is saving money to move to a “more respectable town to the west somewhere” though he probably will never leave. He is secretly in love with Myan Green’s wife and once, when drunk, left a bouquet of flowers at their door. Pilla at the store saw him and has been blackmailing him. Wife: Eshen (beautiful and trusting) and daughters Missa and Lasha (battle for father’s attention).

3. Mayor Dordan’s Farm

This large farm is not as prosperous as the owner tries to make it appear. **Dordan** has been the mayor of Arwadar for twenty years and no one questions his right to be mayor, as no one else wants the job. He is very unpopular as he has tried to make some decisions to bring prosperity to the village, such as petitioning the High King for a royal road to come through the region, or trying to build a wall around the village or a small keep for safety. The locals see his ideas as too much change for them. Dordan has a secret child (Asa, she is 16) who lives in a tenant shack with her mother (see below). Wife Dala (shrewish and angry). No children. Dordan will try to befriend any visitors to gain some leverage for his ideas.

4. The Sheriff of the East Downs

The Sheriff, **Laster Dans**, was appointed by the High King fifty years ago and hates this village, his job and the people here. He is gruff, sarcastic and has no friends, but he is scrupulously honorable and upholds the law with complete impartiality. No one in the Village likes Dans, but everyone respects him. Every night he drinks himself drunk alone in his room and falls asleep on the floor. He cannot be awakened before dawn.

5. Myan Green’s Mustard Farm

Myan Green is trying to create a market for mustard seeds (Eye of Newt), though he has not been very successful. He grows subsistence crops and has a few animals, but is the poorest of the farmers in the village. He has an oily personality, always looking for an advantage he can leverage, though he is not really smart enough to take advantage of such. His wife, Danan, is trying to have an illicit relationship with Mayor Dordan, not because she is attracted to him, but because she wants to “come up in the world.” Sons Burgan “Bull” (strong but not smart) and Dugan “Digger” (strong and very intelligent, but crafty) long for a better life as well (and are plotting with their mother against their father).

6. The Store

Fallon Misip owns the only “public” space in the village which everyone just calls “the store.” He sells a jumble of random items (there is a base 40% chance that most normal items can be found here, -25% if it is not commonly used by village folk [such as a hooded lantern or a sword], +30% if fairly common to village life [such as rope or a bucket]). Misip sells ale and whiskey and most nights the men of the village gather around and tell stories and get drunk. He has a small cask behind the counter branded “The King’s Best,” cost is double normal ale price, tastes a little salty... Misip has the only horse for sale in the town which, even though he is a broken down old stallion, he is strong, smart and obedient. Misip waters down the ale and everyone knows it, but this is the only game in town. Misip is arrogant and loud, but really insecure. He has cheated everyone in town except the Greens (because he has an ongoing relationship with Danan Green). Misip’s wife, Pilla, knows all his secrets and lords them over her weak husband. She is blackmailing Gandan Mor for his own secret shame. She will willingly run off with anyone who can promise her a better life. Daughter Sasha (dreamer, unstable) and son Darlan (violently unpredictable).

7. The Ruined Tower of Arwas-Dar

Not much is left of this 40' wide stone tower, which actually belonged to an imposter Arwas-Dar (a former apprentice, Garias Titian, who built this after Arwas-Dar's untimely demise).

Floor 1: This has been completely looted since the tower was abandoned. A rickety and partly collapsed wooden staircase climbs the wall to the right of the door. The wood floor is deeply scratched with claw marks and the walls are covered in sooty burn marks.

The trapdoor in the floor has been carefully hidden (treat as a secret door).

Floor 2: While the third floor and roof are in complete ruin, part of the second floor remains. Jammed in a niche in the wall, between two loose stones, is a leather pouch containing a diamond (worth 1200 gp) and a note, most of which is completely illegible, but appears to have been a letter of introduction written by Arwas-Dar for someone named Garias Titian, apprentice. The diamond radiates faint magic if detected (if looked through, can detect invisible creatures and objects and wavy, mirage-like images).

Dungeon: A pentagram is inscribed in chalk in the very center of the room. Tables around the room contain alchemical equipment, most fallen to ruin though a **potion of dragon control (green)** and a **scroll of protection from magical fire** can be found among the debris. A high shelf on the west wall contains four stuffed animals: a grizzly bear, a mountain goat, a war horse and a green dragon. If a mortal touches one of the stuffed animals (the first one touched, if multiple are handled), the Demon Spirit in the pentagram (see below) will materialize in the physical form of the first stuffed animal touched.

An invisible **Demon Spirit** is bound by the chalk pentagram and the **Talisman of Binding** (see Tomb, area 10). If the chalk is disturbed or the Talisman is destroyed, the Demon will be freed. Any mortal who crosses the chalk line not wearing the Talisman will be attacked by the Demon.

Within the stuffed bear on the high shelf is the missing page from the journal which can be found on the corpse of Garias Titian (see the Tomb, area 10) containing notes for finding the **Key of Arwas-Dar**. The key, he asserts in this lost page, must be found in "The Tower of the Fallen Princess," but he is not powerful enough to retrieve it. He speculates that the Treasure of Arwas-Dar, which is accessed by the Key, is to be found near, or with, the Gnome King, though he does not know where the Hall of the Gnome King is to be found.

Demon Spirit: hp 44

8. The Tomb of Arwas-Dar

In the center of the village cemetery is a small white marble tomb. Inscribed above the unlocked door are the words "Arwas-Dar, Savior and Friend." This tomb contains the corpse of the pretender, Garias Titian, former apprentice of Arwas-Dar, who took his fallen master's name after the real Arwas-Dar fell banishing the giants (see Region 3, The Devil's Fingers). The tomb contains two sarcophagi: one small, plain white marble, and the second large, ornately carved (depicting the body of a robed man in state on the cover and friezes of a robed man battling demons and goblins with magic carved along the sides).

The small sarcophagus contains the skeletal remains of a rather short (5' tall) woman, her white dress and slippers moldered and tattered. Her name was Shensala. The bony left hand wears a silver ring with three garnets inset, the right wrist wears a silver bracelet designed as intricate knots. The ring is worth 800 gp and is inscribed, "Forever." The bracelet is worth 500 gp and is inscribed, "Remain." Together, the items are magical: they prevent a person who is killed by undead to rise as undead. If either item is removed from the body, she rises as a wraith and attacks. It is possible to return the bracelet to her wrist – if a person tries, he or she must make a successful attack with a natural result at least 2 higher than necessary to hit. The ring cannot be returned to her finger in melee. (**The Ring and Bracelet of St. Misha the Pure**)

The large sarcophagus contains the perfectly preserved remains of Garias Titian, the imposter Arwas-Dar. He wears brown robes with a silver wolf's head medallion around his neck and wide leather belt with a silver buckle around his waist. The buckle is worth 45 gp, but the belt contains a secret pocket within which is a small journal. In it, Garias writes about taking up the identity of Arwas-Dar to continue to give the people of the Ghost Downs hope in this time of strife. As it progresses, Titian writes more and more as if he is becoming Arwas-Dar. Late in the journal, he writes of trying to harness what he calls "Grief Spirits" to communicate between the world of the living and the afterlife. The tone of the writing really changes after one of his experiments with a Grief Spirit causes the death of his wife, Shensala. He writes of his quest to retrieve the Ring and Bracelet of St. Misha the Pure to keep is beloved at rest for eternity. Finally he writes of his quest to find the Key of Arwas-Dar, to claim a treasure that he suspected his former master had: **The Scepter of Arwas-Dar** (said to raise the dead). The Talisman is solid silver with garnets for eyes, worth 500 gp. It is magical, the **Talisman of Binding** giving the wearer limited protection from Demons (functions as a Protection from Evil, 5' radius spell and the ability to command a single demon to obey a single command at a time, and the ability to bind a demon within the confines of a chalk pentagram).

9. The Church of St. Ashar

This is a dilapidated shrine to the saint. Warped clapboard siding and a crumbling chimney on the outside. Inside the chapel is well kept, whitewashed plaster walls, polished woodwork and cushioned prayer rugs. The altar space has a blue silk altar cloth covering the table with a silver Medallion of St. Ashar set into a rough, irregular fist sized black stone (meteorite). The medallion is flanked gold candlesticks and a bronze laver and spoon sit at the side. The priest's room is behind the chapel, containing a ramshackle bed, table with two chairs, a washstand and a small chest (robes, a belt, a dagger, three bottles of wine worth 20 gp each and a small bar of gold worth 250 gp, stamped with the mark of the Gnome King – a goblinoid profile wearing a massive crown).

The Priest of St. Ashar, **Louar Doss**, attends to services and the spiritual well-being of his flock, though few take him seriously (because he is a messy drunk). Doss is fat, loud and bossy, but will always back down from a fight. He smells of cheap wine and sweat and speaks in thinly disguised innuendo around women. If given a large enough "donation," Doss may allow travelers to stay at the chapel.

10. Tenant Shacks

Eleven shacks here each house one or two tenant families who work the larger farms here. One is solely occupied by a teenage girl and her mother who work at the Mayor's farm (**Liffa** and her daughter **Asa**, who is secretly the Mayor's daughter).

Most of the Tenant Farmers hate their landlords and will tell strangers all sorts of lies about how their lords cavort with witches and demons. Most of the Tenant Farmers have been at least as far as the Devil's Fingers to leave an offering to the Misery King though only a few have been deeper as they fear the dead who roam the hills at night.

Roll 1d8	Village Event
1	A tinker comes to town for 1d6 days. He is an excellent metalsmith...and a werewolf (non-feral, though fresh human blood will set him off)
2	The Priest got drunk and fell down the well. He needs help out and someone needs to attend to the evening service. He can't remember where he left the liturgy.
3	A group of young (0 or 1 st level) travelers (adventurers) comes to town looking for the treasure of Arwas-Dar. They make trouble at the Store that evening.
4	The Sheriff fell and cut open his only good eye and someone has to watch the jail for the next three days. If left on his own the cut will get infected and he will die in 1d4+3 days. There will be a brawl at the Store while the sheriff is incapacitated.
5	Fallon Misip's horse has run off. He has no tracking skills. If left in the wilderness for more than three days, a Griffin will eat it. Misip will accuse either the party or Gandan Mor of stealing the horse and selling it (or eating it).
6	A traveling specialist (1. Healer, 2. Judge, 3. Witch Hunter, 4. Dragonslayer) comes to town with much bluster and bravado, demanding the party and the people of the town attend to his or her every need. 50% chance the specialist is a con-artist.
7	Mayor Dordan is having a party and invites the travelers to enjoy his hospitality. If they attend, Danan Green (Myan Green's wife) approaches them, offering them 30 gp to distract her husband for "at least an hour."
8	A traveling bard comes to town, singing "The Song of the Lost Queen" (see handout at the end). If plied with enough ale (3d4 mugs), he will reveal that the Lost Queen's tower is to the north, in the lichlands, and the legendary Key of Arwas-Dar is binding her spirit to this mortal realm.



RANDOM ENCOUNTERS IN THE DOWNS

Roll 1d12	Daytime Encounter (Page 9)	Night Encounter (Page 12)
1	Small animal (1. Rabbit, 2. Squirrel, 3. Badger, 4. Fox, 5. Crow, 6. Hawk)	2d12 Skeletons (50%) 2d10 Zombies (50%)
2	Predator (1. Wolf, 2. Lynx, 3. Panther, 4. Huge Owl)	2d12 Skeletons (50%) 2d10 Zombies (50%)
3	1d6 Wild Boar	2d12 Skeletons (50%) 2d10 Zombies (50%)
4	1d4 Brown Bears	2d12 Skeletons (50%) 2d10 Zombies (50%)
5	1d4 Stirges	2d12 Skeletons (50%) 2d10 Zombies (50%)
6	1d4 Griffins	2d12 Skeletons (50%) 2d10 Zombies (50%)
7	1d4 Ogres	2d12 Skeletons (50%) 2d10 Zombies (50%)
8	1d6 Sprites	1d3+1 ghouls
9	1d8 dead bodies (1. Elf, 2. Human, 3. Sprite, 4. Goblin)	1d2+1 ghosts
10	1 Owlbear	Spectre(s)
11	Goblin warband	Wight(s)
12	Special Encounter (below)	Wraith(s)

Roll 1d10	Special Encounters (Page 16)
1	Tree Pile
2	Anoramius the Smoke Tender
3	Cael the Tree Gatherer
4	Shialla and the White Monks
5	The Stallion of the Mountains
6	The Three Fools and the Wish
7	The Ghost of the Downs
8	The Demon Snake
9	Minor Tomb, Barrow or Graveyard
10	Major Tomb



NOTES FOR RANDOM ENCOUNTERS

DAYTIME ENCOUNTERS

1. Small Animals

These creatures will flee from most parties, though they will be neutral toward Halflings and might (50%) actually approach Elves. If captured by a Dwarf, the animal will attempt to bite and claw its captor. Druids and Rangers will have a positive reaction from small animals, who may actually approach such PCs and/or be helpful.

2. Predator

These animals will be cautious about approaching other creatures, especially humans. Predators encountered are:

- 25% hungry (reaction -2)
- 25% feeding on the carcass of (1. Goblin, 2. Moose, 3. Elk, 4. Deer, 5. Bear, 6. Giant eagle) (reaction -2)
- 50% traveling through the region (normal reaction)

Wolf: hp 12 each

Lynx: hp 12 each

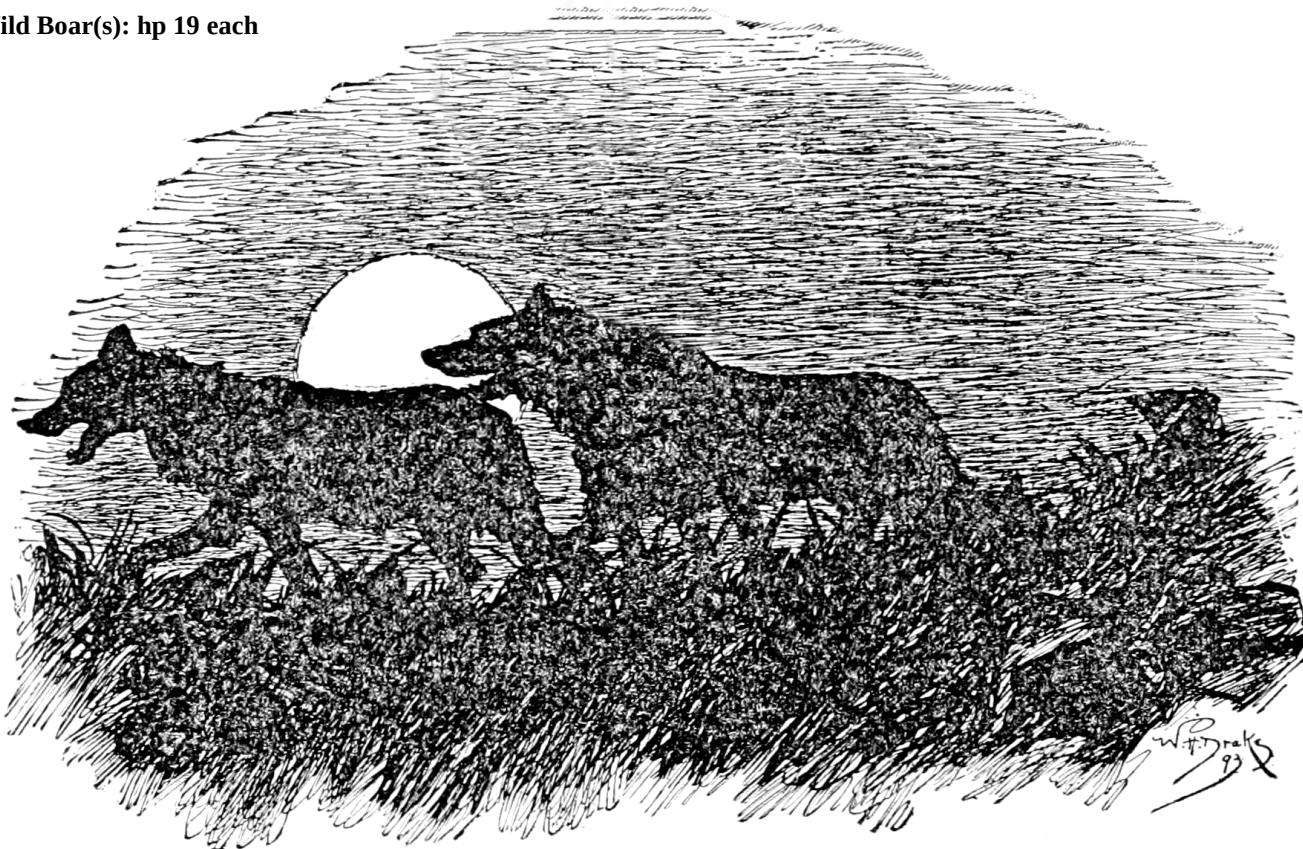
Panther: hp 15 each

Huge Owl: hp 16 each

3. Wild Boar

Wild boars are aggressive and generally unpredictable. However, if more than one Wild Boar is encountered, they will try to encircle a single (randomly chosen) individual, focusing all their attacks on that person. A boar that is reduced to half its hit points will attempt to flee.

Wild Boar(s): hp 19 each



4. Brown Bears

If more than one bear is encountered, it is a mother and cub(s). The mother bear will be extremely aggressive and the cubs will be extremely inquisitive. If a single bear is encountered, it is a solitary male (80%) or a solitary female (20%). The solitary bear is not particularly aggressive. There is a 5% chance that one of the bears encountered can talk, and will ask many annoying questions.

Brown Bear(s): hp 19 each

5. Stirges

1d4 stirges are not particularly hungry (having fed on a couple of elk just recently) but will zoom in to investigate the PCs.

If they are not injured in this flyby, the Stirges will track the PCs by scent and the next 3 encounters the PCs have will be either with the Stirges (65%) or with the Stirges AND another encounter (30%) or with another encounter immediately followed by the Stirges attacking (5%).

If the Stirges are injured and driven off, they will return within 1d8 turns to attack.

Stirges: hp 6 each

6. Griffins

If encountered during the day, the griffins will remain out of bowshot distance unless they see a white horse, which they will swoop down and try to snatch immediately, attempting to push any rider or cargo off the beast's back. If encountered at night, the griffins will attack any horses, attempting to carry off the bodies to feast on. Once a griffin is wounded, there is a 10% cumulative chance per round of combat that the griffins will flee (though they will attempt to track those who injured them within 1d4 days and ambush them).

Griffins: hp 32 each

7. Ogres

These massive creatures (there are 11 total in the region) are scouts for The King Under the Water (See the Northern Tier Region for more information). They all wear ragged chain shirts with the symbol of the King Under the Water painted on the back in black and bloody handprints covering the front (they dip their victim's hands, which they wear on a string hanging from their belts, in the victim's own blood and stamp their kills on their mail – most have many, one has only a single handprint – he is a coward). Any ogres who get away from an encounter will be added to the next group encountered, so it is possible that if the PCs don't kill the ogres when encountered, their final encounter could be with a large group of angry, vengeful ogres! When the final group is encountered, one of their number (whoever has the highest hit points remaining) will turn and flee, attempting to reach the King Under the Water to report the news of a powerful band of warriors in the region. If questioned, the ogres know only that "the shadow man" has told them to search the area for a huge man called Bearskin (they haven't been able to find him – See the Northern Tier Region for more information).

Ogres: hp 18 each

8. Sprites

The Sprites will play some pranks on the party (such as surreptitiously stealing a small item and hanging it on a tree in the player's path or sneaking up invisible behind a character and making fart sounds). If the Sprites are mistreated or the jokes are not appreciated, the Sprites will shoot the party with sleep ointment treated arrows until all the PCs are asleep or one sprite is hurt or killed. Then they will fly off.



If the "victim" responds well, the Sprites will welcome the party to a Sprite Feast, a huge spread of illusory food and very real wine. The food looks like a scrumptious feast of mutton and venison and sweets of all kinds, but will in reality be leaves and insects, causing uproarious laughter among the sprites. The wine is extremely potent, causing drunkenness in a character in the number of cups equal to the PCs Constitution bonus, and unconscious at double the bonus (if negative, then the PC becomes drunk on the very first cup and passes out after two).

Any PC who remains sober (or at least conscious) throughout the feast, which will last all night, is rewarded with an undying rose. The undying rose has 1d4+2 petals on it. Each petal, if consumed, is a powerful antidote against poison, intoxication and disease, whether natural or magical in nature. Provided a single petal remains on the undying rose, the petals will regrow at the rate of one per week up to the original maximum. In addition, if treated well, the 1d3 Sprites will remain with the party for 1d4+6 hours acting as scouts and guides if the party is willing.

Sprites: hp 5 each

9. Dead Bodies

These corpses have been ripped apart by some large predator. Each body has a 40% chance of having something: Roll d6: minor item (1-3), treasure (4-5) or both (6).

Roll 1d10	Minor Item Found	Treasure
1	A grey leather jerkin decorated with the image of a hammer, bloody and in need of repair.	3d8 cp on each corpse
2	A woollen money belt holding a few green old copper pennies, a ball of twine and a scrap of parchment with the letter M or W scrawled on it in blood.	3d6 sp on each corpse
3	A large blue tent with cord, pitons and a mallet in a canvas bag..	2d6 gp on each corpse
4	A pair of leg irons with a ball-and-chain and a key to open them.	2d8 gp on each corpse
5	A lantern engraved with strange, possibly magic, symbols and a steel flask of paraffin oil.	1d4 gp and 2d4 sp on each corpse
6	A warhammer etched with a hateful prayer against northmen and other spawn of the pagan gods.	2d12 gp on each corpse
7	A doeskin bag embroidered with the image of a rearing stag.	1d4 gems (base value 1d6x10 each)
8	Bronze merchant's scales and weights (three sets of weights, one accurate, one light and one heavy)	A finely crafted weapon (20% magical)
9	A neatly folded burial shroud in a leather saddle bag. The shroud is greatly stained with blood.	Roll 1d4 twice for each corpse
10	A finely crafted dagger with a very sharp edge, a brown felt hat and a brass chain (necklace, worth 1 sp)	Roll 1d6 twice for each corpse

10. Owlbear

This nasty creature has maximum hit points and wanders the region wreaking havoc. It is known by the locals as the Grey Bear and has a hideously deformed left paw which actually gives him a +1 to hit and +3 to damage but he cannot “hug.” If Grey Bear hits for full damage with his left paw he overbalances and falls over, attacking last in the next round. If hurt badly, the owlbear will try to run off but will remember those who have hurt him and will try to lead those who injured him into dangerous areas (like the area around the Tomb of the Sky Spirits or into the path of a goblin patrol). If the Grey Bear is killed, the next time this encounter is rolled is with the Grey Bear’s patron, a minor demon (petch) and the Ghost of Grey Bear (a 1 HD version of an Owlbear). Thereafter, this encounter is with the Ghost of Grey Bear (who, being incorporeal now, will more greatly terrorize the region, appearing in people’s homes and barns and wells...)

Grey Bear (Owlbear): hp 32

**11. Goblin Warbands**

Goblin patrols (there are 6 of them in the region, see below) have been sent out by the Godking of the Chantry of the Deepflame (see The Northern Tier for more information). The Godking is searching for the Eye of the Moon (which is in the possession of the King Under the Water).

Goblins: hp 2 each

Hobgoblins (2 HD): hp 11 each

1d6

Goblin Warband

1	Three Goblins and 1 Hobgoblin leader. They all carry rusty, pitted short swords (-1 to hit, but any hit with a natural 20 means the target is infected with tetanus unless a save is made). The Hobgoblin will push the three Goblins ahead of him in melee and will try to flee as soon as one or more Goblin falls. They know only that they are searching for a stone sphere.
2	Five Goblins, no leader. These Goblins lost their leader in a skirmish with some nearby Ogres. They prefer to parley, but won’t give any information about the godking or the Chantry. They will, instead, point the party toward the nearest group of Ogres, telling them that the Ogres know what is going on. If pressed, they will admit their true objective (they search for a stone sphere known as the Eye of the Moon).
3	Four Goblins and 1 Hobgoblin leader, armed with short bows (9 arrows each) and short swords and shields. These five are very aggressive and will not parley. They will fight to the death. If captured, they will say nothing, even if tortured.
4	Four Goblins and 2 Hobgoblin leaders, armed with swords. This is two combined patrols who met with the Grey Bear (see above, the Owlbear) and they are trying to leave the area. They will fight if attacked, but will offer any information they can to avoid being killed. They know the general layout of the Chantry of the Darkflame (but they have a poor sense of direction and spatial relationships, and they will not speak of the Tentacled Horror) and they know where one or more groups of Ogres are. If freed, they will leave the region and join up with another goblin band in the Rosewood Highlands.
5	One goblin, Hasharn, the lone survivor from an assault on a small village. This goblin will try to flee as soon as it is encountered. If captured, Hasharn will ask to join the party. He will be incredibly helpful and loyal, until the party encounters another group of goblins, in which case he will attack the nearest PC with ferocity (gaining +1 on hits and damage).
6	Six Hobgoblins. This is godking’s elite force. These six are overconfident and aggressive. They will fight to the death and if captured will not reveal the godking’s plans.... Unless only one survives. That lone survivor will tell everything that he knows. He has been all through the Chantry of the Deepflame and will tell everything he can remember (he knows has attended the Tentacled Horror, he will tell of the hostilities with the Shadow Creepers and the dangerous winding stairs that go up to death). He will not willingly go back to the Chantry if captured, and if forced to will do everything in his power to take his own life. If released, he will flee to the Chantry and try to warn the godking and the subchiefs.



NIGHTTIME ENCOUNTERS

1.-7. Skeletons or Zombies

The Lichlands are rife with animated corpses who roam the hills and forests by night. Encounters with Skeletons or Zombies can be simple straight-up melee encounters or use the following tables.

1d10	Skeleton Encounter
1	Skeletons are marching in formation wearing scraps of armor and bearing rusty swords. If followed they will march into the nearest body of water and sink to the bottom. They fight with +1 to hit and damage if engaged, will pursue and will fight to the death.
2	Skeletons are erecting a monument of rotted animal carcasses and fetid, slimy fungus. If they complete the task, the monument animates as massive flesh golem, destroying the skeletons and ravaging the countryside. Skeletons will ignore the living, even if attacked.
3	Skeletons are standing in a circle, hands joined (literally fused together), silently moving their jawbones as if chanting. At the center of the circle is a dragon skull. If the circle is broken, the dragon skull animates and out of the ground rises a skeletal dragon.
4	Skeletons are carrying one decaying body for each skeleton encountered. If engaged, the skeletons will drop the bodies and attack, while the decaying bodies will rise up one round later as zombies and attack. If disengaged from combat, the skeletons will pick up the zombies and continue on their way. Any zombies remaining (if more skeletons have been destroyed than zombies) fight to the death.
5	Skeletons glow slightly with a green tinge while their eyes glow brightly green, having a large emerald in each socket. They are harder to turn (as 3 HD undead) and can shoot paralyzing rays out of each eye, once per hour (as hold person spell). The emeralds are worth 100 gp each as gems. A mortal could replace an eye with an emerald but only functions 3x/day (and, of course, blind in that "eye" now). Skeletons will pursue and will fight to the death.
6	Skeletons are playing a funeral dirge on drums, bagpipes and fifes. Anyone who hears the song must save vs. magic or experience: <ol style="list-style-type: none"> 1. Irresistible Dance (as spell), compelled to march behind the procession (save every hour to dispel) 2. Overwhelming despair (-2 on all rolls, save every hour to dispel) 3. Stunned (as Sleep spell, save every turn to dispel) 4. Terrorized (as Fear spell, save every turn to dispel)
7	Skeletons are incomplete, standing in a circle around a massive pile of bones trying to fit missing pieces. They will ignore the living unless interrupted in which case they will collapse into a heap on top of the bone pile and rise one round later as 1d6 Skeletal Horrors. The Horrors will not pursue if disengaged.
8	A bridge of bones over a small stream. If a mortal attempts to cross the bridge, the bones collapse and reform into skeletons which attack.
9	Skeletons are standing at attention on two rows, holding swords at ready. They all wear tattered chain-mail. They will not attack unless attacked. Any fighter may command them to obey him or her for up to 2 full days (48 hours) if any of the skeletons fails a save vs. magic. If not abandoned or commanded to be at attention before the 48 hours is up, the skeletons turn on their mortal commander.
10	Skeletons are chained together in groups of two or three. The chains are normal, but the skeletons cannot move. If any skeletons are released, they will attempt to free all the other bound skeletons, then attack.

Skeletons: hp 4 each

Zombies: hp 7 each

1d10	Zombie Encounter
1	Zombies rise up out of the ground when a mortal passes, taking a round to push through the sod, then attack by clawing at the eyes of their targets. Every natural 20 attack by a zombie takes an eye from an opponent. If a zombie gets an eye, it pops it into its mouth and retreats back to its grave, content with its snack.
2	Zombies are desiccated husks, their dried skin pulled taut over their bones, with almost no flesh beneath. They move twice as fast as normal zombies. They suffer triple damage from fire. Holy water does normal damage but makes them immune to fire for one hour per application. Zombies pursue and fight to the death.
3	Zombies are hiding in a tree (or the highest place available – say a large stone, a ledge, etc.) and drop down when anyone passes beneath them. They wield diseased daggers (when hit, save vs. poison or suffer -1 to CON and STR until Remove Disease is cast). Zombies only pursue for 1d4 rounds after disengaged, then return to their perch.
4	Zombies are stuck in mud that has hardened around their shins. When the living come close, the zombies struggle against their "prison." Each round, a zombie has a 1-in-6 chance of breaking free...by snapping off its legs from the knees down. It will attack and pursue, fighting to the death, but moves at half speed and is -1 to hit (normal damage).
5	Zombies are digging up fresher corpses to convert to more zombies. Each is armed with a makeshift shovel which the zombie will wield like a battleaxe (same damage). Each of the freshly dug corpses may have some minor treasure on them (1d6 sp, 1d4 gp, small piece of jewelry). If the corpses are looted, they will rise as zombies and attack 1d4 rounds later.
6	Zombies are each carrying two severed heads. When engaged, they will throw the heads (treat as sling attack, head does 1d6 hp damage, save vs. poison or contract a random disease).
7	Zombies are led by an alpha zombie. Whenever one zombie dies, its hit points are transferred to the alpha zombie which, if fallen will then rise and attack again. When the alpha is finally killed (after all the other subservient zombies have died), it explodes for 1d6 hp of damage to all within 10'.
8	Zombies attack with staves with rubies set in the ends (1d6+1 damage). When a zombie falls to zero hit points it collapses, but then rises again the next round with full hit points minus one. This continues until hit points reach zero. The rubies in the staves are worth 100 gp each.
9	Zombies are magically joined together, shoulder to shoulder, forming a huge multi-limbed creature. This zombie mass can attack with 1d3 zombies at a time at any target it faces. When one zombie is killed, the magic is broken and they disengage from one another, but continue to attack.
10	Zombies have had their heads replaced with a variety of carved gourds which they will hurl at opponents with surprising accuracy (+1 to hit, 1d2 damage per gourd which hits). Without their heads, however, they are -2 to hit in hand-to-hand combat.

