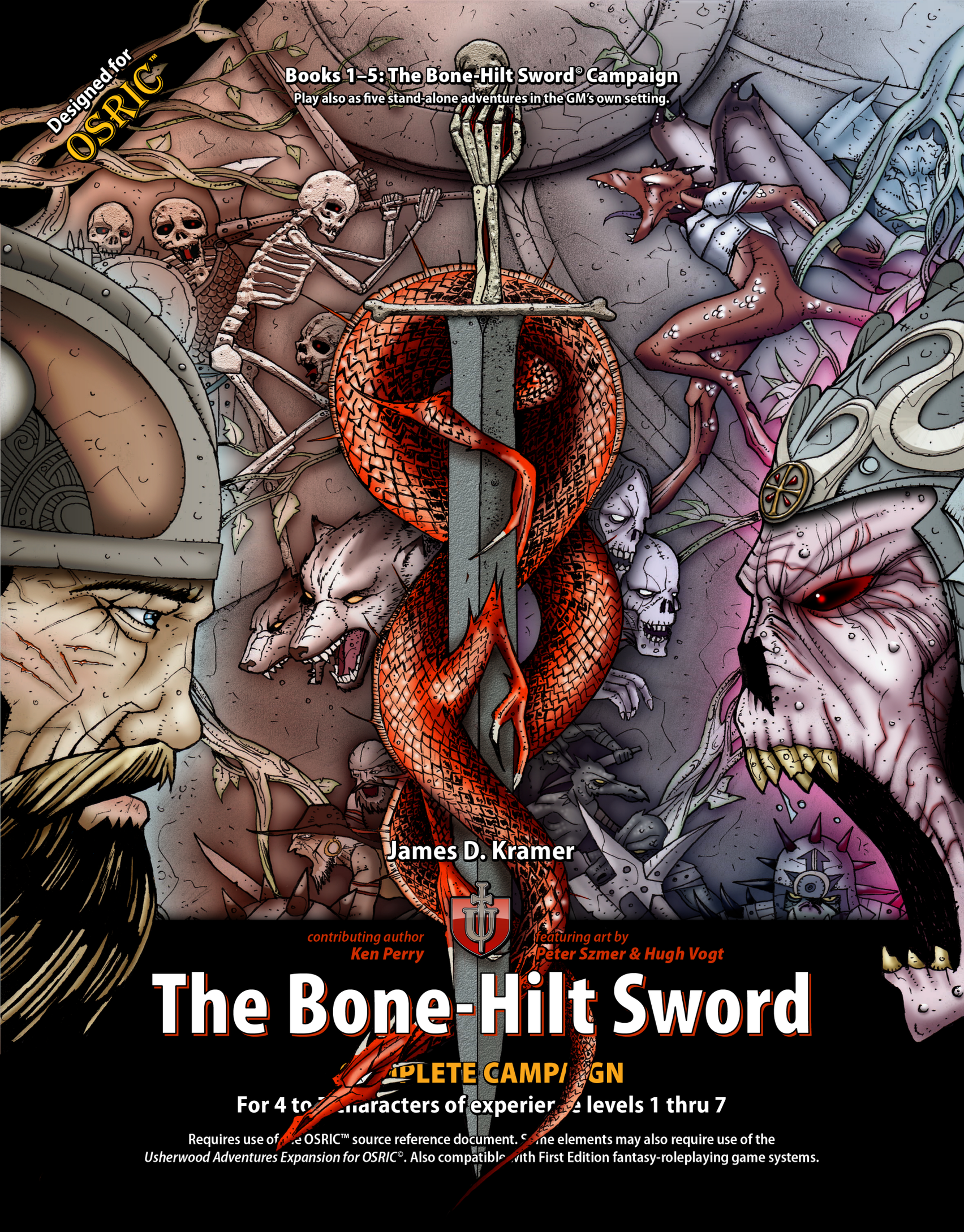
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James D. Kramer

