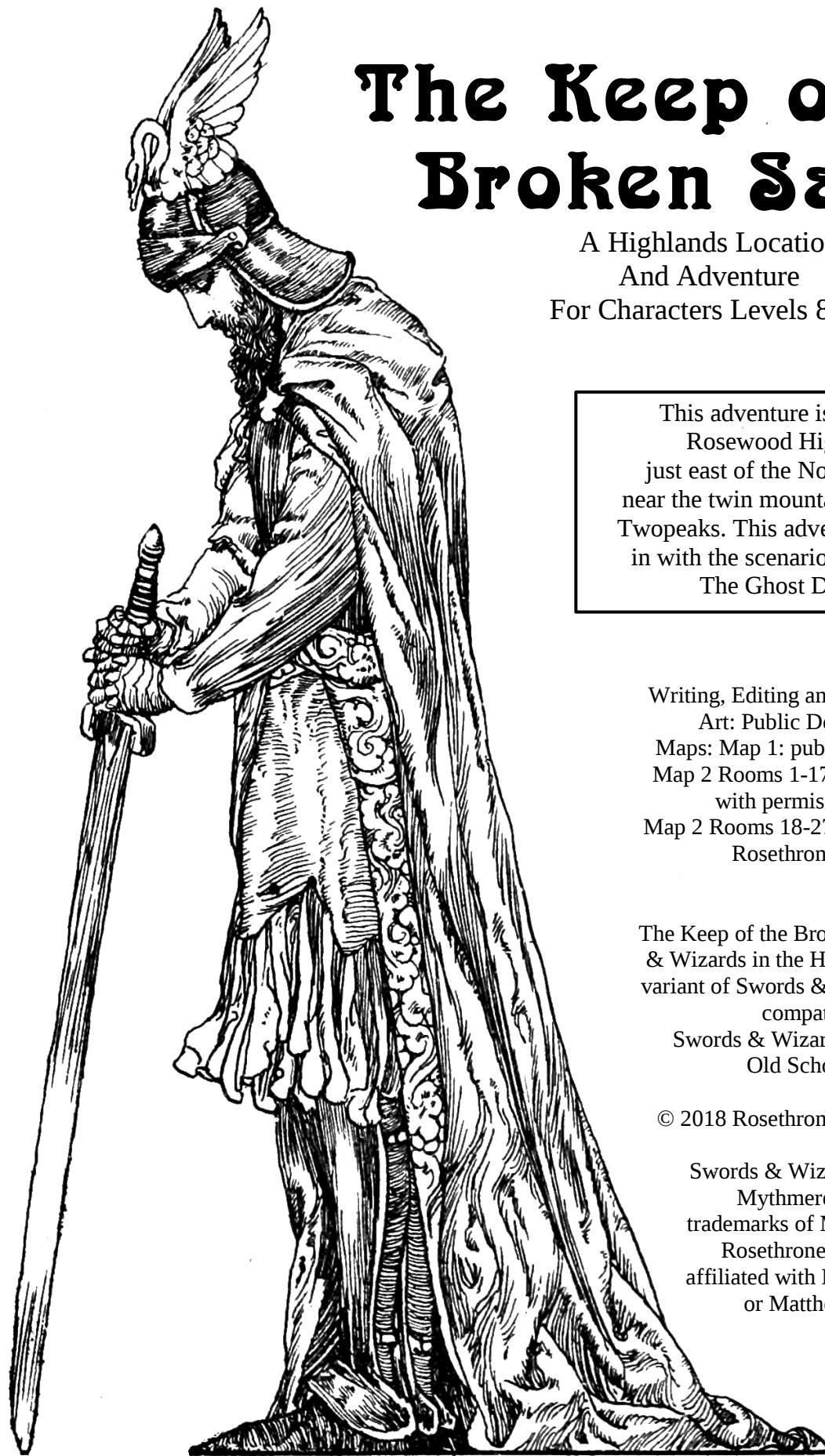


The Keep of The Broken Saint

An Adventure set in the Rosewood Highlands
For characters Levels 8-10

WR Beatty





The Keep of the Broken Saint

A Highlands Location
And Adventure
For Characters Levels 8-10

This adventure is set in the
Rosewood Highlands
just east of the Northern Tier,
near the twin mountains known as
Twopeaks. This adventure also ties
in with the scenario presented in
The Ghost Downs.

Writing, Editing and Layout: WR Beatty
Art: Public Domain, modified
Maps: Map 1: public domain, modified
Map 2 Rooms 1-17: Dyson Logos, used
with permission, modified
Map 2 Rooms 18-27: WR Beatty, © 2018
Rosethrone Publishing

The Keep of the Broken Saint 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.

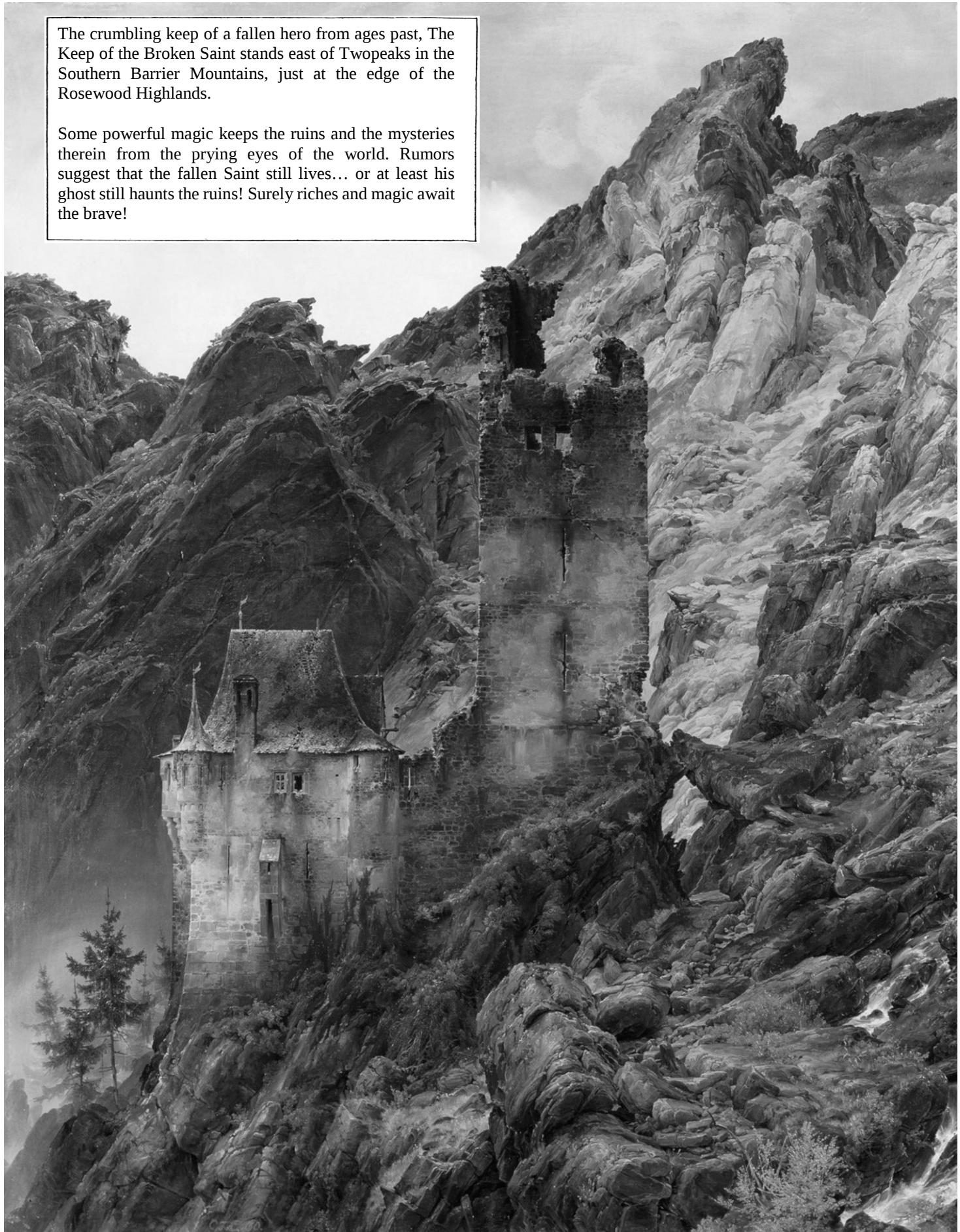
© 2018 Rosethrone Games/WR Beatty

Swords & Wizardry, S&W, and
Mythmere Games are
trademarks of Matthew J. Finch.
Rosethrone Games is not
affiliated with Mythmere Games
or Matthew J. Finch

The Keep of the Broken Saint

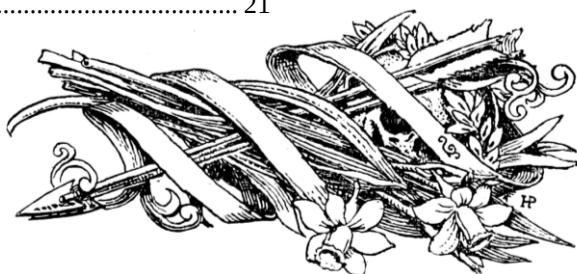
The crumbling keep of a fallen hero from ages past, The Keep of the Broken Saint stands east of Twopeaks in the Southern Barrier Mountains, just at the edge of the Rosewood Highlands.

Some powerful magic keeps the ruins and the mysteries therein from the prying eyes of the world. Rumors suggest that the fallen Saint still lives... or at least his ghost still haunts the ruins! Surely riches and magic await the brave!



CONTENTS

Introduction and Background	5	The Dungeon	22
Background.....	5	1. Stone Guardians	22
Getting the Party Involved:	6	2. Anchandar's Furnace.....	22
Special Rules.....	8	3. The Eternal Shadow	23
Laying the Saint to Rest	8	4. Statue of St. Ashar.....	23
Diminishing Dice.....	8	5. Window of Offering	24
Person Hours of Work.....	8	6. The (False) Rest of the Broken Saint	24
Marked by St. Garamon.....	8	7. The Room of Ingathering	24
		8. Alms of the Saints	24
The Keep	9	9. Those Who Wait In Darkness	25
1. The Bone Trees	9	10. Trap	25
2. The Tower of the Bonedancers	9	11. Hall of Judgment	25
3. Bridge.....	9	12. Seat of the Righteous.....	26
4. The Outer Gate.....	10	13. Fate of the Mocker	26
5. Outer Courtyard	10	14. High Priest of the Broken Saint	26
6. Stables and Kennels	10	15. Shrine to the Broken Saint.....	26
7. Tower of Seven Flames.....	11	16. The Tombs of the Lesser Saints	26
8. Middle Courtyard	11	17. False Rest of the Broken Saint	26
9. The Gallows Block.....	11	18. The Red Prison: Gateway To the Pit of Sorrow	28
10. Tower of the Gilded Knight	12	19-27. The Disputed Tunnels	29
10A. The Grimstaal.....	12	19. Guardroom	29
10B. The Improbable Room.....	12	20. The Pit of Sorrow	30
10C. The Gilded Knight.....	12	21. 22. Guards	31
11. Inner Gate.....	14	23. Royal Chamber.....	31
12. Inner Courtyard	14	24. 25. Drones	31
13. Ruined Tower.....	15	26. Royal Guards	31
13A. A Glimpse of History.....	15	27. Treasury and Egg Chamber	31
13B. Those Who Dream of Yesterday.....	15	Random Encounters	32
13C. Prince of the Birdmen	15	Encounter Reactions.....	32
13D. Roosts of the Birdmen	15		
13E. Roosts of the Birdmen.....	15		
14. The Manor of the Broken Saint	16		
14A. Grand Salon	16		
14B. Guards.....	16		
14C. Long Hallway	16		
14D. Feast Hall.....	16		
14E. Kitchen.....	16		
14F. Tower stairs to second Floor	17		
14G. Tower Stairs to Battlements.....	18		
14H. Upper Hall	18		
14I. The Glory of Days Gone By.....	18		
14J. Bedroom.....	18		
14K. Storage.....	18		
15. The Outer Keep and Chapel	20		
16. The Petitioners' Courtyard	21		
17. The Block.....	21		
18. Chimney Grate	21		



INTRODUCTION AND BACKGROUND

Background

Generations ago, the Rosewood Highlands was a land haunted by demons and devils and other creatures from the Outer Darkness. The Holy Church revolted against this tide of evil and drove many of the beasts of darkness back to their hell home or trapped them in prisons in the mortal realm. Garamon the Pious, a powerful leader in the Holy Church and an accomplished warrior for the cause of the Light, defeated so many hellspawn that his heart grew heavy for their damnation and began to try to redeem the evil ones to the Light. He gathered like-minded brothers together, priests and warriors and holy men from far and wide, and founded the Brotherhood of the Chain whose sole purpose was to bind demons and turn them back to the Light.

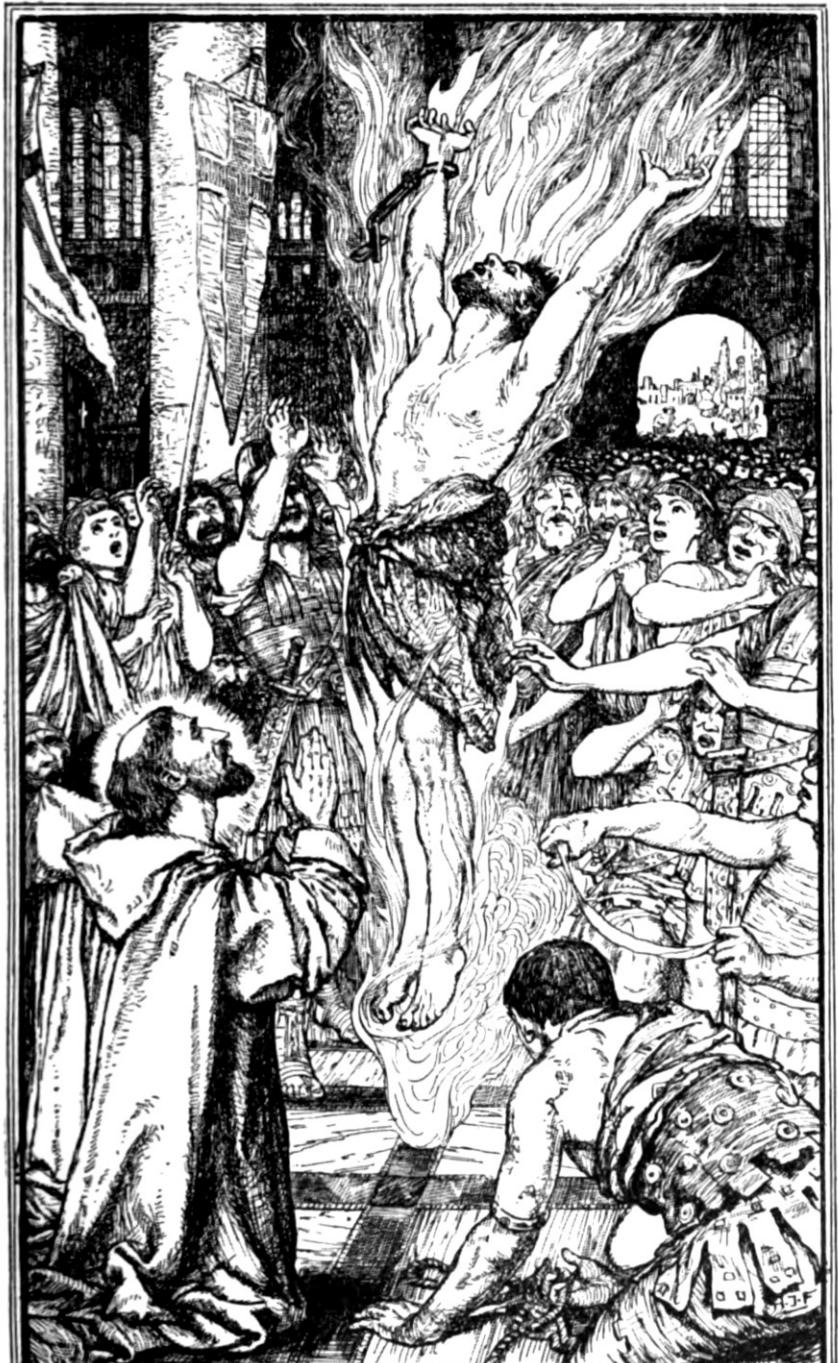
While the Brotherhood of the Chain gained power and influence, Garamon became more and more disillusioned by the brutality of the demonic inquisition and recanted his belief in the salvation of the evil ones from the Outer Darkness. Garamon was imprisoned by the leaders of his monastic movement and, eventually, was burned at the stake as a heretic.

Tradition (and official history) says that while Garamon's body was burning, a light shined brightly down from heaven and a voice boomed out, "Thou hast been a faithful servant and friend. Heaven opens its arms to thee." At that, St. Garamon's burning body shot from the flames to heaven itself.

Reality, of course, is a little more complicated. St. Garamon was burned at the stake, but the Archmage Arwas-Dar had bestowed upon him the ability to assume Fire Elemental shape. When he was burned at the stake, Garamon transformed and rampaged throughout the region, wreaking havoc on the Highlands. He attacked Arwas-Dar and stole the Rod of Arwas-Dar, an artifact with the power to raise the dead. Unable to face eternity with the pain and suffering he had caused on his conscience forever, Garamon holds the Rod at all times and draws enough of the magic from the artifact to keep himself alive, brooding over his plight, seeking reprieve.

The keep's location has been stricken from nearly all historical records and is magically hidden from all but the most powerful divination magic (contacting powerful otherworldly beings – saints, gods, demons and the like – or something as powerful as a wish, perhaps).

The Keep of the Broken Saint is a short adventure location suitable for characters levels 8-10. It is designed using the Swords and Wizards in the Highlands rules variant but is fully compatible with Swords & Wizardry and most old school rulesets.