8. Ghouls

Ghouls in this region loot graves for jewelry, particularly necklaces and rings, which they wear as trophies. 1-3+1 Ghouls are encountered seeking dead flesh to consume. They will attack the living, focusing on any already injured person, attempting to kill him or her and drag off the body to feast.

If reduced to half their hit points, they will flee. Once they have killed, they do not stay in a fight but retreat with the body to feast in seclusion. They will fight fiercely to claim a corpse.

Ghouls: hp 9 each

1d6	Ghoul Encounter	Treasure
1	Ghouls are fighting over a goblin corpse. If left alone for two rounds, they tear the goblin in half and begin devouring their prize. After three more rounds of eating, the ghouls will attack anything living.	Gold necklace and medallion depicting a stylized sun (350 gp), Silver ring inscribed with a name (100 gp), Multi-strand silver rope necklace (200 gp)
2	Ghouls are dragging corpses back to their lair. They will fight the living, but will flee with their corpses if given a chance.	Gold ring, ruby inset (150 gp), Platinum ring, intertwined vines (500 gp), Diamond and gold tiara (1200 gp)
3	Ghouls are feasting on a bloated and rotting moose carcass. If not attacked, they will watch the party, then continue feasting. They will follow the party, and may even help them if allowed. Ghouls will aid party as long as fed animal carcasses (or they will eat a horse if not fed). If mistreated, they will attempt to kill and drag off the weakest looking member of the party.	Tarnished silver necklace, silver medallion, demon face with emerald eyes (1400 gp), Four brass rings, unremarkable (5 gp each), A silver plated brass demon face idol on a brass chain (600 gp), A brass seal, rearing horse (50 gp, 300 gp to house Artham)
4	Ghouls claw up through the ground, taking one round to do so, then attack any living beings around them, focusing on any unarmored or lightly armed targets. They fight to the death.	Emerald and ruby broach (1400 gp), Gold ring, diamond inset (800 gp), Silver locket, portraits of old people inside (900gp)
5	Ghouls approach party with hands outstretched. They will indicate that they want some jewelry and, if given such, will leave the party alone. However, if they do give ghouls any jewelry, every encounter with ghouls from here on out will be this encounter, ghouls expected to be "paid off" in finery.	4 silver bracelets, each engraved with the word "Cherish" (200 gp each), Silver gauntlets engraved with eagles and doves (600 gp), Silver chain, amber pendant (350 gp)
6	Ghouls are battling: <ol style="list-style-type: none"> 1. Goblins 2. Grey Bear (Owlbear) 3. Faerie creatures 4. Each other 	Magic ring (plain gold or silver band): <ol style="list-style-type: none"> 1. Invisibility 2. Flying 3. Shooting stars 4. Protection +1

9. Ghaunts

1d2+1 Ghaunts seeking living flesh to consume. The Ghaunts can smell living flesh within 200' and will pursue tirelessly once they have caught the scent. They will fight to the death unless otherwise noted.

Ghaunts: hp 19 each

1d8	Ghast Encounter
1	Each ghast encountered is leading 1 ghoul and 1d8 zombies chained together with neck collars (about 10' chain between each creature). Zombies are -1 to hit because of chain but ghoul will use chain to trip opponents (natural 20 trips target). The ghaunts will pounce on any prone opponents.
2	The ghaunts have feasted for days and are bloated and sluggish, covered in gore. They will still hound living flesh, but at -1 on all rolls for 6 hours. If brought to half hit points or below, they will flee, but follow, waiting for an opportunity to ambush.
3	The ghaunts carry severed limbs (1. Human, 2. Goblin, 3. Moose, 4. Elk, 5. Bear, 6. Monster) which they use as clubs in combat. Once engaged, the makeshift clubs last for 3 hits before being unusable and the ghaunts resort to their claws.
4	The ghaunts have feasted on a magical brain giving them <ol style="list-style-type: none"> 1. Spellcasting ability (4 random level 1 MU spells), 2. A conscience (apologizing while attacking and eating flesh), 3. ESP (per spell), 4. Telekinesis (per spell)
5	The ghaunts are disguised as monks, hoods obscuring their faces, though their shuffling gait and low growling should suggest something is amiss.
6	The ghaunts demand payment to allow the party free passage: one live human being. These ghaunts have a weakness: <ol style="list-style-type: none"> 1. Turned as skeletons 2. Take triple damage from fire 3. Have lost their paralyzing touch 4. Are blind 5. Can be affected by mind affecting spells 6. Take damage from any light source more powerful than a torch (lantern/light spell 1d6 hp per round, continual light 2d6 hp per round, sunlight is fatal in 1d3 rounds)



10. Spectre(s)

A number of disembodied spirits roam the countryside. Spectres are among the most dangerous. Most are the spirits of people who were murdered. They hate the living and attack on sight (unless noted otherwise). NOTE spectres in the Highlands do not drain levels but ability scores. An ability score that reaches zero causes the death of the victim who rises the next night as a spectre enslaved to the killer.

Spectres: hp 36 each

1d8	Spectre Encounter
1	The spirit of a haughty knight, spectre will taunt and ridicule those encountered, demanding to be respected, demanding to be fought in single combat. Ghostly sword delivers 1d8 hp damage and drains 2 points of CON per hit.
2	A very large spectre springs out of a shadow. The next round, it "breaks apart" into 5 smaller (half sized, half hit dice, hit point, etc.) spectres and a normal sized "Master" spectre (the spirit of a wicked father and the five children he murdered). Whenever one of the smaller spectres is killed, the master spectre is fully healed. If the master spectre is killed, the slave spectres disengage for a round, grow to full size, and attack as independent spectres.
3	The spirit of a love-sick fool who recited terrible poetry while attacking. Can be distracted by the offer of true love (however that might play out...)
4	The spirit of four brothers who were murdered by their youngest brother. They will focus their attacks on the youngest looking member of the party.
5	The spirit of a woman who was murdered by a rival. She will not attack any men with beards, a reminder of her husband, but will viciously attack any women she encounters.
6	The spirit of a murdered wizard, can still cast 3 random spells (level 1-4) per day.
7	A spectre hovers in front of the party, but does not attack, its hands outstretched (spirit of a thief and blackmailer). If offered something valuable, it will allow free passage... but will attack from behind the last person who passes it. If brought to less than half hit points it will flee.
8	The spirit of an adventurer who had gained the ability to regenerate, but was finally completely killed, betrayed by a friend. This spectre will attack any armored person fiercely. When killed, it rises again with 1 less HD. Then again with 2 less HD, etc. until it is killed as a 1 HD monster. If finally killed, a simple silver ring will be found on the ground – a ring of regeneration.

11. Wight(s)

These undead are former bandits and other criminals, hanged for their crimes. When encountered, they wear nooses around their necks and their heads loll at an odd angle. They kill for the joy of killing and for treasure, so any wights encountered will have hidden away coins and other valuables. Wights do 1d4 hp damage with their claws and drain 1 point of STR per successful hit. If strength is drained to zero, the victim rises in 1d6 turns as an independent wight.

Wights: hp 15 each

1d6	Wight Encounter	Treasure
1	A pack of 1d4+3 wights attempts to surround their victim(s). They circle for a round or two, then attack the weakest looking target, trying to steal any valuables they can. A successful hit means no damage (but still STR loss), but a random item is stolen. They flee individually if brought to 50% or fewer hit points, or will flee as a pack if one of their number is killed.	365 gp, 39 cp; 10 gp Malachite, 100 gp Citrine, 50 gp Azurite, 50 gp Banded Agate, 500 gp Fire Opal.
2	3 wights are looting a small tomb. It takes them two rounds to notice anyone approaching (two rounds of surprise). Once they notice the living they flee, but will attempt to ambush those encountered at a later time, primarily seeking valuables to steal though they will fight if they believe they can win.	342 sp; 10 gp Eye Agate, 10 gp Eye Agate, 350 gp Jasper, 50 gp Tiger Eye Agate, 50 gp Turquoise
3	2d4 wights are dragging a barely alive, bound ogre who has swallowed a dozen gems (rubies, 100 gp each). The wights are dragging the ogre to a barrow to gut it and retrieve the treasure. If the ogre is rescued, it will take two weeks to recover, but will then seek out its liberators and serve them for 3d4 days as long as he is well treated (Garadan the Short is what he is called). If mistreated he will lumber off but return with 1d8 of his friends to seek revenge. The wights will fight to the death to keep their prize.	442sp; 50 gp Turquoise, 500 gp Jade, 1000 gp Idol (The Green Man, carved in jade), 1000 gp Bracelet (platinum band with four rubies); Ring Mail +1 (Red jerkin with rusty rings, edged with chainmail, steel weapons save or stick to rings, STR check free weapon)
4	2d8 wights are lying on the ground among another dozen dead bodies. The wights will attack with surprise unless detected within one round of encountering them. They attack by first hurling the dead bodies around them at their targets (normal to hit, 1d8 damage, full damage and target is stunned for one round) then focusing attacks on any stunned targets first. If more than two die the rest flee, grabbing any valuables they can before they go.	884 sp, 56 gp; 2500 gp Pin (gold and platinum robin with rubies and onyx), 12000 gp Crown (platinum circlet with 12 diamonds equally spaced), 100 gp Belt (fine leather with a turquoise belt buckle)
5	3d4 wights are coming in from the west seeking a barrow to haunt. They are led by a rogue wraith (that is, not one of the nine, see below). When encountered, the wraith will demand a tribute of gems and jewelry. If appeased, the wight pack moves on.	446 sp, 965 gp; 100 gp Turquoise, 200 gp Jade; Ring of Protection +2 (brass ring with shields and evergreen trees etched)
6	4 wights run toward the party, but actually run past them unless attacked. They are being pursued by a paladin (level 5) on horseback. Sir Gadahar is arrogant, pushy and demanding. He insists that everyone who is with him adopt his version of faith (he is a devotee of St. Ashar), stop what they are doing to pray six times a day, become a vegetarian and pursue and slay undead whenever encountered (even if outnumbered).	551 sp, 623 gp; 300 gp Jasper, 900 gp Diamond

12. Wraith(s)

There are 6 wraiths who haunt the Ghost Downs, the spirits of nobles cursed with unlife because of wicked deeds done while they were living. The cold touch of a wraith does 1d8 hp damage and drains 1 point of CON. When CON reaches zero, victim rises the next night as a wraith under the control of its slayer.

Wraiths: hp 21 each

Roll 1d12	Wraith Encounter
1-9	One random wraith
10-11	Two random wraiths, arguing with each other
12	All six wraiths, conspiring to raise an undead army from the lichlands...

1. Llewyn Gannart, the Crafty

A mighty warrior and cunning thief in life, Llewyn prefers to sneak attack his prey, hiding in shadows or leaping down from high places. Llewyn wears black platemail and wields a magic sword (**Ashar's Bane** – longsword +1/+3 vs. devotees of Ashar, can detect good/evil 10' radius 3/day, drain life [transfer hit points from victim to wielder on natural 20 to hit]. The sword can unerringly point north. It is an evil sword, however, and the wielder will have to make daily saves or find his or her personality slowly shifting toward evil...) Llewyn wears a tattered red silk cape with a gold and sapphire clasp in the shape of a bluejay (worth 1400 gp).



2. Dunsan Goodman

A petty noble whose ambition pushed him to murder those who stood in his way. In unlife, Goodman hates the living and will generally attack on sight. If he encounters someone wearing yellow clothing of any kind, however, he will not attack, but will bow before that person, with his shortsword held before him. He will remain prostrate for two rounds waiting for a blessing. If none is pronounced, he will swing the shortsword at the person in yellow and fight. If blessed (non magically), he will rise, bow his head and walk off. If blessed magically, Goodman collapses into a heap, stunned for 1d8 rounds. He has a pouch with 323 gp in it.

3. Lawran, Prince of the Night

A devious and unpleasant prince, son of a petty king, Lawran hunted peasants in the night until he was caught and hanged. Lawran continues to hunt the unwary in unlife. He wears black leather armor (**Lawran's Armor**, gives the wearer a bonus 50% chance to move silently) and a black hood over his face. He attacks with poisoned daggers (save vs. poison or paralyzed for 1d6 rounds). He carries a flask of the poison (12 doses) that smells sweet. He wears a gold chain with a medallion depicting a wolf's head, rubies for eyes (300 gp) which is magical (**Medallion of the Wolf**: the wearer can summon, but not control, 1d6 wolves, once per day).

4. Galvan Underwood

Once a petty king, Galvan ruled by terror and depredation. He rides an undead warhorse and leads a force of 12 ghostly knights (stats as zombies, horses as normal horses – though these knights and horses are non-corporeal). Galvan likes to ride down his prey with a lance (which does not drain CON) before engaging in single combat. He is dressed in glowing blue platemail (**Galvan's Plate**, Plate +1, protection from normal missiles) and also wields a broadsword. His helmet, which has a full visor and long red plume, is edged in gold and worth 400 gp.

5. Arwar Dungarhill

A craven man in life, as a wraith, Arwar will flee if a fight turns against him. He wears tattered leather armor (of no value) and fights with his claws. He wears ruby and gold earrings (500 gp for the pair) and a gold armband (a coiled snake, worth 200 gp).

6. Shamal the Miser

Once the seneschal for one of the petty kings, Shamal was a thief and a murderer, burned at the stake by an angry mob. Shamal is terrified of fire and takes double damage from magical fire. He hoards wealth (actually keeping it within his undead body cavity) and can be lured into a trap or an ambush, or even distracted in the midst of combat, by gold or gems. Shamal will attempt to run off if reduced to half or fewer hit points. If he flees, he will gather all the remaining wraiths and hunt the party down (the next wraith encounter will be with all of them). A natural twenty that hits Shamal makes 4d20 coins fall from his chest and if he is killed, his body ruptures and the treasure spills out. He has 825 gp, 133 pp, an emerald (800gp) and a ruby (600 gp). He also wears a ring on his left hand (gold band inscribed with the Faerie word for "loose" or "unimpeded", a **ring of free action**).

SPECIAL ENCOUNTERS

1. TREE PILE

Dozens of tree trunks are piled here, most stripped of limbs and roots, left by Cael the Tree Gatherer. Anyone who burns any of these piles of trees has a 10% chance of summoning Cael the Tree Gatherer gaining a +2 to reaction rolls.

Roll

1d6

What's in the Tree Pile?

1	2d6 Giant Centipedes
2	A talking owl (who lies)
3	A wounded wolf and her mate
4	A beehive (honey is 1. Normal, 2. Poison, 3. Healing (1d6hp 1/day), 4. Sleep causing (as spell))
5	A scared injured Sprite (once) or 1d4 Giant Ants
6	A dead (1. Elf, 2. Dwarf, 3. Baby Roc, 4. Hobgoblin)

Giant Centipedes: hp 1 each

Wolves: hp 12 each

Sprite: hp 5 each



2. ANORAMIUS THE SMOKE TENDER

Anoramius is a Smoke Sorcerer. All of his spells manifest as smoke effects and he can manipulate smoke from natural or magical sources. When first encountered, Anoramius is tending a small fire which is billowing black smoke. He is drawing out smoke creatures which look like sprites and fairies dancing in the breeze.

If approached, he will be congenial and talkative. He claims to know a fair amount about the area around him, but really knows nothing: he makes up everything on the spot. He is very convincing and even if caught in a lie, he is quick to offer up an excuse for his lapse.

While talking, he will continue swirling the smoke around himself and the party, occasionally popping out another dancing smoke fairy. The smoke billows out to a 40' radius and has the continuous effect of charm person. Everyone in the smoke must save (vs. magic) or fall under Anoramius' spell. He will work commands directed at those charmed into his conversation (such as, "It's a beautiful day today, though a tad warm. Why don't you take off that stuffy armor?" or something, maybe not so overt).

Any magic user who recovers Anoramius' spellbooks can learn Smoke Magic (assuming he or she is of sufficient level), but all of the magic user's spells must be now translated into Smoke Magic (they will be incomprehensible otherwise) at the rate of 1 hour per spell level per spell and all future spells must be translated into Smoke Magic (which takes twice as long and, if the campaign uses such rules, costs twice as much, but 50% of all spells cast will be cast at one caster level higher than the actual caster level).

The **Staff of the Smoke Tender** can only be used by a practitioner of Smoke Magic. It is a Staff +2 and can cast Explosive Smoke (Fireball) for one charge or Flame Strike (as flaming blade) with the proper command words (etched into the side). The Staff has 17 charges. Anoramius will expend every charge if it means saving his life.

His **Cloak of Protection** is embroidered with silver thread in smoke patterns from the hem to the hood in a 9 inch wide band up the back (which, from a distance, looks like a skunk stripe).

His **Ring of Protection** is a wide silver band with the word "Deliverance" etched inside the band and small stylized shields around the outside of the band. Saying the word Deliverance backwards causes the ring fall off the wearer's finger.

If attacked, he will cast his smoke versions of his spells to defend himself and will command his smoke creatures to attack. 50% of the spells he cast are cast at 8th level (random).

Anoramius the Smoke Tender: S 8, I 17, W 12, D10, C 10, Ch 12; AC 6[13]; Level 7; hp 33; Atk spell or Staff of the Smoke Tender (1d6+2); Cloak of Protection +2; Ring of Protection +1; Potion of Cure Serious Wounds

Spells:

Level 1: Smoke Charm, Smoke Missiles, Dusky Shield, Smoke Seal (Hold Portal)

Level 2: Smoky Tendrils (Web); Stinking Cloud; Smoky Reflection (Mirror Image)

Level 3: Flaming Chariot (Fly); Flash Move (Haste)

Level 4: Smoke Monsters (draw smoke monsters out of natural or magical smoke, 1 HD per caster level per round for 1d8 rounds, see below)

Anoramius has conjured 24 Smoke Monsters (each looks unique, from sprites and fairies to goblins and flying snakes, but all have common statistics).

Smoke Monsters (24, spell effect): AC 8[11]; HD 1; hp 6 each; Atk Soot Thrash (1d6+choking); Save 18; Move 12 (Flying); CL/XP 1/15; Special: None.

A “Soot Thrash” is the smoke creature throws its body at the face of the victim. Any attack that does a full 6 points of damage destroys the Smoke Monster but does continuous 1 hp damage each round until a save (vs. dragon breath) is made. Choking creatures make all rolls at -1.

Roll 1d6	Why Does Anoramius Charm Them?	Additional Treasure (normally has 3d20 gp & sp)
1	His daughter is trapped in a tower protected by an anti-magic dome and he needs some heroes to rescue her	Eversmoking bottle, Dagger of the Nighthawk (Dagger +2, double damage in the hands of a thief)
2	He wants to sacrifice them to satisfy a debt to a Demon Lord	Bag of infinite fuel (powder creates instant smoky fires 1/round when ignited, duration 1d4 rounds)
3	He is crazy. He will dispel the charm 1d4 rounds after casting it and apologize, then try to charm them again...	Incense sticks (9), Necklace with eight odd metal beads (Each is a smoke bomb)
4	He has actually been charmed by a more powerful being (1. Demon, 2. Angel, 3. Witch, 4. Dragon) to fulfill some quest (1. Retrieve the Heart of the Lost King, 2. Destroy the Mysteries of Seven Deeps, 3. Rescue the Prince of the One Eyed God, 4. Recruit brave heroes to fight a dragon)	Fiery Sheath (an alb that protects the wearer from natural and magical fire – giving a +4 bonus to saves and on a natural 20 for a save reflects the fire damage back to the source, restricts movement to 6).
5	He needs soul crystals from the Cliffs of the Yellow Giant but he is afraid of heights...	Pipe of Billowing (a magical pipe which creates massive clouds of smoke when activated by command word – has 82 charges left)
6	He is simply evil and wants to (1. Eat their flesh, 2. Cast evil rituals with their entrails, 3. Sow dissent among strangers for his own amusement, 4. Use their eyes to cast a divination spell)	Ignitor (a gem which, when light is shined through it, will ignite flammable materials – 4 rounds for paper, 8 rounds for wood)



3. CAEL THE TREE GATHERER

Cael is a **Firbolg Giant** who wanders the forest tearing up any tree that appears to have any humanoid features. He believes that his ancestors are trapped in trees (he is right) and he just has to tear them up and burn them to release his ancestors (he is wrong). When first encountered he is carrying a half dozen good sized tree trunks, and one very wounded Treeman who will whimper for help.

Cael has no idea he has uprooted a **Treeman** and if confronted with this truth, he will immediately try to plant the Treeman in the ground here. The problem is, the Treeman's roots were severed and he is dying. To survive, the Treeman (Oakencast) must be returned to his roots and have a Cure Serious Wounds spell or potion or more powerful magic applied to the wound. Oakencast will recover 1d8 hp per day. When fully healed, Oakencast will seek out Cael to get his revenge for the destruction he is causing to the forest.

Subsequent encounters with Cael, if he survives, are 20% likely to be Cael engaged in battle with some sentient or aggressive plant.

Cael often forgets to ignite his piles of trees so there are a number of them scattered throughout the forest.

Druids and Rangers and other nature focused classes and beings will gain a +2 bonus to reactions with Cael, depending on their actions. Cael can't be talked out of his belief that his ancestors inhabit trees but he can be convinced that burning trees does not release the spirits of his ancestors. He might join a party for up to 1d4 days, but he is rather cowardly and will always act last in any combat round, not always with the wisest tactics. He will tire of human companionship and wander off without a word.

Cael the Tree Gatherer (Firbolg): HD 12+4 hp; hp 55; AC 3 [16]; Atk 1 weapon (4d6); Move 12; Save 3; AL N; CL/XP 13/2300; Special: Spell like powers

Oakencast (Treeman, 10 HD): hp 3 [56]



4. SHIALLA AND THE WHITE MONKS

Shialla is a **succubus** trapped in a 9-year-old girl's body (which may make for some creepy interactions). The **White Monks** are 12 men who share a singular consciousness, that of the black tern Shialla carries on her finger. Shialla does most of the talking when encountered, she speaks much more worldly and much more suggestively than her physical appearance would suggest. The White Monks will respond when addressed directly, but all twelve will speak in unison. Bear in mind that their intelligence is that of an average bird.



There are three ways Shialla and the White Monks might be encountered:

Resting: If at night, Shialla and the White Monks will be camped, the girl at the center, the monks sitting side-by-side in a tight circle around the girl.

Searching: Shialla leads the Monks who remain hooded and respond to her every command. This roving band is searching for something (see chart below) and when found, Shialla will release the Tern and the Monks will lower their hoods and flock around the object of their search.

Pursuing: The Tern is flying in the sky with thin, silvery tendrils trailing out behind it. Each of the tendrils is attached to one of the White Monks (kind of like being on the Astral Plane in traditional RPGs). The White Monks move in formation until the Tern dives, at which time the White Monks flock around the object of their pursuit (see chart below), running or flying as need be to bag their prey. Shialla watches from the side.

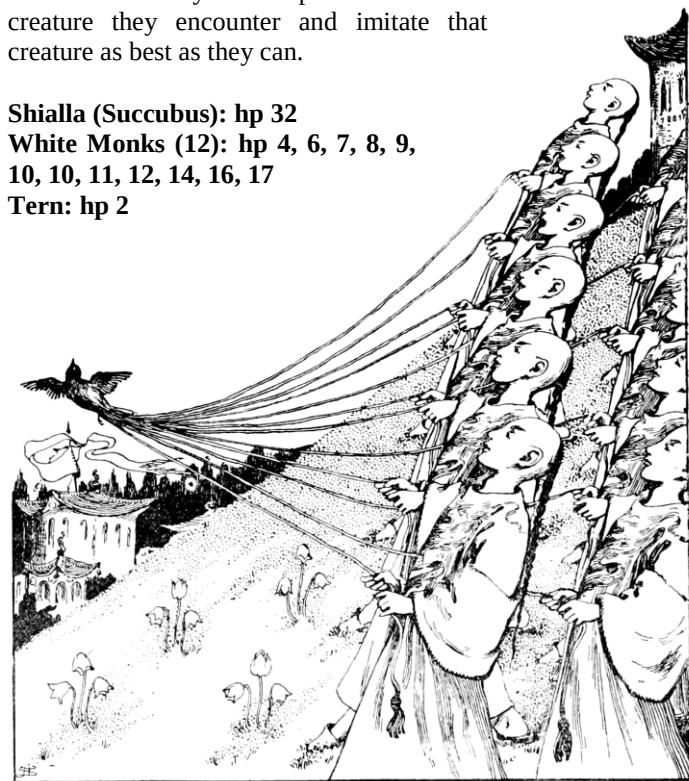
Roll 1d6	When Shialla bags her prey...
1	She transforms to her true form for 1d6 rounds, then back to her little girl form permanently.
2	She transforms back into her true form.
3	She transforms back into her true form, but disappears into a hole in the ground.
4	The heart she consumes kills her in a violent, and very melodramatic, way.
5	She transforms a statue of a very beautiful woman with arms outstretched, as if for an embrace (her soul actually returns to the Outer Darkness). Anyone who steps into the embrace of the statue is transported to the Outer Darkness (save to negate).
6	She begins to: 1. Shake violently for 1d4 rounds, 2. Mutter incoherently, 3. Forget who she really is, 4. Melt into a puddle of goo.

Roll 1d8	Object of Pursuit	Results When Shialla Consumes Heart
1	A massive two-headed elk	The heart is poisonous to her – she begins to melt into a vile puddle of evil goo – which is, in itself, not only highly poisonous (save or -1d8 hp every round for 1d8 rounds) but sentient (attacks as Black Oozing Death except touch is poisonous)
2	A stone drake	She retains her 9-year-old girl form, but gains all the special abilities of the slain creature (2 heads, if the elk)
3	A hill giant	She takes on the form of the creature killed – and screams in frustration
4	A silver dragon	She becomes an ordinary 9-year-old girl with no memory of her previous form...covered in blood and gore...
5	A gorgon	She takes on her true form
6	A unicorn	She gains the hit points of the victim for 1d10 days
7	A winged horse	She transforms into a Black Tern and flies off.
8	A witch	She explodes in a shower of gore, killing all the White Monks

When the object of their pursuit is captured, the White Monks will surround the victim to prevent escape and then they will part for Shialla to approach. She will execute the victim and eat its heart. The results can be rolled or chosen from the table below.

If Shialla is destroyed (either by the hand of the party or the result of the hunt), the White Monks will be freed from their bondage to the Black Tern. They will imprint on the first creature they encounter and imitate that creature as best as they can.

Shialla (Succubus): hp 32
White Monks (12): hp 4, 6, 7, 8, 9, 10, 10, 11, 12, 14, 16, 17
Tern: hp 2



5. THE STALLION OF THE MOUNTAINS

When this **Pooka Horse** is encountered, it will be 1d10x10 yards away, standing stock still and staring at the party with intelligent eyes. The Stallion of the Mountains is a faerie creature, a wild and capricious steed. The Stallion of the Mountains is something of a legend in the region, seen many times but never captured, never tamed.

If approached, the Stallion of the Mountains will be skittish and will bolt if anyone gets too close, unless the one who approaches has Fey blood (even a trace of the heritage) or is marked by one of the Masters of the Green Court as a friend of the Faerie. Anyone so marked will be able to approach the Pooka Horse and even ride it.

A Pooka Horse is very intelligent (equivalent to a score of 17) and can use the following spell-like abilities at will: Charm Person, Sleep, Hallucinatory Terrain, Change Self, Hypnotism, Hypnotic Pattern (all at 10th caster level) as well as travel into the Faerie Realm (shift from Mortal Realm to Faerie Realm takes 5 turns and travel is through the Aether). The Pooka Horse's main weakness is an injured innocent, particularly a child, though the elderly, the injured and others who are helpless may attract the Stallion of the Mountain's attention. Pooka Horses are particularly susceptible to illusions.

The Stallion of the Mountains (Pooka Horse): hp 34



6. THE THREE FOOLS AND THE WISH

When encountered, these **three men**, brothers Larn, Caspan and Morris, are arguing loudly: "I should take it! I found it, so it's mine!" "But I need it!" "You're both idiots! We should sell it!" "Now who's an idiot? Think of what we could do!" And the like. These three could be played straight or more like the Three Stooges, as appropriate for the campaign.

Regardless, when they become aware that there is someone else in the vicinity, they will stop arguing and pick up an item, a small copper coin, and the middle man, Caspan, will tuck it in his pocket. When approached, they will seem nervous, hands twitching on the handles of their weapons. Their answers will be evasive and they will do what they can to get out of the encounter without any confrontation, but they will not discuss what they were arguing about, they will not turn over the coin (even if someone asks directly) and will fight if they see no other way out.

They may seem buffoons, but the three are accomplished warriors and will not be pushed around. Caspan (the center brother) is a 9th level fighter who is very proficient fighting with two weapons, a sword and a dirk. Larn is a champion wrestler, an 8th level warrior who is a master at grappling while Morris is an expert in martial arts, an 8th level Monk in most old-school systems. They will defend one another and defend the coin with their lives.

The copper coin is old, bent and has a stylized wheel on the face of the coin and a laughing demonic face on the obverse and radiates faintly if detected for magic. It is a **coin of wishing** which sat at the bottom of the Wishing Well in the Golden King's Garden for ten centuries. It can grant one wish a year, once in any mortal's life. If the wish is not taken within a year, or once the wish is granted, the coin gets itself lost so that it can be found by some other mortal. Wishes are granted as literally as possible, though the goal is not to stick it to the wisher. All the rules to wishes from rings or spells that are normally in effect in the campaign apply to the wishing coin.

Caspan: S 16, I 12, W 14, D 15, C 18, Ch 15; Level 9
Fighter; hp 70; Atk sword +3 (1d8 +3) and
dirk +1 (at -1 for offhand, 1d4+1); AC 5[14]
(Leather armor +1)

Larn: S 18, I 10, W 10 D 18, C 11, Ch 9; Level 8
Grappler/Fighter; hp 41; Atk fists (1d4/1d4 –
if one hit scores 4 points, grapples – roll d20
and add strength score and compare to
opponent roll d20 +Strength score – or HD if
no Strength score – to break); AC 3[16]
(Leather Armor +2)

Morris: S 16, I 11, W 17, D 17, C 11, Ch 9; Level 8
Monk/Unarmed Combat Expert; hp 20; Atk
3/2 open hand (2d6 damage); Special abilities



7. THE GHOST OF THE DOWNS

The Ghost of the Downs is a well-known story, though the details vary with each telling. Some say she is the spirit of a young woman who was poisoned on her wedding night by her rival, others that she was killed by her children, and still others that she and her children were burned at the stake for demon worship. She appears in a variety of guises, sometimes alone, often as a child (or children). The Ghost of the Downs endlessly seeks mortals in distress or despair to aid them, to test the mettle of those who would wander the lichlands uninvited, and to bless the hurt, the lost and the helpless. When encountered, the Ghost takes on many forms, and many attitudes, and, while not always patient with mortals and their impudence and foolishness, she has an affection for mortals which she ultimately reveals. If treated well, she will bestow a blessing. If treated poorly, a curse. If attacked, she will defend herself (herselves?) and seek retribution (a double curse at least). She chooses to not fight to the death but to teleport away if seriously threatened.

