

The Curse of the Witch Head

Over two centuries ago, the Duke Ithinge ordered an underground complex to be built to house the Witch Head and keep it from those who would use its powers for evil. The construction of the complex was performed in a remote and secret place, its chambers and corridors filled with traps and terrors devised by his new court wizard. With the complex completed, the laborers were enchanted to never reveal its location. He knew he could not destroy the Witch Head, for it was forever linked to the vitality of his family line; its power was fueled by the evil deeds of his fore bearers, and it was written in legend that the heir who destroyed the relic would be the last of the line.

Last month, good Duke Ymis, received a secret message from a band of outlaw adventurers: the Witch Head had been discovered! The outlaws swore that unless the Duke hands over to them his only heir, his daughter Derica, they would use the powers of the relic to wreak havoc on the countryside and bring his rule to a crashing end. Can a hardy band of adventurers put down the ancient evil or will it rise again?

If you enjoy this adventure, look for future releases in the **Advanced Adventures** line from Expeditious Retreat Press.



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Advanced Adventures

The Curse of the Witch Head

By James C. Boney



OSRIC™
Compatible
Module

An OSRIC™ module designed for
4-6 adventurers of levels 6-10

Expeditious Retreat Press

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ADVANCED ADVENTURES MODULE #3

The Curse of the Witch Head

by James C. Boney

AN ADVENTURE FOR CHARACTER LEVELS 6-10



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ADVANCED ADVENTURES are designed for the OSRIC roleplaying system. You can download the free player's manual from: <http://www.knights-n-knives.com/osric>. Also, check out www.yourgamesnow.com for more short OSRIC goodies.

The Curse of the Witch Head

Introduction: Over two centuries ago, the sole heir to a powerful ducal family renounced the evil ways of his ancestors. The oppressive rule of his deceased fathers was replaced by a realm in which fairness and justice reigned, and the Duke Ithige's subjects thrived in a realm free of oppression and bloodshed for the first time in centuries.

The one legacy he could not undo was the malevolent family relic known as the Witch Head... a hateful device that had guided his ancestor's ascension to the dukedom in the distant past. Duke Ithige knew he could not destroy the Witch Head, for it was forever linked to the vitality of his family line; its power was fueled by the evil deeds of his fore bearers, and it was written in legend that the heir who destroyed the relic would be the last of the line.

The Duke came to the best solution possible: he ordered an underground complex to be built in order to house the Witch Head and keep it from those who would use its powers for evil. The construction of the complex was performed in a remote and secret place, its chambers and corridors filled with traps and terrors devised by his new court wizard. With the complex completed, the laborers were enchanted to never reveal its location. In time, the only clue as to the resting place of the Witch Head lay in a scroll safely hidden in Ithige's personal library.

Over the next two centuries, the bloodline accomplished great deeds in the name of good, became renowned for their devotion to the cause of good, and then gradually became mediocre as royal families often do. The family legend of the Witch Head began to be regarded as a fairy tale, and the thick scroll detailing the internment of the relic gathered dust.

Last month, the current Duke, Ymis, received a secret message from a band of outlaw adventurers: the Witch Head had been discovered. The outlaws swore that unless the Duke hands over to them his only heir, his daughter Derica, they would use the powers of the relic to wreak havoc on the countryside and bring his rule to a crashing end. It was after this that the Duke discovered the ancient scroll missing from the family library.

Duke Ymis, who would have understood a demand for gold, land, or some other form of power, could not fathom why the outlaws would want a teen girl. However, he had no intention of acceding to their demands, and quietly called for experienced adventurers in order to put a stop to the outlaws once and for all and regain the Witch Head.

STOP! If you plan to participate in this adventure as a player, then stop reading here. Prior knowledge of this module's contents will only spoil your enjoyment of the game.

The Curse of the Witch Head is an adventure for 4-6 PCs of levels 6-10. The GM may alter encounters as he sees fit for lower or higher level PCs. Though it is possible to complete the module in one expedition, the PCs will be well advised to establish a local base for supplies, rest and spell replacement. It is also advisable for the party to bring along henchmen or men-at-arms; the Duke will volunteer up to 10 0-level soldiers or 5 1st level fighters to accompany the party.

Campaign specific information has been kept generic so that the GM may fit this adventure into his game world as he sees fit.

Background information for the GM: Dalan, the leader of the outlaw band, is a distant cousin of Ymis and a powerful sorcerer. As a youth, he heard the family stories of the infamous relic, and plotted over time to use its power in order to take possession of his cousin's estates and title. To this end, he desires to acquire his cousin Derica and twist her mind through the power of the Witch Head. He then would marry her and overthrow Ymis. Dalan dreams

of restoring the family to its former maleficent glory, and he thinks his plan is flawless.

Through bribery and treachery, Dalan gained possession of the scroll which detailed not only the location of the relic, but also other information that would make his passage through the resting place much easier. He gathered a band of evil cut throats and sword arms along with an evil priest, and achieved his first goal with the discovery of the Witch Head.

The snag in Dalan's plan was the little known fact that the ducal estates were warded to repel the Witch Head. Thus, he couldn't directly capture Derica and he decided to blackmail his royal cousin into giving the girl over to him.

Ymis had read the scroll once in his youth and knew the Witch Head was probably concealed under a large mound locally known as Witcheed Hill (a name that probably came about as an unconscious slip by one of the original laborers). He sent a scouting party to ascertain whether anything was afoot on that lonely hill. The scouts returned with news that a new tunnel had been dug into the side of the mound, but no activity could be seen.

Ymis promptly sent an armed force to the hill in order to secure it. That force was never heard from again. He then outfitted two subsequent adventuring parties to take the hill and eliminate his problem. Neither has returned. Your players make up the third party who have stepped forward for what increasingly seems to be a suicide mission.

However, the gains are good if the party succeeds. Ymis has promised them whatever they desire (if within his power to grant) if they will only put an end to the outlaw's hold over the Witch Head and his future.

Ymis has given most of his spare magic items to the prior two parties, but is willing to provide the following if asked:

4 potions of extra-healing

1 clerical scroll (cure blindness (x2), speak with dead, flame strike)

1 longsword +2

1 magical scroll (ice storm, knock, protection from evil 10ft. radius)

1 ring of protection +2

1 ring of invisibility

He expects the party to return any items not used, and any items found from the previous two parties.