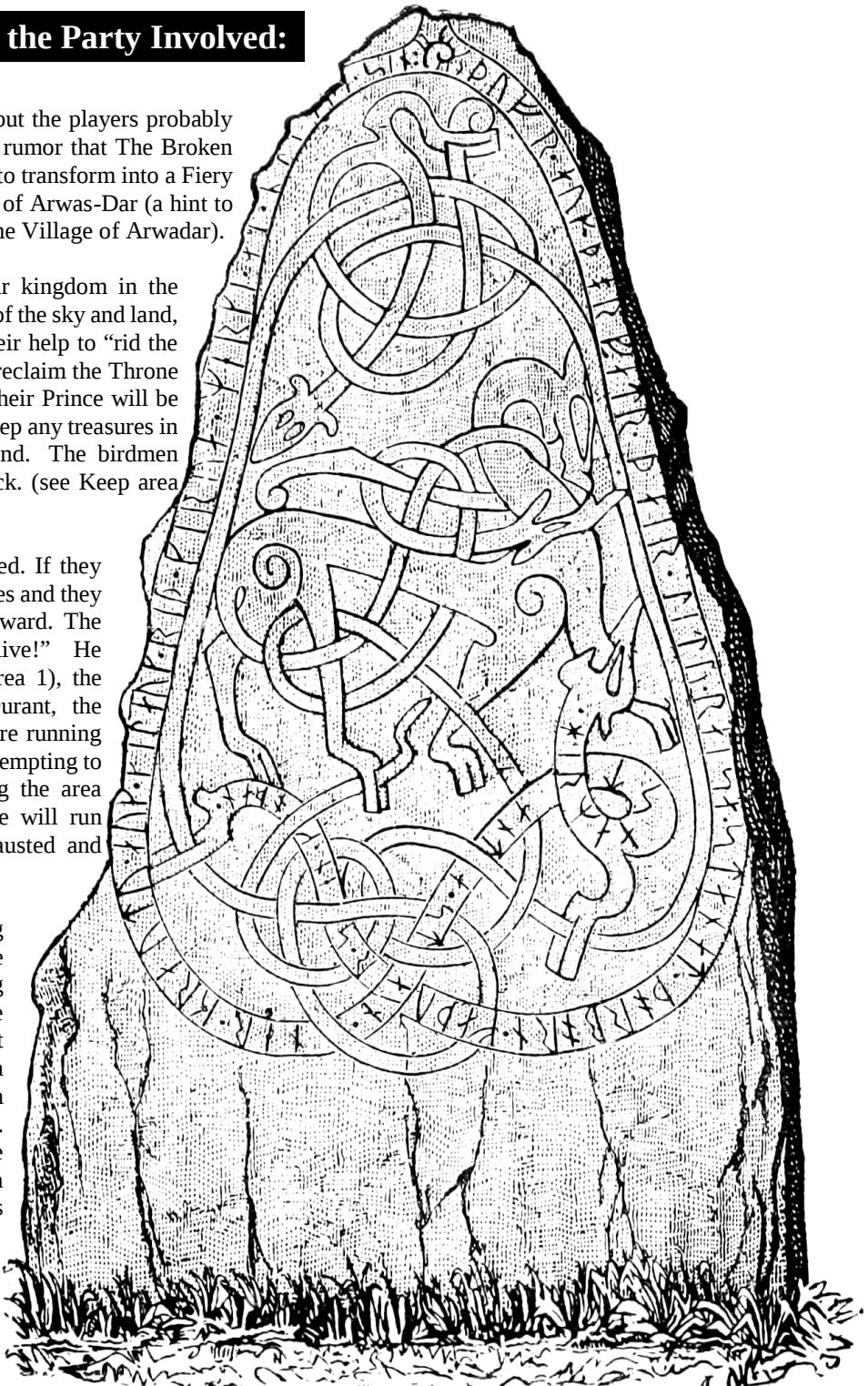
THE ASSUMPTION OF SAINT GARAMON THE PIous

Getting the Party Involved:

1. All that backstory is well and good, but the players probably won't care. Except, perhaps, for the rumor that The Broken Saint has magic that can cause a man to transform into a Fiery Spirit. Or that he might have the Rod of Arwas-Dar (a hint to which lies in The Ghost Downs and the Village of Arwadar).
2. Birdmen, seeking to reestablish their kingdom in the Southern Barrier Mountains drop out of the sky and land, bowing before the PCs, asking for their help to "rid the palace of the Glitterwing menace, to reclaim the Throne of Men." They assure the party that their Prince will be most appreciative and that they can keep any treasures in the "human infested" places they find. The birdmen simply want their ancestral home back. (see Keep area 13 and Dungeon Area 19-27)
3. A young man runs past them, terrified. If they stop him, he raves: "The trees are bones and they dance in the night. Forward is backward. The flying dragons will eat you alive!" He encountered the bone trees (Keep area 1), the Bonedancers (keep area 2) and Durant, the Sepulchre Master (Keep area 2) before running across the bridge (Keep area 3) - or attempting to do so, multiple times, before fleeing the area because of the giant dragonflies. He will run another 2 hours before falling, exhausted and passing out for 12 hours.
4. Guermont, a homesteader, is traveling in a heavily weighed down wagon. He has broken an axle. He is transporting a runestone that he found while clearing his land. He has no idea what it says and is trying to take it to a village priest or hedge wizard or witch who can, he hopes, translate the runes. He will be reluctant to part with the stone but will be eager to hear a translation of the runes if anyone is able. They are old Northman Runes.

Divination/augury or research (based on the runes) might reveal some or all of the following:

- Twin Sisters/Daughters is Twopeaks, a pair of mountain peaks in the Barrier Range in the north
- The ruins of a paladin's keep lies east of Twopeaks.
- Resurrection magic can be found there.



If translated, the runes say the following:

+Sunrise on the Twin Sisters (Daughters?) in (by? through?) the north
 +Find (achieve?) the crumbling (broken? fallen?) stones of the Holy
 Man (Godly Man? Saint?)
 +Eternal life (resurrection? new life?) in hand (in reach? attainable?)
 +Truth (right? righteousness?) crumbling (broken? fallen?) made truth
 (right? righteousness?) in (by? through?) death

The Keep of the Broken Saint

5. Suberian the Blue, a Demonologist, found a book called *On the Nature of Redemption and the Outer Darkness*, written by "Garamon the Least." He has been unable to divine much information about the author except:

- Garamon the Least is St. Garamon the Pious
- He was martyred more than 200 years ago
- The church has been searching for him at least for 150 years
- He had ties to the Northern Tier of the Rosewood Highlands
- No spiritual being contacted is able to speak to St. Garamon's status: alive or dead? Where is his immortal soul? Where is his body?

Suberian might hire a capable group with a decent reputation to search for Saint Garamon or, at least, for more of his works or artifacts. He is especially interested in any books that speak to the nature of beings who dwell in the Outer Darkness.

6. The archmage Arwas-Dar created many powerful magical artifacts before his untimely death. One of these items, an artifact with the power to raise the dead, is said to be somewhere in the Barrier Mountains, near Twopeaks. All attempts to divine its precise location have been frustrated.

7. A letter, tucked in an old prayer book:

Thoman, the Lord of the Green Bower, Light of the Highlands, to Ambras the Circle Host, Light be on you.

Our travels in the Highlands took us into the foothills of the Endless Mountains, traveling as we were with the Brothers of the Chain who seek the darkest of creatures in their deep holes and hideaways.

A storm not seen since the Light split the Darkness fell upon us in rain and hail and wind so strong our horses stumbled. We found shelter in the Keep of the Broken Saint, who I dare not name in writing, but whose name you know well. For four days the storm raged and our Host, or rather his attendants and eternal servants, made us welcome and comfortable during our sojourn.

When the storm abated, and the sun rose, we found we were just east of the Twin Sisters, far to the east of the Great Mountain, north from the Witch's Elbow in the Green River.

Months later, as we passed through the region on our return journey to the High Lord, we sought our gracious host to offer thanks for his hospitality. But there was no trace of our host or even his home.

We hope one day to return, to, we hope, speak to this Broken Saint and seek his wisdom and guidance.

Grace and peace to you as the Light shines on you.



Special Rules

Laying the Saint to Rest

Killing the Broken Saint solves his problem – even if it is against his will – sending his troubled soul to its eternal rest. When he dies, his body explodes in a holy, healing light: all who are within 30' radius of his death will be healed 1d8+6 hp and receive the effect of a Bless spell for 1d4 days.

In addition to freeing the Broken Saint, killing Garamon releases all the Undying Servants from their bondage as well as freeing the Grimstaal and the Golden Knight from their vows to servie the Saint.

The person or persons responsible for finally laying the Broken Saint to rest can muster the Full Host of the Broken Saint one time.

Killing the Broken Saint creates other problems: all of the remaining undead will be drawn toward those who have laid Garamon to rest.

The skeletons in Keep area 5 (Outer Courtyard) animate and 1d20+12 of the corpses in Keep area 12 (Inner Courtyard) animate as Desecrated Corpses and these undead beings pursue those responsible for Garamon's death tirelessly.

Diminishing Dice

Occasionally the adventure will call for "diminishing dice." This means that for each prescribed length of time (round, turn, day, etc.) roll the indicated die.

If a 1 or 2 is rolled, the next time the die is rolled use the next smaller die. Continue until a 1 or 2 is rolled on a d4, ending the diminishing dice chain for that effect.

For example, the trap at Dungeon area 10 does "4d6 fire damage, diminishing dice."

If the damage done is 3-6 on any of the dice, the next round the GM again rolls a 1d6 for damage. In any round that the damage rolled is a 1 or a 2, the subsequent round's die becomes a 1d4. Thus, the second round's damage might be 3d6+1d4. The next might be 2d6+2d4. Etc. This continues until the GM rolls a 1 or a 2 on 1d4 for the last round of damage in the chain.

Person Hours of Work

Occasionally, the text will call out the fact that it takes x-person hours to accomplish a task. If four characters work four hours each, the total is 16-person hours of work.

Marked by St. Garamon

The inhabitants of the Keep are so closely linked with their master, St. Garamon the Pious, the Broken Saint, that they can sense the presence of items bearing his mark or items that he has used. Many times a note will be made that those marked by St. Garamon are able to do something, while something else happens for those who are not marked by St. Garamon.

"Marked" can be a literal mark (like the branding offered in Dungeon area 3) or one of St. Garamon's medallions. It also includes pages from his books, a Staff of St. Garamon, etc.



A Note About Undead:

Nearly 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 KEEP

1. The Bone Trees

Lining the path here are a dozen trees, each fashioned from thousands of bones, clinking slightly in the breeze.

If a mortal approaches not bearing the mark of St. Garamon, these bone trees will be animated into **Skeletal Horrors** by the Bonedancers in the Tower (Keep area 2). 1d6 Skeletal Horrors animate per round per Bonedancer. Those marked by St. Garamon may pass freely.

2. The Tower of the Bonedancers

The door is locked.

In the southern chamber are three **Bonedancers** who guard the bridge. If intruders are spotted, they begin their dance, animating the bones from the bone trees outside into Skeletal Horrors. If mortals gain access to this chamber, the Bonedancers stop dancing and bow reverently toward the figure in the northern chamber. A window looks out over the chasm and an archway separates the southern and northern chamber.

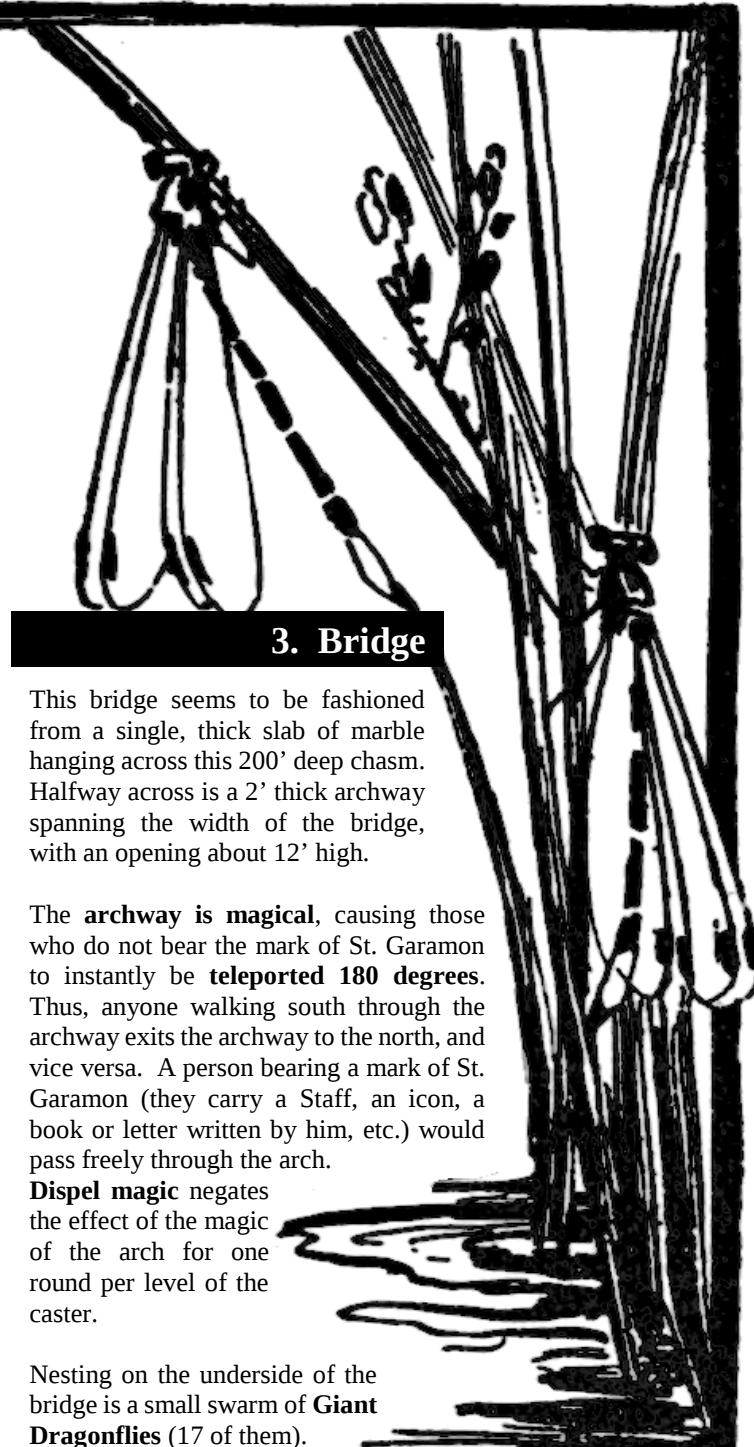
In the northern chamber, seated on a throne fashioned from dragon's bones, is a skeletal figure in white robes, holding a staff. This is **Durant, a Sepulchre Master**, who will greet with a whispering voice any mortals who gain access to this chamber: "Well done, mortals! Thou hast proven thy cunning and might. Dost thou seek entreaty with the Broken Saint, mayhaps?"

His follow-up is always, "What, then, do ye offer? How bringest thee?"

More than any material possession, Durant craves knowledge. If offered a book, a new spell or some kind of unique information, he will hold out the staff he bears, offering it with a warning, "The paths of the Broken Saint are not to be tread lightly. This staff bears the mark of my master who will be pleased to see it again. Take it on your journey. May the Light shine upon you." He will warn the party that only those "Marked by the Master" may pass freely throughout the Keep – but won't elaborate on what that means...

If attacked, Durant responds with his teleport attack (that looks like magical fire) or with the **Staff of St. Garamon the Pious**. In addition, he will summon the Bonedancers to resume their dance or attack with their wicked knives.

Roll 1d20	Teleport Destination
1-7	1 Mile in a random direction
8-10	Bone Trees, Keep area 1
11	The Block, Keep area 9
12	Middle Courtyard, Keep area 8
13-16	Hall of Judgment, Dungeon area 11
17-19	Locked Cell, Dungeon area 18C
20	Pit of Sorrow, Dungeon area 20



3. Bridge

This bridge seems to be fashioned from a single, thick slab of marble hanging across this 200' deep chasm. Halfway across is a 2' thick archway spanning the width of the bridge, with an opening about 12' high.

The **archway is magical**, causing those who do not bear the mark of St. Garamon to instantly be **teleported 180 degrees**. Thus, anyone walking south through the archway exits the archway to the north, and vice versa. A person bearing a mark of St. Garamon (they carry a Staff, an icon, a book or letter written by him, etc.) would pass freely through the arch.

Dispel magic negates the effect of the magic of the arch for one round per level of the caster.

Nesting on the underside of the bridge is a small swarm of **Giant Dragonflies** (17 of them).

The dragonflies don't attack for damage, but if they successfully hit a target, that creature must save (vs. Dragon Breath) or be knocked prone. Anyone who does fall must make a second save (or Dexterity check) to avoid falling off the bridge (clever ideas might grant a bonus to the second save). The chasm is 187 feet deep.

The nest is a series of low mounds formed of mud, branches and straw, clinging to the underside of the bridge where they collect shiny things, mostly bits of glass and metal, but have accumulated 153 sp, 44 gp, an emerald (100 gp), a ruby (200 gp), a garnet (200 gp) and a small diamond (400 gp).

4. The Outer Gate

The stout gate is closed and locked. The door, only about 6' wide, is carved in bas relief depicting two horned and winged demons, bound in chains. Above the gate, standing on the wall, are two stone human-like figures, staring down at the space in front of the gate.

The door is magical. A **Staff of St. Garmond** touching the door will unlock it and open it.

The two figures carved into the door are **Sentinel Demons**, magically bound to the door.