featuring art by ***Peter Szmer***

Yrchyn, the tyrant

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Yrchyn, the tyrant

Updated 3rd Edition

James D. Kramer

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LOW LEVELS

For 4 to 7 characters of experience levels 1 to 3

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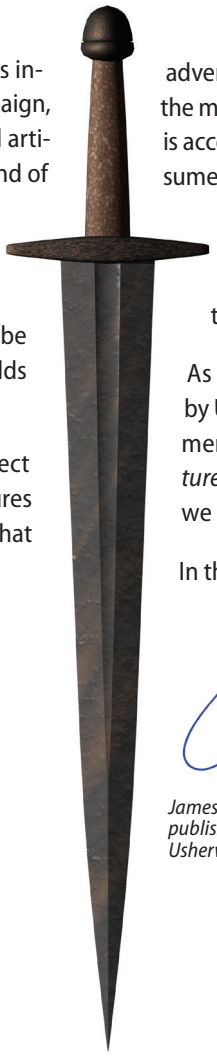
PUBLISHER'S NOTE

To those who would brave *Yrchyn, the tyrant*; This introductory adventure opens the Bone Hilt Sword campaign, and sets the party out on a grand quest to find an evil artifact, and ultimately defeat the Big Evil Dude™ at the end of book 5; **IN THE HALLS OF THE MAGE-KING**.

YRCHYN, THE TYRANT starts the party on a 70+ mile journey to reach the caves that are the namesake of the adventures. The complex of the kobold tribe is warren of twisting passages and traps for the kobolds to whittle away at the brave adventurers.

It should also be mentioned that this adventure has direct ties to book 2; **THE SHATTERED SKULL**. ***Area 15*** features a waterfall that lead directly to a victim's capture in that adventure (see **THE SHATTERED SKULL**, ***area 20***). Further, the main entrance into the caves of **THE SHATTERED SKULL** is accessed through area 30 in this adventure. The writer assumes that the party will return Usherwood before continuing into **THE SHATTERED SKULL**. However, should they decide to crash headlong into the next adventure in the campaign, there's nothing preventing them from doing so, other than their own good sense.



As always, GM and player input on the games produced by Usherwood Publishing is crucial to continued improvement. Feel free to email us at *kramer@usherwoodadventures.com* with your honest thoughts and opinions so that we may strive for a higher bar in future releases.

In the meantime, as always, good gaming!



James D. Kramer
publisher, author, designer
Usherwood Publishing



PREFACE

All Usherwood adventures use the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented in the adventure;

AC: or *armor class;* the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: or *charisma;* the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution;* the measure of a character's general state of health and stamina.

d# / #d#: or *dice;* a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / Dmg: or *damage;* the measure of damage inflicted by a given type of attack.

DDG: or *Deities & Demigods;* refers to either the First Edition or Third Edition rules systems by the same names, a selection of divine beings and pantheons both fantastic and mythical.

DEX: or *dexterity;* the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: or *Dungeon Masters Guide;* refers to the First Edition rules system, provides detailed information to a GM regarding many aspects of conducting a successful game.

GM: or *game master;* also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. It is advised to the players to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience;* the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD: or *First Edition;* refers to First Edition fantasy-based roleplaying game system texts originally published by TSR, Inc., c.1978-82. Although it is the policy of Usherwood Publishing to publish specifically to the OSRIC SRD, occaisionally these texts will referenced. *See also Dungeon Masters Guide* (DMG), *Fiend Folio* (FF), *Monster Manual* (MM), *Monster Manual II* (MMII), and *Players Handbook* (PHB).

FF: or *Fiend Folio;* refers to the First Edition rules system, a collection of creatures most baleful.

HD: or *hit die;* the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points;* the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence;* the measure of a character's reasoning power (also, I.Q.).

MM / MM2: or *Monster Manual*, and *Monster Manual II;* refers to the First Edition rules system, a collection of creatures, baleful and benign, arranged in two volumes.

OGC: or *Open Game Content;* that portion of this work which may be used by publishers of content covered by the OGL (see below)

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OSRIC: or *Old-School Reference and Index Compilation;* a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, *OSRIC SRD*.

PC: or *player character;* the persona adopted by players within a game.

PHB: or *Players Handbook;* refers to the First Edition rules system, describing the process for players to develop personalities to use in the game.

STR: or *strength;* the measure of a character's muscle and physical brawn.

TH: or *"to hit";* die score require to strike an opponent in order to do damage.

WIS: or *wisdom;* the measure of a character's insight, willpower, commonsense, intuition.