The Ghost of the Downs: hp 46



Roll 1d6	The Ghost Manifests as...	Encountered with...	Offers to...	Blessing	Curse
1	A beautiful, but hooded, woman and a small boy step out from cover (fog, underbrush, a shadow, etc.).	A hapless traveler who is lost – will the party accompany him to safety?	Help the party in some small way.	Darkvision until dispel magic or remove curse is cast.	Empty Pockets: Will always have 10% less money than he or she should have until remove curse is cast.
2	Two lost children spreading breadcrumbs behind themselves to find their way home.	A unicorn, she is feeding it a candied apple by hand.	Show the party something they need.	See invisible until dispel magic or remove curse is cast.	Noisy: can never surprise or move silently until remove curse is cast.
3	A lone woman, ancient and bent over, with a voluminous cloak (inside of which is: 1. A human child 2. A sprite 3. A Dark Fairy 4. A dozen skeletons 5. She has 4 arms 6. A murderer's beating heart)	A group of mischievous sprites who will play pranks on the party. If they tolerate the pranks without anger and violence, they receive a double blessing. If they do not, the sprites will harass the party invisibly for 1d12 days.	Lead the party to: 1. Faerie Realm 2. Nearby village 3. Tower of the Fallen Queen 4. A lost child 5. A wandering band of ogres 6. The cliffs of the Yellow Giant	Faerie Heart: Effective 20 Charisma when dealing with Faerie but have a -2 penalty vs. Faerie magic until dispel magic or remove curse is cast.	Hopeless Heart: gain the effect of a bless spell, but as penalty instead of bonus, until remove curse is cast.
4	“The fatherless and the widow” an old crone and a toe-headed little girl.	A dragon! Actually, an illusion...	Heal anyone who is hurt (of any injury, poison, curse, etc.)	Honest Heart: every time recipient tells the truth, gain +1 to all rolls for 1 hour (non-cumulative) until dispel magic or remove curse is cast.	Antagonistic: All reactions rolls will be at a -3 penalty until remove curse is cast.
5	A haughty young woman who demands to be called “Queen Mae” (but will calm down once she is addressed as such)	A dragon! No, really – but an ally of the Ghost. Might be convinced to help some mortals in need...	Sing the <i>Song of Summer Dreams</i> (a faerie song that charms mortals)	Hopeful Heart: gain effect of a bless spell until dispel magic or remove curse is cast.	Uncertain: Lose 2 points of Wisdom until remove curse is cast.
6	A stunningly beautiful, fiercely angry, faerie woman dressed in silk and gold with an ugly little goblinsque boy who picks his nose and flicks the boogers at mortals.	A thousand butterflies which flutter around her, forming pictures of what she says whenever she talks.	Tell the story of the Fallen Queen (see Tower of the Fallen Queen, Encounter Area 8, room 25) for the poem	Generous Heart: every time recipient gives money away, he or she will find twice as much the next day until he or she acts greedy, remove curse or dispel magic is cast.	Lose all memories except the past 24 hours until remove curse is cast (spell casters can rememorize spells, but must do so every morning, for example, and party members might have to reintroduce themselves every day)

8. THE DEMON SNAKE

When first encountered, there is a 75% chance that the Demon Snake is flying, hungry and hunting for some tasty prey. That doesn't mean the snake will automatically attack, it is somewhat intelligent and can quickly assess the odds if facing a group of people (facing an individual, however well-armed, might provoke an attack however). The other 25% of the time it is encountered on the ground, sleeping, sated from a meal of moose or elk, the carcass of which lies spread around the sleeping, coiled up snake. If encountered sleeping, its wings will be folded up and tucked under the body so it will simply appear to be a very large snake (about 25' long). The Demon Snake calls itself "Carraah" and can speak the local language in a rudimentary fashion (mostly nouns and verbs...). If not mistreated, Carraah will follow the party and try to offer some aid at some opportune (or inopportune) moment. If mistreated, Carraah will flee, seeking an opportunity to return when the party is resting or perhaps engaged in melee with another opponent to take out his revenge.

In combat, the Demon Snake will be very aggressive, attacking at every opportunity, with its venomous fangs. If it strikes a natural 20 on a hit, it has latched on to its prey with its powerful jaws and, if moose sized or smaller, will try to fly off with this bountiful meal (the demon snake can carry off horses, but not heavy draft or war horses). If it makes its escape, the Demon Snake will fly 1-2 miles and then land with its prey and begin devouring it, starting with the feet and working its way up the body, preferring its prey to be alive as long as possible... If injured to less than 50% of its hit points the Demon Snake will attempt to fly away but will observe its attackers from high up for days or weeks, seeking revenge (and will then attack at the least opportune time, such as right after a pitched battle when party members are obviously injured).

Giant Demon Snake: hp 29



**9. & 10. MINOR AND
MAJOR TOMBS**

The lichlands are dotted with many ancient burial places. Below are tables to generate random barrows and tombs, occupants, traps and treasures.

1d20 Minor Tomb/Grave Type

1-4	Minor Tomb
5-10	Barrow
11-19	Cemetery
20	Cemetery with 1d6 tombs, 25% chance of major tomb (see below)

Major Tomb

1d10	(1d4+2 rooms in each major tomb) (Occupant 1d4+16 and 2d8 rolled twice)
1-5	Chapel with 1d4 minor tombs (use minor tomb table to generate) (no traps) (treasure 1d4 per minor tomb)
6	Tomb of a fallen god (trap 1d4) (treasure 1d4+2, roll 3x)
7	Tomb of a hero (trap 1d4) (treasure 1d4+2, roll 2x)
8	Tomb of a wizard (trap 1d4+4x2) (treasure 1d2+4, 1d4+2 roll each 2x)
9	Tomb of a priest (trap 1d4+4) (treasure 1d4+2, roll 3x)
10	Tomb of thief (trap 1d6x4) (treasure 1d4+1, roll 4x)



Roll on the Minor Tomb/Grave Type table or the Major Tomb table (depending on the Special Encounter result above). Sub-tables for Minor Tomb/Grave include Minor Tomb, Barrow and Cemetery – roll on appropriate tables as directed. Roll for occupant(s), traps and treasures as directed.

Minor Tomb

1d12	(occupants 50% chance 1d6+14, traps 1d8)
1-4	Sepulcher (treasure 1d4)
5-6	Monument (treasure 1d4)
7-10	Single room tomb (treasure 1d4+1)
11-12	Multi-room tomb (1. Two rooms, 2. Three rooms, 3. Four rooms, 4. 1d4+1 rooms, 1d3 are secret rooms) (Treasure 1d4 per room)

Barrow

1d20	(occupants 50% chance 1d20, traps 1d4)
1-4	Tunnel and single room (treasure 1d4)
5-8	Tunnel and single room with niches (treasure 1d4)
9-15	Tunnel and multi-room (1d4 rooms) (treasure 1d4+2)
16-17	Tunnel and single room with 1d4 hidden rooms (treasure 1d4+2, double)
18-19	Tunnel only (treasure 1d4)
20	Collapsed barrow, room intact but buried (treasure 1d4+1)

Cemetery/Burial Ground

1d12	(occupants 40% chance 1d12, Traps none, 10% treasure type 1 for each grave)
1-7	Small (1d20+10 graves)
8-9	Medium (1d20+20 graves)
10-11	Large (5d10+20 graves)
12	Walled (1. Gate broken, 2. Gate locked, 3. Gate missing, 4. Gate and wall “turns” undead back toward cemetery as long as gate is closed)

1d20 Occupants

1-8	None
9-10	1d12 skeletons
11-12	1d6 zombies
13	1d20 skeletons
14	1d12 zombies
15	1d3 ghouls
16	1d3 ghosts
17	1 spectre
18	1 wight
19	1 wraith
20	1 ghost

1d8 Traps

1	Pit
2	Deadfall/crushing stone block
3	Shooting spear
4	Swinging blade
5	Poison needle
6	Magic rune
7	Gate minor demon
8	Gate powerful demon

1d6

Tomb and Barrow Treasure

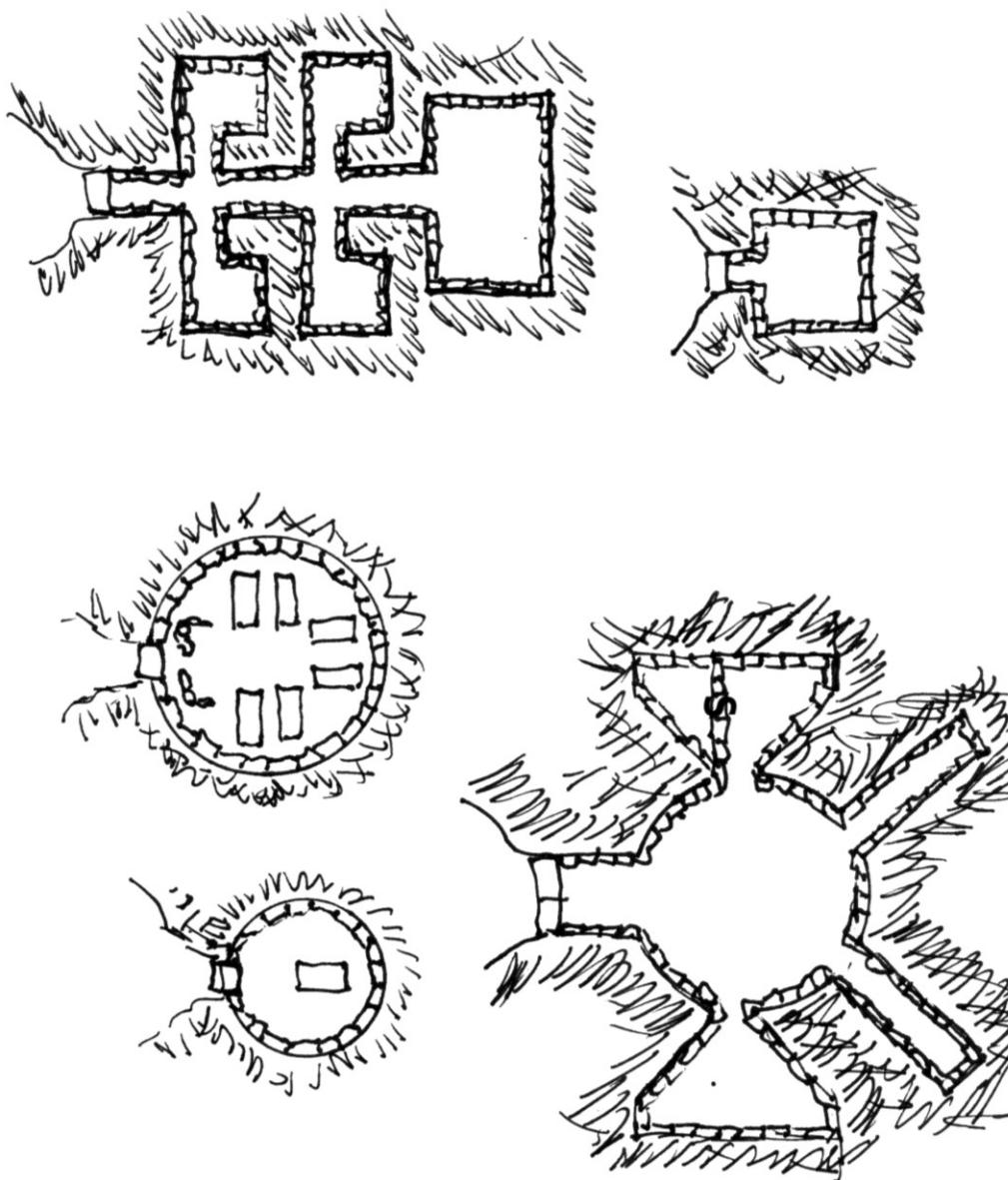
1	1. Silver coins (1d12) 2. Gold coins (1d6) 3. Silver and Gold coins (1d4 of each) 4. Personal jewelry (see below, 1d4) 5. 1d4 Ceramic jars containing minor household items (spoons, tealeaves, rosewood cherry pits, feathers, etc.) 6. The remains of a pet (dog, cat, rat, mongoose, wolf, etc.)
2	1. Sheaves of Parchment (2d6 are found, these are prayers, 1d4-2 function as a scroll of the cleric spell Bless) 2. Simple tools (shovel, hoe, axe, etc.) 3. 1d3 Clay pots (1. Chalk, 2. Wax, 3. Ground bone, 4. Hair) 4. Personal Jewelry (see below, 1d6) 5. Roll 1d4 under "type 1" treasure above 4 times 6. Bronze statuette of an angel (25 gp, hollow, contains scrap of paper with the words "the psalter of the Queen of the Dawn" scrawled in blood)
3	1. Gold plates (1d4, 35 gp each) 2. Silver goblets (1d4, 20 gp each) 3. Gold candlesticks (1d4+2, 45 gp each) 4. Personal Jewelry (see below, 1d4+2) 5. 1d6 terra cotta idols (hollow but rattle, inside each is a random gem worth 35 gp, but breaking the idol bestows a cumulative curse, -1 per idol broken on all rolls until removed) 6. Silver and Gold Coins (10d20 of each)
4	1. Gold and Silver coins (2d6x100 of each) 2. Corpse has gold teeth (3d10, worth 50 gp each) 3. An effigy of an elk/man carved from elk antler (if ground up and ingested, whoever eats the powder becomes an elk/man) 4. Personal Jewelry (see below, 1d6+2) 5. A perfectly formed Crystal Skull 6. A sealed jar with a thick liquid in it (dragon's blood which, if consumed, makes the drinker wretched for 1d6 rounds but immune to breath weapon of dragon type, rolled randomly, for 24 hours – a jar contains one application of the blood, about a pint)
5	1. Weapons and items appropriate for tomb (swords and armor for warriors, holy symbols and liturgies for priests, odd mystical artifacts for magic users and weapons or tools etc. for thieves) worth 2d4x100 gp 2. 1d4 scrolls (cleric or magic user) or 1d4 potions (fighter or thief) 3. Perfume bottle, blue glass with silver surrounding the bottom, 2d4 applications (perfume is 1. Fine, expensive, worth 300 gp, 2. Spoiled, worthless, 3. Functions as charm person vs. opposite sex, one target per application, save negates, 4. Functions as dust of choking and sneezing when opened) 4. Personal Jewelry (see below, 1d4+4, roll twice) 5. Flute (1. Carved bone, 200 gp, 2. Carved wood, 100 gp, 3. Bronze, 150 gp, 4. Carved jade, 2000 gp, 5. Carved bone, functions as potion of Undead Control while being played, 6. Carved bone, calls and enrages undead when played) 6. Corpse is wrapped in bright yellow silk shroud (300 gp, any living being wrapped in the shroud is 50% likely to be invisible to undead, but any living being wrapped in the shroud will rise as a ghoul, ghast, wight or wraith after death)
6	Random magic item (miscellaneous magic item or weapon/armor as appropriate for occupant of the tomb)



1d8
Tomb and Barrow Personal Jewelry

1	1. Silver circlet (30 gp) 2. Silver armband with three rubies (80 gp) 3. Gold chain with gold plated medallion of stylized sun (25 gp) 4. 1d4 gold toe rings, inscribed with poetry (15 gp each) 5. Gold earrings set with small diamonds (50 gp/pair) 6. Gold edged silver belt buckle (stylized wolf head, 85 gp)
2	1. Gold earrings depicting winged snakes with garnet eyes (250 gp/pair) 2. Gold chain headpiece, delicate (200 gp) 3. Broad gold necklace with gold arrow points and small onyx beads (300 gp) 4. Pearls (87) from a necklace whose binding string has rotted (10 gp each) 5. Wide silver bracelet, bas relief cows and manticores (210 gp for one, if a pair is found – that is this is rolled a second time – 1200 gp/pair) 6. A clay pot containing 137 tiny gems of all types, polished and cut for setting (worth 1d20 gp each)
3	1. A gold necklace with a square gold medallion, intricate, depicting the Fall of the Moon, set with turquoise and amethyst (600 gp) 2. A silver wire wrapped dagger handle with a large garnet set in the pommel (720 gp) 3. Gold loop earrings with small golden human figures dangling (800 gp, figures are polymorphed people, trapped for centuries) 4. Gold bracelet, twisted grape vines wrapped around 6 times (700 gp) 5. Silver and diamond pin, 4" long, in the shape of a fish (600 gp) 6. Pair of gold rings, each with settings for four stones (all missing) worth 50 gp each. If set with proper stones (blue, red, clear and green in each, worth at least 25 gp per gem) they form a mental link between any two creatures wearing them.
4	1. Gold scarab beetle pins (1d4) with ruby and sapphire settings (350 gp each) 2. A necklace of unpolished sapphires (worth 420 gp, if the stones are polished and cut they are worth a total of 1200 gp) 3. Gold bracelet, two intertwined snakes with emerald eyes (800 gp) 4. Gold necklace, a string of 20 little golden cows (50 gp each, 800 gp for necklace) 5. A gold plated skull (1. Human, 2. Goblin, 3. Faerie, 4. Elk; worth 900 gp) 6. 5d12 gold coins embossed with a dragon's head on the face and stylized stars on the back (5 gp each), considered seditious to own them in the Highlands (once used by The Order of the Dragon, a rebel clan)
5	1. A wide (6") complicated necklace, intertwined gold rope with silver chain and onyx beads (1300 gp) 2. A necklace that appears to be simple polished blue stones, possibly worth 100 gp. Stones (43) are polished blue clay, hiding a small diamond in each (120 gp each) 3. A gold mask (1. A weeping man, 2. A laughing man, 3. A stoic woman, 4. A goblin, 5. A sprite, 6. A dragon) worth 1200 gp 4. Corpse's bones are gold plated (900 gp value in gold if removed, however removal bestows curse -1 on all rolls until removed) 5. A set of four simple gold bands, each etched with a different word on inner band ("wait" "watch" "wonder" "whisper") worth 100 gp each as rings, if worn together on same finger, bestows minor (cantrip level) magic related to the word on the "top" ring on the finger 6. A gold broach depicting three sprigs of mistletoe (400 gp as jewelry, 1500 gp to a druid who can use in place of actual mistletoe for his or her magic up to three times a day)
6	1. Bracelet carved of dragon bone depicting a dragon eating its own tail, the eyes of the dragon are blue sapphires (1100 gp, 20% chance of a random spell affecting the person who dons the bracelet the first time – any spell cast by the wearer of this bracelet is simultaneously stored in the bracelet and will then be cast upon the wearer 1d8 hours later – this is not a cursed item, the spell will discharge on whoever is wearing the bracelet, if no one is wearing it when the time comes, the spell will discharge immediately when placed on the wrist of a mortal being) 2. A series of 18 interlocked iron rings, each about 2" in diameter (worth perhaps 20 gp as a curiosity, but each ring, if disengaged from the others and hurled at an opponent, will grow in size and if a successful hit is made, the ring will entrap the opponent, strength check to be released, each ring can only be used once, when the last two rings are disengaged from one another there is a 40% chance that they will entrap the wielder of the rings) 3. A mismatched set of gold earrings, one with gold chains and a ruby dangling from it, the other with a small onyx and two diamond chips set in it (worth 100 gp each, if worn as a set, increase Charisma 1d4 points, reroll each day) 4. A leather thong with a crudely carved elongated semi-human face charm (worth 20 gp, if worn, Charisma is lowered by 3 points among humans but raised 4 points among goblin-kin) 5. An oddly shaped silver earring with a long "pin" and clasp, shaped like a coiled snake (50 gp, actually a chest pin which, if worn in the bare flesh, allows the wearer to take the form of a normal-sized snake, whose scales will be silver, once per day) 6. A brass ring that fits on two fingers (the index and ring finger) with a large ruby set over the middle finger (1200 gp, when worn on the right hand, Ring of Fire Resistance, when worn on the left hand, ring of Shooting Stars)
7	1. A magical gem (1. Gem of seeing, 2. Bead of Force, 3. Pearl of Power, 4. Pearl of Wisdom, 5. Pearl of Sirens, 6. Gem of Insight, 7. Gem of Brightness, 8. Jewel of Attacks) 2. A magical helm/crown/headpiece (design depends on the inhabitant of the tomb) (1. Helm of Brilliance, 2. Helm of Comprehending Languages and Reading Magic, 3. Helm of Telepathy, 4. Helm of Teleportation, 5. Helm of Underwater Action, 6. Helm (Hat) of Disguise) 3. Magical Necklace (1. Necklace of Adaptation, 2. Necklace of Missiles, 3. Necklace of Prayer Beads, 4. Amulet of Life Protection, 5. Amulet of the Planes, 6. Amulet of Proof Against Detection and Location) 4. Magical Charm/Pin/Broach (1. Periapt of Health, 2. Periapt of Proof Against Poison, 3. Periapt of Wound Closure, 4. Periapt of Proof Against Undead [as Scroll of Protection from Undead], 5. Periapt of Proof Against Demons [as Scroll of Protection from Demons], 6. Broach of Shielding) 5. Magical Bracers/Gauntlets (1. Bracers of Defense, 2. Bracers of Archery, 3. Gauntlets of Dexterity, 4. Gauntlets of Ogre Power, 5. Gauntlets of Swimming and Climbing, 6. Gauntlets of Fumbling) 6. A magic ring, typically plain gold bands (1. Invisibility, 2. Free Action, 3. Spell Storing, 4. Spell Turning, 5. Swimming, 6. Fire Resistance)
8	1. Gold crown set with 8 rubies (7200 gp) 2. Scepter, gold and silver with 9 jade set in spherical head (8500 gp) 3. Jeweled (amethyst and beryl) sword hilt and scabbard, no blade (6500 gp, sword forged from hilt will have +1 to hit/damage and bestow protection from gaze attacks) 4. Ruby studded slippers (5100 gp) 5. Ivory cameo of a woman set in a silver medallion – if pried loose from setting, the name "Karisana, Daughter of Ashcar the Fat" inscribed on back (intrinsic value, 120 gp, worth 6000 gp to one of the Petty Kings of the Rosewood Highlands to establish connection with Ashcar) 6. A small charm shaped like a great cat, carved from solid jade (1950 gp, can be enchanted to become a small figurine of wondrous power)

**Sample Tombs
and Barrows**





ENCOUNTER AREAS IN THE GHOST DOWNS

1. THE CLIFFS OF THE YELLOW GIANT/FATHAK BOON

Said to be the final resting place of a True Giant, these sheer cliffs rise high above the Snake River. At the top of the cliff is the **Village of Fathak Boon**, a dozen **Birdman** nests with four **Treemen** living among them. The villagers protect the Giant's Windlass which suspends a large wicker basket which hangs over the chasm.

When strangers approach, 16 of the common Birdmen (the mated pairs) leap into the air and circle, watching for threats, while the chief (**Duran-Sha**) approaches the strangers to parley and his mate (**Shra'Kaal**) remains behind. The 19 common Birdmen resent how their chief leads them, how he hoards all of the flock's treasures and his treatment of the Treemen who tend the Windlass. The Birdmen were tasked eons ago to protect and guard the Windlass so that only the worthy may have access to the Cliffs of the Yellow Giant. Duran-Sha treats the Treemen as servants and the common Birdmen as inferiors, frequently making unreasonable demands. Every time Duran has been challenged for leadership, he has prevailed (because he wears a **Ring of Regeneration**, a gold band etched with feathers and hearts, on one of his talons).

Common Nests

Eight nests have a mated pair of Birdmen and three nests have single (male) Birdmen nesting here. They have no treasure.

Duran-Sha's Nest

This is the highest point in Fathak Boon where the chief of the Birdmen, Duran-Sha lives with his mate, Shra'kaal. The nest here is tucked into an alcove cut into the rock and is made up primarily of the bones of Duran-Sha's ancestors. Tucked among the bones and other detritus can be found the collective treasure of the flock: 837 gp, 1044 sp, a garnet (worth 200 gp), an egg-shaped emerald (worth 500 gp – but highly prized by the flock) and a **Wand of Fireballs** (a 2' long wooden stick carved with intertwined flames) with a single charge remaining.

One of the bones in the nest is carved with odd runes, the **Runebone**. The rest of the bones in the nest can be assembled into a **Giant Skeletal Birdman** which will be under control of the wielder of the rune carved bone. It takes 2 full turns to assemble the skeleton (for those who know what to do) and it would take 10 Turns minus the INT bonus of the most intelligent being attempting to assemble the bones with no guidance. When the Skeletal Birdman is killed, the Runebone explodes for 2d6 hp damage to anyone in 5' radius when it explodes and 1d6 hp damage to anyone in 10' radius (save for half damage). If the village is threatened, Shra'Kaal will fly up here and assemble the Skeletal Birdman, then fly the Runebone to Duran-Sha or control the beast herself.

Treemen of Fathak Boon

Each of these trees in the village are the Treeman Tenders of the Windlass. They will not move unless summoned by the chief, they are threatened, the village is threatened, or the Windlass is approached. The Treemen would side with the chieftain if the other Birdmen rebelled against him, but they have no true devotion to the Birdmen, only to their task. They will not fight to the death except in defense of the Windlass.

The Giant's Windlass

A massive windlass stands at the top of the cliff, its boom extending to 30' over the chasm with a wooden basket hanging on the end of a thick rope. The basket could hold perhaps 4 human sized beings, or one giant sized being. The crank at the top turns in far too large a radius for a human sized being to turn (the diameter of the crank turns is 35' and the crank handle is 40' long). It takes at least two Treemen or four Giants to crank the Windlass.

The basket lowers down the cliff face where the Soul Gems of the Yellow Giant can be collected. To collect the Soul Gems, the creature(s) in the basket must swing the basket side to side and/or forward toward the cliff face and grab on to something on the cliff face, holding the basket while they work.

The mechanical process is roll d20, add strength bonus (combined for multiple creatures) to swing the basket in the direction desired. If the total is 20 or more, the basket swings in the direction desired. If the total is less, then the basket swings in a different direction. A natural 1 means the basket actually falls 3d8 feet as the action has caused those on the crank to slip (rolling triple 8s on the distance fall means the basket is now in freefall and will come to a jerking stop after 20d6 feet, doing 4d6 damage to anyone in the basket and causing a Dexterity check – Dex or lower on 3d6+1d6 for each additional person in the basket [four people in the basket would each roll Dex or less on 6d6] – those who fall out land in the river below with no additional damage...unless they can't swim).

Soul Gems (1'-2' irregular crystals) are easily harvested from the Cliffside, if someone can be lowered down in the basket. They have no intrinsic value but are useful for some magic rituals. Legends say these are the crystalized tears of the Yellow Giant, shed when he died, betrayed by his great love.

Common Birdmen (HD 2) (19): hp 11 each

Duran-Sha (HD 4): hp 18

Shra'kaal (HD 3): hp 14

Giant Skeletal Birdman: hp 30 (use stats for Giant Skeleton)

Treemen (HD 11) (4): hp 48, 53, 56, 62

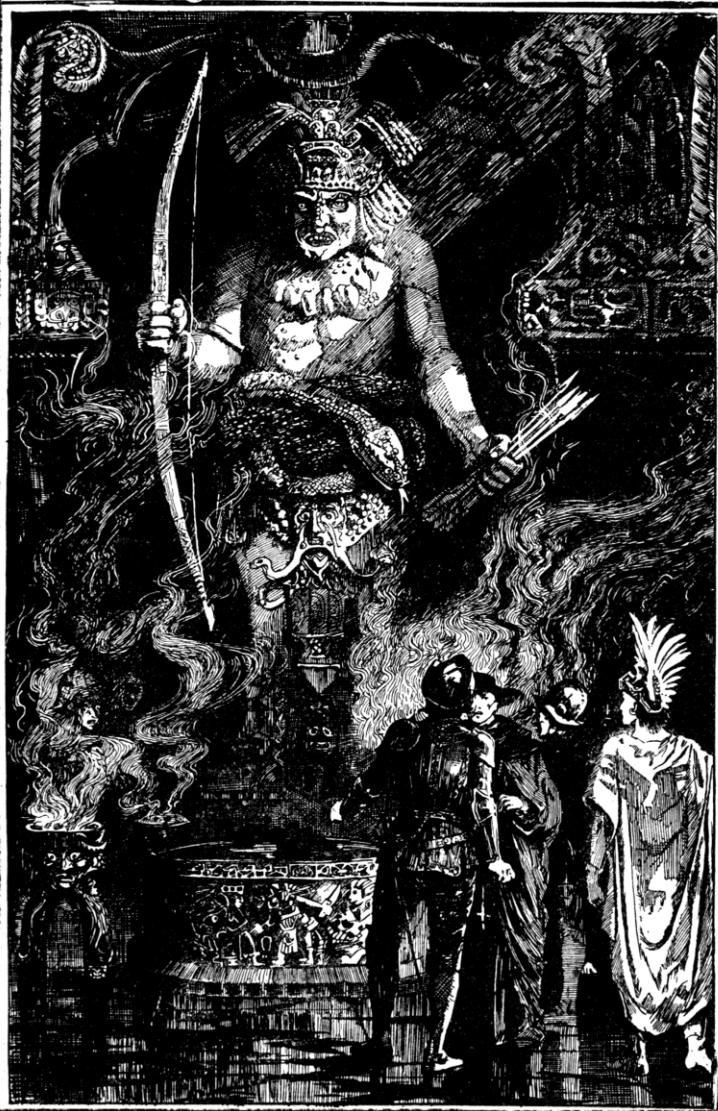
2. THE EFFIGY OF THE YELLOW GIANT

A tall circular stone shrine, studded with (useless) fragments of soul gems stands in the forest, vine covered and root infiltrated, but not abandoned. Clearly someone or something keeps the entrance to this shrine clear.

Inside stands a 20' tall statue of the Yellow Giant. Urns surrounding the Effigy contain smoldering incense, the smoke drifting up toward the sooty ceiling.

Clinging to the ceiling, covered in soot and dirt (effectively camouflaged – 85% undetectable) is **Bushan the Shrine Keeper**. Bushan is a **deformed dwarf firbolg giant**. He has tended the Shrine of the Yellow Giant for 300 years.

If intruders treat the shrine with respect, Bushan will drop from the ceiling and welcome them. He will remain generally congenial and helpful. He has a great deal of information about the Soul Gems and would be willing to share what he knows with those who offer him something (it doesn't have to be something of value – it just has to be interesting to Bushan).



If intruders are disrespectful to the Shrine, Bushan drops from the ceiling and attacks the intruders, fighting to the death.

Bushan believes (correctly) that he is the last of the Guardians of the Soul Gems. He has not had contact with a mortal being in 80 years and is eager for companionship, but he will not leave the Shrine unattended.

The urns are magical, perpetually blowing forth incense smoke.

The bow that the Effigy of the Yellow Giant holds is **Longreach**, a magical long bow +2, +4 vs. giant sized creatures with double the range of a standard long bow. The arrows the Effigy holds are not magical, but the black arrowheads are actually tarnished silver.

The headpiece on the Effigy functions as a **Helm of ESP**.

A small table in front of the Effigy holds a **Plate of Grace** (a magical plate on which daily appears enough food to feed two people – or one dwarf firbolg – for a day, as long as it is placed in a shrine before an idol). Buried in the corner is his treasure of worthless items and 123 gp.

Bushan the Shrine Keeper (Dwarf Deformed Firbolg): hp 64.