If the door is damaged or if an attempt is made to open the door from the north side (without a key or a Staff of St. Garamond), the demons animate and attack. The chains binding the demons (around the necks) lead up through the top of the doorframe and are attached to the stone figures atop the wall. These are two **Stone Guardians** who wield the **Spirit Chains** controlling the demons.

If the chains are broken, the demons will be freed (and will attack the Stone Guardians).

Likewise, if the Guardians are killed, the demons are freed (roll on the reaction chart in this case). If the Sentinel Demons are killed, the Stone Guardians will merge into the stone wall.

The easiest way to bypass these demons, for those without a staff or key or some other token of St. Garamon, is to go over the wall and open the door from the southern side. The Stone Guardians, and by extension the Sentinel Demons, will not attempt to stop anyone who does so.

5. Outer Courtyard

Hundreds of poles stand in this courtyard, a skeleton impaled upon each one (347 to be exact). The poles and skeletons are non-magical. Nothing will happen if they are hacked apart, blown up or otherwise molested. However, the **skeletons** can be animated by the Bonedancers (in Keep area 2 or 14D) if appropriate. If St.Garamon is laid to rest the Bonedancers will animate all of these skeletons who will attack those who laid him to rest and pursue tirelessly.

A large fountain stands in the center of this courtyard, topped with a statue of Saint Garamon the Pious. The water is magical, provided it is consumed directly from the fountain.

Roll 1d20	Effect of Drinking Fountain Water
2	Reduced to 1 hit point
3-4	No effect
5-9	Healed 1 hit point
10-11	Cure disease, poison or remove curse
12	Fully healed

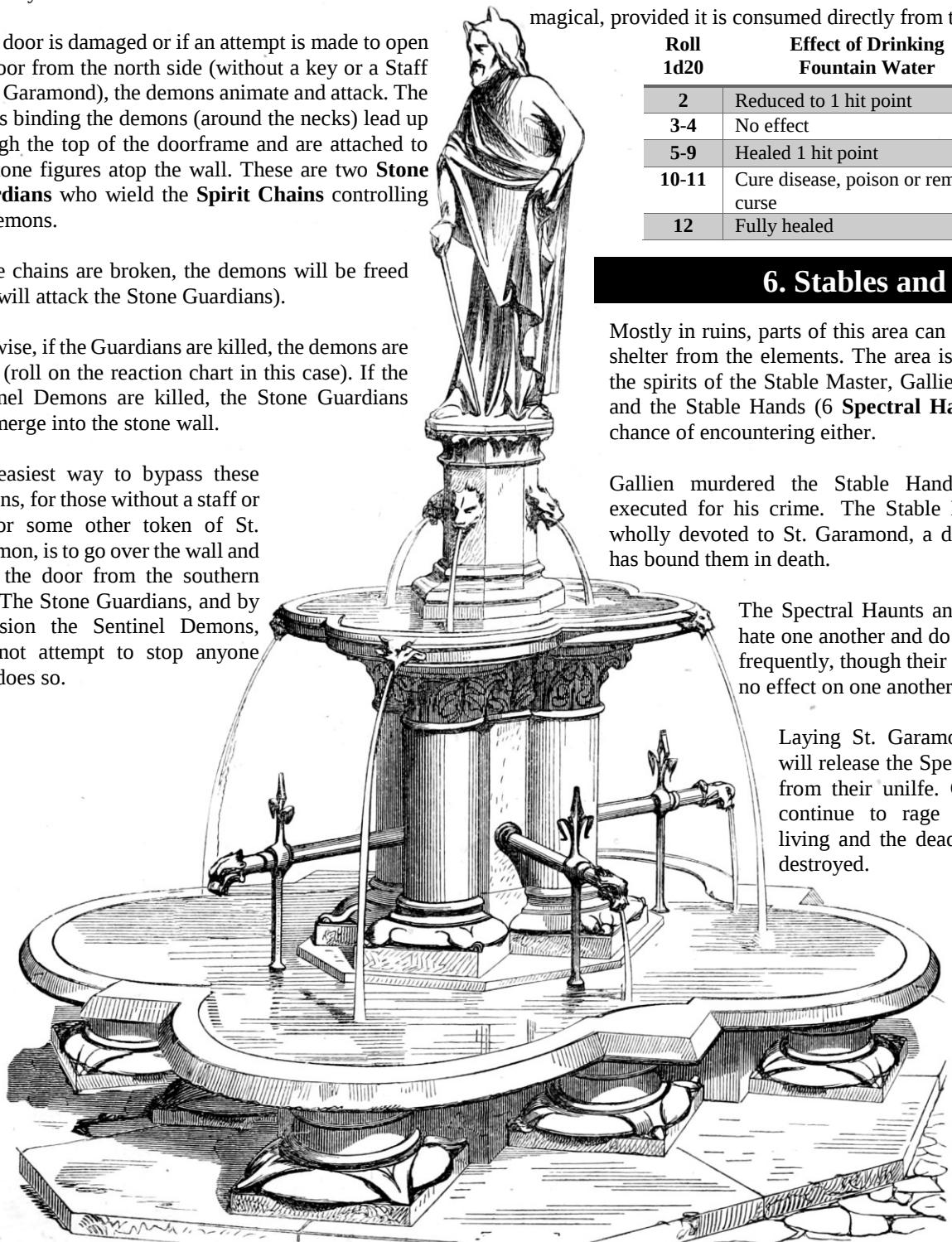
6. Stables and Kennels

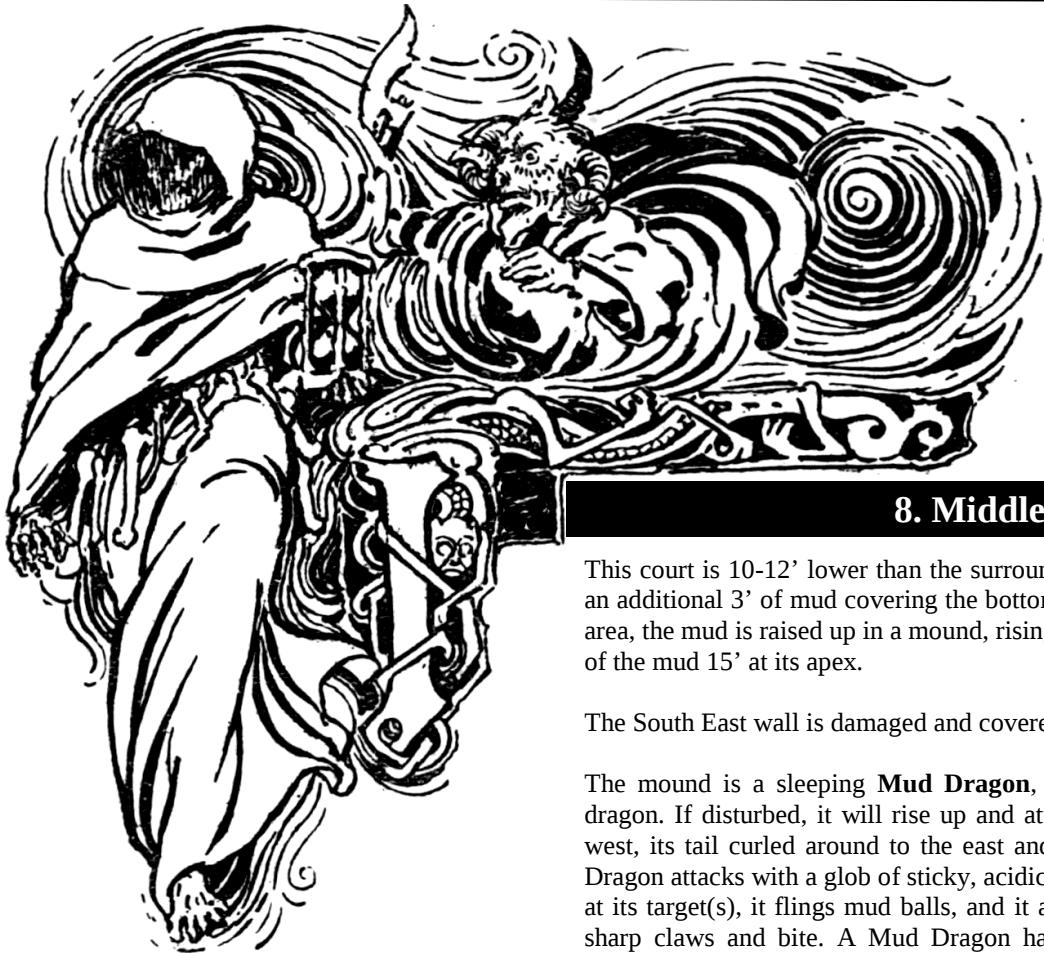
Mostly in ruins, parts of this area can still provide shelter from the elements. The area is haunted by the spirits of the Stable Master, Gallien (a **Ghost**) and the Stable Hands (6 **Spectral Haunts**). 50% chance of encountering either.

Gallien murdered the Stable Hands and was executed for his crime. The Stable Hands were wholly devoted to St. Garamond, a devotion that has bound them in death.

The Spectral Haunts and the Ghost hate one another and do mock battle frequently, though their attacks have no effect on one another.

Laying St. Garamond to Rest will release the Spectral Haunts from their unlife. Gallien will continue to rage against the living and the dead until he is destroyed.





7. Tower of Seven Flames

This seven-storied tower is laid out exactly the same way on each floor: a larger northern chamber, a smaller southern chamber, with an archway separating them. Each southern chamber has a small stone box on which is a brass lamp. There is no direct connection between the floors (no stairs or ladders) though every floor has two windows in the southern chamber. None of the brass lamps are lit (or have oil in them).

The first story has a secret trap door in the floor which leads down to a room in the Dungeon (Room 2). Hanging on the north wall of the second story is a silver tipped hunting horn (the **Horn of the Silver Host** - sounding it will rouse the Host of the Broken Saint as well...), on a large book stand on the fifth story stands open a **journal of Garamon the Pious** (the years from his youth spent at the monastery), and hanging on the north wall of the seventh story is a large (6' diameter) **silver mirror**.

If all seven lamps are given oil and the wicks are lit, the mirror (seventh floor) allows a petitioner to seek wisdom from heaven. One yes or no question will be answered for each hour a petitioner spends with all the lamps lit praying before the mirror. The petitioner asks the question while facing the mirror and will see his or her reflection either nodding for a positive answer or shaking the head for a negative. A petitioner may pray and ask a number of questions equal to or less than his or her level, provided he or she has prayed an hour for each question asked. This effect is usable once a year per person.

8. Middle Courtyard

This court is 10-12' lower than the surrounding areas, with an additional 3' of mud covering the bottom. In the central area, the mud is raised up in a mound, rising above the level of the mud 15' at its apex.

The South East wall is damaged and covered in mud.

The mound is a sleeping **Mud Dragon**, a lesser type of dragon. If disturbed, it will rise up and attack (it is facing west, its tail curled around to the east and north). A Mud Dragon attacks with a glob of sticky, acidic mud that it spits at its target(s), it flings mud balls, and it attacks with very sharp claws and bite. A Mud Dragon has no wings and cannot fly but can glide through mud very quickly.

Mixed in the mud is the Mud Dragon's treasure:

Gems: 10 gp Hematite, 10 gp Turquoise, 1000 gp Amethyst, 1000 gp Aquamarine, 45 gp Blue Quartz, 500 gp Amethyst, 500 gp Spinel, 6 gp Eye Agate, 600 gp Alexandrite, 650 gp Spinel

Jewelry: 1800 gp Gold Statue of St. Matias, 1000 gp Silver Locket with a dragon design, 3000 gp Gold Box Chain, 12000 gp Buckle, studded with 12 rubies and 4 diamonds.

Magic: Rope of Entanglement, Sword +1, +2 vs. magic-using and enchanted creatures, Sword +2, Dragon Slayer, Map to Magic Treasure: labyrinth of caves found in lair. [Elixir of Youth, Potion of ESP, Elixir of Life, Potion of ESP, Fire Breath], Scroll of Protection - Magic

9. The Gallows Block

An 8'x10 stone platform rises about 10' above the mud level here. The block has a 4' square locked and hinged rusty iron grate in the center of the platform. Wooden stairs ascend the north side of the platform.

The shaft beneath the grate drops 100' to the muddy pool at the bottom of the Pit of Sorrow (Dungeon area 20). Anyone who is not an accomplished diver who drops through the shaft will take 3d6 hp damage (save for half) falling into the muddy pool. An accomplished diver takes 1 hp damage.

10. Tower of the Gilded Knight

The door to this tower is locked. The Gilded Knight (10C, below) has the key.

The only way into the second floor of the tower (10B, the Improbably Room) is via the stairs on the first or third floor. Level 1 (10A) is accessible via the door and window, level 3 (10C) via a window, stairs from 10B or somehow through the roof.



10A. The Grimstaal

Three gremlin-like creatures live here: the **Grimstaal**. Each is a different color:

- a fat and lumpy yellow-skinned
- a small blue-skinned
- a larger, winged green-skinned

If encountered within the tower, the three creatures will be bickering with one another over which one of them actually “broke the toad.”

The Grimstaal are symbiotic creatures: If the blue or yellow Grimstaal are killed, their HD and abilities are magically merged into the remaining Green Grimstaal (who will, sometime later, divide into three unique creatures again). If the Green Grimstaal is killed, the blue and yellow dissolve into colored smoke the following round (which will merge with the corpse of the Green, and sometimes later divide into three unique creatures again). The only way to completely destroy the Grimstaal is to banish all three to the Outer Darkness.

Green Grimstaal: the largest and strongest of the Grimstaal, Green Grimstaal can cast illusion magic three times per day (each): darkness, blur, hypnotism, fear. Green Grimstaal have darkvision.

Blue Grimstaal: the smallest of the Grimstaal, Blue Grimstaal have a powerful, poisonous bite (save vs. poison or fall unconscious for 1d20 rounds). They are immune to magic.

Yellow Grimstaal: innately magical beings, able to cast the following at will, once per round: mirror image, change self, magic mouth. In addition, 3x per day a Yellow Grimstaal can become invisible for 1d8 turns and once per day can polymorph self.



10B. The Improbable Room

This one is a little difficult to come to grips with: this room is like an infinity loop (Mobius strip) - a single wall that curves back onto itself so that it appears that there are two copies of everything that enters the room about 20' apart - the copy moving exactly as the original (since it IS the original).

Everything moves away from the starting point right back to the starting point. Thus, an arrow shot from the entry toward the “copy” of the entry will arrive BEHIND the shooter (perhaps to devastating effect...). All magic works normally - such as fireball or teleport - WITHIN the confines of this infinite loop (thus, teleporting will always bring a person right back to the entry).

Exiting this Level:

- The stairway down to 10A remains open and accessible – in fact, it is the only staircase actually here.
- Wish, Planeshift, Astral/Ethereal magic, and other types of powerful and/or interdimensional magic will allow the caster to escape.
- Dispelling magic will open access to a stairway to the third floor (10C) for one combat round per level of the caster.

10C. The Gilded Knight

A Fay Creature, nearly immortal, the Gilded Knight looks like a slender, short man with sharp, pointed features, with a long black mustache and golden skin.

He sits unmoving on a throne of dragon-skin leather, watching an endless panoply human misery played out on the misty surface of a green pool before his throne (**Vision of the Heart**).

The Gilded Knight fights with a gem-encrusted magical axe (**Winter's Blight**) and wears magical gilded plate armor (**The Gift of the Fey**) and a magical shield (**Light's Defense**).

He can cast **teleport, magic missile and bless/curse** as a 7th level caster, 3x per day, and can assume **gaseous form** once per week, but must remain in gaseous form for 24 hours if he does so.



11. Inner Gate

This gate is banded oak with an iron portcullis, though both are normally kept open.

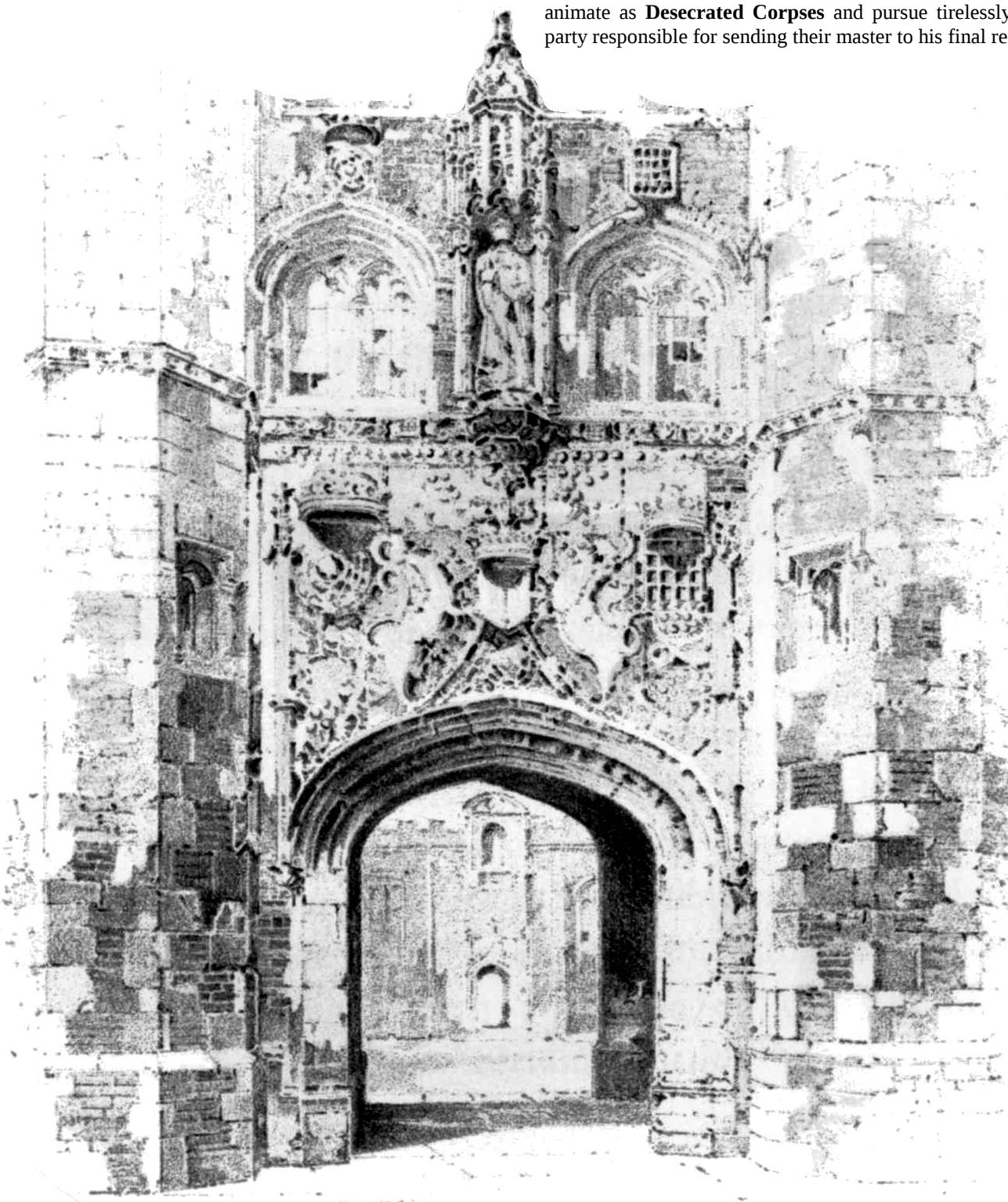
If intruders (those not marked by St. Garamon) have entered the Keep or attempt to pass through the gate, the Gilded Knight (10C) and the Grimstaal (10A) will pursue the intruders to confront and expel, if possible - or to kill if necessary.