The party will have to journey 25 miles southeast from the ducal estates into a tangled thicket of bramble and stunted trees. Local authorities will direct them to what is undoubtedly Witcheed Hill... a nondescript mound rising some 40 feet high. Careful observation from a distance will reveal most of the surrounding vegetation has been trampled down, and seventeen human and six elven bodies can be seen crucified on oaken "X's" on and around the hill. On the north side of the hill is a fresh looking tunnel sloping downward.

The tunnel is roughly 6 feet high and supported by freshly cut timbers. It slants down at a sharp 45° angle. No guard can be seen, and no traps can be found, though a murky light source can be seen below.

Dalan's outlaws will adopt the following tactics for defense. The GM should feel free to alter them or disregard them altogether as he sees fit.

A. Two guards are posted in room 3 to listen for intruders. The guards are rotated every 8 hours, so when the party enters room 1, there is a 1 in 8 chance of encountering a pair either going to or returning from room 3.

B. If the party makes a lot of noise entering the dungeon (see room 1), the pair on guard will slip through various passageways and secret doors in an attempt to reach their comrades in room 12. PC activity in 1A will provide the perfect chance for this.

C. Once alerted, the outlaws (sans Dalan) will send their three stealthier members out to stalk the party and take any possible advantage of party weakening due to encounters. None of them will foolishly throw their lives away in suicide attacks, though opportunities for backstabs will be taken if presented. Room 12 is the final defense for the outlaws. If the last stand approach seems to be going wrong, any one or two surviving NPCs will take every chance to get past the party and make it to room 15 for a random escape.

D. Lastly, if the party leaves the dungeon for a later return, the outlaws will take advantage of the lull to establish new defenses (the GM decides what and where). Any PCs left behind will be interrogated and processed into new members of Auron's undead servants.

The walls in the entrance room are adorned with eighty-eight golden plaques depicting the history of the ducal family interspersed with prayers to the gods of good begging forgiveness for their sins. If the PCs deign to pry the plaques off the walls, approximately 1 plaque in 10 will hold a sacrificial treasure behind it (a 1 on a 1d10). If one is found, roll on the following table to determine its value:

1d6:	
1	1 piece of jewelry worth 1d6x100-600gp
2	1 drinking horn cup, jeweled and worth 1d4x150gp
3	1d4 gems worth 2d4x100gp each
4	1 small silver statuette worth 1d4x100gp
5	1 golden circlet worth 1d6x1000gp
6	1 small treasure chest holding 3d100gp

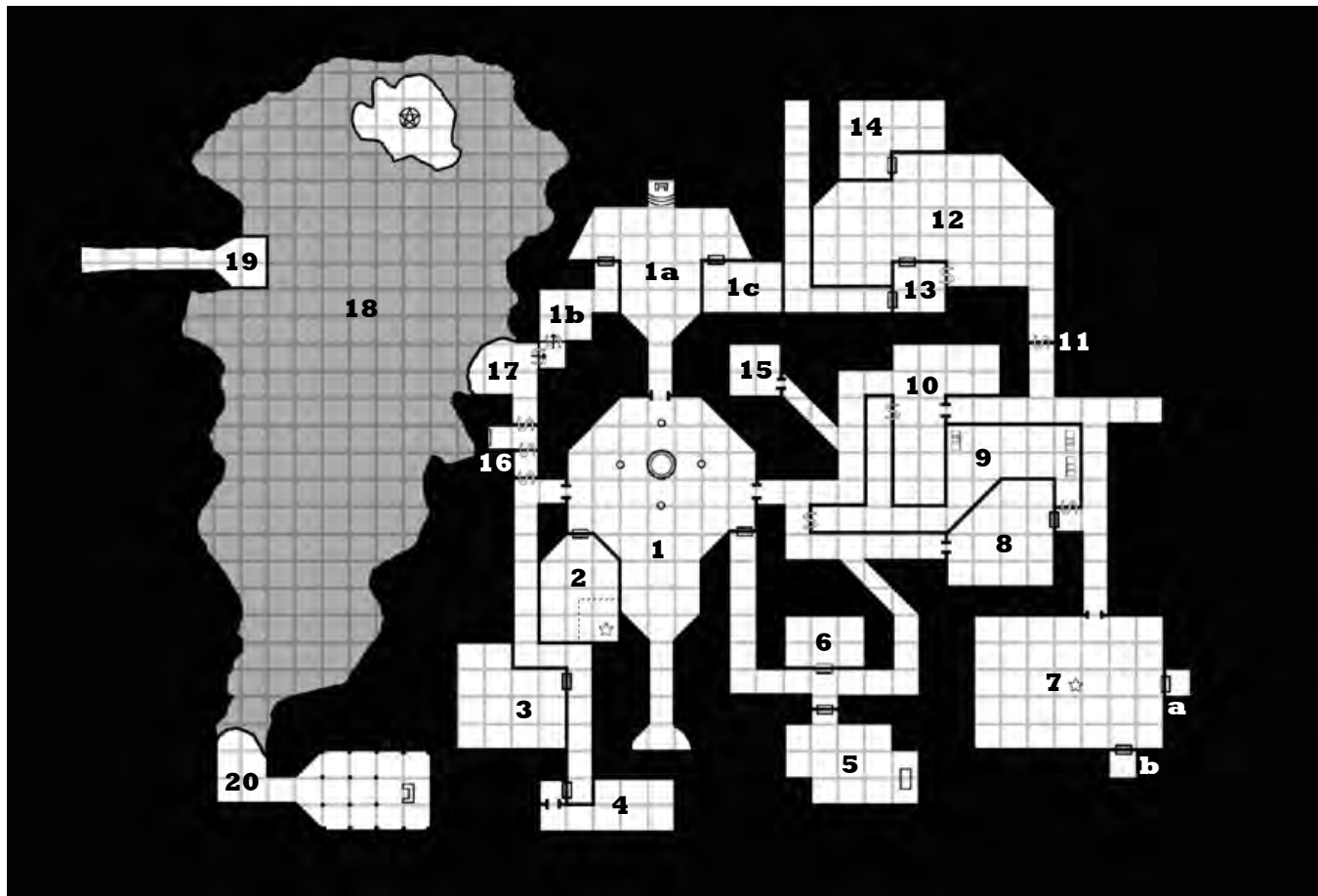
The main part of this room is dominated by a huge fire pit glowing with greenish coals, giving the area a sickly color. Surrounding the pit are four braziers at the cardinal points; three are aflame with the same coals as the pit, making all shadows dancing in the green light seem as moving figures from the corner of the eye. The eastern brazier is unlit; if it is lit, the **labyrinthine golem** from room 9 will awaken and leave its confines as described.