H.J. FORD
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3. THE DEVIL'S FINGERS

About a dozen spires of black stone rise up 30'-50' out of the grassy meadows here. The locals have dubbed these, "The Devil's Fingers" and the legend of the Devil reaching up through the ground to grab unsuspecting sinners has been a part of the lore of the region for generations. In fact, probably anyone in the region can recite the poem about the Devil's Fingers:

*Reaching up to catch you,
The Devil comes to snatch you,
Man and Faerie, blood for blood
Your sins will be the end of you.*

Children sing the poem much like "Ring Around the Rosy," though the "dance" associated with the Devil's Fingers is done in a circle, with each child reaching toward the next with crooked fingers and at the end falling down and crossing their hearts as a ward against evil.

For generations, no one really gave the story much credence.

The real story of the Devil's Fingers is less sinister, if no less evil. Each of the twelve stone spires is a petrified True Giant cursed to be rooted here until the End of Time... unless freed by the foolish or the unsuspecting.

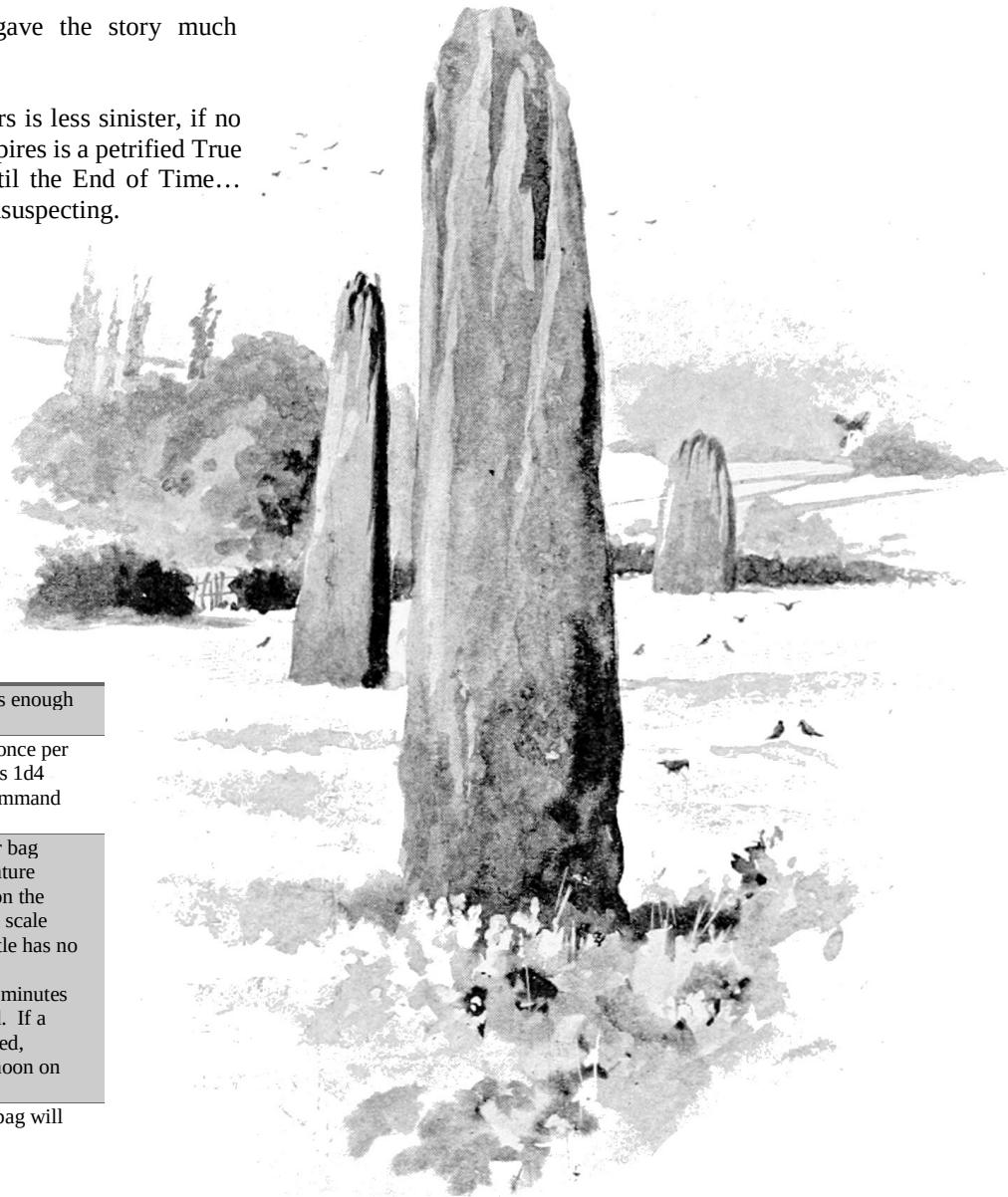
The archmage Arwan-Dar led the battle against the giants, with faerie kin and an army of paladins under the command of Saint Tuathar. The curse can be released by touching the spire with mortal and fey-kin blood (see the Spire of the Misery King, below).

If a True Giant is released, it will attempt to grab a mortal and a fey-kin and bash each of his petrified brothers with (what will quickly become) the corpses in his hands. If the Spire of the Misery King is reformed as a True Giant, it has been corrupted by the Foul Lady and becomes a Corrupted Zombie True Giant (22 HD True Giant, Shoots tendrils for attacks – 1d6 tendrils per hand – for 1d3hp damage per tendril which hits – victims killed by tendrils become zombies under the Giant's control).

Those True Giants freed will rampage about the countryside until destroyed or until they can reach the Hellmouth and attempt to open the bridge to their exiled homeland.

True Giants (20 HD): hp 66, 68, 74, 77, 78, 89, 92, 94, 98, 114

Corrupted Zombie True Giant: hp 102

**1d4 Giant Treasure**

1	Plate of Endless Food – produces enough food to feed 4 people a day
2	Trumpet of the Spectre King – once per day blowing the trumpet summons 1d4 spectres who remain under the command of the bearer of the instrument
3	Fortress Bag – This small leather bag always contains a 1" square miniature stone castle. Throwing the stone on the ground causes an illusion of a full scale castle to appear. The illusory castle has no physical substance and appears uninhabited. The illusion lasts 20 minutes or until the castle stone is touched. If a castle stone is ever lost or destroyed, another will appear in the bag at noon on the following day.
4	Bag of Coins – once per day the bag will produce 1d10 random coins: <ol style="list-style-type: none"> 1. Gold 2-3. Silver 4-10. Copper

4. THE SPIRE OF THE MISERY KING

The locals leave offerings outside the Spire to appease the Misery King and keep the Devils from snatching any souls (see 4. Devil's Fingers).

The floors and walls of the Spire of the Misery King are all highly polished, while the ceiling is rough and seemingly decorated in a weave of overlapping roots or branches. These are actually tendrils of the Foul Lady (see room 8 below).

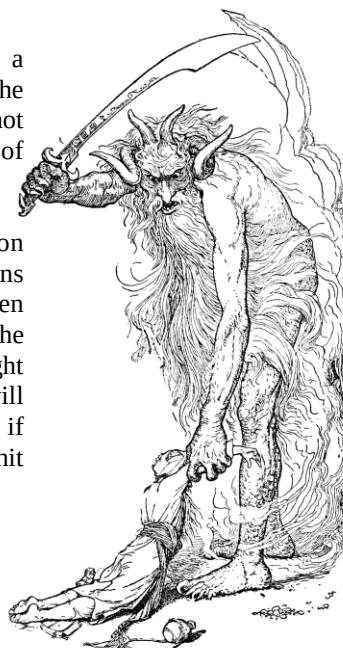
Roll 1d6	Offering Left at door	Container
1	Tiny tin chits poorly etched with images of people from the village of Arwadar.	Cracked clay pot.
2	Fermented goat milk and three loaves of flatbread.	Hand hammered bronze bowl.
3	One hundred wild flowers and three roses, two red and one white tied in bundles with long, blonde human hair.	Leather sack (1. Sheepskin, 2. Doeskin, 3. Goblin skin, 4. Reptile skin)
4	Twelve eyeballs from a variety of different animals (50% chance a human eye is included).	A beautifully carved wooden chalice.
5	Nine fish and a jar of honey.	A cracked brass bell.
6	A jar of blood, a pound of mustard seeds and seven dead bats.	A skull (1. Sheep, 2. Deer, 3. Dog, 4. Human child)

1. Entry Hall/Killing Hall

The door to this hall is locked and magically warded: if the command words are not spoken ("Hail the Foul Lady, Mistress of the Darkness") in any language, when the door is touched, it delivers an electric shock (3d6 hp damage, save for half) and an image of a massive demon springs out of the door, barring the way. The demon will take one round to fully form, during which time it is very vulnerable (AC 9, hp 12).

It fully materializes as a **Watcher Demon**, telling the intruders that they are not permitted to enter the "Hall of the Misery King."

If intruders leave, the Demon watches them go and remains materialized for 3 rounds, then vanish in a puff of smoke. The Watcher Demon will fight with all of its abilities, but will disengage and disappear if reduced to 50% of its hit points.



The black stone walls of the hall are polished to shine, reflecting the fire in the large brazier in the center of the hall. The four pillars are carved in the shape of massive demons holding up huge, rough balls or stones. A gigantic stone throne carved to appear as a demon with wings curving up over the top stands against the western wall. At any time, one of the **Misery Kings** (see room 2) sits on the throne, disfigured and wheezing, muttering to himself and occasionally yelling out gibberish.

If anyone unauthorized comes through the door, the Misery King on the Throne will warn them to leave or die ("I am the Misery King. Leave my domain and never return or feel the wrath of Silence."). If the intruders don't leave or try to attack, the Misery King will mutter something ("Let death fall from on high") and the balls that the demonic will drop to the floor with a sickening squishing sound, four **Small Silent Deaths** (2 HD) which will attack individually, they will not form together into a larger Silent Death. The Misery King has a key for the main door in a slot in the left arm of the throne.

If engaged in melee, the Misery King attacks with an electric touch, doing 2d6 points of damage per successful hit (save for half). The Misery King on the throne will try to engage intruders with melee or banter to hold them in Entry Hall/Killing Hall until the Shepherds from below can herd the Silent Deaths from the depths to dispose of the intruders.

The **First Shepherd** (room 4) shows up with the **Silent Death** from room 4 in 1d4+4 rounds. In 1d6+6 rounds, the tendrils in the ceiling will whip down and attempt to entrap the intruders, attacking with 1d4 tendrils per intruder (attacking as a 1 HD monster, each tendril has 2 hp and does 1d4 hp damage – on a full 4 point damage hit, the tendril has wrapped around the victim immobilizing a random part of the body). There are effectively an infinite number of tendrils in the ceiling. The **Deep Shepherds** (room 7) will arrive in 22 rounds with the four **Silent Deaths** which make up the Giant Silent Death outside of the cells. The best way to fight the Silent Deaths is to stand on the throne or the brazier in the center of the room, as the Silent Deaths avoid fire and climb very, very slowly, but the tendrils will whip at intruders constantly unless the Foul Lady is defeated.

If the Shepherds are killed or driven off, the Silent Deaths will take a round to form into a single, enormous Silent Death, moving at twice normal movement rate and attacking 4 times in a round.

Watcher Demon: hp 31

Misery King (normal man with electrical attack): hp 3
Silent Death, Small (4): 7, 10, 11, 11

2. Cells of the Misery Kings

A **Misery King** lies unconscious on a slab in one of these two chambers, separated by a curtain. The slabs are deeply stained with fluids from the Misery Kings. If attacked, this Misery King is defenseless, not even waking up to respond to the attacks. Each cell has a small effigy of a misshapen demonic woman (the Foul Lady) made marble with gold highlights (worth 20gp each, but may be evil artifacts).

Misery King (normal man with electrical attack): hp 3

3. Storage

Offerings brought by the locals are stored here. Most items are worthless but a thorough search reveals:

A few hard biscuits, a square tin, richly decorated with unspeakably indecent acts, full of stale tea leaves from a distant land, an oilskin purse embossed with the seal of the town of Uln and holding 26 gold crowns, 8 silver shillings and a handful of copper bits, a cedarwood mourner's flute engraved with a design of a sailing ship, a pewter flask engraved with the seal of the Kingdom of Hamlin and containing a few swigs of brandy, a tiny, empty pewter box engraved with the image of a grinning wicked sun, a tiny ivory box engraved with the Ostaven city seal containing a piece of the burial shroud of the prophet Distan the Mute, a talisman of the symbol of the four winds of heaven, a gold ring (worth about 25 gp) with a missing inset stone, and a book (which tells of the legend of the Stone Masters, trapped in their stone prisons by a mysterious archmage, and an army of Faeries and paladins led by Saint Tuathar, who gave their blood to imprison the Stone Masters).

4. First Shepherd of the Silent Death

In the Southeast corner normally rests a Silent Death, tended by a deformed and scarred Shepherd who is called the **First Shepherd, Amar Doath** (The Boy from the Stink). Amar talks soothingly to the **Silent Death** here, occasionally offering an oozing fingertip or kisses it with his bleeding lips. Amar loves his Silent Death and, though he is little more than an Acolyte in the Foul Lady's service, all of the Silent Deaths respect and honor him. Since he is new in the service of the Foul Lady, he might be swayed to turn on her, if her true nature is revealed and someone with a sufficiently low Charisma speaks to him (Charisma less than 8).

4a. Cell of the First Shepherd

The floor here is deeply stained, especially in the Northeast corner, where Amar sleeps. Rags are piled in the Northwest corner in which Amar has hidden a small silver locket with the picture of a woman painted on the inside (worth 12 gp).

First Shepherd (normal man): hp 4

5. Pool of the Silent Darkness

The Eastern 2/3rds of this room is sunken about 8' appearing to be filled with water. In fact, the pool is filled with **4 Silent Deaths**, resting (each taking up about two 10' squares in the pool). The Shepherds will leave these Deaths in their regeneration pool and the Deaths will only rise up if attacked or otherwise bothered.

Silent Deaths (4): 11, 12, 12, 15

6. The Compost

The floor of this room is covered in offal, bones (human, humanoid, animal and otherwise unidentifiable), with a mountain of skulls grinning from the alcove in the north. The waste and rot here is about knee deep, though the top is curiously very smooth. Searching through the muck reveals something useful or valuable from the following table each 2 person hours searching:

Roll 1d8	Item Found
1	A steel ring with runic carvings and a small drum made of skin stretched over a frame of human rib bones.
2	A mud-caked chainmail shirt with the symbol of Newtown guard worked into the links on the chest.
3	A human skull with 3 feet of fine steel chain bolted to the forehead.
4	A stained, torn and probably incomplete map of the Rosewood Highlands from 200 years ago (substitute local campaign area as necessary).
5	A silver headband decorated with skulls and gothic decorations screwed onto a human skull.
6	A pair of scuffed and cracked old leather boots with wide cuffs and a circle of five stars embroidered on the cuffs. Stuffed inside the left boot is a white leather glove (left hand) with the same pattern embroidered on the back (Fist of Arwas-Dar – confers a penalty to target's saving throw when a spell is cast by the wearer) while the right boot contains a skeletal human foot and 19 gp.
7	A leather sack containing 223 gp and 331 sp.
8	A fur lined red cloak balled up with a bundle of white birch sticks stripped of their bark (in the middle of the sticks is one with runes carved throughout which is a wand – Wand of the Lady of the Wood – one charge per round, summoning the Lady of the Wood – has 19 charges, can be recharged)

7. Quivering Silent Death

When anyone comes within 10' of the entrance to this chamber, they will hear a low humming from the East and from the South. There are 2 **Silent Deaths** along the East wall and two along the adjacent South wall, quivering slightly (which causes light to be reflected slightly, as if the East and South part of this chamber are shimmering like a mirage). These four Silent Deaths remain here whether or not the Deep Shepherds (see below) have gone to Room 1 to defend the Spire. If the **Deep Shepherds** (rooms 7a&b) are still here, one **Giant Silent Death** (made up of 4 normal sized) hums outside the two doors in the West wall (if the Deep Shepherds responded to an intrusion, they force the Giant Silent Death to break apart and slither off to defend the spire).

Silent Deaths (4 or 8): 12, 13, 17, 19

7a. & b. Chambers of the Deep Shepherds

Each of these chambers has a small stone slab for a bed, a chair and a rusty metal box (about the size of a footlocker). The Western walls are covered in fungus and mushrooms.

The **Deep Shepherds** are misshapen, shuffling creatures, more mold and fungus than human now (their fungal skin gives them effective AC of 4[15] and their attacks are two claw-like hands for 1d2 each and a spore breath weapon – victim save vs. poison or begin to transform into a Deep Shepherd). They are powerful creatures, however, who tend the Foul Lady, herd the Silent Deaths and defend the Spire. Each Deep Shepherd has a key for the main door, a key for room 8 and a small, corroded copper rod (functions as a **wand of shocking** – delivering 1d4 hp damage when touched – unlimited charges).

Deep Shepherds (2): hp 4, 5

8. The Foul Lady

This door is locked (the Deep Shepherds each have a key). The room is a riot of rot, offal, dung and compost in which grows huge mushrooms and a giant fungus. The fungus is about 9' tall and 6' in diameter, grey and slimy with tendrils that reach into the floor and ceiling. This is the **Foul Lady**, a semi-sentient fungus creature which the denizens of the Spire worship. While the Foul Lady is rooted to this room, her tendrils reach out throughout the spire but are especially concentrated here so in any given round 1d8 tendrils can attack each creature in the room from the floor, walls and ceiling (attacking as a 1 HD monster, each tendril has 2 hp and does 1d4 hp damage – on a full 4 point damage hit, the tendril has wrapped around the victim immobilizing a random part of the body).

The Foul Lady: hp 44

Many of the mushrooms in this room are edible, though the effects of eating them are not always beneficial.

Roll 1d8	Mushroom Appearance	Tastes Like...	Effect
1	Blue caps and green stems	Bitter	See in the dark for 1 hour
2	Mottled grey and red	Honey	Resist fire for 1 hour
3	Solid, pale grey	Slimy and earthy	Forget everyone's name for 1d10 days
4	Red cap with white underside and stem	Chalky	Everything you see is tinged red for 1d12 hours, you cannot distinguish the color green (looks grey)
5	Pale blue	Metallic	You smell delicious to any enemies encountered for 2d4 hours
6	Dark Green	Musty	After next sleep, wake up atop an inanimate fungus copy of self.
7	White with blue spots	Sour	Can detect fungus within 100 yards for 1d4 days
8	Orange with red spots	Sweet	Receive a vision of something happening somewhere else in the world right now

Roll 1d6	Foul Lady's Weakness	Foul Lady's Special Ability
1	Fire does double damage	Drains 1 point of strength per successful hit
2	Water paralyzes her	Has 60% magic resistance
3	Cold makes tendrils brittle	Regenerates 1 hp per round
4	Plant Growth will kill the foul lady	Can't be truly killed without a wish
5	Never attacks the same target twice	Is possessed by a demon which will emerge from her corpse when she is killed
6	Can be distracted with waste	If seriously threatened, can withdraw into the earth at a rate of 30' per round





5. THE BRIDGE AT FITIAL'S GAP

The river runs rapidly through this narrow canyon in whitewater peaks 10' high. A small stone arch bridge carries the path across the gap here.

Whenever a mortal being steps on the stone of the bridge, a **Spectral Procession** appears at the opposite side of the bridge: four priests leading litter bearing the corpse of a misshapen, grey figure followed by eight offering boys, another litter bearing the corpse of the Elfin King of the First Age. The procession will cross the bridge and then fade into a mist. If any mortal being does not get out of the way of the procession, the figures will walk through the mortals. When the procession reaches the opposite side of the bridge, it dissipates into a cloud of mist which blows away in the wind. Any mortal touched by any member of the procession is "Fey Touched" (see below). Any mortal who somehow pays respect to the Spectral Procession is "Fey Blessed" (see below). Any mortal who disrespects the Spectral Processional will be "Fey Cursed" (see below).

The Procession attracts the attention of the denizens of the Gap one of whom will investigate:

- 1-4. Duranin
- 5-6. The Chimera
- 7-8. The Hippogriff(s)

Duranin: Living in a small cave beneath the bridge is a creature who calls himself **Lord Duranin**, a mad a capricious Fairy exiled from the Night Queen's Court. Duranin looks like a small blue skinned man (maybe 3' tall) wearing a red and black plaid kilt and hat, a dazzling white shirt and carrying a small oak cudgel. Duranin can cast Programmed Illusion, Invisibility, Darkness, Light at will and Stinking Cloud 2/day.

Duranin is sarcastic, easily offended and has an unhealthy fondness for wine. Duranin's lair is a simple stone door carved into the cliff wall. Inside, the single room is lavishly decorated: deep carpets on the floor, massive paintings on the walls, gold and silver lamps and candlesticks, oak furniture polished to shine in the lamplight and soft, comfortable beds (3) and chairs (9).

Lamps and candlesticks (1200 gp, shaped as intertwined vines and branches, dotted with emeralds), carpets (12 – worth 160 gp each, woodland scenes and faerie images), paintings (19, 3x5 feet to 6x9 feet – worth 420 gp each – portraits of faerie-kin), furniture (worth maybe 3000 gp). In addition, Duranin hides his wealth (191 gp, 3435 sp, three diamonds worth about 1200 gp each) in a box in a secret panel behind the bed against the back wall.

Many birds and other mundane creatures make the walls of the Gap their home. In addition, a bad tempered **Chimera** and a mated pair of **Hippogriffs** claim the Gap as their territory. The Chimera primarily hunts at night while the Hippogriffs hunt during the day – they normally avoid one another, but they are aware of each other and combat with one is likely to at least draw the attention of the other, as does the appearance of the Processional or any confrontation involving Lord Duranin. Both the Chimera and the Hippogriffs are aware of Duranin and fear him.

Lord Duranin: HD 4; hp 17; AC 8[11]; Atk cudgel at +1 (1d6+1); Move 12; Save 12; CL/XP 4/240; Special: spell-like abilities.

Chimera: 33

Hippogriffs (2): 16, 18

Roll 1d6	Fey Touched	Roll 1d6	Fey Blessed	Roll 1d6	Fey Cursed
1	Mortal sparkles in moonlight for 3d10 nights (save for half duration, remove curse negates.)	1	Every morning a freshly baked loaf of bread is beside the mortal (3d10 days)	1	Mortal is struck mute until remove curse is cast (save to negate)
2	Mortal's eyes change color permanently (1. Green, 2. Purple, 3. Black, 4. Red) Remove curse to negate.	2	The affected mortal has Fey Sight (can actually see magic) for 1d6 hours	2	Mortal has the head of a woodland animal (deer, moose, wolf, etc.) for 1d4 days (save for half)
3	Mortal has the mind of a small animal (mouse, squirrel, weasel, etc.) for 4d6 hours (save for half duration, remove curse negates)	3	The affected mortal can smell gold within 100' (knowing location and amount) but has no awareness of silver at all.	3	Mortal is struck blind until remove curse is cast (save to negate)
4	Mortal's voice becomes very high pitched, squeaky even, like that of a sprite, for 1d12 days (save for half duration). Remove curse negated.	4	Mortal gains the ability to shapechange into any type of Faerie one time. There is a 40%-Wisdom score chance the Mortal will remain in that shape.	4	Mortal is struck with bad luck (disadvantage or – 1 penalty on all rolls) for 3d30 days (save for half duration, remove curse negates)
5	Every time mortal touches a metal object, 20% chance object will glow with Fey Fire for 2d12 hours (save for half duration, remove curse negates).	5	Mortal gains the ability to cast faerie fire at will 5x/day for 2d6 days after which the Mortal is whisked away and must spend 1 hour in the Faerie Realm for each casting of Faerie Fire.	5	Mortal never ages but takes one point of damage per hour and if the mortal dies, he or she becomes a Faerie Wight (remove curse and heal combined to remove).
6	Mortal's ears become more pointed and hair becomes tangled and un-combable permanently. Remove curse negates.	6	Mortal can faultlessly track through any wilderness for 1d12 weeks. The following 2 weeks, the Mortal has no sense of direction whatsoever.	6	Mortal can no longer taste, smell, see, hear or feel anything (five remove curses to negate – one for each sense)

6. THE TOMB OF THE SKY SPIRITS

The ground for 100 yards around this imposing stone tomb is littered with broken and rusting armor, shattered weapons, dented and ruined helmets and shields, as if hundreds of warriors have battled and fallen here decades, if not centuries, ago. The sharp-eyed will note that there is no evidence of corpses here.

The stone tomb is the Tomb of the Sky Spirits. Sweet smelling incense smoke continuously pours out of a small (6" square) opening in the bottom of the tomb. When mortals approach within 50' of the Tomb of the Sky Spirits, Spectral warriors on horseback soundlessly fight spectral demons in the billowing cloud of smoke as it ascends toward the sky. If the Tomb is undisturbed, the Spectral creatures are harmless but will pursue tomb defilers (See Level 3).

Two staircases rise from the ground to a second story where a single door faces the south. Beneath the stairs are two doors entering into the

Note that stopping the liquid that moves from the Sarcophagi (Level 2, Destiny of the Saints) to the brazier of the High Priest (Level 1, room 2), the entire Tomb will be roused as if the Prince has been disturbed (See level 3, Ossuary of the Prince).

The tomb is three stories:

- Ground Level (the Bones of the Defilers)
- Main Tomb (the Destiny of the Saints)
- The Upper Tomb (the Ossuary of the Prince)

Ground Level: The Bones of the Defilers

A stout wooden door with an iron pull ring stands beneath each of the staircases to the second level. The doors are carved with words in an ancient dead language:

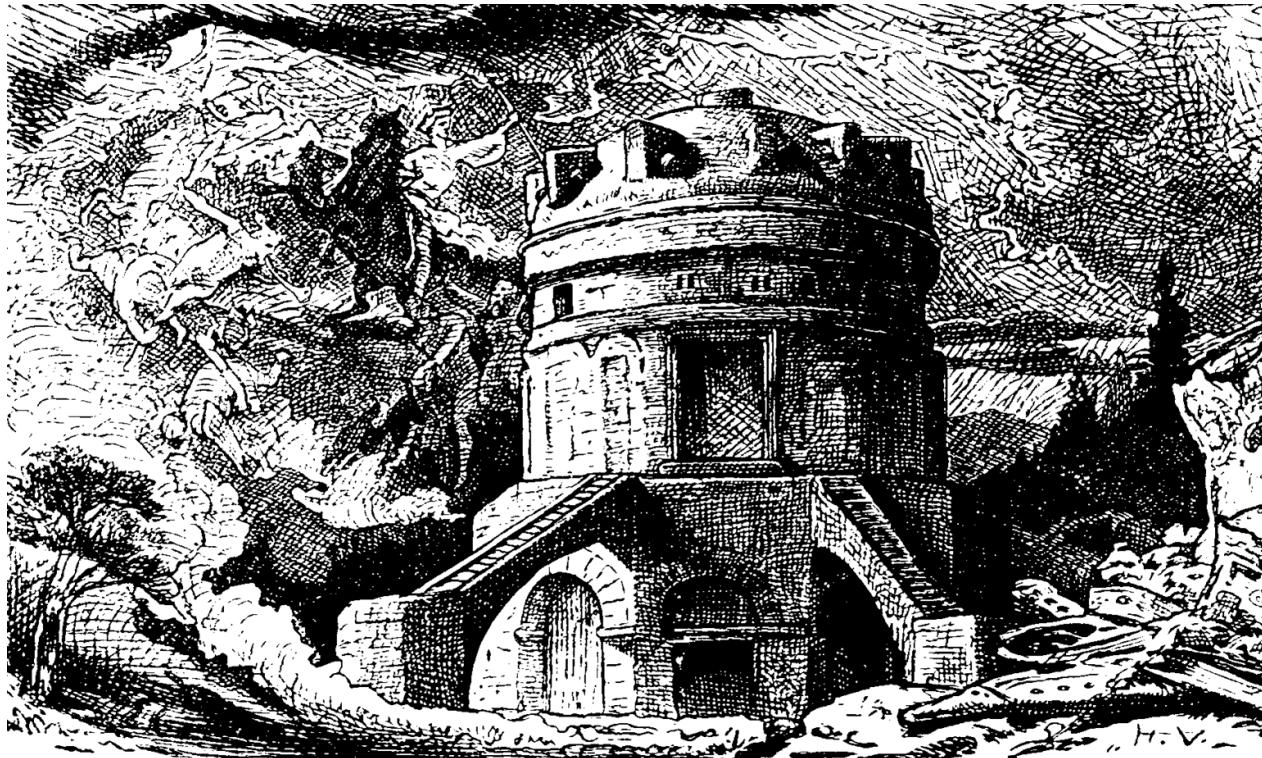
*Itt fekszik a csontok, akik azt
bemocskolták emlékét a szentek.
halandók vigyáss: adja meg, és
csatlakozzon a sereg elvesszett lelkek.*

Translation: *Here lie the bones of those who would defile the memory of the Saints. Mortals beware: enter and join the panoply of lost souls.*

Ground Level 1. The Death Chamber

A slow dripping is heard when this room is entered (assuming the liquid from above is undisturbed, see "Main Tomb" for details). Any mortal body left in this chamber for more than 12 hours cannot be resurrected or reincarnated: the flesh will melt away in 1d4 days and the bones will rise as a skeleton which will disassemble itself and place its bones among the rest of the remains.

This chamber is filled floor to ceiling with neatly stacked bones: skulls along the west wall, ribcages and spines along the right wall, arms and legs stacked in columns all throughout the open area of the chamber. Hanging above the center of the chamber (about 12' above the floor) is a 3' diameter bronze bowl with a slender pipe leading from the bowl to the southern wall, about 3' above the door there. Two niches jut out from the north wall each containing several huge urns.



Bones: Investigating the bones can have varied results. For each round spent actively investigating (indicating touching the bones somehow) roll 1d20 and consult the chart (note the effects for rolling a “1” and “20” only happen once for each entry on the chart). For additional rounds spent actively searching, add the result of the previous round’s roll to the current round (but only the previous round’s result, this is not cumulative). If the Prince is disturbed, the bones all form into a small army of skeletons (see Level 3 for more information).

Roll 1d20	Bone Pile Investigation	Bone Pile Treasures
1	The bones begin to rattle then, taking 8 rounds to form, join together in a massive single skeletal monster which immediately attacks.	Minor magic item: 1. Ring of Protection +1 2. Dagger +1 3. Buckler +1 4. Potion of strength
2-11	Several bones fall to the floor.	1d8 cp.
12	Major collapse. After bones fall to floor, they shiver and vibrate for two full rounds.	1d4 decent quality weapons and/or armor
13-14	Major collapse: 2d8 Skeletons form but do nothing unless they, the urns in the niches or the door to the south are molested.	1d4 Decent quality weapons and/or armor plus coins: 1. 3d6x5 gp 2. 2d12x10 gp 3. 1d8x20 sp 4. All of the above coins
15-17	Major collapse: 1d20 Skeletons form and move to guard the niches in the north (50%) or the door to the south (50%).	2d4 Decent quality weapons and/or armor plus: 1. 3d4x10 gp 2. 4d10x10 gp 3. 1d8 rubies (worth 80 gp each) 4. 2d10x10 gp and 1d4 rubies (worth 80 gp each)
18-19	Boneslide!: 2d20 Skeletons form and menace the intruders, collapsing if intruders leave but attacking after 2 rounds of inaction.	1d4 Excellent quality weapons and/or armor (worth full book price when resold) plus: 1. Potion of (1. Healing, 2. Speed, 3. Growth, 4. Poison) 2. 2d4 Diamonds (worth 240 gp each) 3. A Holy Writ granting the bearer the “Lands of the Amethyst Coast” 4. A scroll of (1. Heal 2. Fireball, 3. Cure Poison, 4. Cause Disease)
20	Complete Collapse: 130 Skeletons form and attack.	A Magic Item: 1. Sword +2 2. Shield +3 3. Longbow +2 4. Shortsword +2 5. Staff of Snakes 6. Wand of Magic Missiles

Niches: Each contains urns that are 18” in diameter and 4’ high, unstoppered and unsealed, each decorated differently but with similar themes of warriors fighting frightening creatures. The west niche has 7 urns, the east niche has 4 urns. Within the urns are the cremated remains of 11 fallen paladins. In the ashes are some minor treasures (see chart below).