12. Inner Courtyard

Here are hundreds (211) of corpses propped up as if cheering, facing the tower ruins. These are long dead worshippers of St. Garamond propped up and tended by the 1d6 **Undying Servants** (see Keep area 14) who tend to the Broken Saint.

Fifteen **Host of the Broken Saint** guard this area as well.

If St. Garamon is laid to rest, 1d20+12 of these corpses animate as **Desecrated Corpses** and pursue tirelessly the party responsible for sending their master to his final rest.



13. Ruined Tower

This five-story tall, square tower is largely in ruins. The bottom two stories are mostly intact, while the upper three are tumbled and broken. Undead inhabit the lower floors, birdmen seeking to reclaim their ancestral home now roost in the upper floors.



13A. A Glimpse of History

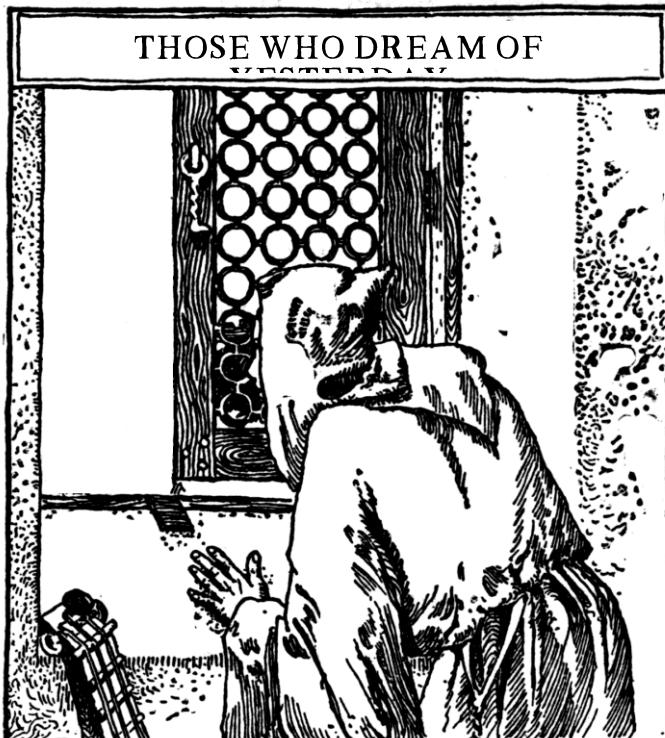
Many ghostly forms mill about the room, dressed for a costume ball. The figures dance and run and fade in and out, so it is difficult to determine exactly how many are actually in the room. They make no sound.

The ghostly figures swarm toward any mortal who enters the room – not in a threatening manner, but nevertheless in a chaotic and confusing display of movement.

Among the harmless ghostly figures are two actual **ghosts** who will attack as the figures swarm, doing 1d8 hp damage, draining 1d3 points of Constitution and stealing 10 years of live per Constitution point drained. The presence of the ghosts causes fear (per the spell – save vs. magic or flee in a random direction for 1d6 rounds).

Anyone killed by the ghosts rises again in 1d4 days as a costumed ghostly form who will forever haunt this chamber... unless both the actual ghosts are killed, which releases all the ghostly forms.

Buried beneath a loose flagstone in the middle of the floor is an oak box containing 157 gp and a scroll (protection from demons).



13B. Those Who Dream of Yesterday

Staring out the window are four gaunt old men, robed and hooded. Their mouths and noses are sewed up with black thread.

These **Tireless Watchers** will not react to anything happening in the room unless one or more of them is touched. This breaks the spell of the Tireless Watcher (temporarily) but enrages them. They attack with their paralyzing gaze and touch which drains 1d4 Constitution points per hit.

13C. Prince of the Birdmen

Most of the four walls remain on this level and the floor is mostly intact.

Ka'ashkaa, Prince of the Birdmen, roosts here with **4 Royal Guards**.

Ka'ashkaa will want to parley with any mortals who might be willing to help him eradicate the Glitterwing interlopers who have infested the Birdmen's home (Dungeon areas 19-27, the Disputed Tunnels). He wants to reclaim, "The Throne of Men" from the intruders.

He will offer any and all treasure in the tunnels (except the Glitterwing eggs in Dungeon area 27) and he has no interest whatsoever in the keep itself, so will not concern himself with any of those areas.

The prince wields a magic sword (**Silvertongue**) and wears a **ring of regeneration** on a talon on his right foot.

13D. Roosts of the Birdmen

Three of the walls are crumbling on this level and much of the floor has rotted away.

Two **Royal Guards** and six **Birdmen** roost here. The Guards wield 6 javelins each and are also armed with short swords (in addition to their talon and beak attacks) while the other Birdmen fight with short swords and daggers.

13E. Roosts of the Birdmen

Only one wall remains semi-intact on this level and there is no floor.

Eight **Birdmen** cling to cracks and crevices in the walls here. They fight with short swords and daggers.

14. The Manor of the Broken Saint

There are 127 Undying Servants in the Keep - some located in individual rooms (see below), some encountered randomly here and elsewhere in the Keep. The Undying Servants spend eternity performing their services - cleaning, serving, advising, etc. If all 127 Undying Servants are encountered and defeated, there will be no more (regardless of what the room descriptions say...)



14A. Grand Salon

Lavish furniture, deep carpets, spotless.

Four **Undying Servants** (skeletal figures in clean, well-pressed white robes) wander about tidying up. Anything the party moves will be moved back, any mess the party makes will be cleaned up.

The only way to get a response from Undying Servants is to attempt to prevent them from doing their eternal work - which causes them to attack mercilessly.

14B. Guards

Four **Host of the Broken Saint** (plate armored undying warriors) stand at the ready.

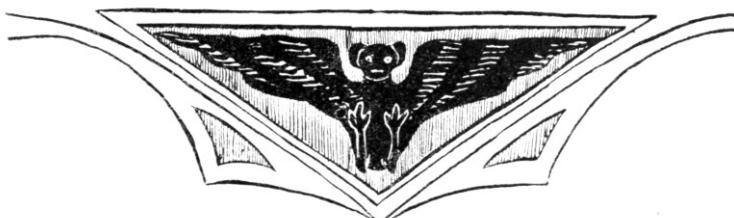
Any who do not bear the mark of St. Garamon will be barred from proceeding. Any who act in a belligerent manner or who are chased here by other denizens of the Keep will be attacked.

Those marked by Saint Garamon may pass freely.

14C. Long Hallway

Each T on the map marks a standard pit trap. 1d6 falling damage (10' deep).

A secret Trap door in floor leads down to Dungeon Level area 1.



14D. Feast Hall

Seated around the large table, in a mockery of a formal banquet, are 14 **skeletons**, posed as if eating, conversing, etc...

At one end of the table are two robed skeletons (**Bonedancers**). At the other end of the table is a skeleton in a rotting priest's garb (**Unholy Priest**).

The Bonedancers and Unholy Priest will not respond to intruders immediately. The Bonedancers will follow the Unholy Priest's lead. He will question intruders in a whispering, hollow voice and will allow any who are marked by St. Garamon to pass as well as any who are willing to try to lay the Broken Saint to rest.

14E. Kitchen

Six **Undying Servants** move chaotically through the kitchen, pantomiming making a meal, scrubbing and cleaning, etc. One Undying Servant sits in a large oak chair before a roaring fire perusing a massive book hung on chains hanging from hooks on the wall.

The book is an ancient cook book (worth about 200 gp, but weighs 475 pounds and is about 3'x4'x2') with recipes for very exotic foods (like griffin flambé and dragon steak tartar and unicorn stew).

The silver cutlery here is of exquisite quality worth about 300 gp.

14F. Tower stairs to second Floor

A massive staircase covered by marble balconies leads to the second story of the Manor. The area around the stairs is kept meticulously clean. Hanging on the wall to the right of the stairs is a giant lizard carcass.



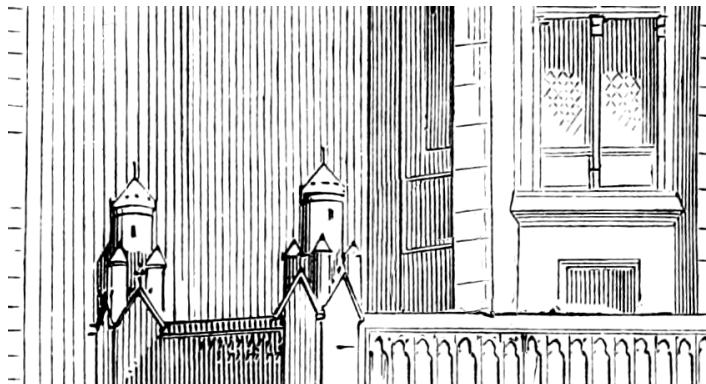
14F1. The Grand Entrance

1d4+2 **Undying Servants** will be sweeping and polishing these stairs at any given time.

14F2. Balconies

Standing guard on each of these platforms are 4 **Host of the Broken Saint**. They will challenge any who do not bear a mark of St. Garamon. They fight to the death and pursue tirelessly.

In addition, 4 **Host of the Broken Saint** archers stand ready on the balcony above the stair entrance.



14F3. The Seneschal

Standing in the archway at all times is **Darian the Tireless**, Garamon's Seneschal. He is cursed to remain the gatekeeper for the Broken Saint's personal chambers as long as Garamon the Pious lives. Regardless of previous conflict with the other denizens of the Keep, Darian will be cordial, calm and business-like.

He asks, "Why seekest thou an audience with my master?"

Only those marked with a sign of St. Garamon will be allowed to pass – and those with this warning, "The master seeks solace in solitude. Thou tho art marked as friend of the master, f thou bringest him peace, then peace be with you. If thou bringest not peace, thy fate belongs to thee."

Those not bearing a mark of St. Garamon will be told in no uncertain terms that they are not welcome and asked to leave. Darian will be insistent, physically barring the way up the stairs. If molested in any way, he calls for aid.

The first round, any **Host** in the courtyard will come to his aid. The third round, the **Host** From 14H will come down the stairs to help. Finally, the fifth round after Darian calls for help, the Saintly Warrior from 14H comes down the steps to help.



14G. Tower Stairs to Battlements

These stone stairs are well cleaned, but hardly ever used. 30% chance of encountering 1 **Undying Servant** here mopping the steps.

14H. Upper Hall

A dozen sets of full platemail stand arrayed around the room which has overstuffed chairs and couches and tables and bookshelves.

Milling around the room are six **Undying Servants** dusting and cleaning, straightening vases filled with fresh flowers and fluffing the cushions on the couches and chairs. They will meticulously return anything displaced by the party.

Seated in one of the overstuffed chairs, reading a book (*The Lost Histories of the First People*) is an **Unholy Priest** named **Galen Truefall**. Unlike many of his kind, Galen has retained a bit of his personality in unlife (he was extremely devout, a scholar and a philosopher).

Galen will desire to engage in philosophical debate about the meaning of life, about the meaning of faith, about the existence (or lack thereof) of other gods and the power that evil has in this world.

- If attacked or molested, or if disrespected (he has gone a bit insane over the centuries), he will call on the twelve **Host of the Broken Saint** (the 12 suits of platemail arrayed around the room) to come to his defense.
- If anyone not marked by Saint Garamon tries to pass into room 14I, Galen and the Host will attack.
- Anyone marked by Saint Garamon may pass freely, though Galen will still try to engage in philosophical debate.

14I. The Glory of Days Gone By

This well-appointed office is kept meticulously clean by 3 **Undying Servants** who never leave this room.

Seated on a plain wooden chair, dressed in full priestly garb and wearing his **Crown of Consecration**, is **Garamon the Pious**, Saint of the Northern Tier. To his left is a very tall candle (**Incense of Holiness**), to his right, lying on the floor, is a longsword (**Saint's Blessing**). In addition, on his belt is a keyring with a key for every lock in the keep.

Two **Saintly Warriors** flank the door from 14H and 8 **Host of the Broken Saint** stand at the ready, 2 in each corner of the room.

The Broken Saint, Garamon the Pious, holds the **Rod of Arwas Dar (Rod of Resurrection)** constantly, drawing on its energy to keep from dying and facing judgment for his sins...

In addition to Garamon's magic items:

- He is a Tenth Level Paladin (S&W in the Highlands, 5th level fighter, 5th level cleric)
- Can assume Fire Elemental Form (new spell: Assumes the form of a Medium [10 HD] Fire Elemental)
- Spells: Cure Light Wounds, Light, Remove Fear, Silence 15' radius, Snake Charm, Spiritual Hammer, Cure Blindness, Glyph of Warding
- Regenerate 1hp per round when in contact with the Rod of Arwas-Dar

For those entering the chamber:

- If not marked by St. Garamon in some way, the **Saintly Warriors** and Host move to attack.
- If marked by St. Garamon, the Broken Saint will not look up at the intruders, will appear to not listen and will likely not respond to any requests.
- If he is presented with a **Staff of Saint Garamon**, he will sigh deeply and reach for it. If freely given, he will listen patiently to anything the bearer has to say...
- Garamon will not give up his hold on the Rod of Arwas-Dar – it will have to be removed from his dead hands.

14J. Bedroom

Thick dust, unused. No creature enters the Private Chamber of the Broken Saint without his permission, which he has not given in over a hundred years. On a small shelf on the southeastern wall are four handwritten books: *The Journal of Garamon of the Northwood* (the last dozen pages are torn out), *On the Nature of Demons*, *Piety in the Outer Darkness*, and *To Lead the Darkness to the Light*.

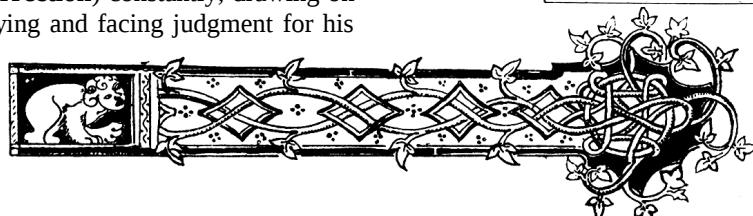
While St. Garamon the Pious authored all of these works, he has disavowed them. They are worth 50 gp each to a general book collector, 75 gp each to a religious book collector and 250 gp each to a Brother of the Chain.

14K. Storage

Scriptures, chalice, priestly garb, prayer books, a handwritten letter of confession:

May the holy Saints forgive a man for his hubris and his blindness. Never did I see the dangers of seeking to return the Lost in Darkness back to the Light. I have committed many and manifold sins against the Truth and the Light and my penance has been more than just. May the Saints forgive me.

Garamon the Least





15. The Outer Keep and Chapel

This four-story stone building is vine and moss covered but in good repair.

15A. The Common Door

This door is generally locked and barred from within.

15B. The Inner Door

This door is unlocked.

15C. The Petitioners' Hall

Timber beam ceiling, two stories high, stone floor. 42 **Host of the Broken Saint** stand at the ready in this large hall. A throne-like chair stands on a dais in the curved (northwest) end of the hall.

The Host will attack any who are not marked in some way by Saint Garamon, though they will not pursue beyond this room and Keep area 17 (the Petitioners' Courtyard). Those who are marked by St. Garamon may pass freely.



15D. The Grand Staircase

The doors (15A&B) open under the grand staircase the rises from about the center of the room to a landing on the southeast wall, then climbs to the second story along the northeast and southwest walls.

15E. The Chapel

Pews, prayer rugs, an altar table with skull on it, an **Undying Priest** behind the skull, holding it reverently, in prayer, 4 **Undying Servants** milling about cleaning.

The Unholy Priest, Marstal, will acknowledge any who enter the chapel with a nod and an outstretched hand inviting them to sit in a pew or kneel on a prayer rug as he intones prayers:

"St. Garamon the Pious, whose skull we this day lift before the Light in reverence and hope of our own healing and eternal joy. May this artifact of our Blessed Master be a pleasing reminder of the holy duty of all those in the Light to live in perfection and to die in service..." and on and on.