READER AIDS

There a number of visual reader cues provided to convey specific types of information;

> GM narratives provide you with recommended text to read verbatim to the players to set-up specific situations.

Creature stats blocks: these will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

Kobold leader (1): **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon; **POS** short sword, 15 sp

where: **AC** = Armor Class; **MV** = Movement Rate; **HD** = Hit Dice (or relative strength); **HP** = Hit Points; **#AT** = number of attacks; **DAM** or **DMG** = damage inflicted on a successful hit; **SA** = special attacks; **SD** = special defenses; **POS** = possessions (of the group of creature type encountered)

Miscellaneous information the GM may find useful is provided within note boxes.

SAVE VS. ATTRIBUTE

Certain circumstances may require a Save vs. Attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute, while a result of '3' will always indicate success.

CAMPAIGN NOTES

This game is designed for play as both a stand-alone module, or as part of the five-part campaign; The Bone Hilt Sword. In order to maintain its playability as a stand-alone adventure, many campaign-specific notations and descriptions have been moved into **APPENDIX A: CAMPAIGN NOTES**. This material contains many clues for the party playing through the campaign, alternative or more in-depth descriptions of certain items, and additional information for some encounters.

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UNDERSTANDING THE MODULE

The GM should read through the module completely to understand the various encounters and module setups before beginning play. If you have any questions regarding the module — why certain encounters are written as they are, or, to point out where you feel improvements in the manuscript might be made — feel free to write the publisher at *kramer@usherwood adventures.com*.

RESOURCES

The following publications and resources are either required else are recommended for use with this adventure;

OSRIC SRD (required): the OSRIC SRD is avaialble as a free PDF download at http://knights-n-knaves.com/osric. The PDF can also be downloaded from the Usherwood Adventures website at *http://www.usherwoodadventures.com/downloads/osric.pdf*.

The OSRIC SRD is also available as a print-on-demmand product through Lulu.com, or through Black Blade Publishing ..

An A5 trim size of the SRD is also available exclusively from Usherwood Publishing as POD through Lulu.com at *http://www.lulu.com/product/paperback/osric-(a5)/16663197*.

Usherwood Adventures Expansion for OSRIC (optional): this publication is available as a PDF download and as a print-on-demmand product through RPGNow.com.

If you purchased this adventure without realizing the requirement for this expansion volume, and do not wish to purchase the entire volume, contact the publisher at kramer@usherwoodadventures.com to request those sections needed to run this adventure.

Usherwood Adventures website; *http://www.usherwood adventures.com*)**:** the website contains allot of setting specific information—deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

First Edition TSR publication (optional): if you do not have access to the OSRIC SRD, the adventure is completely compatible with the First Edition rules books.

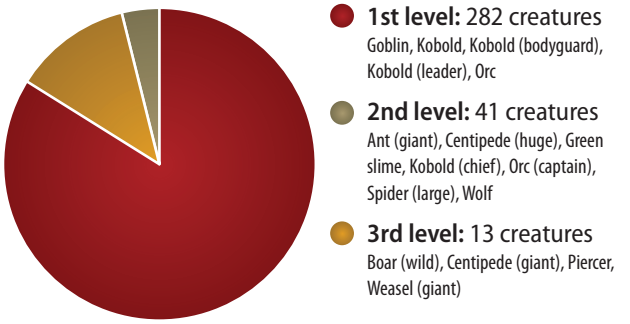
YRCHYN, THE TYRANT

For many hundreds of years, the folk of the Usher Arm Peninsula have lived in peaceful coexistence. Humans, elves, half-elves, dwarves, halflings, and gnomes all going about their lives with seldom more than a trade dispute between them.

Incursions by evil forces of orcs, kobolds, goblins, and other humanoid races happened rarely, or not at all. Only the long-lived elves of the Peninsula have the dimmest memory of such attacks.

Within this setting the discovery of a small bi-pedal lizard-like humanoid brings fear to the citizens of the small community.

LEVEL DISTRIBUTION OF MONSTER ENCOUNTERS



INCORPORATING THIS MODULE INTO YOUR GAME

YRCHYN, THE TYRANT is set upon the southern tip of the Usher Arm Peninsula, located on the southern coastline of the Northern Territories on the continent of Vermé. If you are playing within the Usherwood Adventures campaign setting. It may be used as a standalone adventure but was intended as the first mission of a five part campaign.