If the ashes in an urn are disturbed, they rise up in a small whirlwind and form into an **Ashen Warrior** and demand the defilers leave the tomb immediately or know the wrath of the unfaithful dead. Intruders who leave may leave in peace. Damaging an urn causes the Ashen Warrior in that urn to rise, form, then explode in a shower of ash and bone fragments (doing 3d4 hp damage to all in the chamber) and causing 1d4 other Ashen Warriors to rise from their urns and attack immediately. (see next section for hit points)

Roll 1d8	Treasures of the Ashen Warriors’ Urns
1	Ring: 1. Gold with Ruby inscribed “Sir Anselm” (worth 330 gp) 2. Silver fashioned as intertwined vines with 3 emeralds and two empty settings each emerald can be removed and thrown to create Plant Growth effect (worth 1200 gp) 3. Simple Silver band (invisibility, living flesh only, not equipment, clothing, held items, etc.) (worth 900 gp) 4. Silver Wolf’s Head band inscribed “From the darkness to the light” in an ancient language (worth 300 gp)
2	Broach: 1. Silver and gold leaves with a large mother of pearl carved silhouette of a woman (worth 210 gp) 2. Iron in the shape of a dragon’s head, radiates magic – Icon of the Wyrm – will alert any dragon within 1 mile radius of the exact location of the wearer (worth 110 gp) 3. Small brass holy symbol with two diamond chips embedded in the back near the clasp (worth 200 gp) 4. Large, gaudy glass beads and brass peacock (worth 10 gp – lowers charisma by 1d6 points if worn openly)
3-8	Coins: 1. 1d8 gp 2. 2d8 gp 3. 2d12 gp and 2d20 sp 4. 2d8 gp and 4d20 sp 5. 1d10 pp and 3d12 gp 6. all of the above

Door: Like the outer doors, this one is heavy, wooden and has a pull ring in the center (though it clearly pushes open). No writing is inscribed on this door, though there is an invisible **Glyph of Warding** which, when the door is touched, immediately drains 2d8 Constitution points (save for half). Any creature whose constitution drops to 0 dies. Constitution points drained in this way regenerate at a rate of 1 per day. The Glyph is permanent, though dispel magic and similar spells will disable the Glyph for 1 round per spell level + caster level. Wish and similar very powerful magic will destroy the Glyph as would and anti-magic shell. The door is not otherwise locked.



Ground Level 2. The Priest of the Sky Spirits

Three robed figures attend a brazier set in the middle of the room. One periodically adds incense from a brass urn, one continuously waves two evergreen branches (directing the smoke toward the southern wall) and one has its head inclined toward the end of the slender brass pipe that travels along the ceiling, ending above the brazier, dripping a dark liquid into the brazier every few seconds. If scrutinized, the robed figures have bony hands, though this may not be immediately noticeable.

Only the robed figure that is looking at the pipe is likely to react to the door opening, turning (face still hidden in the deep hood) toward intruders and raising bony hands in a gesture to stop anyone from entering and then indicating intruders leave. All three figures remain mute.

If the gesturing figure is ignored after one round of gesturing, it will point toward 2 random individuals and cast a spell which causes each to appear dead (similar to feign death spell) for 2d6 rounds, save to negate effect. This is the **High Priest of the Sky Spirits** and the attendants are **Underpriests**, all of whom are **Unholy Priests**, wicked undead creatures. After attempting the spell like effect, all three figures will attack any intruders.

High Priest of the Sky Spirits (Unholy Priest): hp 41

Spells:

- Level 1:** Cause Light Wounds, Detect Magic, Protection From Good, Cause Fear, Resist Cold, Sanctuary
- Level 2:** Chant, Spiritual Hammer
- Level 3:** Dispel Magic, Locate Object

Underpriests (2, Unholy Priests): hp 28, 32

Spells (28 hp):

- Level 1:** Command, Detect Good, Detect Magic, Protection from Good, Sanctuary
- Level 2:** Slow Poison, Spiritual Hammer
- Spells (32 hp):**
 - Level 1:** Cause Light Wounds, Protection from Good, Cause Fear, Resist Cold
 - Level 2:** Augury

Skeletons (130): hp 5 each

Ashen Warrior (16): hp 8, 14, 14, 14, 15, 15, 16, 16, 19, 22, 23, 24, 24, 26, 26, 30

Main Tomb (Level 2): The Destiny of the Saints

The door here is stone with no discernable means of opening (from the outside, the mechanism to open is on the inside). If forced (taking a combined 32 points of strength, no more than 2 are able to apply their strength to the task), the door slides to the left into the stone wall. The door is about 6" thick and would take 50 hp to batter down (which would awaken the Saints within, see below).

Inside the high, vaulted ceilinged chamber are eleven sarcophagi evenly spaced around the room, heads toward the outer walls, feet toward the center of the chamber. The lids are carved in an abstract way seeming to depict a reclining warrior, though each is misshapen somehow (missing a head, too many arms, legs for arms, etc.). Tiny channels are cut into the floor (which slopes slightly toward the center) from each sarcophagus to a 1" diameter hole in the center of the floor. The channels are wet.

If investigated, the liquid in the channels is black and smells of death. There is just enough liquid to drip down the hole in the center of the room once every couple seconds. It should be easy to stop the "flow" of the liquid if anyone wants to try (however, doing so causes the effect of rousing the Prince, see Level 3 the Ossuary of the Prince for more information).

Each sarcophagus contains the remains of 1d8 holy warriors and their armor and weapons, jumbled together in a soup of bones and liquefied remains. Nothing happens immediately if a sarcophagus is opened. Touching anything in an open sarcophagus may cause a reaction (see chart). Taking anything from a sarcophagus adds 4 to the reaction roll on the next round. Dumping over a sarcophagus causes an immediate "20" to occur. Roll on the chart to determine what items of potential value might be in each sarcophagus.

Roll 1d20	Disturbed Sarcophagus Reaction	Sarcophagus Valuables
1	An arm reaches out and grabs whatever was touched, drawing it down into the black soupy death.	1 Sword +1 per occupant and 50% chance of one type of armor +1 (1. Chain, 2. Plate, 3. Leather, 4. Splint)
2-11	No response	Nothing worthwhile
13-14	The bones begin to vibrate and shift.	Excellent quality sword and plate armor per occupant
15-17	Several bones lock together and a horrifying form (1d4 heads, 1d4+5 arms) sits up and gestures toward the intruders.	A set of four Keys of the King (2 Iron, 1 Brass and one Silver Plated) along with Decent Quality armor and swords for each occupant
18-19	The occupant(s) of the sarcophagus rise up as Avenging Zombies and attack	Excellent quality swords for each occupant and a gold statue (1. Idol of a demon, 2. Idol of a god, 3. A holy symbol, 4. Effigy of a saint) (Each statue is worth 120 +2d20 gp)
20	The occupant(s) form a single undead monstrous creature: A Coalesced Corpse	A sword +2/+4 vs. undead and a Helmet of Brilliance

Avenging Zombies (number varies): hp 7 each

Coalesced Corpse: hp varies

Upper Level: The Ossuary of the Prince

Eight dormers are spaced around the roof of the Tomb, each with a small (18" square) opening leading to an upper tomb. These "windows" are the only designed way to enter the Ossuary (though creative use of stone to mud or using teleport or passwall or the like ought to work).

The ceiling here is only 4' at the edges and vaults to 6' at the center, above an intricately carved sarcophagus (carved as an effigy of a demonic visaged human, 12' long, 6' wide).

If the lid of the sarcophagus is disturbed, the Prince within will rise. He is a **Saintly Warrior**, an undead creature who died in defense of his faith and whose mummified body is inhabited by the power of the saint in whose service the warrior died. The Prince (his name is long forgotten) appears much like his effigy: demonic visage, 9' tall, massively muscled arms and legs wearing armor marked with his saint's holy symbol. The Prince will give intruders a single round to retreat and then attack, rousing the entire undead army of the tomb who will surround the tomb, attacking any intruder who tries to leave and pursuing them until the undead or the intruders are destroyed.

The undead army consists of: 130 **skeletons**, 11 **Ashen Warriors**, 10 **Coalesced Corpses** and the Prince (**Saintly Warrior**). In addition, 1d8 **Sky Spirits** will haunt all mortals in attendance every night until Remove Curse is cast.

The (very large sized) armor that the Prince wears is **Prince Alibon's Armor** – Plate +2/+4 vs. magic weapons and spells (a +4 bonus to saving throws vs. spells) which, if resized becomes normal plate, +2 vs. magic weapons and spells; the sword he wields is the **Sword of the Saints** (a holy weapon, +1 vs. undead, +2 vs. demonic creatures, +4 vs. golems, animated statues and the like) or his **Saintly Staff** (at will: Bless, Detect Evil, Light, Sanctuary; 3/day Slow Poison, Cure Blindness, Cure Disease; 1/day Hold Person, Flame Strike – all powers use one charge).

Saintly Warrior (the Prince): hp 45



7. BREWERY OF THE GNOME KING

Nestled in the hills here is a curious little shack made up of bundled sticks with a 3' diameter round door. It looks like it wouldn't stand up to the weather of the region (yet even if a tornado tears through this area, this little shack will withstand it). Tending the shack is a hunched and wrinkled old man (or, probably a man, but his face is deformed, his skin has a bluish hue and his hairless head is awfully large). He calls himself Gallias the Brewmaster. He limps, speaks with a lisp and always repeats the last two words he speaks. Gallias is a Dwarf Bugbear (Goblinkin) and, despite his appearance, he is a very skilled fighter (gaining +2 bonus on hits and armor class). Gallias always reports visitors to the Goblin King (See the Northern Tier for more information) via a small blue stone he wears on a necklace (he speaks into the stone and, apparently, the Goblin King hears him). Gallias and the shack stink of pig waste.

The small round door and the shack's method of construction aren't the only oddities here: inside the shack, the middle of the floor is an open pit, about 9' in diameter that falls away into the darkness. There is no evident means of descending the pit (a secret door in the floor reveals an 80' long ladder that leads to the Brewery).

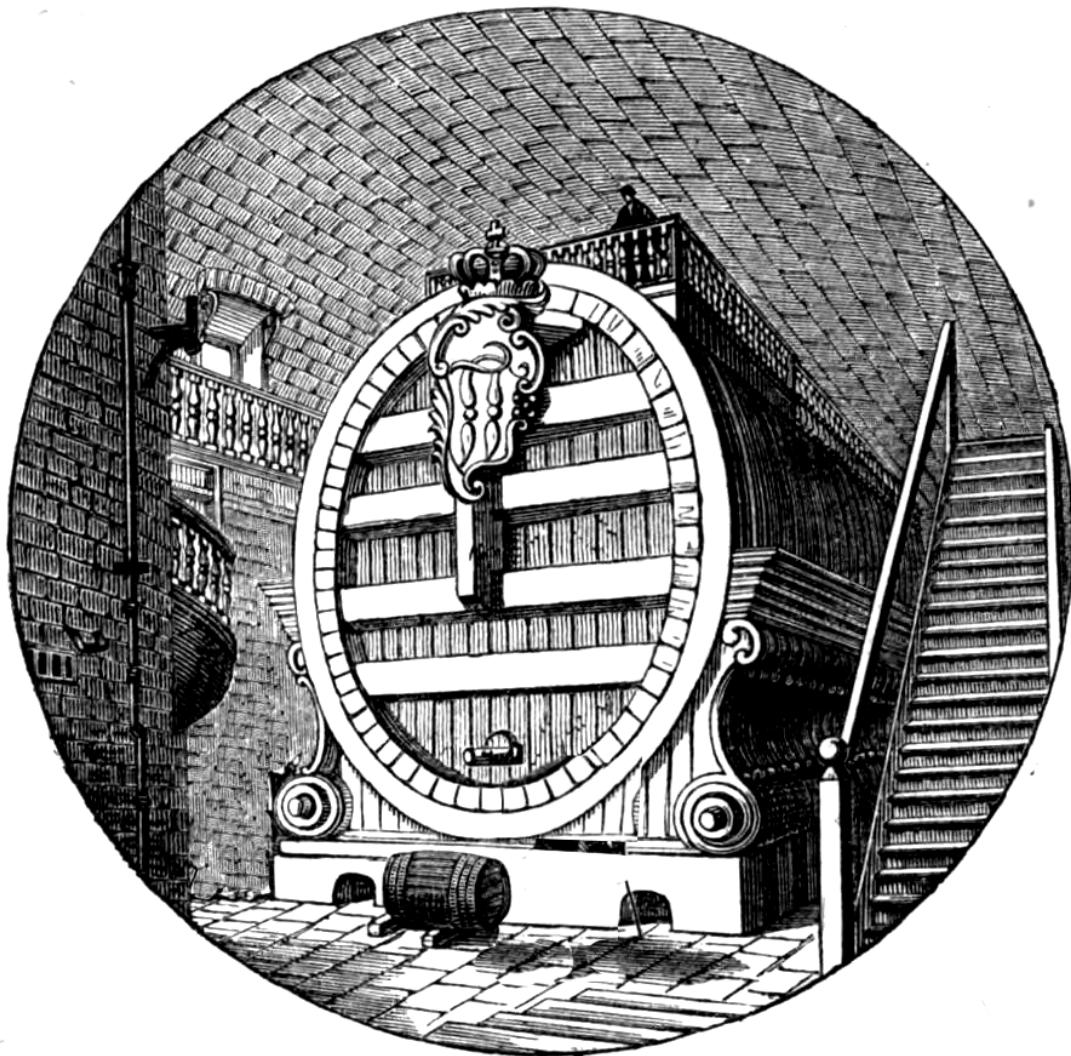
The Brewery

At the bottom of the 80' pit is a large cave, at the center of which is a massive machine. Pigs are dropped from above into a hopper in the top of the machine where they are separated: the meat slops out into another bin where a dozen **Crooked Dwarfs** package the meat in large clay urns while the bones are spit out the side to a much deeper pit (300' deep) which is almost half full of pig bones. The entrails are squeezed into barrels and fermented for a year (stored in another small cave to the side).

Once fully fermented, the liquid, called the **King's Best**, is transferred by the Crooked Dwarfs to a massive barrel in an adjacent room where it is tapped and shipped to all corners of the underworld via a series of underground tunnels.

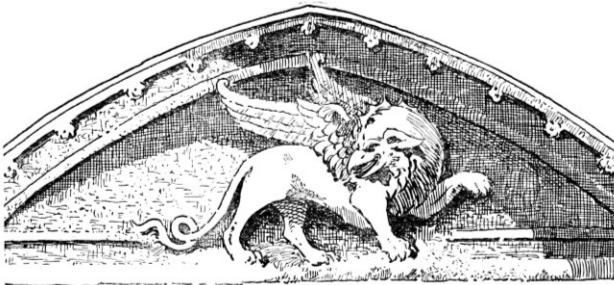
Gallias the Brewmaster (Bugbear): hp 26

Crooked Dwarfs (12): hp 13, 13, 14, 15, 15, 17, 17, 18, 19, 20, 20, 23



8. THE TOWER OF THE FALLEN QUEEN

Once a grand watchtower built on a low hill by the Earial Family who ascended to the throne after the rebellion which deposed Hargeth the Great, the structure has fallen into terrible disrepair. The view from the top of the tower should survey the countryside around for miles. The ground around the tower for at least 100 yards is completely devoid of grass or other growth, the ground hard packed. All the walls of the tower are stone, though the mortar has long since deteriorated and some small stones have dropped out of the walls and ceilings. A slate roof covers the extended areas of the first level (rooms 1-7) which leaks terribly when it rains but otherwise remains in serviceable shape. Doors are not locked, but all are jammed due to disrepair unless otherwise noted. Floors are oak and strong enough considering their age, though they creak and groan when traversed.



TOWER GROUND LEVEL

1. Entry Hall

There are two entrances to this hall: one to the south, one to the northeast. Above each door is a frieze of a griffin, the Earial royal crest. These doors open relatively easily, as if they have been recently maintained, though the bottom several inches of each of them are dark stained and ragged. Inside the south door is a puddle of dark liquid which is the putrefied remains of one of the last overnight visitors, thanks to the **Oozing Black Death** (in room 2).

The west and northeast areas of this large curved hall show evidence of recent habitation: cold, dead firepits and bones and scraps of other waste. All of the doors to the other rooms on this level show evidence of failed attempts of forced entry (scratches on the wood, the latches and the hinges, for example) and the door to room 6 has been breached and is now missing (having been burned in one of the firepits). The Death in room 2 has slipped under all the doors on this level and found no prey so it rarely, if ever, hunts these rooms so they would make a safe place to camp if access to the rooms can be gained.

2. The Night Terror

This locked door has been greatly battered and the bottom several inches of the door are stained black and ragged. An **Oozing Black Death** lives in this room, slithering under the door late in the night to hunt. If someone can see inside this room or breaks open the door, the room is completely empty except for a small pile of metal objects against the far wall and a black stain on the floor near the door. The black stain is the Oozing Black Death and the pile of metal objects are non-digestibles that the Death has dragged into its lair:

- 123 gp 232 sp and 333 cp from seven different mints and four different eras
- 9 rubies (worth 100 gp each)
- 4 emeralds (worth 120 gp each)
- 5 gold rings (two are a matched set, **Bond Rings** - a man's and a woman's, with roses and robins inscribed around the outside of the bands and the inscription "Forever" on the inside – they detect as magical and will form an emotional bond between any two beings who wear the set – treat reactions between the two beings as if each has a 20 Charisma; One ring, **Band of Stealth**, is a plain gold band with the simple word "Silence" inscribed which detects as magic and adds +25% [or +5] to a person's ability to move silently; One ring, **Flameband**, is set with a large ruby and has settings for five smaller rubies, though only 3 smaller rubies remain – the ring detects as magical and if a small ruby is touched to the larger ruby and then thrown, it functions as a 2HD fireball – the rubies can be replaced but each replacement ruby must be flawless, worth at least 200 gp and must have a spell of any kind cast on it when it is set in the ring; the final ring, **The Silver Queen's Charge**, is a beautiful band of intertwined vines with three small emeralds set in it – this ring does not detect as magical [because it's not] but the ring's location, and thus the wearer's, will always be known to the Silver Queen.)
- A number of buckles, spurs, buttons, nails and other minor mundane items.

The Oozing Black Death will not move or attack if fire of any form is brought into the room. If the party leaves and comes back, the "black stain" will be gone from the floor as the Death will slink into the treasure pile to hide until late into the night, when the creature will crawl out and attack from whatever shadows it can find, avoiding fire if at all possible. If intruders are close to a fire, the Death will crawl out one of the main doors and hunt for several hours and then return before dawn, sated, to hide again in the treasure pile.

Oozing Black Death: hp 36

3. Reception Hall

The eastern door to enter this room can be forced open (with a strength of 16 or greater) but will slam shut again after 2 rounds. Untouched for decades, this room is devoid of furniture, though several iron racks and stands lie overturned. Curiously, about a hundred nails are scattered about the chamber as well. Flickering Light spills out from under the jammed door to the east (to area 7) while the door to the stairs going down (to dungeon level 1) is sheathed with iron and seals against its frame with a watertight seal. This door is locked (the key is long lost).



4. 5. 6. Guest Rooms

These rooms are empty, as if swept clean, except for dozens of nails, a few brass candlesticks and iron handles which litter the floors. The metal items are meticulously clean.

7. Eternal Flame

This door is not stained black at the bottom and is locked (the key is long lost). Light flickers from beneath the door. If the proper key is not used in opening this door (that is, if the lock is picked), the door will close and relock after 2d4 rounds.

This hallway has a door and a staircase up. In the center of the floor is a blazing fire, filling the 10' corridor just inside the door. The fire is real, it is hot, and it never goes out. Nothing seems to be fueling the fire. Crossing the fire unprotected causes 3d3 points of damage (save for half). The fire can be put out by any normal means and it will not reignite. Doing so releases the upper levels of the tower to the depredations of the Black Oozing Death in room 2.

7a. The Chamberlain's Rest

This is a sparsely furnished bedroom with a shelf with a few small books on it. On the bed lies a desiccated corpse, the Tower's Chamberlain, Alair Darkan (whose enemies called "the Weasel"). The books are common, if very old, copies of histories and a single ledger with notations that seem to indicate that someone was "skimming off the top" of the tower's expenses. Hanging on the wall above the bed is a banner depicting the Griffin Rampant, the Earial family crest.

If the corpse is disturbed, it will sit up and turn toward the intruders, lifting its hands as if surrendering, a **Vexed Corpse**. If somehow communicated with, the Weasel will speak in a raspy voice spitting out small clouds of corpse dust (see below). He will tell what he knows about the tower history, about his dealings with the Captain of the Guard (whom he hated) and his enemies. If confronted about the discrepancies in the ledger, he will fly into a berserk rage, attacking at +1 and fighting until destroyed.

Under the bed is a small maple box with brass hinges and latch containing 111 gp and a diamond (worth 300 gp). When the Weasel talks, Corpse Dust puffs out of his mouth. This seems innocuous, though irritating, but if breathed in, the Dust will infect the lungs of the victim who will carry a curse the rest of his or her life: when the victim dies, he or she will become a Vexed Corpse. Save (at time of infection and at time of death), Remove Curse or Cure Disease to negate.

Vexed Corpse: hp 13

TOWER MID LEVEL**TOWER UPPER LEVEL****8. The Circle of Symbols**

The oak floor of this room is completely covered in chalk symbols except for a 5' diameter circle in the northern part of the room which contains a human skeleton lying with its arms crossed over its chest. Magic Users, Clerics, Illusionists and the like will recognize the symbols are NOT used in any arcane or holy, or unholy, rituals they are aware of. There is a chance that the symbols will be recognized as belonging to the Northmen as runes of warding against evil. One particular symbol, appearing to be a triple helix, is repeated over and over.

Anyone inside the circle is under the effect of a protection from evil spell. The skeleton is not animate and bears no evidence that any violence was done to it.

If any of the symbols are disturbed (Dexterity check for any creature walking on the floor), 1d6 **Cursed Warriors** will manifest from the walls and attack for 1d4 rounds. Each round, if symbols are disturbed (which is unavoidable unless precautions are taken) an additional 1d6 **Cursed Warriors** will appear and attack. The Warriors will not pursue beyond this chamber or cross into the circle of protection from evil in the north part of the room, though they will menace any creature within the circle. If disengaged from combat, the Warriors will all vanish after 3 rounds of inaction.

Cursed Warriors: 8 hp

9. Noomas the Northman

The simple bedroom of a Northman Shaman whose skeletal body lies on the bed in the tatters of its leather apron and wizard's robe. If the party thoroughly investigates the skeleton, they will note that it is taller than average (almost 7') and the skull is not quite human shaped, elongated and with no holes where the nose should be.

The skeleton is clutching a bone wand, though this will only be found in a full search (**Wand of the North Wind**: 33 charges remain, 1 charge for Gust of Wind, Hold Person [which manifests as a small visible whirlwind]; 3 charges for Wind Walk, Wind Storm [as 6HD Fireball, but a massive sudden whirlwind]; 5 charges for Summon Wind Elemental). The Wand is cursed such that any time it is recharged, it summons a small hostile wind elemental who will attack any living beings within sight for 1d10 rounds or until reduced to 50% of its hit points or less.

Hanging on a wall is an effigy of the Northman Gods: a stone carved in the shape of billowing clouds with giant, amorphous creatures emerging – one wielding a lightning bolt, another a great spear, another a two-pronged great fork. Venerating the effigy (prayer, studying it, etc.) grants a blessing of +1 on all rolls for the next hour.

10. Vigilant Guards

A dozen corpses line the walls around the windows to the west, standing as if watching the horizon. The guards wear rotted and crumbling leather armor (useless) and red and gold tabbards depicting the Rampant Griffin, crest of the Earial family (dirty and torn though serviceable). These are **Avenging Zombies** and 2 rounds after the first mortal enters the room they will turn as one and attack. The Zombies wield longswords that are inscribed along the blade with the griffin of the Earial Family.

Avenging Zombies: hp 9 each

11. Betrayed Captain

Behind a small desk in this bedroom sits husk of the tower's captain who was poisoned long ago when the tower was besieged and, later, abandoned. A silver goblet lays at his feet (search to discover) worth 100 gp but still lined with the powerful poison that killed the captain. Papers in the desk are very brittle from age and will crumble to dust if handled unless some magical means is employed to preserve them. One is a map to the dungeon levels which indicates all secret doors and has annotations in the captain's own hand. The map should probably not be the first sheet they pick up. There are 20 papers in the desk – if they randomly pick up one or more, roll and the map will be sheet #20. Show the players "**The Captain's Map**" handout on page 67 for 30 seconds and then take it back, indicating that it has crumbled to dust unless the players have taken some effort to preserve it).

12. Rooftop

Unremarkable but provides a view of the surrounding area for 15-20 miles, depending on the terrain.



THE STORAGE ROOMS DUNGEON LEVEL 1

This level is carved out of the bedrock. The walls are lined with tan clay bricks, buttressed every so often.

13. The Tapestry of the Earial Blessing

The stone floor of this room has a dozen prayer rugs spread out, seeming to face the massive tapestry hanging on the eastern wall. The prayer rugs are finely crafted and worth 50 gp each (100 gp each if sold to one of the faithful) but are bulky at 20 lbs. each and, rolled up, are 3' long and about a foot in diameter each (being 3'x5' rugs). The Tapestry depicts a mythological king or god standing before the throne of a king (who looks bored) while women look on. Anyone who prays on the prayer rugs while facing this tapestry will receive the benefits of an Aid spell for 24 hours. The Tapestry is huge, very old and fragile. Unless extraordinary means are taken to carefully remove the Tapestry, any handling of it will destroy it (it will begin unraveling and falling to dust). Anyone who handles the tapestry causing damage will fall under a curse (the opposite of the Aid spell, penalties to rolls instead of bonuses, save to negate, remove curse removes).

If somehow removed, the tapestry (which is 9'x15' and weighs about 100 lbs.) is worth 500 gp for its artistic value and 1500 gp to the Church.

14. Storage

Dozens of crates and barrels, untouched for many years, contain dust and worm eaten, moldy fabric. A thorough search will reveal the following items:

An age-worn mace, scratched and beaten from many fights, along with a cracked leather sling-strap. Both of these bear the mark of the Paladins of Saint Ashar, a centuries-old left-hand dagger etched with a sacred prayer to stave off cowardly thoughts, with a crumbling leather sheath and a well-crafted, though stringless, lute (only slightly damaged from worms and mold) with a bottle of oil.

The secret door is made of the same stone that the walls are lined in, with a door-shaped outline that would give it away to any who search. It is not locked or trapped.

15. The Unyeilding Guardians

This room is empty except for two very large **Stone Golems** which flank the stairway leading down to the west. The Golems will attack any who attempt to pass who do not visibly show them the symbol of the Earial family, the Griffin.

Stone Golems: hp 60 each



THE FORGOTTEN ALTAR (DUNGEON LEVEL 2)

The walls here are bare stone, rooms 16-19 chiseled out by hand while 20 and 21 are mostly natural caverns, worked a bit to create stairs and to enlarge archways. Tiny (1"-4") tunnels honeycomb this level and lead up to the surface and down to Dungeon Level 3.

Random Encounters on Dungeon Level 2 are always rats or giant rats (from room 19). If an encounter is indicated, roll on the following chart (remember to deduct any random encounters from the total number in room 19):

Roll 1d6	Encounter	Complication
1	1d4 Rats	Rat bites automatically confer disease (weakness, -1 to all rolls for 1d3 days, save negates).
2	1d4 Rats and 1d3 Giant Rats	Rats are fighting over something (1. Human skull, 2. Leather pouch containing something valuable, 3. Fresh human hand, 4. Corpse of giant rat).
3	1d10 Rats	Rats are fighting each other and if unmolested will fight until one remains with a single hit point.
4	1d8 Rats and 1d4 Giant Rats	Rats stumble and stagger and fall dead.
5	1d6 Giant Rats	Rats explode when killed for 1 hp damage to anyone in 5' radius.
6	Roll 1d4 twice	One rat can speak, though it stutters.

16. Guardroom

A table and four chairs with a dozen or so gnawed on bones. Rat droppings completely cover the floor, piled to several inches deep in places. Beneath one of the piles of rat droppings (1d6 rounds of active searching, save vs. poison each round of searching or contract intestinal disease, -1 on all rolls for 2d12 hours) is a silver medallion, magic, depicting a lion's head roaring (the **Shield of St. Ana**, if attached to a gold chain, confers +2 to all saving throws, if attached to a silver chain confers a +1 to all saving throws and if simply carried confers the effect of a bless spell for one random hour per day). There is a 40% chance that 1d20 rats and 1d8 giant rats will be here sniffing about (from room 19). Making noise in this room means Random Encounter checks are doubled.

17. Dusty Room

No evidence of what his room once was, but the floor has at least an inch of dust covering it, crisscrossed by many, many rodent tracks.

18. Secret Room

This room has a rickety wooden table and four flimsy chairs and racks of torture implements. The table and the floor have very old dark stains on them. The door to the west (room 19) is very heavy, iron bound and locked with a heavy, complicated lock (the key is long lost). If this door is opened, the rats in room 19 will swarm through the door, attempting to devour any living thing they encounter.

19. The Lost Soul

This room is infested with rats, piled high with bits of paper, cloth, wood, bones, and, literally, tons of other detritus. 112 Rats and 43 Giant Rats call this filth home and will attack any who approach this chamber.

Buried under the waste is a human skeleton chained to the west wall. If the skeleton is disturbed (as might happen when someone searches the room), the disembodied spirit of the prisoner will rise up and attack. This is an **Anguished Spirit**.

Among the piles of waste might be found:

A bottle of brandy, a small clay pot of unspoiled milk sealed with wax, an iron ring etched with devotions to Saint Ashar, a master key for every door in the tower and dungeons, a bone flute carved with images of death.

Anguished Spirit: hp 22

20. The Cavern of the Yan-Palath

This huge natural cavern is home to a trapped demonic creature called **Yan-Palath**, a Blood Demon. He is 12' tall with reddish-black skin and massive horns curling around his face. His mouth is filled with wickedly sharp fangs and broken, withered wings extend from his shoulders.