Nothing short of seeing Garamon alive will convince Marstal that this is not the skull of St. Garamon the Pious. He will eventually attack any who suggest this truth. If presented with incontrovertible proof (whatever that might look like – players are uncannily creative), Marstal will collapse in a heap of bones and rotted priestly garb... to rise one day later as a **Spectre**,

15F. Underpriest Cells

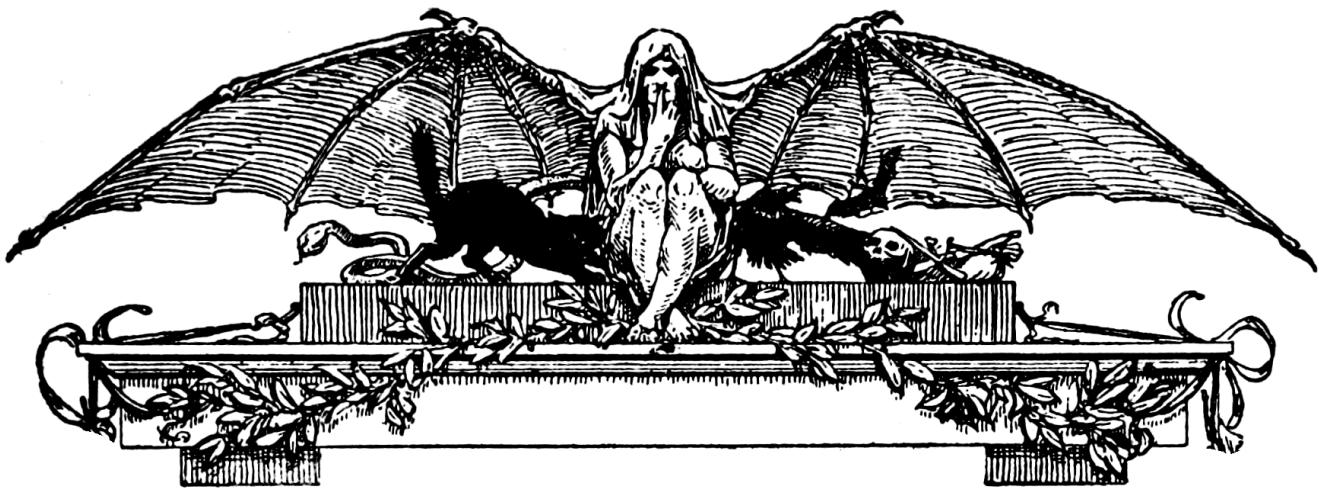
Small bedrooms for the lesser priests: bed, chair and table, bowl and pitcher, prayer books, priestly garb, etc.

All are unoccupied, kept clean by 4 **Undying Servants** who come here every day at noon to clean.

15G. Acolytes' Cells

These small rooms each have a straw mattress on the floor, a candle, a prayer book and a small tin stylized sun holy symbol.

One room has a small book of bawdy poetry under the mattress while the other room has a small leather pouch with a plain silver ring (worth 25 gp) and a worn and tattered note that seems to be some kind of "dear John" letter.



16. The Petitioners' Courtyard

Heaps of moss-covered debris: stone from the walls, offerings from petitioners, skeletal remains (human and animal).

Poking around the debris might turn up some interesting and/or potentially useful items. Roll d20 for each person hour spent searching and if a 20 is rolled, choose from the following:

- A soldier's shield painted red. It's battered and dented and even has a splash of dried blood.
- A black leather jerkin sized for a child and embossed with the image of an apple.
- A 15-pound bag of nuts, dried berries and meats, most of which has been spoiled by mold.
- A bronze talisman featuring the name of Joseph the Revered.
- About a 3-foot length of a broken pole.
- A silver goblet (worth 5 gp).
- A small engraved pewter case containing several paintbrushes and pots of prepared oil paints, a few sponges and sheets of thick linen canvas, 50% chance of being spoiled by weather, time, mold, etc.
- A leather quiver embossed with an image of a hammer, containing 30 crossbow quarrels. A few eagle feathers are tied to the carrying strap.
- A black linen vest with a fashionably wide button-back collar.
- A pewter eating plate caked with old food.
- A mud-caked sleeved chainmail shirt with an axe symbol painted on the breast in red.
- A red kerchief.
- A massive, uncut sapphire on a hempen cord necklace (worth 100 gp uncut, much more if cut and polished).
- A 25-pound bag of rock salt marked with a red hourglass mark on the bag.

A leather quiver embossed with an image of a ring of stars, containing 20 arrows.

- A mace etched with a prayer to St Garamon the Pious to defend the Realm from chaos, and a leather sling-strap.
- A battered shield.
- A fine curved sword with a handguard engraved with a motif of candles and crescent moons. It has also a tanned leather scabbard.
- A worn leather backpack containing a bag of moldy bacon.

17. The Block

This solid obsidian block has no entrances. Divination or the like will reveal that it is hollow and contains a powerful and evil being. It also contains several extremely valuable treasures.

The Block is magically warded against most magics that would allow entrance or egress through the stone: thus, passwall, dimension door, teleport, and the like have no effect, nor do spells like stone to mud or stone to flesh or other such transmutative magics. Astral, ethereal or other planar magic might allow one to gain access to the interior space, as would some powerful magic like a wish. Physical damage may break open the walls, though they are very thick (any blow, magical or mundane, that delivers less than 25 hp of damage is ignored – a wall can suffer 100 hp of damage before cracking – which breaks all of the magical wards on the walls... but also releases the demon within).

Imprisoned herein is **Granta'al the Fire Demon, Lord of the Pit of Darkness, Master of Torture and Flame**, a powerful demon (a Category 6 Demon).

Granta'al is able to telepathically communicate to mortal beings within a 50 radius and will do so if able (save vs. spells to keep his voice out of your head). He claims to be a trapped angel and will promise anything, no matter how unreasonable, to any creature that can free him.

He is, of course, lying about anything he offers.

Also imprisoned here are two minor artifacts:

The Pearl of Great Price and **The Scroll of True Binding**. Both items can be used against Spirit Beings (demons, undead, angels, saints) and thus Garamon deemed them too dangerous to be placed in the hands of mortals.

Granta'al will try to steal the Scroll of True Binding and flee to the Outer Darkness if at all possible.

18. Chimney Grate

A stout, locked iron gate covering the chimneys from Anchandar's Furnace (Dungeon area 2).

THE DUNGEON

1. Stone Guardians

Two plain columns rise from the smooth bedrock floor, supporting a high, vaulted ceiling.

Any mortal presence in the room (invisible, ethereal, etc.) causes the two **Stone Guardians** to step out of the columns and challenge the intruder(s).

Those who bear the Mark of St. Garamon may pass freely while those who are not so marked will be physically pushed back out of the room. Those who resist the Guardians or those who attack the Guardians are attacked.

The Stone Guardians do not pursue beyond this room and two rounds after the room is cleared of living mortal beings, the Guardians will step back into their columns.

A loose stone in the center of the south east wall hides a small, trapped but not locked oak box.

The trap, a poison needle, is hidden in the latch, detectable by careful examination. The poison takes 1 point of Constitution each round until a successful save vs. poison is made. Lost Constitution points regenerate at a rate of one per day.



2. Anchandar's Furnace

Anchandar the Artificer works a massive forge here, manned by 27 **Zombie** attendants. Anchandar is cursed to work this magical forge, creating a re-creating the same sword until he is released by the death of Garamon the Pious.

The sword, **Light's Champion**, is a broadsword +2, +4 vs. undead and other planar creatures, glows with the effect of a Light spell on command and can bestow the effect of a Bless spell once per day. Cursed to disappear every night at midnight as long as the Broken Saint lives.

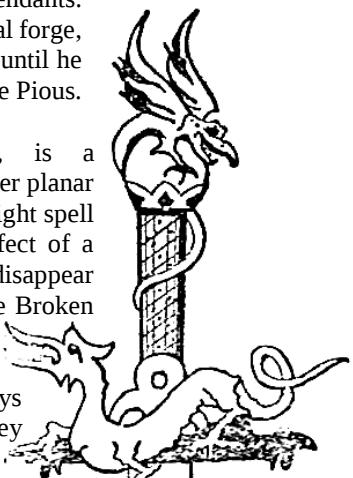
In the Southeast wall are two chimneys which rise to the surface, at the Chimney Grate, Keep area 18.

Anchandar is willing to brand mortals with a 3" diameter mark of St. Garamon (on the chest) so that they may pass freely throughout the keep – for a price: the head of Garamon the Pious. He will gladly brand mortals on the conditional promise of Garamon's death.

The brand is mildly magical: for each day the Broken Saint lives, the brand increases by 1" in diameter and does 1 hp damage per day per inch of diameter... until the Broken Saint is killed, which stops the progress of the brand and damage (but does not shrink the brand). To remove the brand, remove curse must be cast by a spellcaster of at least 12th level.

Anchandar's spells are:

Burning Hands, Charm Person, Comprehend Languages, Invisibility, Shatter, Strength, Clairvoyance, Hold Person, Monster Summoning I, Confusion, Fire Charm



3. The Eternal Shadow

This room is magically darkened. Dispel magic will dispel the darkness for 1 round per level of the caster. Light sources, magical light and the like have no effect on this magical darkness

A **Shadow Fiend** and two enslaved **Shadows** haunt this room. They attack any living being, marked by St. Garamon or not.

The **doors** to the southwest (to area 18) and to the northwest (to area 4) are **physically and magically locked**.

- The physical keys are with Garamon the Pious, the Broken Saint (see Keep area 14I).
- The magical key is to knock three times on the door and say, "By leave of the Master, Garamon the Pious."

4. Statue of St. Ashar

A rather poorly rendered bronze statue of a winged, armored warrior wielding a sword and standing triumphant on the corpse of a demon is shrouded in this alcove. Anyone with even a minimal knowledge of the Saints will know that this is Saint Ashar.

The area around the statue will radiate magic if detected.

This is a "trap" to dissuade any but the faithful to come to the Window of Offering (Dungeon area 5) and beyond.

Any creature who attempts to pass without genuflecting before the statue is teleported 180 degrees, no save. So, passing from area 3 to 7 without genuflecting turns the person back toward area 3 magically and instantaneously, no save.

Dispel magic disarms the "trap" for one round per level of the caster

Those who do genuflect before the statue receive a blessing.

Roll on the following chart to determine:

Roll 1d10	Blessing of St. Ashar
1-4	Bless Spell
5-7	Healed 1d4 hp
8-9	Darkvision for 1d6 hours
10	Protection from Evil 1d6 turns



5. Window of Offering

Frescoes painted on the walls of this alcove depict faithful pilgrims flocking toward the window in the Southwest wall (facing Dungeon area 8).

The window frame is trimmed in cheap gold paint and above the window is a depiction of St. Garamon the Pious, arms spread wide in welcome, smiling down on his flock.

Beyond the window (Dungeon area 8) is a high-ceilinged corridor with many coins and a few jewels scattered about the floor.

6. The (False) Rest of the Broken Saint

The door is unlocked.

This white marble walled room has a mosaic tiled floor in green, blue, white and black wave-like patterns.

12 prayer rugs are scattered haphazardly about the floor.

The three alcoves in the Northeastern wall contain 12'x 4' silken banners: the outer two are blue fields with a golden radiant stylized sun emblazoned in the middle and a sword rising out of the sun. The center banner is a black field with a golden radiant stylized sun and a red flame rising from the sun.

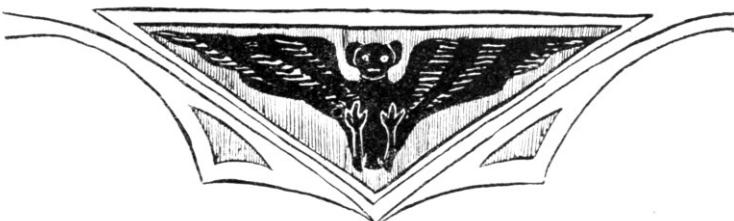
The banners are worth about 100 gp each (and weigh only a few pounds each).

Behind the right (northernmost) banner is a secret door: it looks like a blank wall but if pushed (with a strength of at least 17), it opens easily and silently.

Behind the center banner is a large urn (about 4' high) filled with ashes sitting atop a marble pedestal on which is inscribed:

*Of the Pyre of Our Master and Friend
Garamon the Pious
Servant of the Light and
Martyr for the Truth*

If the ashes in the urn are disturbed, 4 **Ashen Warriors** rise out of the urn in a small whirlwind and attack. Casting a Bless spell on an Ashen Warrior will cause it to crumble to dust, sending its spirit to its final rest.



7. The Room of Ingathering

Doors are locked (keys are with the Broken Saint, Keep area 14I).

The upper (northwestern) part of this room is littered with chests, boxes and sacks containing offerings from the faithful, gathered for decades and stored here. Most of the offerings were perishable (foodstuffs, flowers, etc.) or have rotted away over time (silk robes and slippers, felt hats, etc.).

This whole area is haunted by the spirits of hundreds of infidels tortured to death in an ill-advised Inquisition which the Church of the Holy Saints conducted centuries ago. Among the incorporeal, tortured and battered spirits who wander aimlessly about the room are four **Anguished Spirits** who will attack with surprise and a **Demon of Chains** who binds all of the spirits to this room.

If the Demon of Chains is killed, all of the spirits are released to their eternal rest.

Searching among the rubble and ruin of the offerings here could be a time consuming and arduous task but a number of potentially useful items and a few treasures might be found. Roll d20 for each person-turn of searching conducted. On a 20, choose from the following list:

- A pair of kidskin gloves sized for a child.
- A dull knife with a pigskin sheath.
- A chainmail coat.
- A lead ring with a missing inset stone (one of the emeralds in Dungeon area 8, below: if reset, the ring is worth 150 gp).
- A 4-gallon cask of soap powder with a black skull painted onto the lid.
- A sack containing a long bow, a flask of polishing oils, four bowstrings, and a quiver of 22 arrows.
- A weather-beaten star sign chart.
- A silver pendant in the shape of a wreath, strung from a hemp cord necklace (worth about 25 gp).
- A leaden ring etched with devotions to Saint Ashar.
- A shield etched with devotions to Saint Alboran.
- A cloth bag holding a few bars of soap, and a hardwood comb.
- Boxes containing: 1000 gp Topaz, 100 gp Blue Quartz, 500 gp Alexandrite, 500 gp Amethyst, 30 gp Eye Agate, 50 gp Turquoise, 100 gp Hematite, 100 gp Eye Agate, 1000 gp Emerald, 100 gp Bloodstone, 500 gp Garnet, 100 gp Bloodstone, 400 gp Spinel, 1000 gp Garnet, 50 gp Hematite, 50 gp Malachite, 10 gp Turquoise, 80 gp Hematite, 200 gp Star Rose Quartz, 50 gp Obsidian, 1000 gp Topaz, 100 gp Zircon, 100 gp Smoky Quartz, 20 gp Turquoise, 100 gp Smoky Quartz, 500 gp Topaz, 110 gp Spinel, 100 gp Sardonyx, 10 gp Eye Agate, 10 gp Hematite, 1000 gp Coral, 5000 gp Amethyst, 1000 gp Tourmaline, 500 gp Peridot, 500 gp Tourmaline, 1000 gp Aquamarine, 100 gp Tourmaline, 500 gp Alexandrite, 130 gp Chrysoprase.
- Boxes containing a total of 877 gp 1299 sp and 4688 cp.

8. Alms of the Saints

The walls rise to a very high ceiling here (about 25') with a window near the top of the northeastern wall. On the floor are scattered alms dropped here by faithful pilgrims generations ago: 74 gp, 188 sp, 319 cp, 2 rubies (25 gp each), 1 diamond (500 gp), 3 emeralds (100 gp each).

9. Those Who Wait In Darkness

Standing perfectly at attention in 10 rows of 10 are life-sized wooden statues of scale mail clad warriors, each with a sheathed sword, a shield slung on his back and a full-face helmet obscuring his features.

Those who enter not marked by Saint Garamon will animate the 100 **Wooden Warriors** who will draw swords and form a wedge, with the intent of pushing intruders out the Southeastern archway and toward the trap at Dungeon area 10 (below).

If the Full Host is aroused (see Special Rules section), these 100 warriors march down the northeast corridor toward dungeon area 10 to heed the call... but they will set off the trap at area 10 if it has not been disarmed...



10. Trap

If approached from Dungeon area 1 to the South, the door is unlocked, and the room is empty - except that it smells of rot and decay.

If approached from the direction of area 9 to the northwest by any mortal creature (even if magically hidden), the door explodes outward and a gout of flame fills the hallway, igniting anything flammable (like the Wooden Warriors from area 9) and doing $4d6$ fire damage, diminishing dice, to anyone in the corridor. Save for half damage. If the Wooden Warriors from area 9 are ignited, they will burn for $4d6+10$ turns and collapse this corridor and the one above which leads to the stairs to Keep area 14C.

11. Hall of Judgment

When a mortal enters this room, a voice booms out announcing his or her true name:

“<NAME> step into the Light and be ye judged on the merits of thy service. Know ye that the Saints of old stand here in judgment, so speak true thy fear, thy sin, and thy hope.”

The pillars are carved in representation of 22 saints: while most are obscure (St. Thrimond, patron saint of lanterns and lights, for example), the four saints on the Northwestern side (closest to area 13) are well known: St. Ashar, St. Matlas the Chaste, St. Alboran, St. Cyrian the Animal Friend.

- Any mortal creature who answers honestly (GM can interpret - complete honesty? Situational honesty? Honesty “from a certain perspective”? - what response would the answer, “I refuse to tell you.” or “I don’t want to say that out loud” or some such illicit?), causes one of the “famous” saintly pillars to animate as a **Caryatid Column** which will indicate that the individual (or individuals) who answered honestly should move toward Dungeon area 12, the Seat of the Righteous, though the animated saint will not force anyone to move.
- Failure to respond to the questions honestly causes one of 18 “lesser” saintly pillars (per mortal in the room) to animate as **Caryatid Columns** and attempt to wrestle the mortal being into submission, taking them to area 13 (Fate of Mockers)
- Any mortal who is blasphemous in this room arouses the ire of the Saints of Light who will animate the four greater saint statues as **Saintly Apparitions** (Aleax), who will pursue, seeking vengeance for the blasphemy, ultimately attempting to bind the blasphemer and drop him or her down the Gallows Block (Keep area 9) into the Pit of Sorrow (Dungeon area 20).