DUNGEON KEY

1. MAIN CHAMBERS: the tunnel slopes deeply into the south end of this multi-room complex. A low-lying wire is rigged across this tunnel approximately 15 feet from the entrance into the room. The wire runs through an eyehook and into the west passage. If the wire is tripped, it will pull down a metal shield hastily rigged onto a wall, thus alerting the occupants of room 3. Thieves have a normal chance of spotting it if they are searching; other PCs will notice it on a 1 in 6 chance if they are actively searching. Poles or other items probing ahead will automatically trigger it.

1A. THE GREEN THRONE: if the eastern brazier is lit, the amount of light from all four will reflect against the plaques and send light further into this room. The main feature here is a large granite throne set into a recess in the northern wall. There is a plate of strange stone similar to jade set into the throne's back. If illuminated, the plate will reflect the light and give this room a green smoky haze with the same optical illusion as in the main chamber. The inlaid stone will appear to be trapped if examined by a thief, but it is not.

The Curse of the Witch Head Dungeon



1B and 1C. **AURON'S WELCOME:** Auron has animated several of the Duke's servants and left them in here. Fifteen **zombies** (HP12 each) will issue out from each room upon detecting any entrance into 1A. If the green haze has been activated as described above, then all turning attempts will be reduced by 4 levels (for example, a 6th level cleric will turn as 2nd level) and all combat attacks will suffer a penalty of -2 due to the confusing nature of the atmosphere. Room 1B has a one-way secret door leading into the southwest corner. It can only be spotted on a 1 in 8 chance regardless of race.

2. **SENDRIC'S TRAP:** this room appears to be empty except for the bloated and fly-specked corpse of a halfling sprawled in the southeast corner (marked as a star on the map). PCs who enter the room to investigate the corpse will find the floor underneath the surrounding area to be thin and ready to collapse (marked on the map with a dotted line). The floor will give way if loaded with more than 250 lbs of weight; all PCs in the area when the floor collapses will plunge 100 feet into an underground lake. Thieves have a normal chance for detecting the trap. Damage from the fall itself is minimal (1d3 HP); however each trapped PC is subject to being hit by 0-9 chunks of falling debris for 1d6 HP per strike. The lake measures 600 long, 400 feet wide and is roughly 20 feet deep.

This room originally held a small treasure chest tucked in the corner in order to lure the greedy. Dalan's comrades detected the trap and managed to secure the chest without collapsing the floor. Sendric recently shoved the body of an interloper in its place.

3. **TEMPORARY QUARTERS:** Dalan prefers to keep two of his party members near the entrance at all times. While on guard duty, the two will stay in this room with the door slightly cracked open so that they may hear the trigger trap in the entrance tunnel.

In case the trigger trap is not activated, the guards have a bucket filled with rocks leaned against the inside of this door to alert them when it is opened.

The room is spartan except for two sleeping bags, a makeshift table and two chairs. Food and drink is usually on the table. If alerted by the wire trigger, the two occupants will slip north to the secret door at 16, hide there until the area is clear and then move through the complex to alert their comrades. If not alerted beforehand, they will be here when the party arrives. The usual pairs are:

Roll 1d6	Pair
1	Lasker and Nysis
2	Sendric and Saygny
3	Auron and Lasker
4	Sendric and Lasker
5	Nysis and Saygny
6	Sendric and Auron

Dalan never stands guard duty. Neither of the pair will have the key to the secret door at 16 (that stays in room 12); under no circumstances will any of the outlaws reveal the door's existence, unless magically charmed or coerced.

4. **COLD STORE:** Eight naked corpses from the Duke's initial force are stacked in the eastern end of this room in a neat pile. PCs skittish after room 2 might be wary of approaching the corpses. Three minutes after the entrance door is opened, a large stone door will drop in the archway sealing the room's occupants inside. The fit of the door is so fine that PCs will be hard pressed to slip more than a dagger blade under it, and any attempt to raise the door this way will only break the blade.



This room is a **room of purpose** (guardian; see new encounters) and was originally intended as a method of eliminating treasure hunters and other interlopers. One turn after the stone door drops, extreme cold will begin to take effect. The cold will sap 1d4 HP from each PC per turn unless a source of fire is somehow provided. Fortunately for the PCs, the Duke who governed the construction of these chambers was good and kind enough to provide an avenue of escape; in the floor on the eastern end is a small stone that, if lifted, reveals a trigger rod. The rod, once pulled, will cause the stone door to rise until the entrance door is opened again. The trigger mechanism is covered by the corpses (arranged there at the behest of Dalan). The covering stone may be spotted normally by a thief or on a 1 in 10 by a non-thief if searching.

5. **TEMPLE OF GOOD/SHRINE OF EVIL:** this room was originally a small temple dedicated to the new god adopted by the ducal family. Dalan and Auron have desecrated it in the name of their evil god. The altar on the east end of this room bears the design of a major god of good (as per the GM's campaign). It is now covered in bloody filth and adorned with skulls and other body parts.

The essence of each god dominates in this room and vies for control. If a PC approaches within 3 feet of the altar, roll for the results from the following tables:

Roll 1d4 (1-2 good dominates; 3-4 evil prevails)

If good, then roll 1d6:

- 1: PC is healed of 2d10 HP damage; if not damaged, a feeling of good will envelops the PC and then he gains 1d12 HP for 1d6 hours
- 2: PC is overwhelmed with a vision of some random room yet unseen in this dungeon; the GM should choose the event while making sure it is disjointed from any areas already explored by the party
- 3: If a spell caster, the PC regains use of 1d3 spells already cast today; if no spells have been cast, then the PC gains the temporary use of one extra spell per spell level for 12 hours. Non spell casters gain no effect
- 4: PC gains 1 point to his class prime requisite for 2d6 hours; if the prime requisite is normally 18, then the bonus applies to his next highest ability scores
- 5: PC gains 1 minor magic item (GM chooses; the item chosen should be useful for this adventure). The magic item will disappear after 12 hours

6: PC is granted a **wish** to be used within one hour; greedy wishes are handled appropriately by the GM

If evil, then roll 1d6:

- 1: PC is wracked with pain for 2d10 HP and stunned for 1d6 turns
- 2: PC sees a false yet horrible vision of his own doom and must save vs. death magic or suffer a nervous breakdown for 1d3 days
- 3: a shadow of paranoia descends on the PC; for 1d3 days, the PC will feel someone is following him, the other PCs are plotting against him, his magic items may not function, etc. (rather than just saying "you're paranoid" the GM should play this to the hilt over time and through notes with instructions to the player that these feelings are almost overwhelming for his PC)
- 4: PC loses 1 point to his class prime requisite for 2d6 hours
- 5: A magic item of the PC attacks him; a weapon flies up to attack, armor rapidly constricts, potions turn poison, etc. for 2d6 rounds or until the PC is dead; if this is not possible, then nothing happens
- 6: PC is **curse**d for 1d6 hours (GMs choice: such curses as suffering a -1d3 to hit and damage, a percentage chance for spell failure, or something similar is acceptable, but nothing too heavy)

If the party takes it upon themselves to clean the altar and restore it to its former status, they will be under the effects of a **bless** spell for the duration of their stay in this dungeon.

6. LAIR OF THE FORGOTTEN: the door of this room is sealed with iron bands, therefore Dalan decided to bypass it unless it somehow became necessary to return. The room is occupied by an **invisible stalker** (56HP) that is extremely cross for being left here over the years (its original command was "stay in this room and attack anyone who enters). Other than the creature, the room is featureless.
7. CHAMBER OF ILLUMINATION: the center of this large chamber is dominated by a **prism ward** (50 HP; see *new monsters*). Its position on the map is marked by an X. The PCs will immediately become aware of the structure when their light sources reflect upon its surface.



Door B opens into an empty 10' square room. Door A, however, reveals a trap set by Dalan. The 10' square space beyond holds nothing except a **wand of illumination** wedged into the far wall with the business end sticking outward toward the party. When the door is opened, a magic mouth above the wand will appear and pronounce the trigger word necessary to activate the wand. The wand will release a sunburst into the eyes of any investigating PCs. Those caught in the burst must save vs. wands or be helplessly blinded for 2d6 segments.

The prism ward will reflect the sunburst to such a degree that all paper and cloth in the room will burst into flame unless that item successfully saves vs. fireball. Each PC in the room must save vs. wands or be permanently blinded. Thus, robed PCs who are blinded and set afire by the prism ward's burst may find themselves in a dire situation unless immediately aided by others (if the GM feels the players are having too easy a time for this adventure, there is a 25% chance that one or more of the thief NPCs may have trailed the party here, and will rush in to dispatch any helpless victims of this trap... but only if the party is reduced by 50% or more).

8. FOUL SMELLING ROOM: if the party approaches from the west passage, they will detect a putrid odor that gets worse as they draw near. If they approach from the eastern door, only a faint odor will be detected until the door is opened.

Three **rancids** (36, 32, 30 HP; see *new monsters*) are clinging to the high walls in the shadows in an attempt to surprise the party. Dalan's party captured these creatures a short time ago, beat them into submission, and placed them here where the beasts have already surprised and slain one adventuring party. If the rancids are dispatched, the party will find three corpses with the following treasure: a **longsword +1**, 3 *potions of healing*, 560gp, 1700sp, 100 feet of rope, three backpacks, a set of thieves' tools, 5 flasks of oil, a shortsword, a quarterstaff, 3 daggers, and rotten standard rations already pawed through by the rancids.

9. THE GOLEM'S LAIR: a labyrinthine golem (75 HP; see *new monsters*) stays immobile in this room unless the eastern brazier is lit in room 1. The golem is familiar with the layout of this dungeon (except for other secret rooms). Once activated, it will wander the passageways and rooms until it encounters the PCs. It will not follow them out of the complex or past any secret doors other than the ones leading into this chamber. Dalan knows the trigger word that will send the golem back to this room and its usual state of immobility. It will return to action if this room is entered by the PCs. The golem once guarded the key that opens the doors at 16.

There are three chests placed here by Dalan and his cohorts (marked on the map).

1. **Chest One:** locked and trapped with a poison needle (save vs. poison or lose 1d6 HP per turn until cured or dead): 3000gp, 4500sp, 8 gems worth 250gp each, a 1' tall golden statue worth 1000gp.
2. **Chest Two:** locked and trapped with a powder packet that will explode in the opener's face. The powder will choke all within 10' of the chest and quickly cause respiratory failure within 3 rounds unless a save vs. poison at -2 is made. There is also a captured spell book containing the following:

- 1st level: **erase, push, sleep**
- 2nd level: **knock, wizard lock, audible glamour**
- 3rd level: **feign death, suggestion**

Dalan placed this book here for safe keeping and later transcribing by him and Saygny.

3. **Chest Three:** locked but not trapped. This chest is filled with the leftover possessions of the previous two expeditions:

- 1 suit **chainmail +2**
- 6 **potions of healing**
- 2 **potions of speed**
- 1 **ring of wizardry**

10. **MEMORIUM:** blood stains and dust disturbances on the floor of this room indicate that a major struggle took place here.

The far south wall is covered with large inscriptions giving the origin of the Witch Head. A large amount of the writing has been chiseled away and obscured by Dalan and Auron over time, but the remainder reads as follows:

"...she was captured after battle and taken... were the dead are honored and... under the throne of the East Maker where evil holds no... day after day in the place of forgetting, they placed the mask around her, and her breath sucked it tight... her breath flowed out... her guards had to be slain for their own souls... ordered her death within one turn of the sun, but they opened the door to find...constricted to sever the head from the body... she was impaled as is due a witch with the sun sign carved on her naked breast and her blood spilt on the ground... thus always to witches... took the head, mask and all, and buried it so that it faced the cold north wind... arose under the bloody moon of vultures and flew back...slew them all... where were our gods now?... left to our own devices, but here we stood... now it is gone and loose on the face of... he who... the Witch Head is damned slowly but surely damned."

11. **SECRET DOOR:** this entrance leads into the living areas of rooms 12-14. If the outlaws are aware of the party's presence in the dungeon, any surviving members will have placed a makeshift bar across this door and will be waiting in room 12. They will also spread shards of broken glass over the first 30 feet of the passage. Any PC not wearing hard boots stands a 35% chance of stepping on glass and inflicting 1d6 HP for each 10 feet of space. PCs with cut feet lose 1/3 of their normal movement rate and cannot run until the glass is removed and the wounds healed. If a PC enters carefully, he will spot the glass, and therefore the chance of an accident is reduced to 10% per 10 feet of space.