Yan has had no mortal contact in decades (since the last thief made his way through here who was “an unpleasant, crafty young man... who never returned...”) and only sporadically since the fall of the tower generations ago. He is somewhat mad, but will not automatically attack anyone who enters the cavern, preferring to engage in some intelligent conversation. He has been attempting to teach the rats who occasionally skitter through the cavern to speak (and may have been successful, though the couple rats who do speak tend to stutter). In fact, unless intruders force their way in or are threatening in some way, Yan-Palath will be holding a giant rat and speaking in a high, squeaky voice, trying to evoke a response.

Yan-Palath will welcome any intelligent intruders as if they were long-lost friends, though his speech tends to be filled with sinister innuendo (he doesn’t realize how off-putting these phrases are). If he gets bored with a conversation or is threatened he will fly into a chaotic rage and try to kill or drive off the intruders.

Yan-Palath nests on the plateau in the southeast corner of the cavern. The nest is similar to a paper wasp hive, though this appears to be made of the remains of dozens and dozens of mummified creatures. Dried faces stare sightlessly and desiccated hands reach lifelessly from the walls of the nest. A 4' diameter hole gains access to a chaotic mess of offal bones and some unidentifiable goo.

Yan-Palath: hp 55

A thorough search turns up:

5654 sp, 8765 gp, Potion of Healing, Oil of Slipperiness, Elixir of Life, Spell Scroll (Blur, Dancing Lights), 30 feet of lead chain, A leather quiver embossed with a Griffin containing 15 crossbow bolts, A grappling hook, 90 feet of rope, A censer marked with stars and stylized suns, A half-eaten jar of incense, 4 Gold Candlesticks (worth 50 gp each), A Gold Chalice (worth 120 gp, but is engraved with blasphemies and curses against St. Ashar), An ancient brass ring (worth 10 gp, but if cleaned carefully an inscription on the inside says, "His Majesty of the Royal House of Earial, Garthal the Magnificent" and is worth 1000 gp to a collector and to the current High King, it is worth a ransom)

21. The Altar of Arwas-Dar

On this raised platform is a stained and damaged altar, though no other items of religious ceremony are here. Carvings on the Altar indicate that it is dedicated to the worship of Arwas-Dar.

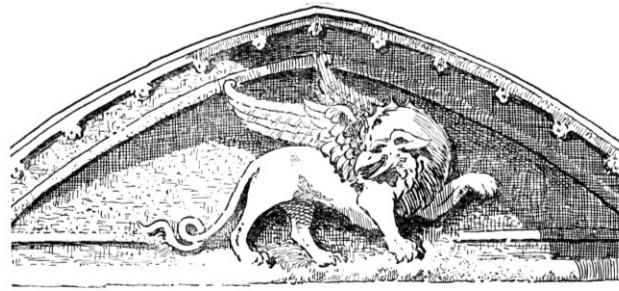
The secret door is unlocked and unguarded. The stairs lead down to Dungeon Level 3.

THE TOMB OF THE FALLEN QUEEN (DUNGEON LEVEL 3)

22. Entrance to the Tomb

Like the main entrance to the Tower, above the door leading to the entrance of this chamber is a bas relief griffin (the Earial Royal Family Crest). If the Key of Arwas Dar passes under the carving not in the possession of a member of the Royal Family, an actual **griffin** will spring from the carving within 1d6 turns and will be unerringly drawn toward the key. The griffin will attack anyone who possesses the key and will fight until dead or in possession of the key. If the griffin retrieves the key, it will fly it directly back to its cradle (room 8) and die there. If the griffin is killed attempting to retrieve the key, another griffin will leap out of the carving in 1d6 turns and fly directly toward the possessor of the key. This will repeat until the key is returned or a powerful remove curse is cast (at least 14th level). See room 8 for full details about the key. Anyone bearing any of the remains of Lystia (see 8 and 11) can leave the complex without being attacked by a griffin.

Griffin(s): hp 37 each



23. The Cave of the Fallen Queen

The walls are roughhewn. A huge dark stain covers the middle of the uneven floor. The stain is shaped (if anyone cares to pay attention) vaguely like a 12' tall person with legs splayed and arms raised overhead. To the left of the chamber are five small piles of animal bones, neatly arranged. The ceiling glows with a pale, dim, green.

Every sound in this room is amplified ten times – drawing the attention of the Priestesses in room 2 and the guardians in room 5. 3 rounds after the first noise is made in the room, 4 priestesses will enter the room silently and attack anyone who does not bear the Griffin seal somewhere. Three rounds later (round 6) 2 guardians from room 5 will come to investigate. If the priestesses have been dispatched, they will howl and attack. If even a single priestess is engaged in combat, they will return to their chamber. Five rounds later (Round 11), 4 additional priestesses will move into this chamber and attack (the other priestess, the one with 17 hp, will summon the Guardians of the Queen's Secret, room 3 and then will warn the Final Guardian of the Secret, room 9, of the intruders and wait with the Final Guardian to repel any intruders). All these creatures fight until either they or the intruders are destroyed.

If any living creature steps on the stain on the floor, the ghostly form of a **giant barbarian queen** rises up and stands in front of the north archway, holding a wicked looking sword. The ghostly image will do nothing unless a living creature tries to pass it, at which time it will attack as a 12 HD creature. Successful attacks do no direct damage, but throw the victim 2d12 feet (for possible damage). The ghostly visage cannot be hit but returns to its resting place one round after the last living creature leaves the chamber.

Beneath each bone pile is a **human skull** which will radiate faintly of magic if detected. The skulls, stripped clean and polished to a bright white, are able to talk, though they will not do so unless all five are rescued from the piles. Each skull speaks a different language (GM's choice) and all speak in unison (that is, they will say the same thing in all five languages at the same time). The skulls will only function if all five are within 50' of one another and within line of sight with one another. Dispel magic of any level cast within 10' of any single skull will negate the magic of all five, permanently. (**The Five Voices of the Lost City**)

24. The Priestesses of the First Silver

Coming down the steps from the Cave of the Fallen Queen (1), to the left is an alcove about 10' in diameter, to the right the room opens up into a large space. This whole area is unlit.

9 Priestesses of the First Silver haunt this chamber, though it is likely that 4 or 8 of them have already moved into room 1 and one is in room 9 (see room 1 and 9 for details). They were the vestal guardians of the remains of the Fallen Queen, before the King returned too late, cursing this whole place. They wear tatters of white and silver silk robes, and each wears a silver torc which has melded into their rotted flesh and a granite ring on the middle finger of their left hands. They attack with seductive whispers (treat as charm person), drawing their prey close enough for their claws and bite. Priestesses of the First Silver are immune to silver and magical attacks, but can be hit by non-magical steel and iron do full damage (that is, a weapon that would do 1d6 damage does 6 full points of damage with every hit).

The silver torcs are magical (**Torcs of the Silver Priestesses**), bestows undead with immunity to magic and silver, gives mortals a +1 to AC and saves vs. magic spells, magic items, magic weapons and silver. The torcs are embedded in the flesh of the priestesses and there is a 50% chance of damaging them when removing them unless some powerful magical method is used. Fire of any type will melt the torcs making them useless, though the base value of the silver in the torcs is 340 gp each.

The rings are **Rings of the Stone Guardians** in area 5. Any being wearing the granite rings will be protected from stone creatures (like the spell Protection from Evil, 5' radius).

The remains of twenty wooden beds are piled against the east wall. Buried in the rubble are four prayer books (**St. Ashan's Devotions**, worth pennies to a book collector, but to the devout of St. Ashan, worth 200 gp each because reading the books confers the effect of the following spells for four hours each, once a week: volume 1: bless; volume 2: +1 to Wisdom; volume 3: protection from evil; volume 4: remove fear. The books must be read sequentially for the benefits to be incurred (that is, one cannot read volume 4 to receive the benefit of remove fear without reading volumes 1-3 first, and books cannot be re-read until all the sequence has been completed).

The shallow alcoves in the Southwest corner of the room each have frescoes painted on the walls depicting the birth of a baby girl (south) and the death of a young woman (west).

The corner of the room (the space between the alcoves) has magically invisible writing from the ceiling to the floor which says:

*Born in pain and death,
Her heart though innocent
Was haunted by regret.*

*Her secret must be hid
Her sins for her alone
The saints will all bemoan*

*But with the key of Dar
She found her solace true
In death forever new*

*No mortal tongue must speak
The words of Lystia's shame
Or utter her damned name*

If anyone reads the words out loud, the tragic life of Lystia, Queen of House of Earial will flash before everyone in the room as a ghostly morality play in the middle of the great chamber, as dim light fills the space (when she was born her mother died in childbirth, at her christening she was cursed by a witch, she fell in love with the youngest son of her father's greatest enemy and married him, she was exiled by her angry father to a wilderness tower guarded by silent priestesses where she took her own life just hours before her father, repentant, sent for her to recall her to his side). Following the ghostly drama a final verse will appear beneath the magical writing in the corner:

*Let no mortal voice or eye
Recount the tragic life
Or speak of Lystia's plight.*

When this final verse appears, all five verses become permanently visible. All mortal beings in the chamber are cursed with a powerful curse. They cannot leave the tomb complex (a powerful force field will block them from leaving the steps out of room 1 and teleport, dimension door, passwall and other such magic will malfunction, returning anyone so magicked to some random room in the tomb complex, and so on). The curse can be negated by Remove Curse cast at 12th level, dispel magic cast at 14th level or a wish or similar magic, or by overcoming the Final Guardian of the Queen's Secret (room 9).

The Priestess with 18 hp has keys for all the doors in this complex on a ring sewn into her left arm.

Priestesses of the First Silver (9): 8, 13, 13, 13, 13, 13, 14, 17(summons guardians), 18

25. The Guardians of the Secret

Nine pulsating, slime dripping cocoons hang on the walls here (two on the south wall, 6 on the angled south east wall, one on the east wall).

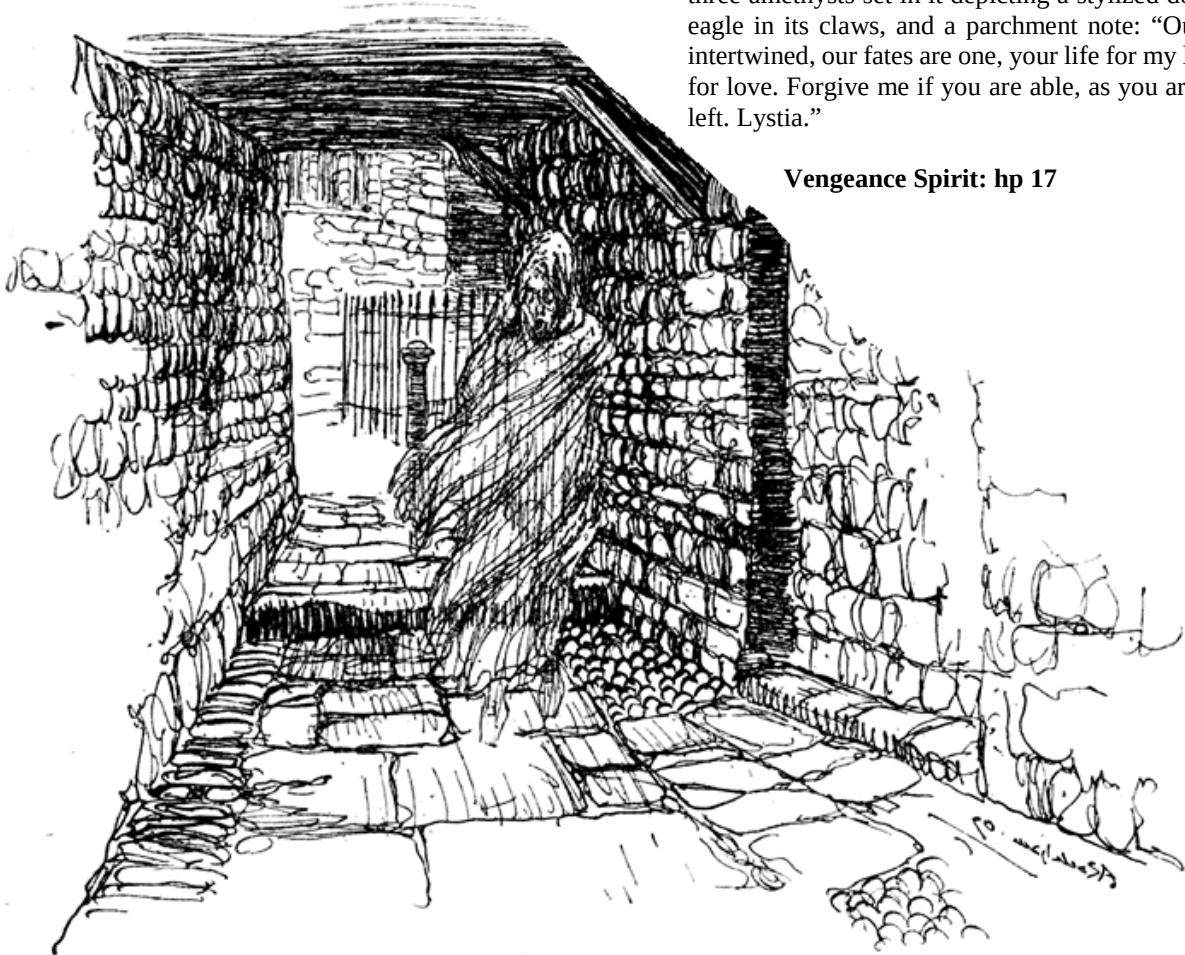
If unwarned by a Priestess of the First Silver, the Nine **Guardians of the Secret (Gar-Ganjer, common)** hang in these cocoons, dormant. They begin emerging from the cocoons 3 rounds after the first mortal being enters the room, hissing and clawing at the air for one round as they drop to the floor, then closing to attack with their diseased touch and withering breath.

If warned by a priestess, one Gar-Ganger stands in front of the slanted southeast wall hissing and clawing at the air as intruders enter, while the other eight Gar-Ganger hang from the ceiling above the northwest door, dropping on intruders one round after the first enters the room.

Gar-Ganger will pursue their quarry throughout this complex though they are magically bound to not climb the stairs out of room 1.

The doors in the north wall and the southwest wall are locked.

Gar-Ganjer, Common (9): 2, 3, 5, 5, 6, 6, 9, 10, 13

**26. The Fate of the High Priestess**

The hallway to this room is scrawled with warnings, written in some kind of green, glowing script. "The souls are lost" "Betrayal and death, the fate of all mortals" "Life is withering grass, mortality is blood and death".

This room has been completely ransacked, the furniture destroyed and burned. Hanging from the ceiling in the center of this room is the corpse of the High Priestess, swaying slightly, rotting flesh peeling from the bones. Beneath the hanging body is a large black mass, like the moldy remains of a burned rug. If cut down, the corpse will animate but will not attack. It is mute, but will try to communicate its willingness to help the party through halting sign language. This is a **Vengeance Spirit**, an undead creature killed in an act of betrayal who rises to seek vengeance. The High Priestess (Tarasha) is convinced that she was betrayed by the King and will join the party if she has a chance to attack him (room 7). Once Tarasha has wreaked her vengeance, her spirit will leave the body behind, with a blessing for those who helped her (+1 on the next 5 rolls). She will not enter room 9.

A trap door is hidden by the ruin on the floor beneath the corpse. In the hollow space is a small iron-bound chest which is trapped (poison needle on the latch – save vs. poison or lose 1 hp per round for 5d6 rounds, save for half damage). The chest contains 88 gp, 9 pp, a silver pin with three amethysts set in it depicting a stylized dove with an eagle in its claws, and a parchment note: "Our lives are intertwined, our fates are one, your life for my life, my life for love. Forgive me if you are able, as you are all I have left. Lystia."

Vengeance Spirit: hp 17

27. The Four Pillars of the World

Four irregularly shaped pillars hold up the ceiling in the southern half of this natural chamber. The pillars have faceless, vaguely humanoid shapes with arms overhead as if holding up the ceiling.

Normally, a **Stone Guardian** dwells inside each of these pillars. Currently, one Stone Guardian has wedged its body against the door in the west wall.

When summoned (either by combat in room one or by a mortal being crossing the threshold of this chamber), the other three Stone Guardians phase out of the stone of the pillars in one round and then soundlessly attack intruders (they somehow slide across the stone floor without making any sound at all, and they do not speak). They will not come to the aid of any other creature in this complex, and they will not move beyond the stairway entrance to room 1. They will pursue any creature they have engaged anywhere in the complex except past the west door. If intruders pass through the west door, any Stone Guardian(s) who had engaged the intruders will block the door from this side, not allowing it to be opened or passed.

Stone Guardians: hp 18, 20 (holding the door), 28, 33

28. The Tainted Well

Halfway up the hallway leading into this large room is a grate in the floor, about 3' square. Whatever is below can't be seen (the channel through the floor/ceiling between this area and room 8 narrows and twists in such a way that there is no line of sight between the two areas). The grate can be easily lifted (14 Strength) and the hole can be crawled into, but it twists and then halfway down (about 6') narrows to nine 8" holes bored through solid rock for 7' to the ceiling of room 8 (massive concussive force – like a fire ball or lightning bolt – would be sufficient to break through the rock).

A slimy, foul smelling trail of green algae and rot snakes across the floor from the grate all the way through room 6 to the well in northern part of room 6.

The well itself is a stone circle, 3' high covered in the green, rotting slime as is the floor for a couple feet around the well.

The well drops 14' through solid stone, then another 18' to the surface of the deep pool below (room 10). Water drawn through this well will radiate faint magic if detected and any mortal who drinks such water will be magically poisoned to lose 1 hp per day (permanent, cannot be healed) until both a cure poison type spell and a dispel magic spell are cast on the victim, then healing happens normally up to their natural hit point total.

Descending the Well

From "The Monster of the Prophecy" by Clark Ashton Smith

They came to the final step of the stairway, where, in a vast vault, an abyss whose bottom was not discernible yawned in the center of the floor. On its edge there stood a fantastic sort of windlass on which was wound an immense coil of blackish rope.

The end of this rope was now tied about Alvor's ankles, and he was lowered head downward into the gulf by the inquisitors. The sides were not luminous like those of the stairway, and he could see nothing. But, as he descended into the gulf, the terrible discomfort of his position was increased by sensations of an ulterior origin. He felt that he was passing through a kind of hairy material with numberless filaments that clung to his head and body and limbs like minute tentacles, and whose contact gave rise to an immediate itching. The substance impeded him more and more, till at last he was held immovably suspended as in a net, and all the while the separate hairs seemed to be biting into his flesh with a million microscopic teeth, till the initial itching was followed by a burning and a deep convulsive throbbing more exquisitely painful than the flames of an auto da fe. The poet learned long afterward that the material into which he had been lowered was a subterranean organism, half vegetable, half animal, which grew from the side of the gulf, with long mobile feelers that were extremely poisonous to the touch. But at the time, not the least of the horrors he underwent was the uncertainty as to its precise nature.

After he had hung for quite a while in this agonizing web, and had become almost unconscious from the pain and the unnatural position, Alvor felt that he was being drawn upward. A thousand of the fine thread-like tentacles clung to him and his whole body was encircled with a mesh of insufferable pangs as he broke loose from them. He swooned with the intensity of this pain, and when he recovered, he was lying on the floor at the edge of the gulf, and one of the priests was prodding him with a many-pointed weapon.

Any mortal creature who passes through the well (either from below or above) experiences the touch of thousands of hair-like filaments which stick to the person. The filaments get thicker as to be nearly impassable toward the middle of the shaft. While they do no damage, the victim passing through will continually feel an itching sensation on their skin and will have a necromantic curse placed on him or her: when the being dies, he or she will rise at the next midnight as a Vengeance Spirit. (see sidebar "Descending the Well" for a sample description of passing through the well).

29. The Hall of the Queen's Condemnation

The door from room 5 is normally blocked by one of the Stone Guardians in room 5. It would take a combined 60 Strength points to move the door from this side if the Guardian is still present, otherwise, it is easily openable to anyone not cursed by the Soul Candles (see below).

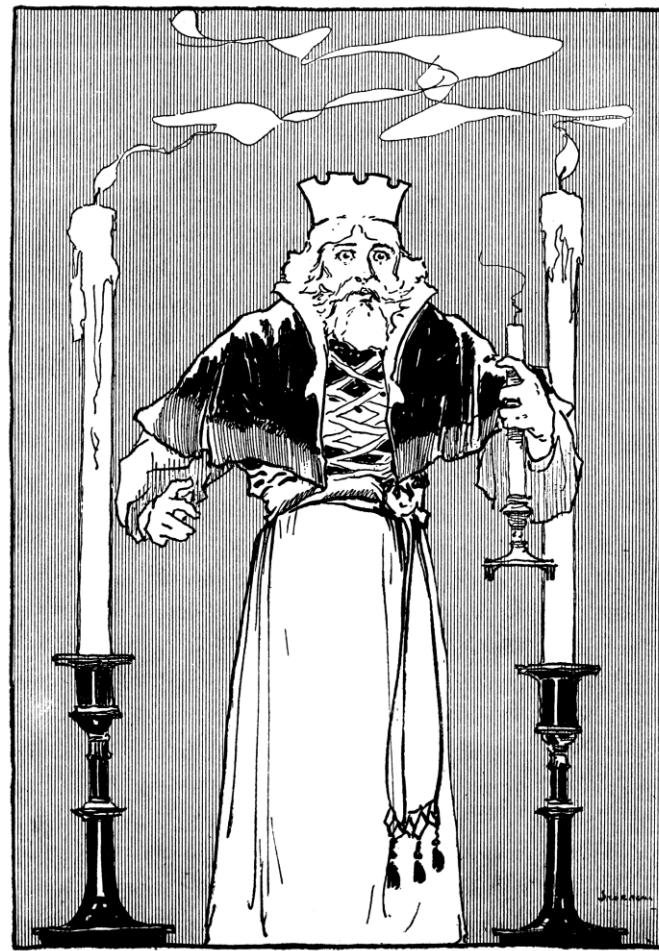
North of the two pillars at the center of the room, the floor is completely covered in rotted, decaying flower petals to a depth of 3 inches. At the far south end of the room are three candles burning, two very tall, and the third a taper held in the hand of a shadowy figure. The shadowy figure (the King, see below) will not respond to any speaking or any attacks. He will stand staring at the intruders with a vapid smile on his face. If the intruders come from the door, the shadowy figure will not be helpful in any way.

Beneath the petals in the northern half of the room are hundreds of glass shards from broken vases. Unprotected feet (bare feet) have a 70% chance per step and barely protected feet (slippers, other cloth shoes) have a 45% chance per step to be cut by the glass with a 1-in-8 chance to become diseased (a rotting flesh disease which poisons the blood – lose 1 hp every 6 hours until a cure poison or cure disease type spell is cast). Leather and metal booted feet suffer no ill effects, but glass crunches underfoot with almost every step.

The two square pillars in the center of the room are different from the grey granite of the rest of this dungeon: they are highly polished black marble with white veining. The sides facing one another are scored and scarred, as if hit repeatedly and violently.

Any creature that passes the pillars from north to south cannot pass them again south to north. Attempting to do so teleports the being 180 degrees, so he/she is facing south again. Dispel magic of at least 8th level (or greater magic, such as a wish) can negate the effect for one pillar for a number of rounds equal to the caster level of the spell (allowing creatures to pass on the outside of said pillar – that is between the pillar and the outside wall).

The Shadowy figure, the King, is cursed to remain in this room holding an ever burning candle that has entrapped his soul. He never ages, needs no food or sleep (he is essentially trapped in time) and has been driven quite mad by his cursed imprisonment. The only way to release him from this fate is to extinguish all three candles simultaneously. The catch is (and he does not know this) that the flame can only be extinguished by a magical flame – even something as simple as a flame cantrip, or the flaming blade of a magical sword, the flame of a magical lamp, etc. Anyone holding the Soul Candle when all three are lit simultaneously becomes trapped in a moment in time (never aging, needing no sleep, etc.), but every day at midnight, their day “resets” and after the first full day, they are lost in time to everyone who knew him or her (that is, only strangers can encounter this being after the first day of entrapment, though the entrapped person relives that day over and over again – in the King’s case, he relives the day of his daughter’s death for eternity). When the Soul Candles are extinguished, time “catches up” with the bearer of the candle. If enough time has passed that his or her natural life span has passed, the being dies. If centuries pass, the being dies, then decays to an appropriate point, one round per decade that has passed...



The GM should be prepared to improvise the actions of the King, based on what time of day it is. The King interacts with invisible phantoms, responding to unheard questions and flying into rage or into sobbing despair at times with no obvious provocation. He will at some point try to cross to the northern end of the chamber with the intent to go to see his daughter’s body, will get caught in the trap, and will beat and hammer the insides of the two pillars, then collapse and fall into a heap of inconsolable sobbing. Once midnight strikes, the king and candles will simply disappear, having “reset” the king’s day, though the trap at the pillars remains.

30. The Hall of the Key

This long hall has a statue depicting a man carrying a strange burden on his back in each of the recesses, raised up on stepped daises 3 feet above the main floor. Bones are scattered about the room and the floor is darker than the surrounding stone, and slippery.

Walking on the main floor is uncertain but only those with a below average Dexterity have any trouble (Dex check for every 20' walked). Running or fighting on the floor means Dex checks for every round (bonuses or penalties are applied to the checks).

The bones are mostly griffin bones, with human bones intermixed. If investigated carefully, the bones are found to be full skeletons of five griffins and five headless human skeletons. Hidden under one pile of bones, directly under the holes in the ceiling which connect to the grate in area 6 above, is a 3" diameter hole which leads down to room 11 below. It is slimy and slippery.

A small secret door, disguised as a stone block, is in the exact center of the eastern wall. If the wall is inspected, the block has some tool marks and scrapes which may be detected (from the previous five thieves who broke in and stole the key). Inside the hollow space behind the secret door is the **Key of Arwas-Dar**, a 9" diameter obsidian disc, about 3" thick, shaped as a stylized sun inset with 30 diamonds, each worth 2,000 gp. The disc is magical, and opens the Lock of Arwas-Dar (which is an as yet unwritten adventure).

The door is magically trapped. When the key is removed by anyone other than Lystia from the hollow space, the two doors between this room and room 7 close and magically lock (at 21st caster level). Water begins geysering up from the cave at 10, through the well at 6 and flows down through the ceiling in the eastern end of the room. The water is deadly to human flesh, but animates the bones of the fallen creatures in this room. The water rises 1" per round up to the 3' height of the daises which hold the statues in the alcoves. After 8 rounds, the bones animate into griffin and headless human skeletons which attack any intruders. Any living creature touching the water loses 1 hp per round while undead in contact with the water are unable to be turned and gains +1 on all rolls.

Putting the key back in the hollow space not only stops the flow of the water, but opens the drain in the floor, which will drain at the rate of 1" per round.

There are two expected ways to exit the room. The first is simply to open the secret door in the south wall which is not locked or trapped, though any skeletons animated will pursue the intruders if at all possible. The other method is to remove the key, or, better, have Lystia remove the key – or at least be in possession of some of her mortal remains when extracting the key, which will not set off the trap, will cow all of the guardians of this complex, and disable the griffin trap at the entrance.



The statues in the alcoves each have a hollow space in the strange shaped objects they carry. If the remains of Queen Lystia are placed in these six containers, the curse on this complex will be lifted, the king will die, the guardian Kith-San (room 9) will be released and the other undead and guardians of the complex will collapse in a screaming heap of decayed flesh (see 9 and 11 for details). Doing so will not deactivate the trap set on the key, however.

31. The Guardian of the Fallen Queen's Secret

The steps down from Room 3 are highly polished marble, straight and even, with a deep blue carpet running down the center. The cavern has a pale blue carpet covering the entire floor (back into area 10) and 9 blue globes suspended in the air high above glowing brightly. The cavern is filled with grand furniture: a long oak table with at least a dozen chairs, overstuffed couches and chairs, tables filled with knickknacks and baubles. Standing, smiling, in the midst of this, is a very small man with a very long beard.

All of this is illusion. The “furniture” is roughhewn stone and the floor is covered in sand. The illusory carpeting covers the water-filled chamber to the north (area 10) which appears empty of anything interesting and the illusion covers the archway leading to room 11.

The man is **Kith-San**, the immortal trickster (illusionist, with charm-voice) who is the guardian of the fallen queen's story. Kith-San is very congenial, and will be so even if attacked.

If the illusion of his appearance is dispelled, he will be revealed for only a moment (the blink of an eye) as a completely blank faced small, grey humanoid. Immediately his visage will change to that of a trollish-looking human (his appearance, while illusion, is subject to be disbelieved without being dispelled – that is, his opponents may know that his appearance is illusory, but that does not make the illusion go away – dispel magic makes the illusion go away, but only for a fraction of a second, replaced by yet another illusory visage).

Kith-San will offer the party sumptuous food and flagons of sweet wine – all illusory of course (being actually old cheese and water) but safe enough to eat. He will allow them to rest on the couches and chairs if they like (there are enough stuffed couches here for every member of the party if they choose). They are quite safe here, even if one of the Priestesses of the First Silver has come here (as she is hiding in the water, see room 32).

Kith-San will tell intruders anything they want to know about the complex, about the fallen queen, about the king and so forth. He will not speak of the Key of Arwas-Dar or reveal anything about the Fallen Queen's physical remains (area 33) or spirit (area 32), however.



If asked directly about the Queen he will tell her story and at some point he will speak of the Prophecy of Arwas-Dar and relate it:

*Born in death to know despair
Love is darkness and fear
Rage of angels, rage of demons
Wrath of a love ignored*

*She will be lost and found
And lost again
Touched by the light
Consumed by the dark*

*She will embrace her rival
And scorn her own
Through exile and tears
Tomorrow is forfeit*

*And when her hand has
Moved her beyond reach
She will be borne by the
Bearers of Eternal Life
Even in her Eternal Death*

He can relate much of her story – her mother's death in childbirth, marrying her father's rival's son, her exile and suicide and her father's (too late) change of heart...

He doesn't know what the last stanza means – it has not been fulfilled.

Kith-San will be helpful and gracious... unless someone tries to go to either area 10 or 11, or if attacked. In either case, he will use all the magic he has at his disposal to drive off or destroy the intruders. If necessary, he will try to force them into the water at area 10 (and the waiting Priestess from room 2, if she is here).

Beneath his weird turban, Kith-San wears the **Broken Silver Crown** which controls the undead **Wrath Corpse**, should the princess rise as such (see area 33).

Kith-San will fight to the death as his task is to protect the Fallen Queen's story.

Kith-San: HD 8; hp 41; AC 2[17]; Atk +2 sword (1d8+2), spell-like effects; Move 12; Save 12; CL/XP 8/1100; Special: Spell-like effects (charm [voice], feblemind, ESP, mirror image, burning hands, web, curse – all at 10th caster level, 3/day each, 1/round).

32. The Deadly Pool

Normally, this room is covered by the illusion of a solid, blue carpeted floor. If **Kith-San** has been killed or incapacitated, the illusion disappears. This chamber has a high ceiling and a very deep pool of magically poisonous water. Anyone who touches the water takes 1 hp damage per round while in contact with the water. Undead in contact with the water cannot be turned and gain +1 on all rolls. If the **Priestess of the First Silver** is hiding here, she will attack with her claws and bite from beneath the water, hitting ankles, knees, etc. as she is able.