12. Seat of the Righteous

Two pillars in the southeastern alcoves of this room are carved as angels with wings outspread.

Seated at the top of the stairs is **Durmont, a Sepulcher Master** who will greet the pious (those who answered the questions posed in Dungeon area 11 honestly) and ask, "What dost thou seek?"

Whatever the answer, Durmont will attempt to answer any questions. He does not know how to lift the curse on Garamon and the denizens of the keep (the Undying Servants, the Host, etc.) but believes that Lucien, the High Priest of the Broken Saint (Dungeon area 14) knows.

Durmont knows the history of the Keep and the true history of Garamon the Pious, the Broken Saint. He has been disconnected from the mortal realm for the past 100 or so years, so there are many gaps in his knowledge.

If attacked, Durmont will use his teleport ability (which looks like green fire shot from his hands), sending the attackers to different places if he faces multiple opponents.

Roll 1d20	Teleport Destination
1-7	1 Mile in a random direction
8-10	Bone Trees, Keep area 1
11	The Block, Keep area 9
12	Middle Courtyard, Keep area 8
13-16	Hall of Judgment, Dungeon area 11
17-19	Locked Cell, Dungeon area 18C
20	Pit of Sorrow, Dungeon area 20

13. Fate of the Mockers

A statue stands in each of the far corners (southwest and northeast), a gilded winged child, each pointing toward the other.

This is a **trap**.

Any mortal being who comes in between the statues must save (vs. paralysis) or have a paralyzing lightning bolt shoot between the pointing fingers of the statues, paralyzing the victim for 20 rounds minus the character's Constitution.

An 8' diameter black hole is framed by a stone frame on the southern wall. This is a "Gate" to area 20, the Pit of Sorrows. The animated saints from area 11 will try to throw any intruders through this gate.



14. High Priest of the Broken Saint

Lucien, the High Priest of the Brotherhood of Saint Garamon the Pious, lives in this room, eternally cursed to offer prayers for the soul of his Master, the Broken Saint, until Garamon is laid to rest. Lucien knows:

- the true history of Garamon, his teachings and his near-martyrdom.
- that he and those who are trapped here due to their devotion to their master (such as the Undying Servants, the Host, etc.) will be released from their curse if Garamon is laid to rest (killed). He also knows that Garamon holds the **Rod of Arwas-Dar**, a powerful magical artifact which gives him immortality.
- that the Broken Saint can only be killed if the Rod is removed from his person.
- that Garamon believes he is doomed to eternity in the Outer Darkness because of his sins.
- that Garamon will not listen to reason, doctrine or church law concerning his eternal fate.

15. Shrine to the Broken Saint

Lucien performs thrice daily intercession for his master, the Broken Saint in this Spartan chapel.

16. The Tombs of the Lesser Saints

Eight alcoves in the tunnels here are piled high with the mummified remains of Garamon's faithful followers. Those who enter the tombs without a mark of St. Garamon will cause the mummified remains to begin to rattle and quake. If the remains are disturbed, 1d6 **Mummified Remains** will animate and attack, pursuing intruders.

17. False Rest of the Broken Saint

This is a lavish tomb with a huge sarcophagus, the lid of which is carved in the likeness of St. Garamon the Pious. The sarcophagus is filled with cremated remains, if disturbed rise as 3 **Ashen Warriors**.

Among the remains can be found: 4881 gp, 12343 sp, a gold and ruby pin in the shape of a stylized cardinal in flight (worth 1400 gp), a small golden idol of Saint Ashar (250 gp).



18. The Red Prison: Gateway To the Pit of Sorrow

All the stonework here is rust-red, with darker stains splashed here and there.

18A. Guard Area

Six beds, a table, a dozen chairs, ten small trunks. Hanging on the wall is a rack with 12 swords.

If any of the items are disturbed, the ghostly forms of six guards will appear and "attack" the intruder(s), to no effect. If the guards' remains are found (in the Pit of Sorrow, Dungeon area 20) and laid to rest, those responsible will receive the effect of a Bless spell permanently.



18B. Iron Banded Door and Bars

A stout oak door, locked (key is with the Broken Saint, Keep area 14I).

Beyond the door (which can take 54 hp of physical damage before being broken open) is another door of iron bars, also locked (key as above).

18C. Locked Cells

Each of these cells has a desiccated corpse lying on a straw pallet against the back wall. The corpses are not undead, but are infested with **Oozing Black Death**, which will seep out and attack any living being which comes within 5'.

Each of the corpses has a medallion of St. Garamon the Pious around its neck.

18D. He Who Must Not Be Freed

This cell is isolated from the other three and is both physically locked (key is with the Broken Saint in area 14I) and magically locked (dispel magic, knock, etc. will open magic lock).

In the cell is **Galador the Just**, a burly knight who has been imprisoned here for 127 years. His legs are covered in shimmering silver scales (like a dragon) and his eyes are purple. Galador's armor, shield and sword lay at his feet and he regularly shakes the bars and yells for release.

Galador was sent by the Church of the Holy Saints to assassinate Garamon, the Broken Saint as the church had branded him a heretic. After many years of searching, Galador found the Keep and confronted Garamon – but was tricked by the Broken Saint and has been imprisoned here ever since. He is scrupulously honest.

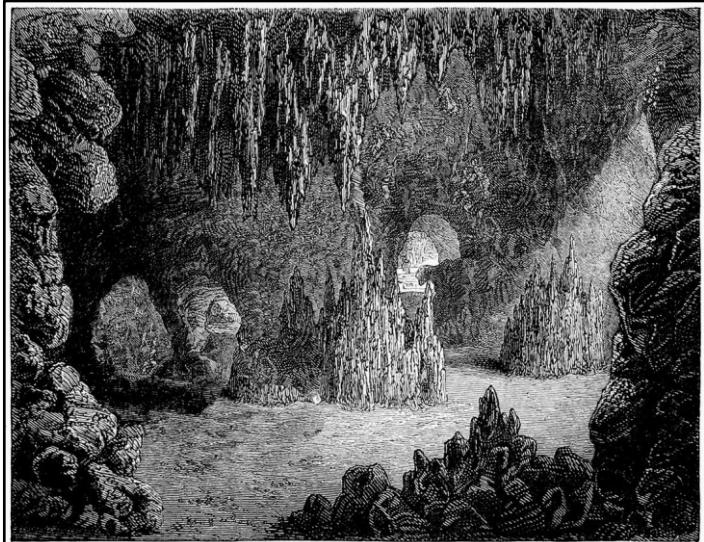
Galador's sword, **Hand of Justice**, is magical and can defeat the Broken Saint.

19-27. The Disputed Tunnels

These tunnels and caves were once home to a clan of Birdmen but were abandoned generations ago. A hive of Glitterwings have taken over the tunnels and have lived here for as long as any of the Glitterwings can remember. Recently, the Birdmen have returned (see Keep area 13, the Ruined Tower) and desire to reclaim their ancestral home.

If an alarm is raised, all remaining Glitterwings will concentrate on defending the Queen's chamber (Dungeon area 23) and the Egg Chamber (Dungeon area 27).

Random Encounters (see chart to right) occur 1-in-8 per turn in the Disputed Tunnels.



19. Guardroom

Four bored **Glitterwing Guards** nest here. They are not particularly vigilant (automatically surprised if precautions are taken, surprised 1-4 on d6 even if precautions not taken). They do not get along with one another (if overheard, they are bickering about who was cheating in a dice game) but they are efficient warriors when presented with a threat.

If intruders are detected or engaged, the Glitterwing Guard with the highest hit points will attempt to flee down the southwest tunnel to raise the alarm. If the intruders came from the southwest, the Guard will attempt to flee down the southeast corridor.

These guards will be rude and hostile toward intruders but will not attack immediately. If intruders seem likely to be able to offer information about the Birdmen or are potential allies, the Guards will offer to accompany intruders to their Queen (Dungeon area 23).

Optional Encounter:

The **Glitterwing Guards** are all dead and all the remaining **Birdmen** (from Keep area 13) are beginning their assault of the Disputed Tunnels.

The Birdmen will demand undying fealty to their prince or will engage immediately in to-the-death combat.



20. The Pit of Sorrow

This vaulted ceilinged natural cavern stinks of decay and offal. The floor is covered in muddy water, about 10' deep. The walls are slippery, covered in slimy green-brown mud, the same mud drips slowly down from the stalactite covered ceiling. See the side-view sketch.

Ledges jut out into the cavern at areas A, B and C on the map, about 20' above the level of the water.

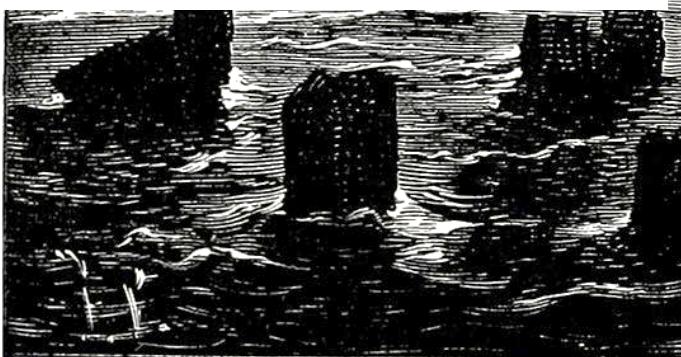
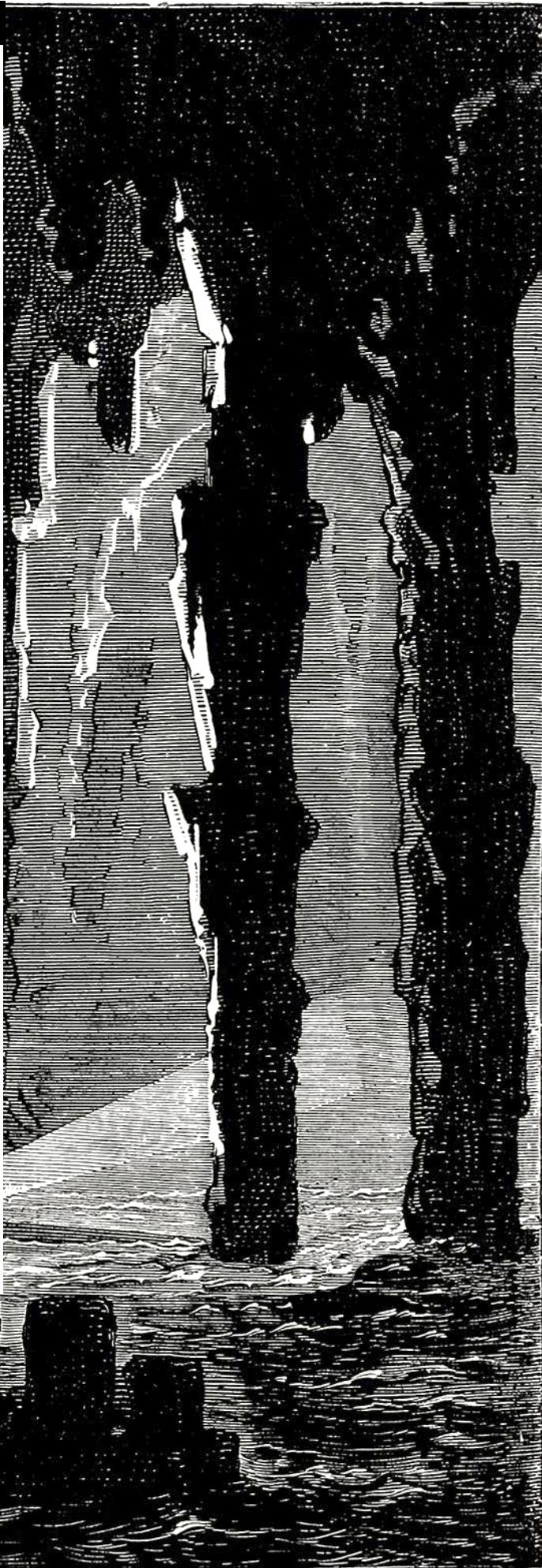
12 **Carrion Creepers** live in the muddy water, avoiding the **Tentacled Horror** that nests in the very center of this cavern, which occasionally lashes out to grab and eat any living thing that drops into the pit.

5 **Anguished Spirits**, the souls of five of the evillest people who were sacrificed here, haunt the cavern as well.

In the muddy water is the remains of 43 people who were condemned to death here. Six of the corpses here are the guards from area 18A.

Among the death and decay beneath the muddy water at the bottom of the cavern might be found some useful and/or valuable items. Roll d20 for each person turn of searching. On a 20, choose from the following:

- A brass ring etched with a sacred oath to serve the Emperor.
- A leather quiver embossed with an image of a laurel wreath, containing 30 crossbow bolts.
- A smoking pipe engraved with the image of the old god of the Sky and Wind.
- A warped wooden reliquary box holding the skull of Barris the Green Friar, a minor nearly forgotten saint, who defended his village's shrine against a clan of 60 goblins.
- A cracked and crumbling leather jack with an embossed design of a rat's head.
- A steel ring engraved with a prayer to St. Alboran.
- A yellow pigskin jacket with an embossed design of a laurel wreath.
- A two-handed flail engraved with a motif of loops and spirals. A small bell has been tied to the handle.
- A tiny, empty pewter box engraved with the image of a grinning wicked sun.
- A battered, but still sealed, brass scroll tube containing: a fire-blackened parchment covered in profanities, a rain-stained piece of parchment on which is inscribed a deed of ownership for a vessel named 'Light of the Sea', and a spell scroll (Magic User: Light, Magic Missile, Sleep).
- 11 Brass Medallions bearing the likeness of St. Garamon the Pious.
- 32 gp, 127 sp



21. 22. Guards

Four very alert **Glitterwing Guards** nest in each of these caves. They are very hard to surprise and will defend the tunnel to Dungeon area 23 to the death.

The Guards are very concerned about the possible Birdman invasion. They will not attack mortals immediately but will be cautiously willing to parley. If convinced they are not agents of the Birdmen, the guards will bring encountered mortals to their Queen (Dungeon area 23, Royal Chamber) for her to decide the intruders' fate.

23. Royal Chamber

Reclining here on a massive couch made of human bones is the **Glitterwing Queen**, cradling a golden scepter (which she occasionally touches to her lips). She is flanked by Six **Glitterwing Royal Guards** and attended by eight **Glitterwing Drones** and two **Glitterwing Nurses**.

The Queen is haughty and entitled, used to her every whim being catered. She is demanding and short-tempered.

The Queen is very worried about the Birdmen who have roosted in the ruined tower of the Keep (Keep area 13).

She knows little, and cares less, about the goings on of the humans in the Keep but she does know that the Lord of the Keep is deeply troubled and she believes that it is this inner conflict that binds so many of the undead to the Keep and service to the Lord.

The **bone couch** predates the Glitterwings, having been constructed generations ago by the Birdmen who once lived in these tunnels.

The **Golden Scepter** has 12 rubies set in the head and a large pearl on the cap. It is worth 8000 gp. She would be willing to offer the scepter as payment for ridding her home of the Birdman threat.

24. 25. Drones

Eight **Glitterwing Drones** nest in each of these caves and 1d8, minus any already encountered randomly, are likely to be here at any given time.

Drones found here are resting, probably sleeping, surprised 5-6 even if precautions are not taken (automatic surprise if intruders are quiet). Drones will engage intruders but flee at first opportunity.



26. Royal Guards

Six **Glitterwing Royal Guards** nest here. 1d6 minus any encountered elsewhere, will be found here at any given time.

The Royal Guards are very alert, even when resting, so difficult to surprise (only a 1 in 12 chance).

They are very hostile toward intruders and the Royal Guard with the lowest number of hit points will head toward the Treasury and Egg Chamber (Dungeon area 27) to warn the Glitterwings there while the Royal Guard with highest number of hit points will try to fly over intruders and warn the rest of the Disputed Tunnels of the intrusion.

27. Treasury and Egg Chamber

The sunken floor of this natural cavern is mud covered (mud from Dungeon area 20, the Pit of Sorrow).

Here and there, protruding from the mud and ooze are dozens of silvery-white spheres (Glitterwing eggs).

Attending the eggs are 6 **Glitterwing Nurses** and 4 **Glitterwing Drones**.

Buried in the mud is the treasure of the Glitterwings:

- 874 gp, 6547 sp
- 8 gold medallions of St. Garamon (worth 50 gp each)
- 1700 gp Gold Chalice (ceremonial, used in services of the Church of the Holy Saints), 1400 gp Locket (silver, embossed with a woman's profile on the front, a prayer to "She who holds the winds" inscribed on the back), 5000 gp Gold Choker set with ten small diamonds, 1000 gp Locket (silver, with the portrait of an obscure king inside), 500 gp Gold and diamond Earring (mate is lost).

The eggs, while priceless to the Glitterwing clan, are also valuable to alchemists who use them in a number of ways. Most Alchemists will pay 50-100 gp per Glitterwing egg.

There are 42 eggs here.

However, if a Fey creature discovers that a mortal has stolen Glitterwing eggs, they will try to mark such mortals as enemies of the Fey so that all encounters vs. Fey creatures begin with hostility.