If playing in your own campaign setting, you may place the locales anywhere a human population (Usherwood) of low density (1,000 inhabitants or less), exists in relative closeness to elves, dwarves, halflings, and gnomes in peaceful coexistence. War should only be events which happen far away, or in history books. Druids and rangers would be relatively common, where clerics and paladins would be extraordinarily rare.

RE-LEVELING TO SUIT YOUR GAMING GROUP

This module is designed for characters just starting their career in adventuring, and is recommended for 1st, 2nd, or 3rd level characters. For large groups, or for groups with experienced players, the referee should consider doubling the number of creatures numbers for each encounter. As well, the GM could add additional stronger monsters, such as (dire) wolves, orcs, goblins, etc.

You can us the following chart to gauge PCs' relative strength against the creatures they will be encountering within the adventure.

RACES & CLASSES

Any of the standard character races provided in the OSRIC SRD fantasy roleplaying system can be used. GM's may include their own races and classes as they deem appropriate. Races and classes found in the USHERWOOD ADVENTURES EXPANSION FOR OSRIC may also be included, with no special restrictions. GMs may also note that pre-generated PC's are included for their convenience in the appendices of this book.

SETTING UP THE MODULE

The following summary may be used to kick-off the adventure;

Rumor of increased kobold activity has reached the village of Usherwood (where your party members are currently visiting, or passing through). Additionally, some reports indicate more powerful creatures within the midst of the kobold bands. The village of Usherwood has offered up a bounty on the head of the kobold chief to eliminate the threat to surrounding communities.

The following points may also be used to set up the party on their adventure;

- Kobolds are a force as yet unknown on the Usher Arm Peninsula, causing the citizenry to become fearful that their presence is indicative of the presence of a greater evil.

Notes:

- The threat of the kobolds come at time of great celebration — being the time of the Mid-Summer Harvest — within the village of Usherwood, creating great fear and desperation among the populace.
- Only visiting dwarven dignitaries from far off Arnegelius Peak have encountered kobolds in the past, and they believed the race to have been exterminated.

REWARD AND COMPENSATION

The GM should gauge the party's compensation based upon the success of their mission. Players may wish to negotiate for payment before setting out on the mission. If this is the case, GM's may use the following generalities as the basis of negotiation techniques;

- The village of Usherwood itself is not rich and the payment for the party's talents is expected to be only after full satisfaction of a job well done, property protected, and lives saved. If the party volunteers to pursue the mission with this expectation, GM's might offer bonus experience for the selflessness exhibited by the party members.
- The village is not beyond any monetary compensation. If the party presses for reward, 500 gp maximum to each (surviving) member may be offered.
- The party is of course welcome to retain any treasures they may find within the caverns.

THE JOURNEY

The party has the choice of two paths from the village of Usherwood to the reported kobold cavern complex; the Winter Road (which will take the party on the west coast of the Peninsula and through the halfling village of North Ridge), and the Summer Coast (which takes the party along the east coast of the Peninsula, avoiding direct contact with any of the known villages on the Peninsula).

WILDERNESS ENCOUNTERS

GM's should create appropriate wilderness encounters for a temperate, lightly forested region, given they would be traveling some 100 miles north from the village of Usherwood to the reputed location of the kobold caverns.

A pair of sample encounters is here presented as the party travels north along the Peninsula.

KOBOLD WAR PARTY

As the party travels north they come across the unmistakable tracks of a large force traveling south.

Turning to follow the tracks leads the group 10 miles south into the forest until they come across a group of 65 kobolds, they are in the midst of setting up a campsite within a copse of trees thickly overgrown with vines and brush.

The kobold band is headed by 1 leader and 2 guards.[1]

*See the map Kobold Camp on **page 20** for the layout of the encounter.*

Kobold leader (1): AC 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon; **POS** short sword, 15 sp

Kobold guards (2): AC 6; **MV** 60 ft; **HD** 1-1; **HP** 5; **#AT** 1; **DAM** 1d6 or by weapon; **POS** (each) short sword, (each) light crossbow, 10 sp

Kobolds (62): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** hand axe (×30), club (×32), light crossbow (×20), 240 cp total)

THE CAMPSITE INVASION

The party comes across a stream flowing slowly toward the foothills where the kobold caves are reported to lie. A travel-worn path follows the stream on the opposite shore from the where the party now stands. The stream is shallow (about 4-ft deep), and should pose no significant trouble to cross, particularly should the party cross using the rocky ford indicated on the map. It is late in the day, night is falling and the party has been traveling all day. All of the party is tired, and in need of food and a bit of rest.