Directly beneath the well opening (from room 6 above), 90' below the surface of the water is a 2' diameter unbreakable glass globe in which is a faintly glowing mist. This globe contains the Spirit of Lystia, the Fallen Queen. If the globe is taken to room 11, or if the remains of the Queen are brought to the pool, the Fallen Queen's remains will animate as an undead creature (see 11 for details). Most normal and magical attacks will not harm the globe, though powerful magic (such as a wish or alter reality spell) would work.

Priestess of the First Silver: hp 17

33. Melancholy

A clear dark, slippery stain runs down the steps, originating from the drain in the floor at room 8.

This is a rough carved chamber, cut from solid rock. The eastern half is unfinished and undecorated. The western half of the room has unfinished walls, but the floor has deep carpeting, there are five stuffed chairs, several tables and a huge four poster, curtained bed.

All of this is real. On the bed are the mortal remains of Lystia, the Fallen Queen. She appears to be simply sleeping, dressed in royal blue with a simple silver crown upon her head.

Close inspection reveals that her body is actually cut into pieces (this will be most notable at the neck, of course but also probably at the shoulders): Head, torso, arms, legs. Six pieces. If the globe containing Lystia's spirit is brought into this room, the body will animate into an undead creature, a **Wrath Corpse**, which will attack any living creature in the Tomb level. Note that the Wrath Corpse is totally under control of the wearer of the **Broken Silver Crown**, on the head of Kith-San when the adventure begins, but player actions may have changed that.

Wrath Corpse: 29



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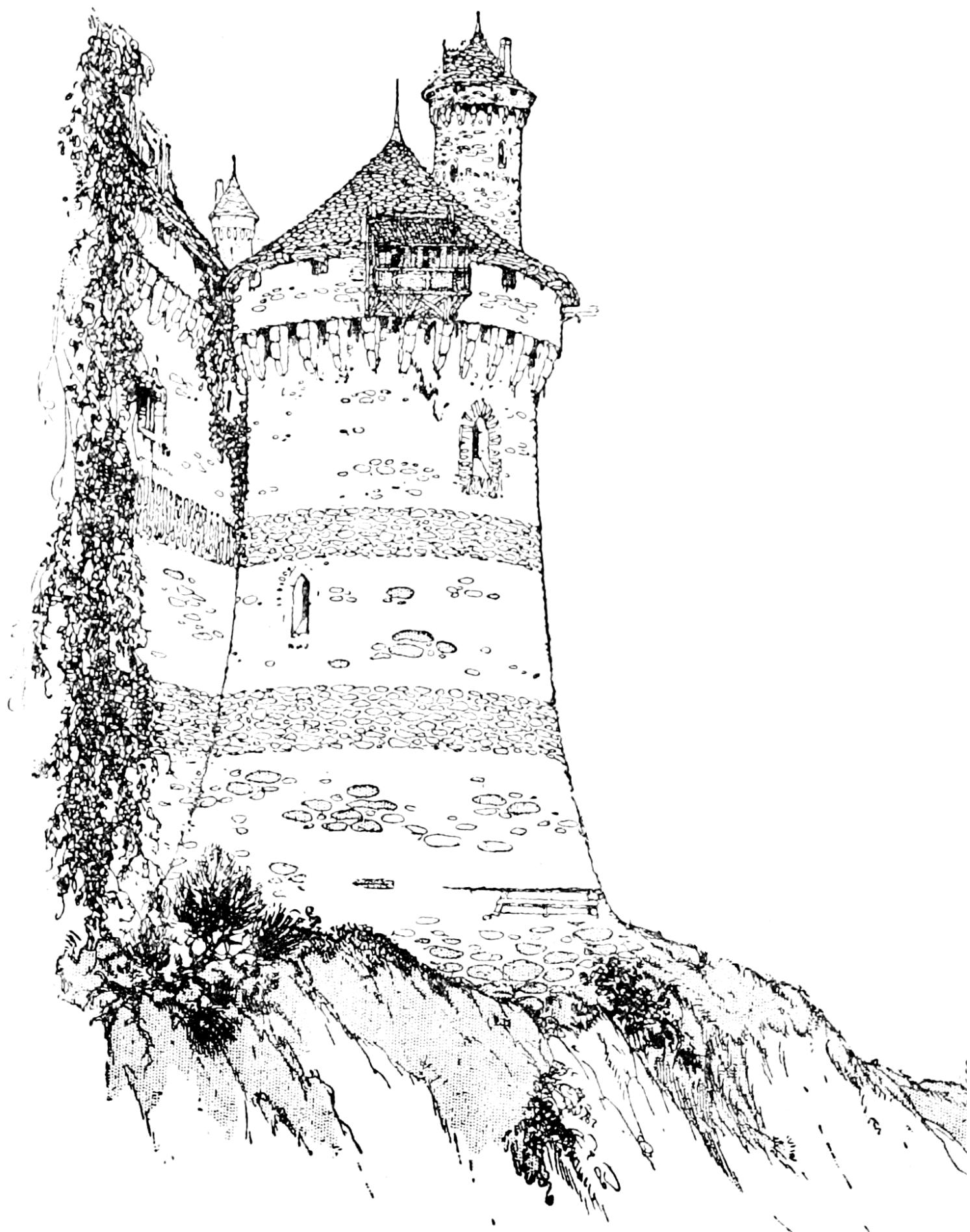
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APPENDIX: NEW ITEMS

Ashar's Bane: The blade of this finely crafted longsword is engraved with secret runes which glow pale green in full moonlight. The runes spell out a curse against devotees of St. Ashar (save vs. magic or permanently lose a random sense: 1. Sight, 2. Smell, 3. Hearing, 4. Touch, 5. Taste, 6. All senses). The sword is +1/+3 vs. followers of St. Ashar. The wielder can detect evil/good 10' radius 3/day and the when concentrated upon, the sword will unerringly point north. On a natural 20 on an attack roll, the sword will Drain Life of the victim (transferring the hit points scored on the victim to the wielder of the sword, even above his or her original maximum hit points, for 1d6 turns – however, these bonus “hit points” are lost last, and if the wielder is reduced to 0 or fewer hit points when the effect wears off, the mortal being dies to rise as a Wraith on the next full moon). Ashar's Bane is an evil sword and daily saves must be made or the wielder will become more evil with each passing day.

Bag of Coins: This small coin pouch generates different coins every day at midnight. Any coins in the pouch at midnight disappear, replaced with 1d10 random coins.

- 1. Gold
- 2.-3. Silver
- 4.-10. Copper

Bag of Infinite Fuel: This small leather pouch is embroidered with stylized flames. Inside is a coarse whitish powder. Daily 1d8 pinches of the powder will be available. A pinch of the powder can be ignited by simply coming into contact with a flammable item (such as wood, paper or leather). The powder burns for 1d4 rounds with a smoky flame, igniting anything flammable it touches. If thrown, the target can save vs. magic with a +4 bonus to avoid the powder. If the outside of the bag comes into contact with the powder, it will explode causing 10d10 hp damage to anyone holding the bag and 10d4 hp damage to all others within a 10' radius (save for half).

Band of Stealth: This is a simple gold band with the word “Silence” inscribed on the inside. Wearing the ring confers a 25% bonus to the wearer's ability to move silently.

Bond Rings: This matched set of gold rings, one sized and styled for a man, the other for a woman. The outside of the bands are inscribed with roses and robins and inside each is inscribed the word, “Forever.” They detect as magical. Any two mortal beings (regardless of gender) who wear the rings will have an emotional bond (they can sense each other's emotions if they concentrate, strong emotions might overwhelm the other ring wearer). Treat all interactions between the two ring wearers as if they each have a Charisma of 20.

The Bracelet of St. Misha the Pure: This bracelet is made up of silver wire intertwined in complicated knots, worth perhaps 500 gp. Anyone trained or gifted in knot magic will recognize the knots as magical sigils of binding, though the item itself does not radiate magic (unless held in conjunction with the Ring, see below). Inscribed on the inside of the bracelet is the word, “Remain.” When used with the Ring, the pair of items functions as a powerful binding spell which, when placed on the corpse of a mortal being who was killed by an undead creature, prevents the corpse from rising as an undead creature. As soon as the bracelet is removed, such a corpse will immediately rise as an undead creature and will attempt to bat away the bracelet to prevent it from being placed back on the corpse. During melee with the undead creature (assuming it is corporeal), the bracelet may be successfully replaced on the corpse with a successful unarmed attack roll (made with a -2 penalty).

Broken Silver Crown: This small silver crown has a dozen emeralds set in it and is split across the front, with a small piece obviously missing from the face of the crown. A being who wears the broken crown can control a single undead creature. If the crown were somehow repaired, the wearer would be able to control a number of undead equal to their level (regardless of the undead Hit Dice). This powerful relic comes with a price, however: the wearer must remain within 500' of the burial place of the controlled undead being(s). Leaving the area causes the control to be broken. Formerly controlled undead will unerringly know where to find the creature who had controlled them and will seek him or her out and attack relentlessly.

The Coin of Wishing: These coins are extremely rare, having been enchanted by lying in the bottom of the Wishing Well in the Golden King's Garden for centuries. Simple copper coins, a coin of wishing has a stylized wheel on the face and a laughing demon is depicted on the obverse. The Coin of Wishing grants one wish for a mortal, after which the Coin becomes lost or misplaced (magically). The mortal has exactly a year to make his or her wish after which time the coin will become lost, even if a wish has not been made. The coin becomes “attuned” to the last person who touches it with bare skin. If the words “I wish” are uttered, the coin will attempt to make that wish come true, using as literal an interpretation as possible, though not trying to “stick it” to the wisher in any intentional way.

Dagger of the Nighthawk: Forged from a blackened steel, this long bladed dagger is razor sharp. Its hilt is wrapped in black leather. The dagger reflects no light. A dagger +2, in the hands of a thief the Dagger of the Nighthawk delivers double damage with every successful hit.

Fiery Sheath: This rough woolen alb is woven of red, orange and yellow threads, seemingly at random. The Fiery Sheath gives the wearer a +4 bonus to saves against natural and magical fire and on a natural 20 roll for save reflects the fire back at its source, natural or otherwise.

The Five Voices of the Lost City: These five human skulls are stripped clean and polished to a shine. They are able to talk, though they will not do so unless all five are within 50' of one another. Each of the skulls speaks a different language, and all five always speak at the same time, in their respective languages. They understand only the languages they speak and cannot be taught new languages. If dispel magic is cast within 10' of any skull all five will lose their magic permanently. It is rumored that many sets of these skulls were fashioned by a necromancer eons ago.

Flameband: This wide gold band is set with a large ruby and has settings for five smaller stones. If flawless rubies worth at least 200 gp each are placed in the smaller settings and any kind of magic spell is cast upon the stones, assuming the large ruby is undisturbed, the smaller rubies can be used as a weapon. If removed from their setting and touched to the large ruby, they can be thrown as a 2 HD fireball. If the large ruby is ever smashed, it will explode as a 2d12 HD fireball.

Fortress Bag: This small leather bag always contains a 1" square miniature stone castle. Throwing the stone on the ground causes an illusion of a full scale castle to appear. The illusory castle has no physical substance and appears uninhabited. The illusion lasts 20 minutes or until the castle stone is touched. If a castle stone is ever lost or destroyed, another will appear in the bag at noon on the following day.

Galvan's Plate: This full suit of platemail glows with a pale blue light all the time. It is Plate +1 and the wearer gains the effect of Protection from Normal Missiles.

Ignitor: This large, but very flawed, diamond is perhaps worth 100 gp to the right buyer (who would almost certainly cut it into smaller diamonds, thus destroying its magic). When any light source is shined through the gem, the beam of light thus created will ignite any flammable material toward which it is directed. It takes 4 rounds for paper to ignite, 8 rounds for wood, etc.

King's Keys/Keys of the King: King's Keys: King's Keys were created by the Mage King of Aerias three hundred years ago after he had been held prisoner by a rival king for nearly a decade. The Mage King fabricated hundreds of these keys from a variety of metals and secreted them throughout his kingdom. The keys are rare, scattered throughout the Highlands, deeply coveted by assassins and thieves. A King's key will unlock the first lock that the key of the proper type of metal it is used on. That particular key will then be forever linked to that particular lock.

Larwran's Armor: This black leather armor covers the wearer from ankle to wrist to neck. It is scuffed and worn, but supple and silent, bestowing a bonus 50% chance for the wearer to move silently.

Longreach: This longbow is about 20% larger than a typical longbow. It is a longbow +2/+4 vs. Giant sized creatures. Its range is double a normal longbow's range.

Medallion of the Wolf: A small gold wolf's head medallion with ruby eyes which once belonged to the Archmage Arwas-Dar, this necklace is worth about 300 gp. One per day the wearer can summon, but not control, 1d6 wolves.

Pipe of Billowing: This unassuming looking clay pipe radiates a strong magic if detected. It may be used as a normal pipe, but if the command word is spoken while the mouth is in contact with the pipe, it creates billowing, obscuring clouds of black, choking smoke. Those caught in the smoke (which is produced at a rate of 90 cubic feet per round/per charge – that is, one charge per round) have their visibility reduced to zero and, if an air breather, must save vs magic or begin coughing and choking, effectively incapacitated for the duration of the smoke cloud (which lasts 1d4 rounds plus one round per charge expended).

Plate of Grace: This giant-sized, magical pewter plate is decorated with images of a great feast. When in contact with a sacred space, like an altar table, enough food will appear on the Plate of Grace to feed 2 people (or one giant) for a day.

Plate of Endless Food: This is a giant-sized but unremarkable (if battered) plate. When left on a flat surface, the Plate will be filled with enough food for 4 people per day.

Prince Albion's Armor: This full plate suit is blued steel edged with brass. It is Firbolg sized Plate +2/+4 vs. magic weapons and spells (that is, it confers a +4 bonus to spell saving throws). If resized, it become normal plate, +2 vs. magic weapons and spells.

The Ring of St. Misha the Pure: This silver ring is set with three garnets and etched with complicated knot designs. It is worth perhaps 800 gp. Anyone trained or gifted in knot magic will recognize the knot engravings as magical sigils of binding, though the item itself does not radiate magic (unless held in conjunction with the Bracelet, see below). Inscribed on the inside of the ring is the word, "Forever." When used with the Bracelet, the pair of items functions as a powerful binding spell which, when placed on the corpse of a mortal being who was killed by an undead creature, prevents the corpse from rising as an undead creature. As soon as the ring is removed, such a corpse will immediately rise as an undead creature and will attempt to bat away the ring to prevent it from being placed back on the corpse, which is impossible to do during melee.

Rings of the Stone Guardians: These granite rings are carved with a wicked looking visage. These rings provide the wearer protection from stone creatures (Golems, Earth Elementals, etc) as the spell Protection from Evil, 5' radius. If a Ring of the Stone Guardian ever comes into contact with a stone creature, the ring explodes, doing 4d4 hp of damage to all creatures within 10' radius of the explosion, which simultaneously banishes the stone creature to the Plane of Earth.

St. Ashan's Devotions: These tattered prayer books must always be kept in a set of four volumes, worth pennies to a book collector, but to the devout of St. Ashan, worth 200 gp each because reading the books confers the effect of the following spells for four hours each, once a week: volume 1: bless; volume 2: +1 to Wisdom; volume 3: protection from evil; volume 4: remove fear. The books must be read sequentially for the benefits to be incurred (that is, one cannot read volume 4 to receive the benefit of remove fear without reading volumes 1-3 first, and books cannot be re-read until all the sequence has been completed).

Saintly Staff: This is a weapon of good (non-good creatures must make a daily save vs. magic or become more and more good). It is said to be carved from a branch of the World Tree (or the Knowledge Tree or the Tree of the Eternal River, the stories vary) and is tipped with the magically hardened piece of bone from St. Katiero, one of the First Saints. At will, the wielder of this Staff +2 may cast Bless, Detect Evil, Light, Sanctuary; 3/day the wielder may cast Slow Poison, Cure Blindness, Cure Disease; 1/day the wielder may cast Hold Person, Flame Strike. Each ability uses one charge and each time the staff is used there is a 1% cumulative chance of attracting the attention of St. Katiero.

Shield of St. Ana: This silver medallion depicts a roaring lion's head. If hung from a gold chain, the medallion confers +2 bonus on all saving throws. If hung from a silver chain, the medallion will confer a +1 bonus to all saving throws. If simply carried, the bearer will receive the benefits of a Bless spell for one random hour each day.

Staff of the Smoke Tender: This 7' long charred oak staff is carved with stylized images of smoke and fire. When the proper command words are spoken (etched into the staff, though fairly well hidden), the wielder may cast Explosive Smoke (equivalent to Fireball) or Flame Strike (as Flaming Blade). Each use expends a single charge and the staff may be recharged.

Sword of the Saints: This is an oversized longsword (equivalent of a two-handed sword) with Holy Scriptures etched on its always sharp blade. It is +1 vs. undead, +2 vs. demonic and other planar creatures and +4 vs. golems, animated statues and the like.

Talisman of Binding: A solid silver wolf's head medallion with garnet eyes, the Talisman of Binding is valuable in its own right (worth about 500 gp). As a magic item, however, it has the power to bind an extra-planar being to the confines of a chalk pentagram. In addition, the talisman confers the ability for the wearer to give a single command (at a time) to a bound demon who will be compelled to obey (with as liberal an interpretation as the demon can make). In addition, the wearer gains Protection from Evil 5' radius and Protection from Demons 5' radius.

Torcs of the Silver Priestesses: This slender silver chain torcs are worn around the necks of the Silver Priestesses. They confer to undead immunity to magic and silver, to mortals they confer a +1 bonus to AC and a +1 bonus to saves vs. magic.

Trumpet of the Spectre King: Blowing the trumpet will summon 1d4 Spectres once per day. The summoned Spectres are under the control of the Trumpet blower for a number of rounds equal to the Trumpet blower's level. If the Trumpet blower's level is less than the total number of Hit Dice of all the remaining summoned Spectres, the Spectres flee into the mortal realm instead of being banished to the Realm of the Dead (which occurs if the blower's level is greater than the total number of Hit Dice of the remaining Spectres).

Wand of the Lady of the Wood: A rune carved stick of wood about 2' long. Once per day, the Lady of the Wood may be summoned by the wand and she will remain in the mortal realm for one round per charge expended. The Lady of the Wood is capricious but not malevolent, she may or may not aid her summoner, but she is unlikely to try to cause the summoner any harm.

Wand of Shocking: This 12" long, corroded copper rod delivers a shocking charge which does 1d4 points of damage. It has unlimited charges, but cannot deliver more or less than 1d4 points of damage.

Wand of the North Wind: This white dragon bone wand is carved with stylized clouds and wind imagery. Upon the proper command words (which must be divined) the following powers are available to the wielder: Gust of Wind (1 charge), Hold Person [which manifests as a small visible whirlwind] (1 charge), Wind Walk (3 charges), Wind Storm [as a 6 HD fireball but a massive whirlwind] (3 charges); Summon Wind Elemental (5 Charges). The wand is cursed in such a way that any time it is recharged, a small hostile wind (air) elemental is summoned who will attack the bearer of the wand until the elemental is reduced to 50% or fewer hit points.

NPCS, SPECIAL ENCOUNTER NOTES

Villagers	Notes
Murian Dolas	retired soldier, caretaker of the green, unpleasant, cheat
Gandan Mor	rich pig farmer, high aspirations, wife (Eshan), 2 daughters (Missa, Lasha)
Mayor Dordan	farmer, politician, unhappy, unpopular, wife (Dala)
Sheriff Lester Dans	gruff, sarcastic, no friends, drunkard
Myan Green	mustard farmer, poor, oily, wife (Danan), 2 sons (Burgan, Dugan)
Fallon Misip	owns The Store, arrogant, loud, insecure, has cheated everyone, wife (Pilla), daughter (Sasha), son (Darlan)
Father Louar Doss	priest of St. Ashar, drunkard, lecher, probably skimming some of the offerings
Tenant Farmers	Poor, uneducated, oppressed, unhappy (each house has 2d6-1 people, multiple generations, all work the land for Mayor Dordan and Myan Green). The peasants are on the edge of revolt. Father Doss keeps them in line with sermons that promise a better life after death.

Special Encounters Notes

Anoramius the Smoke Tender	<p>Anoramius the Smoke Tender: S 8, I 17, W 12, D10, C 10, Ch 12; AC 6[13]; Level 7; hp 33; Atk spell or Staff of the Smoke Tender (1d6+2); Cloak of Protection +2; Ring of Protection +1; Potion of Cure Serious Wounds</p> <p>Spells:</p> <p>Level 1: Smoke Charm, Smoke Missiles, Dusky Shield, Smoke Seal (Hold Portal)</p> <p>Level 2: Smoky Tendrils (Web); Stinking Cloud; Smoky Reflection (Mirror Image)</p> <p>Level 3: Flaming Chariot (Fly); Flash Move (Haste)</p> <p>Level 4: Smoke Monsters (draw smoke monsters out of natural or magical smoke, 1 HD per caster level per round for 1d8 rounds, see below)</p>
Brothers Larn, Caspan, Morris	<p>Caspan: S 16, I 12, W 14, D 15, C 18, Ch 15; Level 9 Fighter; hp 70; Atk sword +3 (1d8 +3) and dirk +1 (at -1 for offhand, 1d4+1); AC 5[14] (Leather armor +1)</p> <p>Larn: S 18, I10, W 10 D 18, C 11, Ch 9; Level 8 Grappler/Fighter; hp 41; Atk fists (1d4/1d4 – if one hit scores 4 points, grapples – roll d20 and add strength score and compare to opponent roll d20 +Strength score – or HD if no Strength score – to break); AC 3[16] (Leather Armor +2)</p> <p>Morris: S 16, I 11, W 17, D 17, C 11, Ch 9; Level 8 Monk/Unarmed Combat Expert; hp 20; Atk 3/2 open hand (2d6 damage); Special abilities</p>
Cael the Tree Gatherer	Cael the Tree Gatherer (Firbolg): HD 12+4 hp; hp 55; AC 3 [16]; Atk 1 weapon (4d6); Move 12; Save 3; AL N; CL/XP 13/2300; Special: Spell like powers
Ghost of the Downs	Ghost of the Downs: HD 6; AC 0[19]; Atk Deathly cold touch (1d8 + Con drain and aging); Move (fly 12); Save 11; CL/XP 7/600; Special: Con drain, aging, cause fear.
Kith-San	Kith-San: HD 8; hp 41; AC 2[17]; Atk +2 sword (1d8+2), spell-like effects; Move 12; Save 12; CL/XP 8/1100; Special: Spell-like effects (charm [voice], feeblemind, ESP, mirror image, burning hands, web, curse – all at 10th caster level, 3/day each, 1/round).
Lord Duranin	Lord Duranin: HD 4; hp 17; AC 8[11]; Atk cudgel at +1 (1d6+1); Move 12; Save 12; CL/XP 4/240; Special: spell-like abilities.

Encounter Reactions

No encounter is an “automatic attack” unless the text specifically states such. For reactions, generally use the following table for an initial reaction and then roleplay what comes next based on the party’s actions. The roll can be modified by a Character’s Charisma score if appropriate:

Roll	Reaction
1d20	
1 or less	Violently hostile: will likely attack unless somehow restrained
2-5	Hostile: will take immediate hostile action, but will not necessarily attack (draw weapons, threaten, roar, beat chest)
6-9	Uncertain, roll again on table with 1d12
10-11	Neutral: cautious but not hostile
12-17	Cautious: roll again on table with 1d12+8
18-19	Friendly: makes gestures of friendship (shaking hands, bowing head, purring, etc.)
20 or more	Open and enthusiastically friendly

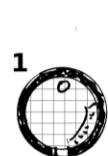
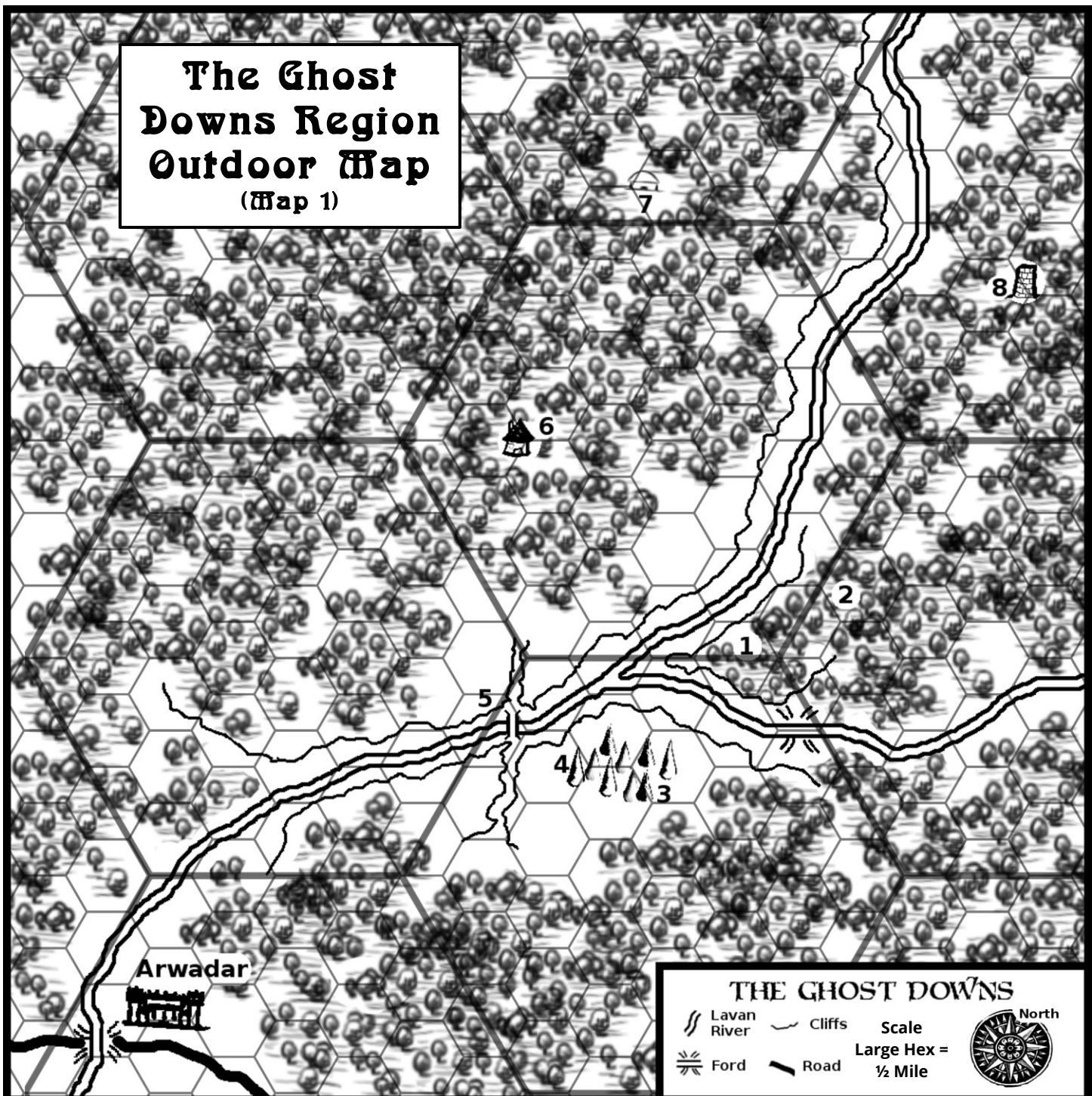
Weather in the Ghost Downs

A simple way to generate the randomness of weather is to use a chart like the reaction chart above but apply it to weather. Obviously Charisma bonuses shouldn’t be applied, but other bonus/penalties could be (for example, if it rained at last check, perhaps you roll 1d12 instead of 1d20, or if yesterday was a perfect day, perhaps today’s roll is 1d12+8). Roll once a day (at noon) or twice a day (sunrise and sunset) on the following chart:

Roll	Reaction	Weather
1d20		
1 or less	Violently hostile	Violent weather: thunderstorm, hail, tornado, blizzard, etc.
2-5	Hostile	Storm: downpour, heavy winds, snowstorm, etc.
6-9	Uncertain	Overcast and colder than normal, 50% chance of precipitation
10-11	Neutral	Normal temperature
12-17	Cautious	Overcast and warmer than normal, 30% chance of precipitation
18-19	Friendly	Slight breeze, good temperature
20 or more	Open and enthusiastically friendly	The perfect day!