12. **COMMON AREA:** Any surviving members of the outlaw band (except Dalan) will be waiting here if they have been alerted to the party's presence and cannot be surprised (unless the PCs take extraordinary measures). Should Auron be present, he will send his last 10 **zombies** (10 HP each; they will be unbothered by the glass and will take no damage since they don't bleed) down the passage to meet the party as they come through the secret door.

The room contains 3 tables overturned for cover (but were recently adorned with dining utensils, cards and dice, and assorted coins totaling 23gp and 49sp all now scattered on the floor). Two large trunks hold assorted clothing, disguises, dungeoneering supplies and other sundries (the outlaws keep any treasure not on their persons in the Labyrinthine Golem's room because they don't trust each other).

If hard pressed, the outlaws will stage a fighting retreat to room 14. If things the situation goes awry too quickly, any survivors will make a break for room 15. They have decided beforehand that surrender is not an option, since it will surely mean a swift execution from the Duke.

13. **SAYGNY'S CHAMBERS:** Saygny sleeps in here when not on guard duty or carousing with the others. When inside, she keeps the door barred because she is afraid to turn her back on the others. She is not aware of the secret door on the east wall al, though Sendric has spotted it.

A rather sturdy makeshift bed (made from rough boards and a stuffed bag) is in the southeast corner. Her spell book is in a small chest under the bed along with a dozen regular arrows. The corridor to the west leads to a dead end.

14. **THE BOY'S ROOM:** the male members of the outlaws (except for Dalan) retire here when not otherwise occupied. Four roughly constructed beds are haphazardly set up around the room. Auron has set up a temporary altar in this room, since the desecrated altar in room 5 is not yet fully under his sway.

15. **ISOLATED ROOM:** this small area is a **room of purpose** (displacement; see *new encounters*), and Dalan's cronies avoid it if at all possible after Lasker was once transported into the middle of area 18. It has served in the recent past as a disposal unit for bodies not optimum for re-animation by Auron. If the outlaws are soundly defeated, any escaping members will make a dash for this room and take their chances on wherever they wind up.

16. **THRICE SECRET DOOR:** even under examination, the first door is detectable only on a long shot (1 in 8 for elves and half-elves; humans stand only a 1 in 12 chance of detecting it due to the extreme care that was taken in crafting it). Alternatively, a thief searching this area for traps will notice (on a normal roll) a small slit 4 feet high on the wall. The key carried by one of the outlaws will slip nicely into this slit and turn to unlock the door. The party's only clue that something is different here will probably be the amount of tracks in the area's dust (if they're looking for such things).

The second secret door is rigged to appear as if it swivels clockwise. If turned in that direction, a 10 feet long wall will slide from west to east, effectively covering the third secret door and guiding the party into a 10 feet square alcove to the west. The alcove contains a false door which it trapped and, when casually opened, will drop three large blades down on the PC (save vs. wands or take 3d10 HP).

If a thief examines the second door before opening it, he will be able to detect the correct way of opening it provided he makes a successful detect traps roll at a -15% penalty. Pivoting the door counterclockwise will provide free access to the third secret door which can be found and opened normally.

17. **THE EAST LANDING:** the passage empties onto a round landing of carved stone. The landing stands roughly 3 feet over area 18. A small but sturdy boat with two oars sits up on the landing, but appears to have recently been in the water. It is big enough to carry two normal sized PCs with no difficulty. Connected to this landing is a narrow footpath running north and south (see description in area 18).

18. **UNDERGROUND LAKE:** this body of water is fed by springs on the northern end. Despite its fresh water supply, the water itself is murky with odd bits of unidentifiable things floating across its top, and it reaches a depth of 70 feet at its deepest point (roughly in the middle).

The lake has a narrow footpath surrounding it and connecting areas 17, 19, and 20. PCs attempting to travel by the path will suffer a 1 in 6 chance of slipping on the slippery surface each turn of travel. Traveling along the path also creates a 1 in 4 chance per turn of the party being attacked by 1-4 **giant leeches** (3 HD; 20 HP each). If a party member falls into the water, the chance of attack jumps to 100%.

Should the party decide to travel by the boat, they will be seriously divided, and subject to attack by the lake's main resident a **water elemental** (12 HD type; 84 HP) that will attempt to submerge the boat and take its occupants down. The GM should take the distance between point A and point B, divide it by three, and roll 1d3 to determine in which segment of the boat trip the attack takes place.



This lake is also home to 3 **spectres** (45, 52, 59 HP) who normally dwell on the island to the north. The spectres, upon hearing movement, will move to investigate on a 1 in 4 chance and attack by rising from the water. The island is otherwise featureless except for a stone statue of a giant six-fingered hand positioned downward as if the hand were pressing something down (the PCs may take time to see what's under the hand; don't dissuade them from doing so as it may give the spectres a better chance at surprise).

19. WEST LANDING: this area gives way to a tunnel stretching due west and rising slowly. The tunnel continues for approximately 1000 feet before becoming a natural tunnel that twists for another half mile or so until it suddenly ends. The astute observer at the end will notice a faint shaft of sunlight coming from above; a small crack has opened over time, and may be expanded to provide access to the surface (this is how the workers originally entered the complex and expanded it outward from the underground lake; once finished, they sealed this entrance as well as the main entrance).

20. DALAN AND THE SHRINE OF THE WITCH HEAD: the south landing empties into a short passage that turns east to reveal a long room filled with columns. On the west wall of the landing is scrawled a nonsense poem:

*When succubae sigh
And incubi are idle,
The good Duke Ymis
Will then lose his title.*

At the east end of the room is a throne, and the throne holds a seated stone statue of a female. The statue is dressed in a coarse dark robe and cloak. The head of the statue is actually the Witch Head itself (see the description of the relic at the end of this module); the statue is its resting place. The initial appearance is of a seated figure with a mouth and eyes that cast a grayish light out into the room.

Dalan is lurking behind the throne. By this time, the effects of the relic have wizened him and reduced his appearance to a pitiful countenance. If the PCs approach within 20 feet, he will shuffle out, croak an order for them to halt, and verbally spar with them as all good villains do until they give some indication of attacking. He will then pull the Witch Head from its resting place and fight.

If, however, the PCs delay in quickly combating Dalan, the wizard will toy with them for some time... answering any questions with nonsense statements, vile insults, and a cackle calculated to grate on the PC's nerves. Any attempts to subtly probe Dalan's mind will alternatively reveal a male and female personality behind the figure.