Random Encounters

Roll d12	Random Encounters in The Keep of the Broken Saint
1-6	1-6 Undying Servants cleaning, carrying waste, etc
7-8	1-4 Host of the Broken Saint seeking: 1. A lost coin, 2. Information, 3. A raven, 4. A quart of human blood, 5. The Master's seal, 6. A prayer book
9	1 Birdman, scouting (From Keep area 13E)
10	1 Glitterwing guard, scouting (From Dungeon area 21/22)
11	The voice of Galador the Just echoing, calling for his freedom
12	A bonedancer, who will attack immediately (regardless of whether or not the individual is marked by St. Garamon)

Roll d12	Random Encounters in The Disputed Tunnels
1-6	Glitterwing Drones 1d3 from Dungeon area 24/25, gathering mud, flee at sight of intruders
7-8	Glitterwing Guards 1d2 from Dungeon area 21/22, Patrolling, on high alert, initially hostile (but not violent) toward intruders, willing to parley
9	Spectral Haunt, the spirit of a dead follower of St. Garamon the Pious, attempt to convert mortals to the Way of the Light
10	Carriion Creeper 1d4, aggressive until one or more takes damage, then flee
11	Anguished Spirit, attacks immediately
12	Birdman Royal Guard from 13C or 13D, scouting, will pay for information about the Glitterwings, will try to silence any being who might raise an alarm

NOTE: there are no random encounters in the Dungeon of the Keep.

Encounter Reactions

No encounter is an “automatic attack” unless the text specifically states such, or the GM decides it is so.

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 1d20	Reaction
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



APPENDICES

New Items

Crown of Consecration: This plain steel crown bestows the effect of a Bless spell on the wearer only, as long as the crown is worn.

Gift of the Fey: Full plate armor, stylized and edged with gold. Plate +2, -6 vs. Fey creatures.

Golden Scepter of the Glitterwing Queen: This 1' long scepter has 12 small rubies set in the head and a large pearl on the cap. Its intrinsic value is about 8000 gp. The wielder of the Golden Scepter is able to Charm Person at will, once per round, and speak telepathically to one other creature per round at will.

Hand of Justice: This magic sword adds no benefit to hit or damage but is able to hit any creature which can be hit by magic weapons (regardless of the plus minimum to hit) and negates regeneration. The wielder is able to Detect Lie at will.

Horn of the Silver Host: When this silver-plated ram's horn is blown in the presence of consecrated corpses of holy knights who have taken a vow to protect the innocent, the corpses rise under the command of the horn blower and will serve for one week, after which they are released from their vow and find eternal rest. In addition, the Horn of the Silver Host can summon the Host of the Broken Saint one time but doing so silences the horn forever.

Incense of Blessing: This magical candle, when lit, provides protection from evil for a 6' radius around the candle.

Journal of St. Garamon the Pious: This leather-bound, multi-volume journal details the life of the Broken Saint, from his childhood recollections and his entrance into the monastic brotherhood (as Garamon the Least), to his battles throughout the Rosewood Highlands, banishing and slaying demons and devils in the name of the Light, to his studies of demons and the nature of the Outer Darkness and the possibility of leading the Dark Ones to repentance, to his "martyrdom" and subsequent life, toiling in obscurity, fearful of the fate of his eternal soul (which he signs both as "Saint" Garamon the Least, or as The Broken Saint).

Light's Champion: This broadsword +2/+4 vs. undead and other planar beings. It glows with the effect of a Light spell on command and can bestow a Bless spell once per day. As long as the Broken Saint lives, the sword ceases to exist every day at midnight (to be reforged each morning in Anchandar's Furnace, Dungeon area 2).

Light's Defense: This large shield has a stylized sun worked into the face in bronze. It is a shield +2 and grants the wielder Darkvision.

Pearl of Great Price: This minor artifact is a pearl the size of a human fist, perfectly formed, brilliant luster. While in contact with a cleric's skin, his or her Wisdom score is raised by one point. This power activates immediately. If the Pearl is removed from contact with the cleric's skin, even for a moment, the Wisdom increase remains for 30 days, but after 30 days the cleric loses the increase and permanently loses another point of Wisdom. This power will only function once per person. The Pearl's lesser power is that it can absorb one magic user spell cast at it, allowing the cleric to cast that spell from the Pearl. The Pearl can absorb only one spell at a time. The absorbed spell must be cast to release it, and the Pearl is unable to absorb another spell for 1d6 Turns after the absorbed spell is cast. The Pearl is a "good" artifact. Evil beings take 1d10 hp of damage per round of contact with the Pearl. There is a legend that St. Matias threw the Pearl down the gullet of a demon lord, destroying the creature from the inside out...

Rod of Arwas-Dar: This scepter is gold plated and etched with stylized suns. It is a rod of resurrection. While in contact with a mortal being, functions as an ongoing potion of longevity and grants 1 hp per round regeneration.

Saint's Blessing: This well used longsword has an extremely sharp (never dulls) blade. Longsword +2/+4 vs undead/+6 vs. beings of the Outer Darkness. Imbued in the sword is the spirit of an ancient Saint who communicates via telepathy (in very anachronistic speech: thou and mayest, etc.). The spirit has forgotten its name (it refers to itself as "the Blessing") but not its purpose: to bring light to the darkness. Thus, the sword will always glow brightly when unsheathed (as light spell) and will encourage the wielder to try to convert opponents to worship the True God of the Church of the Saints. Once per day the sword can absorb any spell cast at the wielder, but the sword loses its magical nature for 1 turn per level of the spellcaster. Using this power requires a Will check with the sword.

Scroll of True Binding: The incantation on this scroll allows the reader to entrap a single Spirit being (undead, demons, devils, angels, fey, etc.) in a magically glowing globe of blue light. The globe is permanent, unless dispelled by the caster and impervious to physical and most magical damage (100% magic resistance to all spells 6th level and under, 75% magic resistance to all spells level 7 and higher). This is a unique scroll bestowed by the ancient Saints. Attempting to transcribe this spell or in some other way copy it destroys it and entraps the transcriber in an impervious globe of blue light (though someone could choose to research a similar spell, of course).

The Silver Mirror of Antarous: This magical artifact is an integral part of the Tower of the Seven Flames in the Keep of the Broken Saint. If seven magical lamps are lit, a petitioner may seek wisdom from heaven via this silver mirror. One yes or no question will be answered for each hour a petitioner spends with all the lamps lit praying before the mirror. The petitioner asks the question while facing the mirror and will see his or her reflection either nodding for a positive answer or shaking the head for a negative. A petitioner may pray and ask a number of questions equal to or less than his or her level, provided he or she has prayed an hour for each question asked. This effect is usable once a year per person.

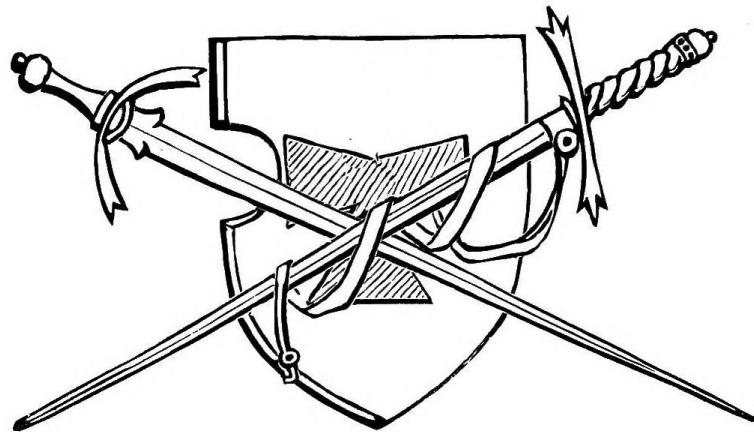
Silvertongue: This longsword +2 is plated with silver and gains an additional +2 vs. undead and fey creatures. In addition, the wielder can understand (but not speak) any fey language spoken within 30'.

Spirit Chains: These invisible chains are tied from one creature to another in the spirit (ethereal) realm. They cannot be broken by physical means in the mortal realm, though dispel magic, cast at 11th or higher caster level, breaks the chain.

Staff of St. Garamon the Pious: at least a dozen of these staves are known to exist, each endowed with some of the holiness of their namesake. All staves of St. Garamon are +2/+4 vs. demons and devils, they can cast Light on command (no charge expenditure), Bless 3x/day and Protection from Evil 3x/day. In addition, each staff is imbued with 1 second level and 1 third level Cleric spell that the wielder is able to cast 1/day, the charge expenditure being either 2 (second level spell) or 3 (third level spell). The Staff of St. Garamon in this adventure has been imbued with: Hold Person and Animate Dead.

Vision of the Heart: This marble sided pool of green water is found in the uppermost chamber of the Tower of the Gilded Knight. The surface of the pool shows images which reflect the fears and desires of the one staring into its water. Save vs. magic or become enraptured: staring at the pool unblinking until a save is made (once every 24 hours) or view to the pool is interrupted somehow. Enraptured beings lose one point of Constitution (or one HD) per day of failed saves. When Constitution or HD reaches zero, the creature dies.

Winter's Blight: This gold trimmed, gem encrusted axe is an axe +1/+3 vs. cold using/dwelling creatures. Touching the gems in the proper order while speaking the proper command word allows the wielder to use the following special abilities once per day: Protection from Cold, Flame Strike, Warmth (10' radius – raises the temperature by 30 degrees Fahrenheit). It is rumored that other combinations of gems and powerful words can unleash more powers.



New Spell

Assume Fire Elemental Form:

This spell is a type of magic that venerates the Old Gods (Druid Magic), but all such magic can potentially be translated into more traditional magic use.

Level: Druid 6

Range: self

Duration: 1d6 turns per level of caster (see below)

The caster takes on the form of a **Medium Fire Elemental**, gaining special attacks and special abilities of the elemental. The spellcaster is still able to cast his or her remaining spells.

Each time the spell is cast, the caster makes a save (vs. magic). Failed save means the transformation is permanent and the spellcaster takes on the nature of a Fire Elemental. Remove curse will restore the spellcaster's mind while dispel magic (cast at one caster level higher than the spellcaster who has assumed Fire Elemental form) will negate the spell. Note, a spellcaster who failed his or her save and has taken on the mindset of an Elemental will retain that mental attitude even if the spell is dispelled (unless Remove Curse is cast).

Optional rule: each time the spell is cast, the save is made at a cumulative -1 penalty.