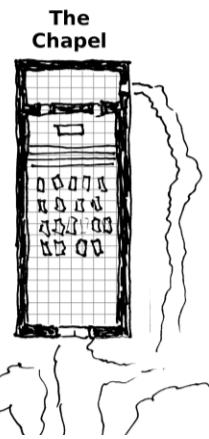
**The Ghost
Downs Region
Outdoor Map
(Map 1)**



The Tower of
Arwas-Dar

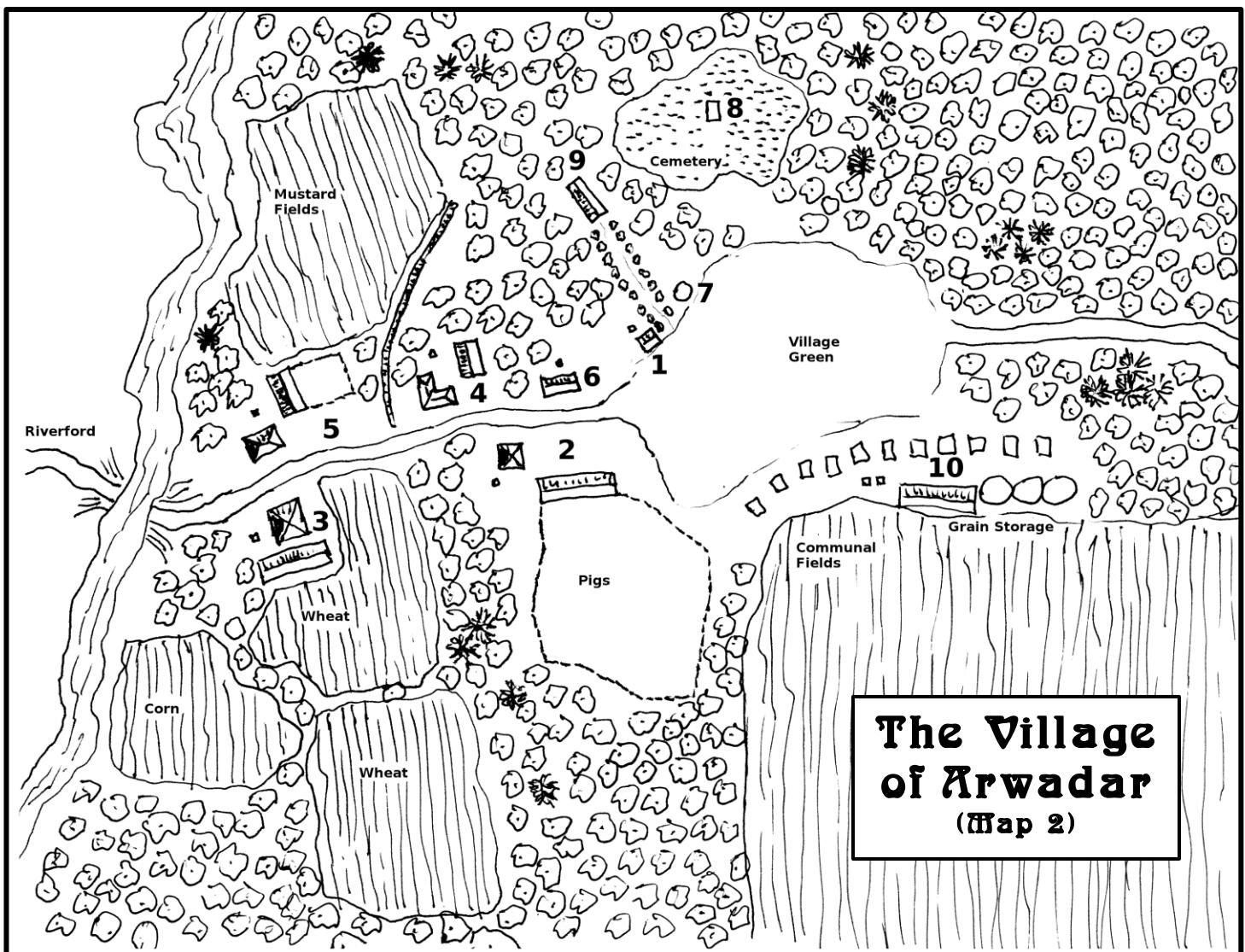


Dungeon



The
Chapel

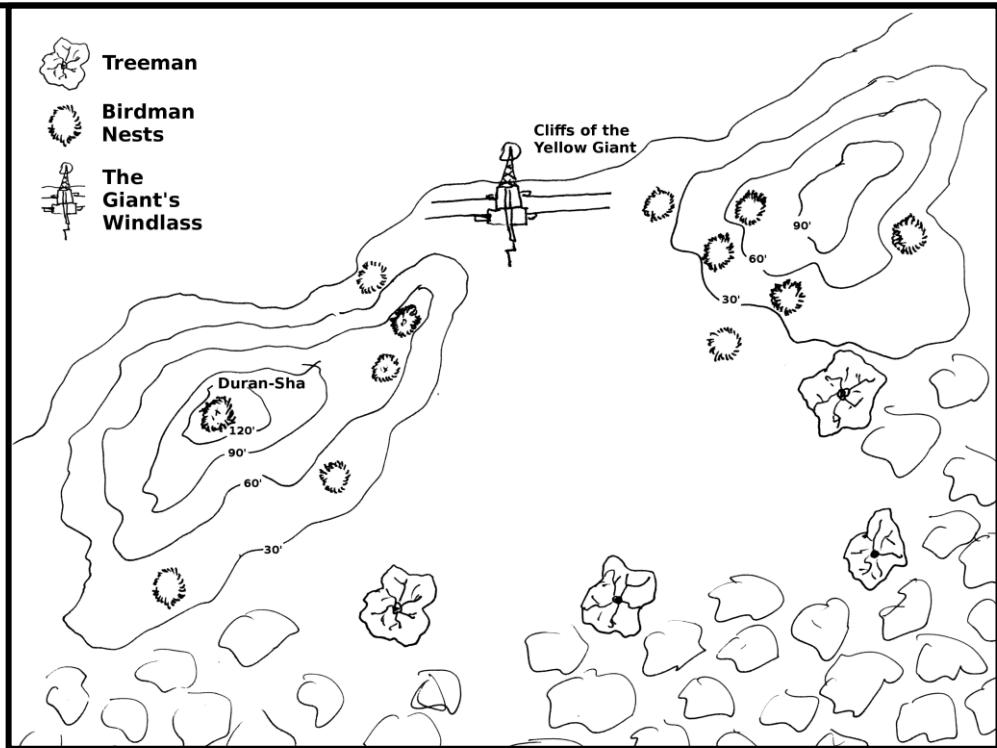
Scale
1 Square = 10'



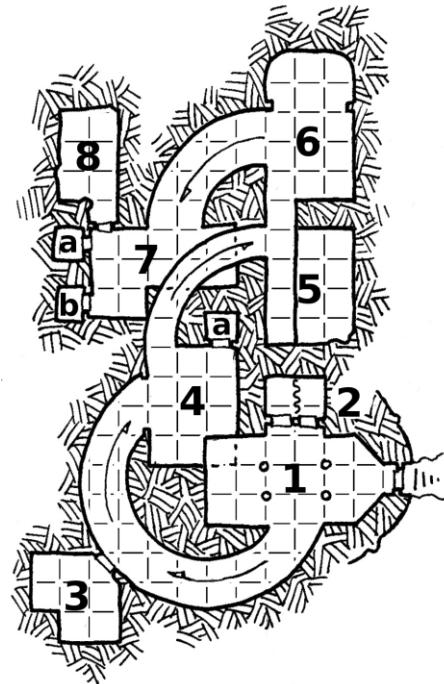
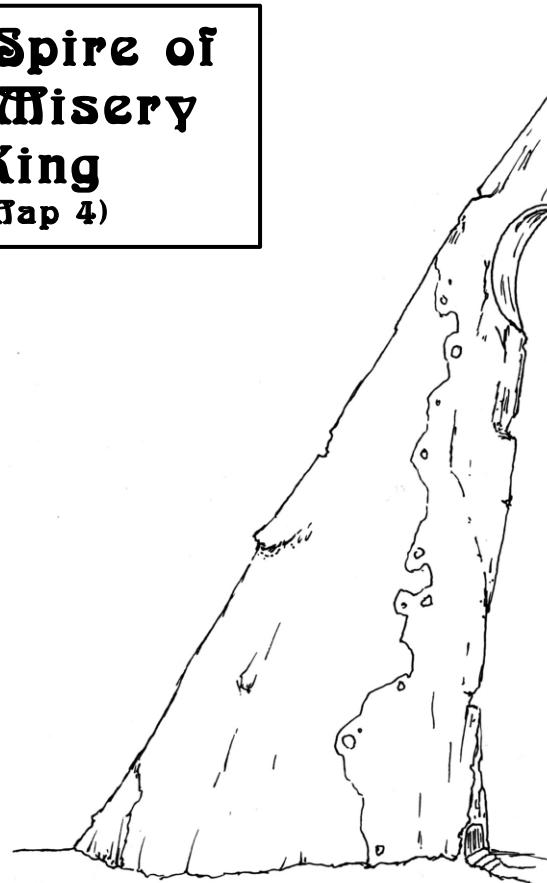
**The Village
of Arwadar
(Map 2)**

Not to Scale

**Village of
Fathak
Boon
(Map 3)**

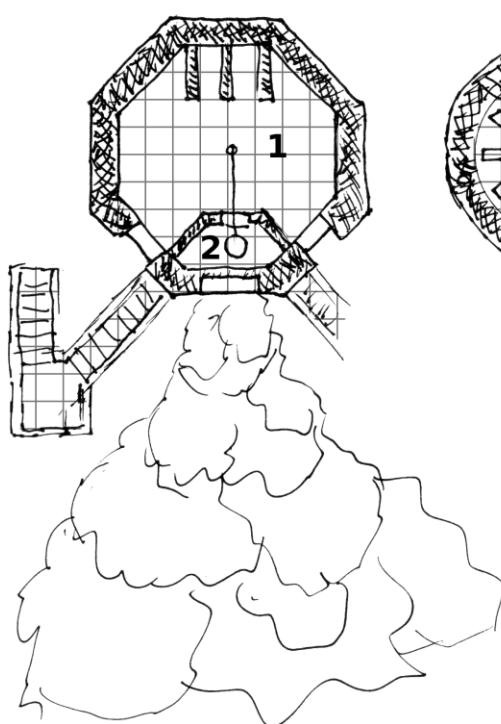


**The Spire of
the Misery
King**
(Map 4)

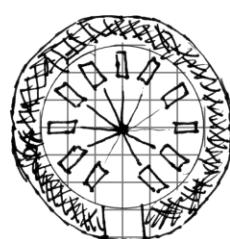


Scale
1 Square = 10'

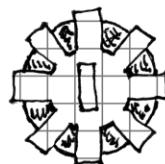
Ground Level:
The Death Chamber



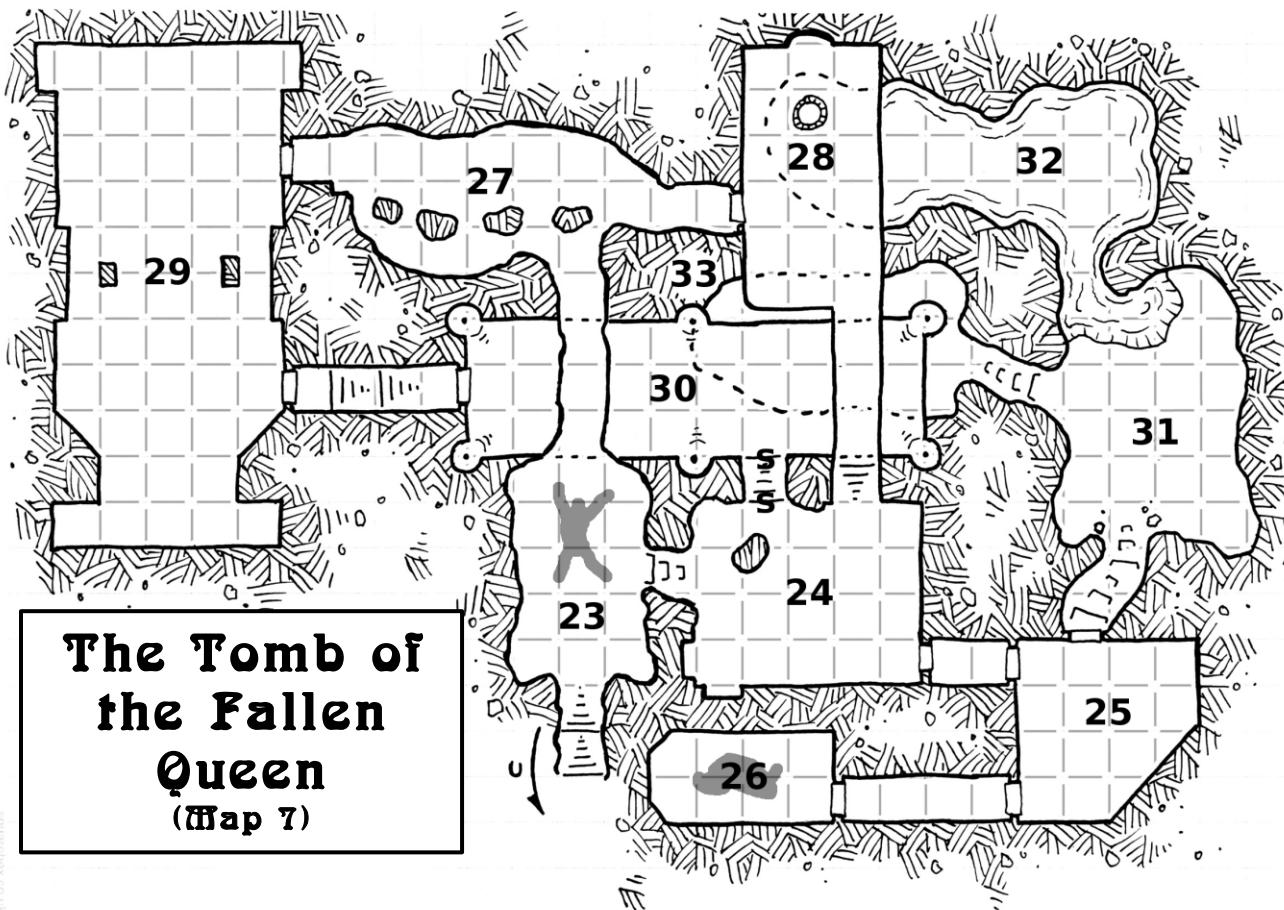
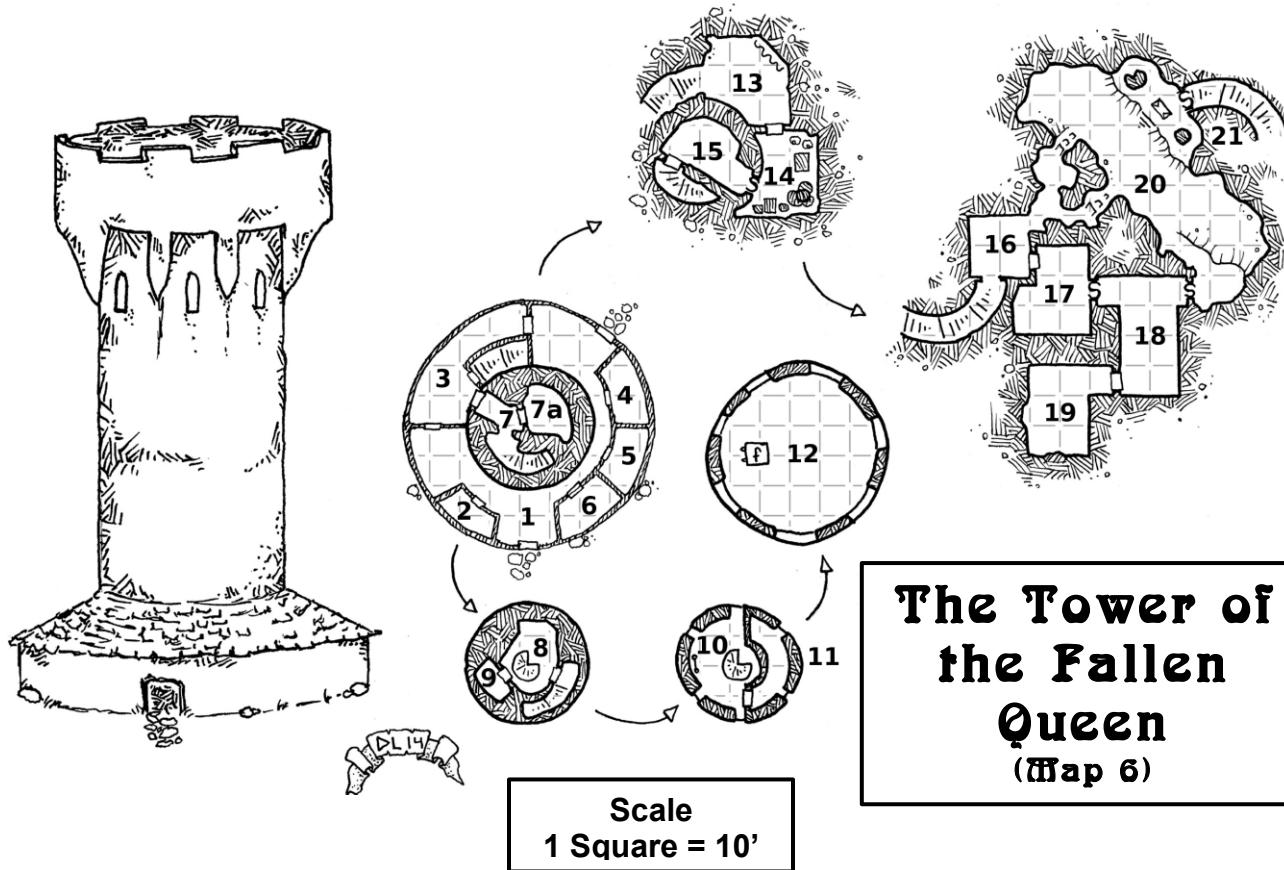
Main Tomb:
Destiny of the
Saints

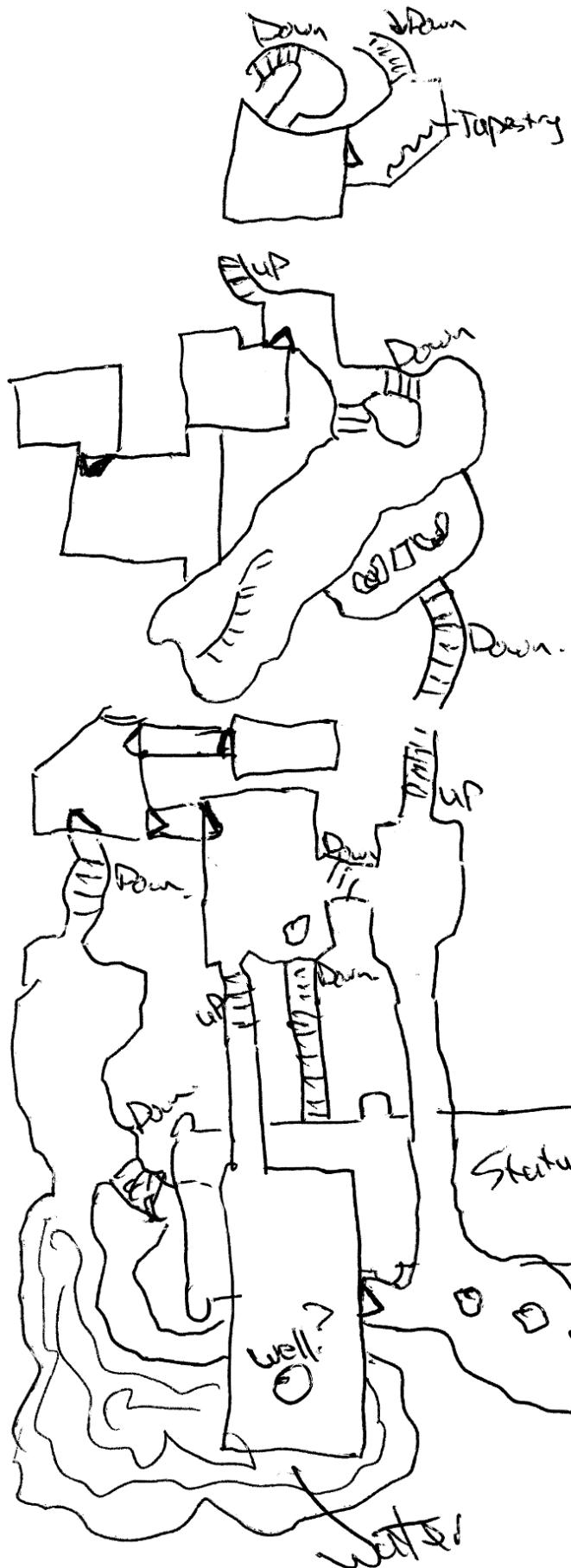


Upper Level:
Ossuary of the
Prince



**Tomb of the
Sky Spirits**
(Map 5)

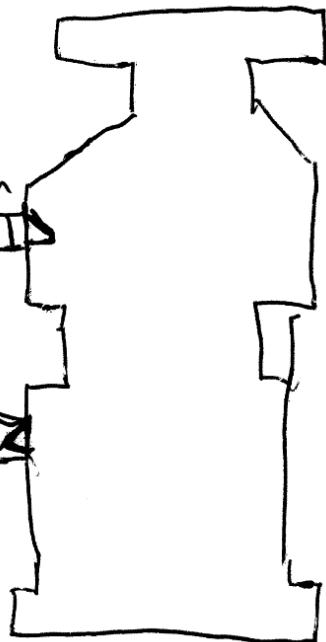




So Many hidden
doors and secret
Places. That we
escaped at all
is a Miracle.

Praise St. Adren!
I hope this will
be of use.

D. Scott



Creatures

Anguished Spirit*	Anguished Spirit: HD 4+3; AC 4[15]; Atk chains/lashes (as whip 1d4/1d4); Move 9; Save 13; CL/XP 5/240; Special: Anguish
Animals, Small	Animal, Small: HD 1hp; AC 9[10]; Atk bite, claw (1hp, save for no damage); Move var; Save 19; CL/XP 0/0; Special: None
Ashen Warrior*	Ashen Warrior: HD 4+1; AC 6[13]; Atk fireballs (2d6), swat (1d6/1d6); Move 9; CL/XP 7/600; Special: fireballs, hug (2d6), exploding (3d4)
Bear, Brown	Brown Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug
Birdmen	Birdmen: HD 1 to 4; AC 6[13]; Atk 2 claws (1d3) and beak (1d4) or by weapon (1d8); Move 12 (Fly 18); Save 17; CL/XP 2/30; Special: Fly.
Boar, Wild	Wild Boar: HD 3+3; AC 7[12]; Atk 1 gore (3d4); Move 15; Save 14; CL/XP 4/120; Special: continue attacks 1d3 rounds after death.
Bugbear (Goblin-Kin)	Bugbear: HD 5 or 6; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8)+0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.
Centipede, Giant	Centipede, Giant: HD: 1d2hp; AC 9 [10]; Atk 1 bite (1d6 + poison); Move 13; Save 18; CL/XP 1/10; Special paralyzing poison, latching on.
Chimera	Chimera: HD 9; AC 4 [15]; Atk 2 claws (front 1d3/1d3) 2 claws (rear 1d4/1d4), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; AL C; CL/XP 11/1700; Special: Breathes fire.
Coalesced Corpse*	Coalesced Corpse: As creature with highest HD which forms part of the Corpse, +1 HD, Atk, etc. per additional corpse. CL/XP total HD+2
Cursed Warrior*	Cursed Warrior: HD 1 [8 hp]; AC 7[12]; Atk ghostly weapons (1hp damage); Move 12; Save 18; CL/XP 1/10; Special: only hit by magic
Deep Shepherd	Deep Shepherd: HD 1; AC 4[15]; Atk claws +1 (1d2+1/1d2+1) spore breath; Move 6; Save 18; CL/XP 1/10; Special: spore breath.
Demon, Blood	Blood Demon, Second-Category Demon: HD 9; AC 0[19]; Atk 2 claws (1d3/1d3), 2 bite (2d8/2d8); Move 9 (Fly 14); Save 6; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.
Demon Snake, Giant	Giant Demon Snake: HD 6; AC 5[14]; Atk 1 bite (1d8), 1 constrict (2d4); Move 10 (Fly 16); Save 11; AL N; CL/XP 7/600; Special: Carry off Prey and Constrict.
Demon, Spirit	Spirit Demon: HD 8+3; AC -1[20]; Atk Fists (1d8+4/1d8+4) or club (2-12+4); Move 15; Save 8; CL/XP 12/2000; Special: Shapechange, spell-like powers, only hit by magic weapons.
Demon, Succubus	Demon, Succubus: HD 6; AC 9 [10]; Atk 2 scratches (1d3); Move 12 (Fly 18); Save 11; AL C; CL/XP 9/1,100; Special: Magic resistance (70%), immune to non-magic weapons, cause darkness in a 10-foot diameter, level drain (1 level) with kiss, summon other demons, spells, change shape.
Demon, Watcher	Watcher Demon: HD 5; AC 2[17]; ATK two swords (1d8/1d8), bite (1d6+poison); Move 12; Save 12; CL/XP6/400; Special: Poison bite, spell like abilities.
Dwarf, Crooked, Fey Creature	Crooked Dwarf: HD 4; AC 5[14]; Atk stone axe or short sword (1d6); Move 9; Save 12; CL/XP 5/240; Special: Spell-like effects, detect invisible
Firbolg, Dwarf	Firbolg: HD 8+1d6 hp; AC 3 [16]; Atk 1 weapon (3d6); Move 12; Save 3; AL N; CL/XP 9/1200; Special: Spell like powers
Foul Lady	Foul Lady: HD 7; AC 7[12]; Atk tendrils (1d4); Move 0; Save 11; CL/XP 8/800; Special: Spell-like effects.
Gar-Ganjer, Common*	Gar-Ganjer (common): HD 2; AC 6[13]; Atk touch (1d6); Move 9; Save 18; CL/XP 4/120; Special Immunities, Magic rot touch, ability score drain.
Ghast*	Ghast: HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.
Ghoul *	Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch.
Giant, True	True Giant (20HD): HD 20; AC -1[20]; Atk 1 weapon (7d6) or Boulder (1d6 – 12d6; Move 21; Save 3; AL Any; CL/XP 23/5300; Special: Cause Earthquakes, Hurl Boulders.
Giant, True, Corrupted Zombie*	True Giant (20HD): HD 20; AC -1[20]; Atk 1 weapon (7d6) or Boulder (1d6 – 12d6; Move 21; Save 3; AL Any; CL/XP 23/5300; Special: Cause Earthquakes, Hurl Boulders, immunities, corruption.
Goblin	Goblin: HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Golem, Stone	Stone Golem: HD 15 (60hp); AC 5[14]; Atk 1 fist (3d8); Move 6; Save 3; CL/XP 16/3200; Special: +1 or better magic weapon to hit, immune to most magic.
Griffin	Griffin: HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.
Hippogriff	Hippogriff: HD 3+1; AC 5 [14]; Atk 2 claws (1d6), 1 bite (1d10); Move 18 (Fly 24); Save 14; AL N; CL/XP 4/120; Special: None.

Hobgoblin (Goblin-Kin)	Hobgoblin: HD 2 or 3; AC 5[14]; Atk 1 weapon (1d8)+1/+1; Move 9; Save 17; CL/XP 1/15; Special: None.
Lynx	Lynx: HD 2+2; AC 6[13]; Atk 2 claws (1d3/1d3), bite (1d4) and rake (1d6); Move 12; Save 16; CL/XP 4/120; Special: Rake rear claws
Ogre	Ogre: HD 4+1; AC 5[14]; Atk 1 weapon (1d10+4); Move 9; Save 13; CL/XP 4/120; Special: None.
Oozing Black Death	Oozing Black Death: HD 10; AC 6 [13]; Atk 1 attack (2d8); Move 6; Save 5; AL N; CL/XP 12/2000; Special: Digestive surface, regeneration, immune to cold, divides when hit with lightning.
Owl, Huge	Owl, Giant: HD 4; AC 5[14]; Atk 2 Claws (1d6/1d6) beak (1d8); Move 4/36 (Flying); Save 13; CL/XP 4/120; Special: Darkvision, cannot be surprised at night.
Owlbear	Owlbear: HD 5+1; AC 5 [14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.
Panther	Panther: HD 5; AC 6[13]; Atk 2 claws (1d4+1), 1 bite (1d8); Move 15 (Swim 6); Save 11; CL/XP 7/600; Special: Rear claws, Camouflage
Pooka Horse, Fey Horse	Pooka Horse: HD 6+4; hp 38; AC 4[15]; Atk wicked kick (1d6/1d6) and bite (1d4); Move 18; Special: Illusions, Plane Shift to Faerie Realm.
Priestess of the First Silver*	Priestess of the First Silver: HD 3; AC 4[15]; Atk 2 claws (1d4/1d4) bite (1d6) whisper; Move 12; CL/XP 3/60; Special: whisper, immunities.
Rat	Rat: HD 1-2hp; AC 7[12]; Atk 1 bite (1+possible disease); Move 15; Save 17; CL/XP 1/20; Special: Disease, Swarm.
Saintly Warrior*	Saintly Warrior: HD: 9; AC 0[19]; Atk 1 sword at +3 for strength (1d8+3); Move 12; CL/XP 12/2000; Special: Immunities, spell-like abilities.
Silent Death	Silent Death: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, electricity, fire and cold effects.
Skeletal Horror*	Skeletal Horrors: HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Skeleton*	Skeleton: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.
Skeleton, Giant*	Skeleton, Giant: HD 6; AC 5[14]; Atk 1 fist (2d8); Move 18; Save 11; CL/XP 7/600; Special: None.
Smoke Monsters	Smoke Monsters (24, spell effect): AC 8[11]; HD 1; hp 6 each; Atk Soot Thrash (1d6+choking); Save 18; Move 12 (Flying); CL/XP 1/15; Special: None.
Spectre*	Spectre: HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 1-2 points of random ability with hit, immune to non-magical weapons.
Sprite, Fey Creature	Sprite: HD 1; AC 6[13]; Atk 1 (dagger 1d4 or arrow 1d3); Move 9/18; Save 15; Special: Magic abilities, magic arrows.
Stirge	Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus.
Stone Guardian	Stone Guardian: HD 5+4; AC 2[17]; Atk stone fists (2d6+2); Move 9; Save 11; CL/XP 7/600; Special: Immunities, regeneration, surprise.
Tern	Tern: HD 1 hp; AC 9[10];
Treemen	Treeman (7HD): HD 7-14; AC 2[17]; Atk 2 strikes (2d6 – 4d6); Move 6; Save 9; AL L; CL/XP 7/600; Special: Control trees.
Unholy Priest*	Unholy Priest: HD 6+4; AC 3[16]; Atk 1 fist (1d8); Move 6; Save 11; CL/XP 7/600; Special: Command Undead, Spells, hit only by magic weapons, Immune to mind affecting spells, feign death gesture.
Vengeance Spirit*	Vengeance Spirit: HD 4; AC 3[16]; Atk 1 touch (Root of Bitterness); Move 9 (Fly 12); Save 13; AL C; CL/XP 6/600; Special: immunities, poison touch, magic weapon to hit.
Vexed Corpse*	Vexed Corpse: HD 3; AC 6[13]; Atk bony claw (1d8); Move 9; Save 15; CL/XP 4/120; Special: corpse dust.
White Monk	White Monks: HD 2+2; AC 7[12]; Atk 2 fists (1d6/1d6); Move 12; Save 16; AL N; CL/XP 2/30; Special: Stun.
Wight*	Wight: HD 3; AC 5[14]; Atk 1 claw (1d4hp + level drain); Move 9; Save 14; AL C; CL/XP 6/400; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons.
Wolf	Wolf: HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; AL N; CL/XP 2/30; Special: None.
Wraith*	Wraith: HD 4; AC 3[16]; Atk 1 touch (1d4+ Constitution drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 8/800; Special: drain 1d4 Con points per hit, magic weapon to hit.
Wrath Corpse*	Wrath Corpse: HD: 5+5; AC 7[12]; Atk death touch (1d8); Move 12; Save 13; CL/XP 6/400; Special: strength drain, immunities, only hit by magic weapons.
Zombie*	Zombie: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm.
Zombie, Avenging*	Zombie, Avenging: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, only fully killed by magical fire.

* NOTE that all undead in the Rosewood Highlands all drain ability scores (most temporarily). See individual descriptions for details.

The Lay of the Fallen Queen

(As sung by bards)

Her heart, though innocent,
Born in pain and death,
Haunted by grave regret.

Her secret must be hid,
Her sins for her along
The saints will all bemoan.

But with the Key of Dar
She found her solace true
In death, forever new.

No mortal tongue must speak
Of her terrible shame
Or utter her damned name.

Fair she was and beautiful
The maiden of the wooded down,
The Queen of Spangled Starry Crown.

Her lover morning, she the eve,
His storming rage at Saint Fall's Night,
The tragic end in morning light.

Let not mortal voice or eye
Recount her desperate life
Or speak of the Lost Queen's plight.

The Death of the Queen

(The true song of Queen Lystia p. 49)

Born in pain and death,
Her heart though innocent
Was haunted by regret.

Her secret must be hid
Her sins for her alone
The saints will all bemoan

But with the key of Dar
She found her solace true
In death forever new

No mortal tongue must speak
The words of Lystia's shame
Or utter her damned name

Let no mortal voice or eye
Recount the tragic life
Or speak of Lystia's plight.

The Prophecy of Arwas-Dar

(Recounted by Kith-San, page 54)

Born in death to know despair
Love is darkness and fear
Rage of angels, rage of demons
Wrath of a love ignored

She will be lost and found
And lost again
Touched by the light
Consumed by the dark

She will embrace her rival
And scorn her own
Through exile and tears
Tomorrow is forfeit

And when her hand has
Moved her beyond reach
She will be borne by the
Bearers of Eternal Life
Even in her Eternal Death