Should the party choose to set up camp:

The moss-covered forest floor proves to be good bedding for your party as you make preparations to camp for the night. Wood is dry and plentiful, and a small, smokeless fire does not prove difficult to build. The normal sounds of the forest can be heard all around the campsite.

Sometime in the mid of the night, the braying of wolves can be heard coming from downstream, and all other sound in the forest stops. Over the next few minutes, the sound of the hunting pack is getting closer to your camp. Soon, a new sound can be heard over the barking and howling dogs; a bizarre, high pitched chattering comes from the north of the campsite.

[1] Refer to the encounter map on ***page 20*** for additional suggestions.

Notes:

The party's campsite has come to the attention of a force of kobolds wandering the lands about the entrance to the caves, which lie 2 miles to the north. If the party opts not to establish camp, this war band of kobolds may still come across the party as they approach the cave entrance. [2]

*Refer to Campsite Invasion on **page 21** for the layout of the encounter.*

Kobolds (12): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** short sword (×6), hand axe (×6), light crossbow (×12), 125 cp (total)

Wolves (6): AC 6; **MV** 180 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d4; **POS** —

THE COMPLEX

As the party follows the stream toward its source, the water becomes increasingly polluted. Within in a short time, they find the entrance to a cave where the stream flows in. The entrance is roughly 40-ft diameter.

THE CAVERNS

The caverns of the kobold lair are dank, musty, and dirty. As kobolds rely on infravision (60-ft), the caverns and chambers will not be lit. If the party can manage strong light (brighter than the normal torches they carry) they can effectively reduce the kobolds' ability to fight (-1 'to hit' probability).

The halls and chambers are generally ill-kept. Bones and rats abound throughout the complex.

THE STREAM

The stream that winds its way through the complex is shallow, averaging ½- to 2-ft in depth. The cavern floor beneath the stream is coated with thick layer of moss and algae. PCs moving carefully (i.e., a normal walk) will be able to avoid slipping. PC's moving quickly will be at risk of slipping and falling (save vs. dexterity).

As the stream approaches ***area 15*** past ***area 11***, the depth gradually increases to between 2- and 3½-ft, and the speed of the water increases notably as well.

At ***area 15***, the stream collects into a deep (8-ft) pool, where it drops into waterfall. Refer to the description of ***area 15*** for full details.

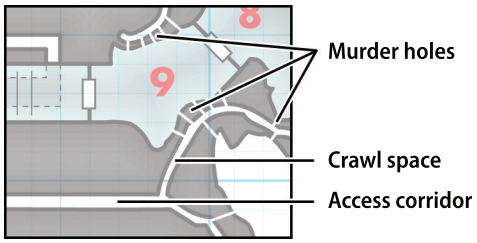
[2] Refer to the encounter map on ***page 21*** for additional suggestions.

MURDER HOLES

The primary defensive mechanism employed by the kobolds is a series murder holes accessed by crawl spaces throughout the complex. Some of the crawl spaces are accessed by the kobolds through either a locked access hatch, or through a larger access passage. Refer to the descriptions hereafter.



Murder holes are primitively concealed niches in the rock, through which the kobolds use small (light) crossbows to fire bolts at intruders within range of the missile weapon. Each murder hole will be manned by a single kobold, and the kobold will fire at the party so long as they remain in sight. The holes themselves are difficult to detect, and generally cannot be located until a PC — searching actively — is within 2-ft of its location.



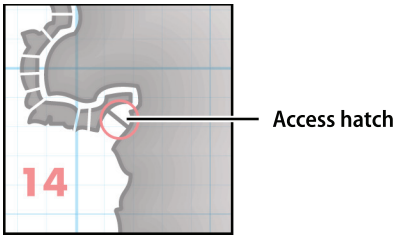
Notes:

Crawl spaces are very narrow passages — 2-ft wide on average — and will accommodate (besides the kobolds themselves) creatures of similar height and proportion. Larger creatures will be forced to crawl on hands and knees, and wearing bulky armors and packs will not be possible. Creatures taller than 6-ft will be unable to maneuver in the tight quarters.