MONSTER STATISTICS

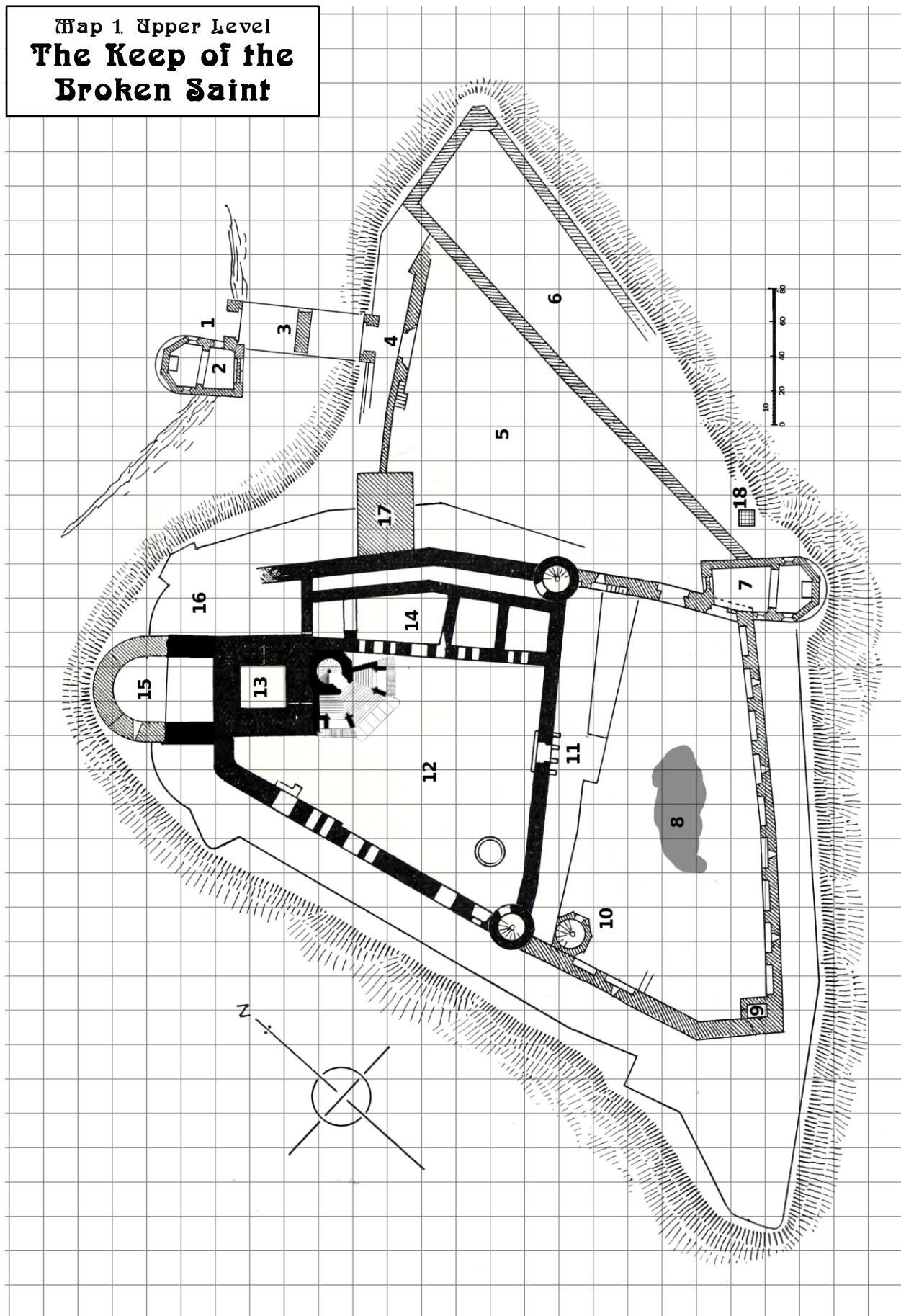
Monster

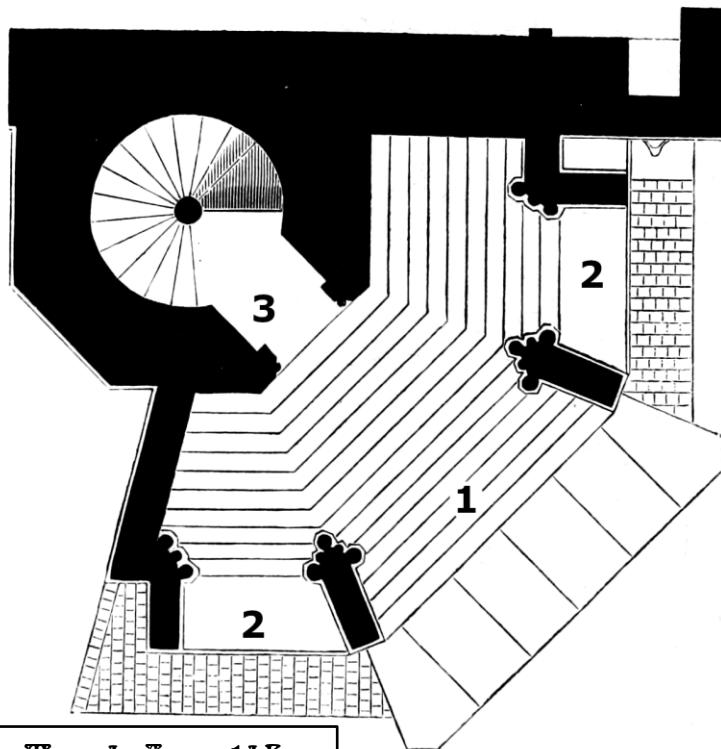
Statistics

Anchandar the Artificer	HD MU8; AC 9[10]; Atk dagger (1d4); Move 12; Save 8; CL/XP 10/1400; Special: spells Spells: Burning Hands, Charm Person, Comprehend Languages, Invisibility, Shatter, Strength, Clairvoyance, Hold Person, Monster Summoning I, Confusion, Fire Charm (NOTE: these stats are substitute stats for the not yet completed Artificer NPC class – they will be adjusted in future updates)
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
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)
Birdman	HD 1; 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.
Birdman, Prince	HD 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.
Birdman, Royal Guard	HD 3; 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.
Bonedancer	HD 5; AC 5[14]; Atk 2 knives (1d4 each) or 2 claws (1d3); Move 12; Save 12; CL/XP 7/600; Special: Animate Skeletons
Carriion Creeper	HD 2+4; AC 7 [12]; Atk bite (1hp) 6 tentacles; Move 12; Save 14; AL N; CL/XP 4/120; Special: Tentacles cause paralysis.
Caryatid Column	HD 5; hp 17,25; AC 5[14]; Atk 1 stone sword (2-8); Move 6; SD Snap wpsns.
Demon of Chains	HD 10; AC -2[21]; Atk 4 claws (2d6 each) or weapon (chain for 1d6+6 for strength); Move 9 (Fly 18); Save 5; CL/XP 13/2300; Special: Magic Resistance (50%), magic weapon required to hit, spell-like powers, fear aura
Demon, Granta'al the Fire Demon (Category 6)	HD 10; AC 2 [17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (Fly 15); Save 5; CL/XP 17/3500; Special: Magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, spell-like powers, unaffected by spells from casters lower than 6th level.
Demon, Sentinel	HD 10; AC -3[22]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1; Move 9; Save 5; CL/XP 11/1700; Special: Magic resistance (60%), demonic magical powers.
Desecrated Corpse	HD 2; AC 6[13]; Atk 2 claw (1d4/1d4) or weapon; Move 6; Save 14; CL/XP 3/100; Special: None.
Dragon, Mud	HD 10; AC 2 [17]; Atk 2 claws (1d6) and bite (3d6); Move 9 (Glide through Mud 24); Save 5; CL/XP 12/2000; Special: Spits acid mud, throws mudballs
Dragonfly, Giant	HD 3; AC 5 [12]; Atk dive (no damage, knock prone); Move 1 (36 fly); Save 14; CL/XP 2/30; Special: hover
Elemental, Fire (Med.)	HD 12; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; AL N; CL/XP 13/2300; Special: Ignite materials, immune to non-magic weapons.
Galador the Just	HD F12; AC 7/0 [12/19]; Atk sword (1d8+3 for strength, +magic bonus); Move 12; Save 3; CL/XP 12/2000; Special: Immune to mind affecting magic
Garamon the Pious, the Broken Saint	HD P10(CS/F5); AC 5; Atk sword (1d8+2 for strength, + magic bonus); Move 12; Save 5; CL/XP 12/2000; Special: Assume Fire Elemental Form, Spells, Regeneration (Rod of Arwas-Dar) Spells: Cure Light Wounds, Light, Remove Fear, Silence 15' radius, Snake Charm, Spiritual Hammer, Cure Blindness, Glyph of Warding
Ghost	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.
Gilded Knight	HD F10; AC -2[21]; Atk sword (1d8+2 for strength, +magic bonus); move 12; Save 5; CL/XP 12/2000; Special: spell like abilities
Glitterwing Drone	HD 3; AC 3[16]; Atk 2 claws (1d4 each), bite (1d6), breath weapon; Move 12/24; Save 14; CL/XP 5/240; Special: Breath weapon, spell-like abilities
Glitterwing Guard	HD 4; AC 3[16]; Atk 2 claws (1d4+1 each), bite (1d8), breath weapon; Move 12/24; Save 13; CL/XP 6/400; Special: Breath weapon, spell-like abilities
Glitterwing Nurse	HD 3; AC 3[16]; Atk 2 claws (1d4 each), bite (1d6), breath weapon; Move 12/24; Save 14; CL/XP 5/240; Special: Breath weapon, spell-like abilities
Glitterwing Queen	HD 6; AC 1[18]; Atk 2 claws (1d6+1 each), bite (1d10+poison), breath weapon; Move 12/24; Save 11; CL/XP 8/800; Special: Breath weapon, poison, spell-like abilities
Glitterwing Royal Guard	HD 5; AC 3[16]; Atk 2 claws (1d4+2 each), bite (1d8), breath weapon; Move 12/24; Save 12; CL/XP 7/600; Special: Breath weapon, spell-like abilities
Grimstaal, Blue	HD 4; AC 5[14]; Atk claws (1d6) bite (1d4); Move 6; Save 13; CL/XP 5/240; Special: poison bite, immune to magic
Grimstaal, Green	HD 6; AC 3[16]; Atk claws (2d4) bite (2d6); Move 6; Save 11; CL/XP 7/600; Special: Illusion magic, darkvision
Grimstaal, Yellow	HD 5; AC 4[15]; Atk claws (2d6) bite (1d8); Move 6; Save 12; CL/XP 6/400; Special: Magic use
Host of the Broken Saint	HD 2; AC 2[17]; Atk sword (1d8); Move 9; Save 16; CL/XP 2/30; Special: none
Lucien, the High Priest of the Brotherhood of Saint Garamon	HD C8; AC 9[10]; Atk fist (1d4); Move 12; Save 8; CL/XP 10/1400; Special: Spells Spells: Cure Light Wounds, Remove Fear, Resist Cold, Detect Charm, Silence 15' Radius, Slow Poison, Cure Blindness, Dispel Magic, Prayer, Detect Lie, Tongues
Mummified Remains	HD 5+1; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Rot, hit only by magic weapons.
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.
Saintly Apparition	HD: as victim; AC as victim; Atk as victim; Move 9 (Fly 9); Save as victim; CL/XP varies; Special: vulnerable to physical attacks
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.
Sepulcher Master	HD 6; AC 2 [17]; Atk 2 claws (1d6); Move 12; Save 11; AL N; CL/XP 9/1100; Special: Teleport other, +1 or better weapons to hit, turn as 10 HD monster
Shadow	HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.
Shadow Fiend	HD 8; AC 8/5/0 [11/14/19]; Atk 2 claws (2d4/2d4) bite (1d10); Move 12 (Fly 18); Save 6; Special: Gains strength in darkness, magical abilities, Constitution drain.
Skeletal Horror	HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Skeletal Warrior	HD 9+3; AC 2[17]; Atk 1 weapon [1d8+2 or 1d10+2]; Move 6; save 12; CL/XP 13/2300; Special: only hit by magic weapons, magic resistance, detect living, spell immunities.
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.
Spectral Haunt	HD 2; AC 0[19]; Atk touch; Move 12; Save 16; CL/XP 2/30; Special: Charisma Drain.
Spectre	HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + ability score 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.
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.
Tentacled Horror, Massive	HD 10; AC 4[15]; Atk 20 tentacles (1d6 each); Move 3 (anchored) 12 (hovering); Save 12 CL/XP 5/240; Special: bind with tentacle
Tireless Watcher	HD 4; AC 4[15]; Atk Gaze (paralysis)/draining touch; Move 6; Save 11; CL/XP 4/120; Special: Paralyzing Gaze, Draining Touch.
Undying Priest	HD C8; AC 9[10]; Atk fist (1d4); Move 12; Save 8; CL/XP 10/1400; Special: Spells Spells: Detect Magic, Light, Sanctuary, Resist Fire, Slow Poison, Spiritual Hammer, Cure Blindness, Cure Disease, Remove Curse, Cure Serious Wounds, Divination.
Undying Servants	HD 2; AC 7[12]; Atk 2 claws/bite (1d2/1d2/1d4); Move 12; Save 16; CL/XP 2/30; Special: None.
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, drain Wisdom.
Wooden Warrior	HD 9 (40 hp); AC 2 [17]; Atk 2 slams (2d6); Move 12; Save 6; AL N; CL/XP 10/1400; Special: Alarm, immunity to cold and electricity, double damage from fire
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.

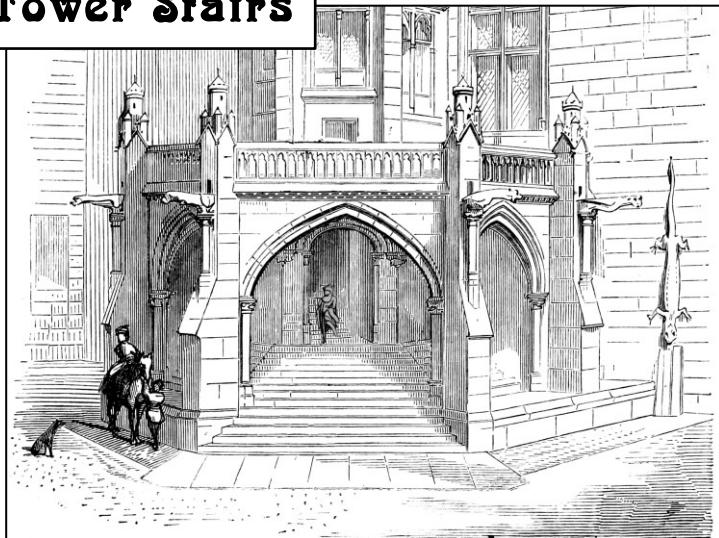
MAPS

Map 1. Upper Level
The Keep of the Broken Saint



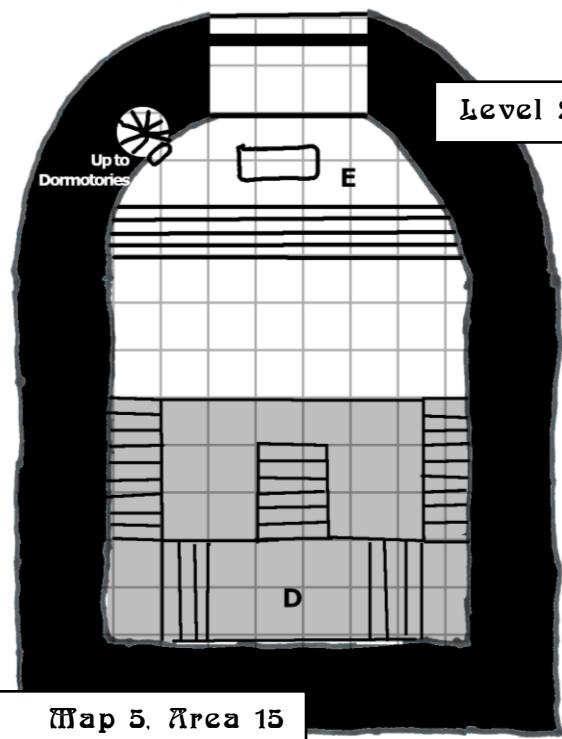
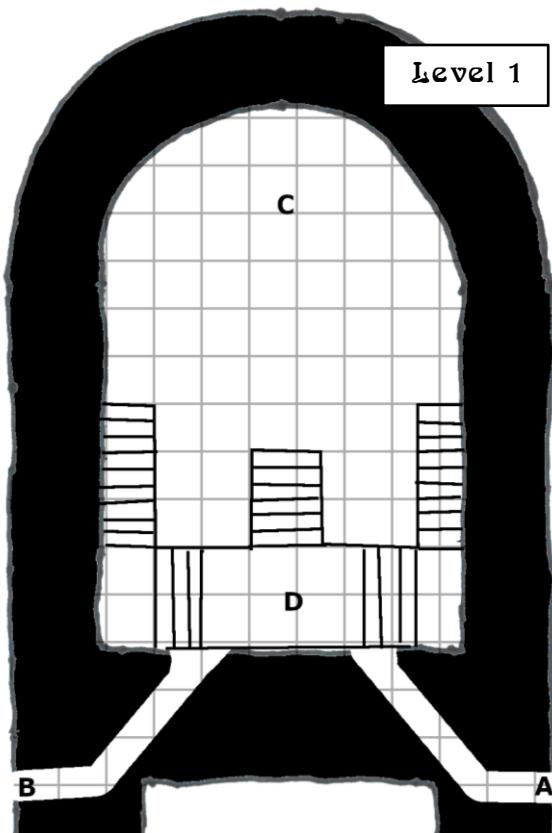


Map 4. Area 14F
Tower Stairs

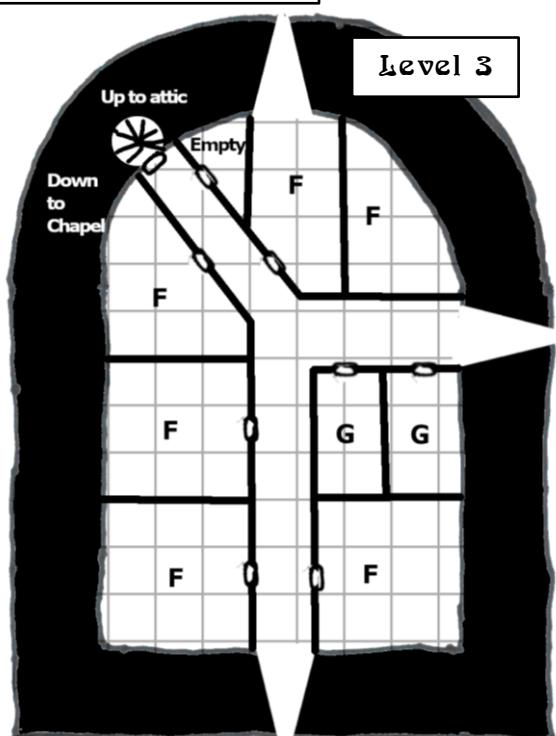
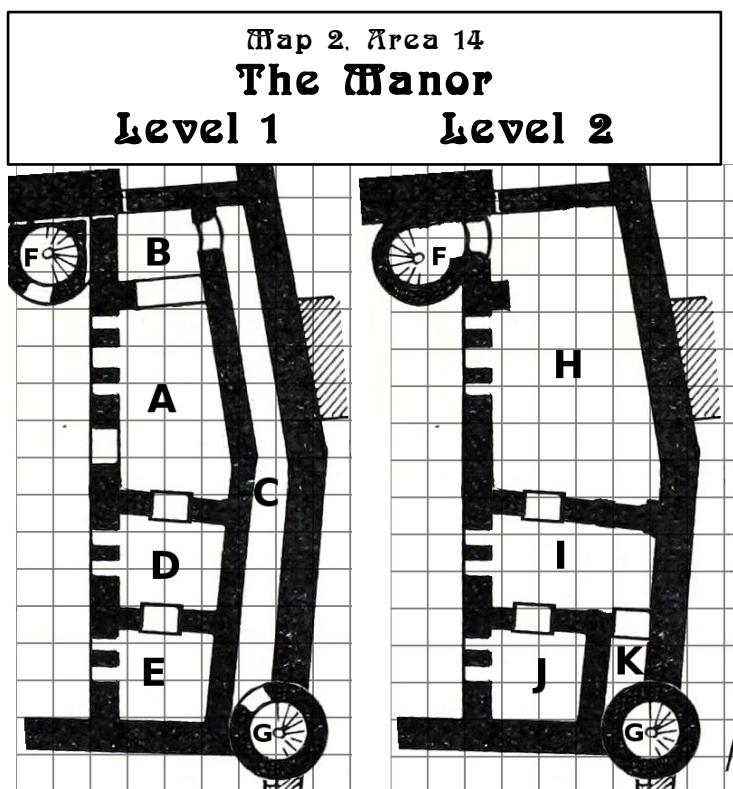


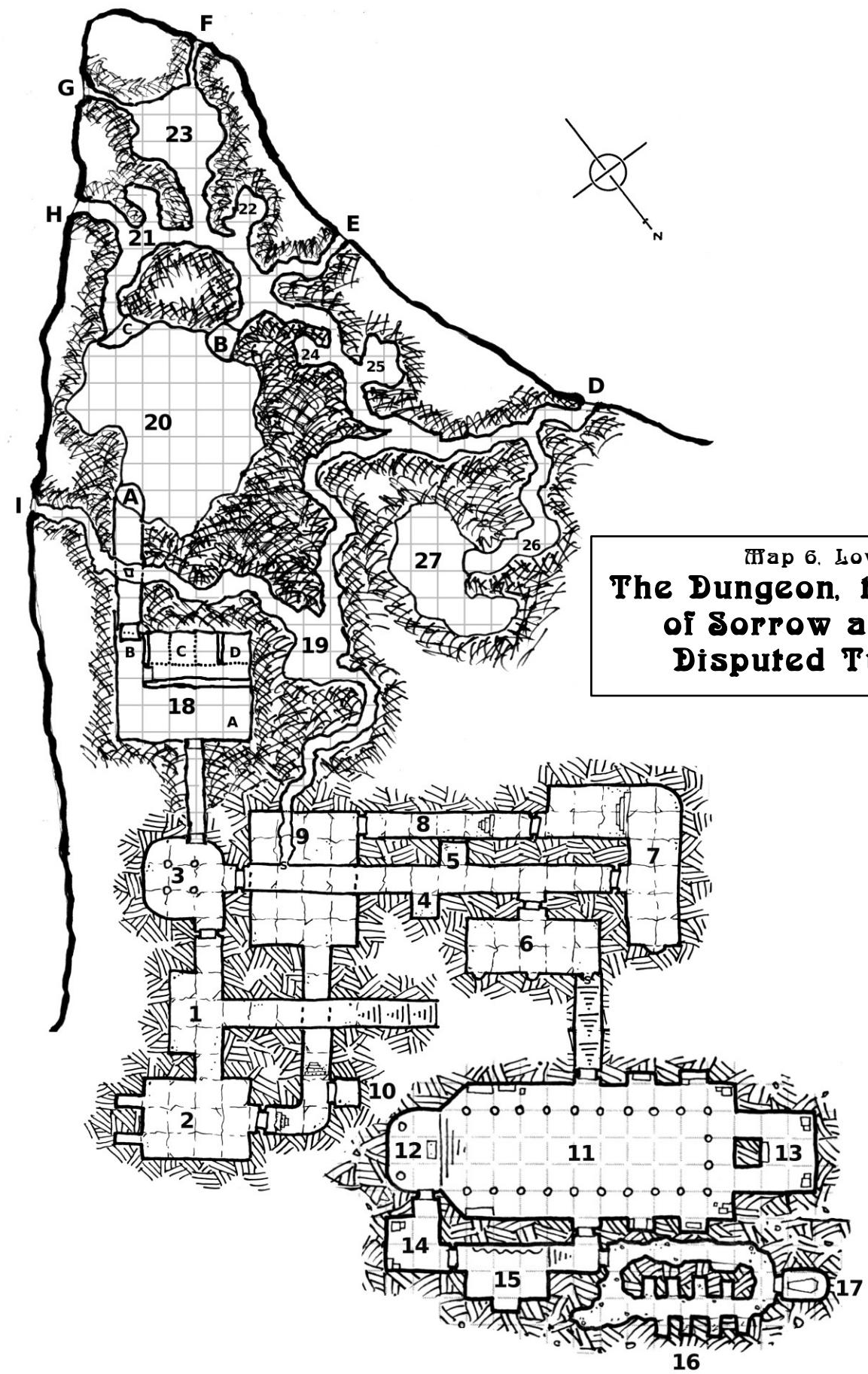
Map 3. Area 13
The Ruined Tower





Map 5, Area 15
The Inner Keep
and Chapel





LICENSE

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch
Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008-2011 Matthew J. Finch

END OF LICENSE

"Swords & Wizardry, S&W, WhiteBox, and Mythmere Games are the trademarks of Matthew J. Finch." Rosethrone Publishing is not affiliated with Matthew J. Finch or Mythmere Games™.

Copyright 2018 Rosethrone Publishing, WR Beatty.

PRODUCT IDENTITY

Rosethrone Publishing, the World of Daen Ral and the logos associated with the same are Product Identity.

The specific wording of the text of this work is Product Identity in its entirety, including the text of spell descriptions and monster descriptions, excluding any language derived from the S&W core rules.