His first action will be to strike his *staff of screams* (see *new magic items*) on the floor and stun the PCs, and then cast **web** to hold as many as possible in place. Dalan will use the powers of the Witch Head sparingly... probably only the *globe of invulnerability* at first, but will use any and all if the situation warrants it. Note that Dalan will die before giving up the relic.

Should the party defeat Dalan (and this is by no means a certainty), the GM should be aware that it is entirely possible the **Witch Head** will claim a new possessor from the PCs. If this happens, the Duke will eventually send other adventurers to take care of the PC, assuming the rest of the party doesn't handle the problem first.

If none of the PCs are neutral or evil, then recovering the relic may pose a problem. A likely solution (but don't suggest this) is to simply leave it where it is, and let the Duke deal with sealing up the complex.

If the PCs somehow manage to return the Witch Head to Ymis, they will find him preparing to dig a deep hole in the middle of his courtyard. He plans to bury the relic 50 feet down, cover it, lay stone over it, and place a permanent guard over the

resting place. Should they not be able to bring it back, he will content himself with securing the complex... perhaps with the help of the PCs. In any case, if the journey is completed to his satisfaction, he will grant the PCs their rewards. Ymis will swifflly try and execute any captured members of Dalan's outlaws and give their magic items to the PCs as a bonus.

HERE ENDS THE CURSE OF THE WITCH HEAD.

APPENDIX A: DALAN'S OUTLAWS

(Note that ACs and damage listings are adjusted for high strength and dexterity.)

- **Dalan the Onroth** (Human male magic-user level 8; Lawful Evil; AC4; HP15; Dam1-4)

S7 I17 W12 D14 C7 CH16

Spells possible: 4 3 3 2

Spells possessed:

Level 1: **read magic, enlarge, charm person, sleep, shocking grasp, shield**

Level 2: **darkness, web, stinking cloud, mirror image, ESP, magic mouth**

Level 3: **hold person, lightning bolt, clairvoyance, slow**

Level 4: **wall of fire, confusion, ice storm, polymorph other**

Magic items possessed: **bracers of defense AC4, staff of screams** with 6 charges (see *new magic items*), scroll (**protection from good, rope trick, and haste**), and 2 **potions of extra-healing**

Other items: 2 daggers, the scroll from Ymis' library (detailing the location of this complex, general guardians, passwords, and other methods for bypassing encounters)

Personal treasure: 450gp, 165sp, 402cp, 2 gems worth 150gp and 250gp each.

Description: Dalan is just under 6 feet tall, 110 lbs and thin almost to the point of being emaciated, with white hair slicked back. He has tiny, piercing light blue eyes. Possession of the Witch Head has damaged his mind and driven him to attack any and all he perceives as standing in the way of his plans.

- **Sendric Liskisser** (Half-orc male assassin level 7; Neutral Evil; AC4; HP42; Dam1d8+3)

S16 I15 W13 D17 C15 CH7

Magic items possessed: **leather baldric +1, longsword +2, dagger+1, 1 potion of climbing**

Other items: 6 daggers, crossbow and 20 bolts, thieves' tools, and a vial of contact poison good for 6 doses

Personal treasure: 340gp, 50sp, a ring worth 100gp

Description: Sendric stands 6'5" tall and weighs 250 lbs. He is bald, dark skinned and bears a scar across his neck. He always grins. His blade goes to the highest bidder, but he never leaves a job uncompleted.

- **Lasker Oldburr** (Human male fighter level 8; Chaotic Neutral; AC2; HP80; Dam1d8+3)

S17 I10 W12 D14 C16 CH9

Magic items possessed: **platemail+1, longsword +2**

Other items: Shield, 1 spear, 2 daggers, shortbow and 15 arrows

Personal treasure: 310gp, 200sp

Description: Lasker is a burly figure with blonde hair pulled in a ponytail and a handlebar mustache. He stands 6'3" and weighs 275 lbs. He is totally self-interested, and has joined this expedition under the promise of power and gold.

- **Auron the Younger** (Human male cleric level 7; Lawful Evil; AC4; HP48; Dam1d6+2)

S10 I12 W17 D13 C14 CH15

Spells possible: 5 5 3 1

Spells often memorized:

Level 1: **protection from good, cause fear, cause light wounds (x2), bless**

Level 2: **silence 15 ft. radius, hold person (x2), spiritual weapon, resist fire**

Level 3: **animate dead, dispel magic, cause blindness**

Level 4: **cause serious wounds**

Magic items possessed: **chainmail +1, heavy mace +1, dust of distortion** (5 pinches; see *new magic items*), 4 *potions of healing*

Other items: 2 vials of unholy water

Personal treasure: 220gp, 170sp, silver unholy symbol worth 200gp

Description: Auron is slight, standing 5'8" and weighing 125 lbs, with brown hair and green eyes. He is calculating and cruel, and always looks for new ways to honor his dark god. Dalan has promised to make Auron's god the official patron of the new duchy and Auron as the high priest.

- **Nysis of Ackogh** (Human male thief level 6; Neutral Evil; AC6; HP35; Dam1d6+2)

S14 I14 W12 D16 C14 CH13

Magic items possessed: **ring of protection +2, shortsword +2, rope of climbing**

Other items: 4 daggers, thieves' tools

Personal treasure: 280gp, 6 gems worth 100gp each, 1 ring worth 150 gp

Description: Nysis is 5'11" and 175 lbs with sandy hair, blue eyes and a twisted nose. He lives for sadistic pleasure, and Dalan has promised him many innocents for his dark yearnings. He desires Saygny, but is afraid of her quick blade and magic.

- **Saygny Dynen** (Half-elf female magic-user/thief level 6/7; Chaotic Neutral; AC5; HP30; Dam1d8)

S12 I16 W12 D16 C10 CH17

Spells possible: 4 3 2

Spells possessed:

Level 1: **read magic, push, shield, spider climb, magic missile**

Level 2: **invisibility, web, strength, ray of enfeeblement**

Level 3: **blink, explosive runes, fireball**

Magic items possessed: **ring of protection +1, shortbow +2, 12 arrows +1**

Other items: longsword, leather armor, thieves' tools, 4 daggers

Personal treasure: 32 gp, 120sp, 8 gems worth 50gp each

Description: Saygny stands 5'4" and weighs 110 lbs. Her hair is long and deep black and her eyes are green. She is self-controlled almost to the point of being emotionless. Dalan has promised her great power if she will become his lover. She has managed to keep him at arm's length so far, but a successful completion to his plans may change her mind. If this occurs, she plans to kill Derica when the time is right.

APPENDIX B: NEW MAGIC ITEMS

Dust of Distortion: this fine, blue powder is used in small pinches. Blowing one pinch into the air will fill a 20' square area with a blue haze that will distort all distance perception for those within the area of effect. All melee attacks are at -2, and missile attacks either in or out of the area are at -3. Attack spells such as magic missile cast into or out of the area have a 25% chance (-1% per level of caster) of missing the target entirely. The dust will settle after 5+1d8 rounds. The dust normally comes in a leather bag with 2d10 pinches. **Experience Point Value:** 2,000 **G.P. Value:** 8,000

Staff of Screams: this long staff is typically capped with a metal head adorned with a gaping mouth. When the head is banged on the floor, the head will emit a piercing scream which will deafen and stun all beings within a 30' radius (except for the user) for 1d3 rounds if they fail a saving throw versus staves. A failure of 4 or more indicates that the scream has shattered the victim's eardrums. Such a failure renders the victim unable to hear for 1d3 weeks. This application uses 2 charges.

The staff may also be used to summon 10d10 bats with a subsonic emission for 1d12 rounds. If the user throws the staff a general direction, the bats will follow for the duration of the effect. This application uses 1 charge. The staff cannot be recharged. **Experience Point Value:** 3,000 **G.P. Value:** 15,000

The Witch Head (relic): the Witch Head appears as a black metal sculpture of a human female's head. The eyes and mouth are open and glow with a grayish light resembling a deep fog that will not lift. Closer inspection will reveal that the light swirls in a hypnotic pattern deep within the relic.

Strands of some unidentifiable stringy material rise from the top of the head to form a thin reddish mane roughly 3 feet long. The mane is bound together in a topknot that allows the possessor to carry and swing the Witch Head as if it were a censer.

Any good character touching the mane of the Witch Head will cause the relic to lash out with a shock wave equal in effect to a power word, stun. This attack effects only good aligned PCs present within a 60 feet radius. Neutral or evil PCs may "safely" touch it.



The relic is semi-sentient and naturally beguiling. If not possessed by another person, the Witch Head will use suggestion on the initial discoverer (assuming he passes the alignment test) and attempt to make that person pick it up by the mane. If the discoverer fails his save, he'll retrieve the relic in the suggested manner and allow no one else to touch it.

The possessor of the Witch Head will receive, through empathic contact, knowledge of the relic's powers and how to use them. He will not, however, receive knowledge of the powers' price, nor will the possessor be overtly aware of the price being paid. To others, the effects will be obvious, but the possessor will only have a vague sense that something is wrong.

The Witch Head bestows on its possessor the following powers (all powers are at 14th level of ability; costs listed in parentheses):

- **suggestion** (no cost)
- **mass charm** (once per day; ages the possessor 3 years)
- **know alignment** (three times per day; ages the possessor 1 year)
- **repulsion** (two times per day; ages the possessor 2 years)
- **globe of invulnerability** (duration:14 rounds; twice per day; drains 1 point of CON for 14 hours)
- **ESP** (three times a day; drains 1 HP)
- **displacement** by 5 feet (duration: 1 turn; twice per day; drains 2 HP)
- **darkness and silence 15 feet radius** (duration: 20 rounds; once per day; ages the possessor 2 years)
- **kiss of corruption:** placing the mouth of the relic against the lips of a victim will force an alignment change as follows: from lawful to chaotic (ages the victim 1 year), from good to evil (drains the victim of 1d4 HP). In either case, the victim is entitled to a saving throw vs. death magic. A successful save indicates the victim is currently incorruptible along that alignment axis, and the possessor must wait one full lunar cycle before trying again with that particular victim. A victim who saves is not drained or aged. This power can be used only once per day for each alignment axis.

The Witch Head can sense when its possessor may be near death due to aging or HP drain. If the possessor is reduced to one HP, the relic will inflict cause serious wounds upon him and wait for the next discovery.

All spell effects are instantaneous. Each use of a power gives a neutral PC a 20% cumulative chance of changing to an evil alignment; five uses guarantees an alignment change.

The Witch Head may not be burned, dented or otherwise damaged. There is no currently known way of destroying it. **G.P. Value:** 10,000

APPENDIX C: NEW ENCOUNTERS

Room of Purpose: The room of purpose is a large area, usually 30 by 30 feet (but can be more) that serves some specific function laid out by its creator. Each room has AC 0 and 250 HP for damage purposes, and possesses a magic resistance of 45%. A room of purpose takes various forms. The six listed below are the most common; the GM is highly encouraged to create others to fit his campaign.

Displacement: the displacement room transports its occupants to a random room in the same complex that is within a radius of 1000 feet. Activation of its effects occur 1d3 rounds after it is initially entered.

Guardian: The guardian room defends an entry into another chamber or detains intruders as prescribed by its creator. Upon entry, its door will slam shut and be magically held unless somehow forced open. Various methods of defense include:

- Sleep gas or other gases able to render the occupants unconscious or immobile for a period of time until other denizens can come and collect the intruders.
- Flying weapons (1d8): This launches from mounts on the wall an attack with 3 HD and AC 3. Each of these weapons has 1d12 HP.
- Constriction: The room begins to shrink at a rate of 1 cubic feet less per turn unless somehow stopped by the occupants.
- Extreme heating or cooling: the room's walls, ceiling, and floor will generate heat or cold. PCs trapped will experience some discomfort for the first turn while trapped; afterwards, the chamber will deal 1d4 HP damage per turn unless other measures are taken.

Revealing: the chamber of revealing shows one of several different scenes on its far wall. The observer must know the sequence of command words that will allow him to view the scenes. Scenes can include:

- Other areas of the dungeons complex
- Near future events that will be encountered by the PCs
- Distant places and people somehow related to the PCs and their mission, if applicable

Note that the creator of the room, if within 1 mile, can mentally picture the PCs as they are using the properties of this chamber.

Oubliette: Once the majority of the PCs are inside, the door will seal and disappear. The trapped PCs will find no exit; no magic in their possession will free them. Persons outside the oubliette can open the door provided they know the command word. The oxygen within an oubliette is always plentiful, though the light source will be non-existent unless one is somehow provided.

Solution: A room of solution is more mechanical in nature than the others. The room will present some puzzle for the PCs to solve in order to gain some treasure or prize. For example, a room of solution may contain one complete wall covered with blocks capable of being depressed in order to activate some mechanism or series of magical effects. Pressing certain blocks in certain orders produces certain effects either beneficial or baneful to the PCs. The GM is encouraged to be creative here.

Transformation: A room of transformation affects its occupants in some fashion. There are several effects possible. A few are listed below; the GM is encouraged to think of others:

- Change of sex. The psychological effect of this depends on the outlook of the PC.
- Addition/subtraction of height by 1d20 inches. Note that this will drastically affect the fit of any armor or clothes worn.
- Change of race. Note possible gain or loss of racial abilities.
- Change of alignment. This could strongly affect classes reliant on alignment.
- Magical items turned to wood or metal. This effect could alter or destroy magical abilities.
- Ethereal alteration. The PC immediately becomes ethereal. All possessions fall to the floor. The effect is permanent and cannot be reversed by re-entering the Chamber.
- Mindwarp. The character is afflicted with a mental disorder determined by the GM. If the PC is already insane, the Chamber may inflict another (50%) or cure the PC (50%).

Rooms of purpose are mostly found within fortifications dedicated to good. Good aligned powers will pay dearly to locate any such lost areas located in other environs: i.e. abandoned fortresses and dungeons.

APPENDIX D: NEW MONSTERS

LABRYINTHINE GOLEM

SIZE: Large (8ft. tall)
 MOVE: 90 ft.
 ARMOR CLASS: 4
 HIT DICE: 45 hp
 ATTACKS: 1 or 6
 DAMAGE: 2-16 (horned charge) or 2-8(x6)
 SPECIAL ATTACKS: None
 SPECIAL DEFENSES: +1 weapon or better to hit; magical dampening
 MAGIC RESISTANCE: 25%
 RARITY: Very Rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 60% (see below)
 TREASURE: None
 INTELLIGENCE: None
 ALIGNMENT: Neutral
 LEVEL/X.P.: 7 / 2,920

General Information: A labyrinthine golem is a hulking construct patrolling a maze covering up to a one-half square mile area. The maze always has a central area that serves as the lair for the creature and hiding place for some important treasure. The labyrinthine golem does not speak nor attempt to communicate with any interlopers. Every labyrinthine golem has a password which will send it back to its lair if spoken. Once it has detected intruders within its maze, the golem can track them as a 9th level ranger.

Unlike traditional golems, the labyrinthine golem possesses magic resistance and its magic resistance extends 15 feet around it in all directions; not only does it protect the golem from spells, it also dampens magical ability within its radius. Magical weapons with +2 or more in bonuses are immediately reduced to +1 of ability while inside the radius, and spells in effect upon PCs will dispel unless the PC makes a successful save vs. magic.



Physical description: The golem appears as a large stone minotaur with six arms wielding broadswords. It stands over 8 feet tall and weighs a little more than 1,200 lbs.

A labyrinthine golem is constructed using the remains of 3 minotaurs. The flesh is rendered from the bones and the bones are used to form the internal structure of a clay model. This clay model is then turned to stone in a ritual requiring medusa blood. The creation of a labyrinthine golem also requires the following spells cast by at least a 14th level magic user: anti-magic shell, geas, limited wish, and stone shape. This process costs 1,000 gp per hp of the labyrinthine golem.



PRISM WARD

SIZE: Large (7ft. high)
 MOVE: 0
 ARMOR CLASS: 2
 HIT DICE: 50 hp
 ATTACKS: None
 DAMAGE: None
 SPECIAL ATTACKS: Reflection
 SPECIAL DEFENSES: +2 weapon or better to hit; magical dampening
 MAGIC RESISTANCE: 75%
 RARITY: Very Rare
 NO. ENCOUNTERED: 1
 LAIR PROBABILITY: 100%
 TREASURE: None
 INTELLIGENCE: None
 ALIGNMENT: Neutral
 LEVEL/X.P.: 7 / 1,850

General Information: The prism ward grows under unique circumstances involving a gating attempt gone awry. It normally resides in total darkness. If any light source is shown within the same room, the prism will reflect the light back at the source in a 1:1,000 ratio, possibly blinding the wielder of the light and those around him unless a save vs. wands is made. If a strong enough light source is used, the wielder may very well find himself incinerated.

Spells cast against the prism may reflect back to the caster if the magic resistance of the stone is made. However, spells affecting stone do not affect the prism ward and will simply dissipate. The prism may be shattered through brute non-magical force. Note that PCs attacking the prism ward without light do so with a penalty

of -2; those with the ability to see in the dark due to darkvision or other means will not see the target due to its enchantments.

Physical Description: A prism ward is a small shiny crystal that typically floats, unmovable, in the air.

RANCID

SIZE: Medium (6ft. long)
 MOVE: 120ft.
 ARMOR CLASS: 5
 HIT DICE: 6
 ATTACKS: 1 or 4
 DAMAGE: 0 or 2-8(x4)
 SPECIAL ATTACKS: Pounce, swift rot
 SPECIAL DEFENSES: None
 MAGIC RESISTANCE: None
 FREQUENCY: Rare
 NO. ENCOUNTERED: 1-4
 LAIR PROBABILITY: 60%
 TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 Jewelry, Any 2 magic items or maps (10%)
 INTELLIGENCE: Low
 ALIGNMENT: Neutral Evil
 LEVEL/X.P.: 7 / 420 + 6/hp

The terrible rancid runs in a leaping fashion and pounces upon its opponent when within 6 feet. During an attack, the rancid emits a rotting stench so overpowering that any PC within 10 feet must make a save vs. poison or be forced to retch for 2-12 rounds. The rancid leaps in order to pounce upon its victim. If successful, the rancid attacks with its tentacles on the next combat round. If the rancid succeeds in hitting with 3 or 4 tentacles within one round, it will inject a fast-acting bacterium into the victim. The PC must make a save vs. poison at -2 or be subjected to a rotting disease which will quickly destroy the skin and muscle tissue of the character. The disease inflicts 2-20 hp damage per hour until cured or the PC dies. Spells that heal disease must be cast by a cleric of at least 14th level in order to stop the spread of the disease.

Physical Description: A rancid appears as a shivering mass of putrid flesh with three muscular legs and 4 barbed tentacles. It has no discernable sensory organs; instead, it detects air movement.



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