Access passages are larger constructions than the crawl spaces — 5-ft wide and 5-ft high — access passages provide rapid movement to the hidden crawl spaces within the primary complex of the kobold chieftain (*areas 9* and *10*, and *24* through *28*).

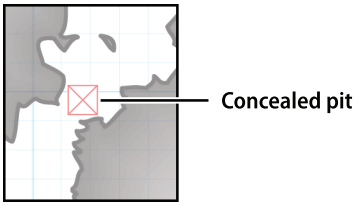
ACCESS HATCHES

There are three of these locked and trapped small doors leading into some of the crawl spaces. These doors (hatches) are located near *areas 2*, *12*, and *14*. The trap in each case is a light crossbow bolt fired from directly above the door. The bolt is coated with a weak poison (+2 to save vs. poison). The poison is non-deadly, but will cause the victim to loose 1d4 points of constitution and 1d4 points of dexterity for a duration of 2d4 hours. A successful save halves these amounts.



CONCEALED PITS

There are three concealed pits through the complex. Each pit is 15-ft deep, and lined with 10 wooden spikes. Each spike will have a chance of impaling a falling PC (roll as an attack by a 1 HD monster), causing 1-3 hit points of damage.



There is a 20% chance one of the spikes will be poisoned. The spike will be coated with a weak poison (+2 to save vs. poison). The poison is non-deadly, but will cause the victim to lose 1d4 points of constitution and 1d4 points of dexterity for a duration of 2d4 hours. A successful save halves these amounts.

MISCELLANEOUS ENCOUNTERS (the giant rock spiders)

The kobolds' cave complex is infested with giant rock spiders (see the appendix **NEW CREATURES** for more information). These creatures can be found throughout the complex. In addition to the miscellaneous encounters to be found in the following tables, a result of 1–5 on d10 indicates that the party has encountered 1d4 giant rock spiders.

Rock spiders, giant: AC 0; **MV** 60 ft (20 ft leaping); **HD** 4; **HP** 24; **#AT** 1; **DAM** 2d4, plus poison; **POS** —

MISCELLANEOUS ENCOUNTERS (*areas 1* through *23* (but not including *areas 9* and *10*))

Roll for miscellaneous encounters (1–2 on d10) every 3 turns. Any combat situation has a 15% chance of attracting one additional encounter from this table. Each encounter may occur more than once, unless otherwise noted. Roll again if a non-repeatable encounter is indicated.

TABLE 1: MISCELLANEOUS ENCOUNTERS

1D12	ENCOUNTER	NOTES
1	2d4 kobolds, 1-2 wolves	**Kobold: AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon type; **POS** spiked club each **Wolf: AC** 7; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d4+1; **POS** —
2	1d4 orcs	**Orc: AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** battle axe and light crossbow each
3	1d4+1 kobolds, 1–3 wild boars	**Kobold: AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon type; **POS** short sword each **Wild boar: AC** 7; **MV** 150 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 3d4; **POS** —
4	6 kobolds, 1 halfling (captive)	The kobolds are escorting the halfling (see the appendix, **NPCS**, Butch Meadhouse) to *area 22* to be interrogated as spy by Yrchyn. **Kobold: AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon type; **POS** short sword each
5	1 orc captain, 4 kobolds	See also the section entitled **LETTER TO IGNORICK, ORC CHIEFTAIN** in the appendix **CAMPAIGN NOTES** for more information. **Orc captain: AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** battle axe **Kobold: AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon type; **POS** hand axe and light crossbow each

Notes:



1D12	ENCOUNTER	NOTES
6	1d4 large spiders	**Large spider: AC** 8; **MV** 60 ft/150 ft climbing; **HD** 1+1; **HP** 9; **#AT** 1; **DAM** 1d4 + poison; **POS** —
7	1 kobold, 1 giant weasel	The kobold is equal in strength to a goblin, and armed with pair of short swords, ; attacking with both weapons simultaneously, gaining two hit attempts per round against any one opponent. **Kobold: AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **DAM** 1d4 or by weapon type; **POS** two short swords **Giant weasel: AC** 6; **MV** 150 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d6; **POS** —
8	1d4 giant wolf lizards	**Wolf lizard, giant: AC** 6; **MV** 180 ft; **HD** 3+1; **HP** 18; **#AT** 1; **DAM** 2d4, plus disease; **POS** —
9	1d4+1 kobolds	**Kobold: AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon type; **POS** short sword each
10	4 goblins, 2 kobolds	The goblins are armed with morning star, kobolds are armed with spiked clubs. See also the section entitled GOBLIN CONTINGENT in the appendix CAMPAIGN NOTES for more information. **Goblin (4): AC** 6; **MV** 60 ft; **HD** 1–1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** — **Kobold (2): AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon type; **POS** spiked club each
11	Green slime	The slime covers an area approximately 15 ft square of the ceiling above, and part of the wall. **Green slime: AC** 9; **MV** 0 ft; **HD** 2; **HP** 16; **#AT** 1; **DAM** Nil; **POS** —
12	1d4 piercers	**Piercer: AC** 3; **MV** 10 ft; **HD** 1 to 4; **HP** variable; **#AT** 1; **DAM** 1d6 or 2d6 or 3d6 or 4d6 (see HD); **POS** —

MISCELLANEOUS ENCOUNTERS (*areas 24* through *31*)

Roll of 1–2 on d10 indicates an encounter. Each encounter may occur only once unless otherwise noted. Roll again if a non-repeatable encounter is indicated.

TABLE 2: MISCELLANEOUS ENCOUNTERS

1D6	ENCOUNTER	NOTES
1	3 orcs	**Orcs: AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **DAM** 1d8 or by weapon type; **POS** scimitar each
2	Green slime	Covers an area of the ceiling approximately 15-ft square. **Green slime: AC** 9; **MV** 0 ft; **HD** 2; **HP** 16; **#AT** 1; **DAM** Nil; **POS** —
3	1d4+1 kobolds	**Kobold: AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **DAM** 1d4 or by weapon type; **POS** short sword each

1D6	ENCOUNTER	NOTES
4	1 kobold, and 1 giant weasel	The kobold, armed with pair of short swords, is equal in strength to a goblin; attacking with both weapons simultaneously, gaining two hit attempts per round against any one opponent. (ignore this result if encountered from Table 1) **Kobold: AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **DAM** 1d4 or by weapon type; **POS** two short swords **Giant weasel: AC** 6; **MV** 150 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d6; **POS** —
5	1d6 giant centipedes	**Giant centipede: AC** 9; **MV** 150 ft; **HD** 1/4; **HP** 2; **#AT** 1; **DAM** 0 + poison; **POS** —
6	1d4 large spiders	**Large spider: AC** 8; **MV** 60 ft/150 ft climbing; **HD** 1+1; **HP** 9; **#AT** 1; **DAM** 1d4 + poison; **POS** —

CHAMBERS AND ENCOUNTERS

1. GUARD POST

8 kobold guards armed with short swords and javelins are standing amid the slowly moving waters and are not particularly attentive to their duties. Next to them is a rather old-looking gong. Apparently it is the alarm to be rung in case of invasion. The gong itself is severely rusted.

If used to sound an alarm against intrusion the gong will be 50% likely to break free from its supports dropping into water. If it does not fall, the gong will dully resound alerting the guards a ***area 2***.

Kobolds (8): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** short sword and javelin (each), 18 cp (total)

2. SECONDARY GUARD POST

10 kobolds armed with spiked clubs and light crossbows. If alerted to the party's presence the kobolds will be hiding behind the large natural stone columns to either side of the entrance.

Kobolds (10): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** spiked club and light crossbow (each), 10 cp, 3 sp, 1 gp (total)

3. STORAGE CAVERN

The cavern is a disaster of decomposing food, animal carcasses, and rotting fruits and vegetables. The stores seem to be just scattered about the cave in no particular order. Rummaging around in the piles of stuff will reveal a small stash of coins of various mints (30 cp, 15 sp, 5 ep, 1 pp), and one nondescript pewter ring (see the appendix NEW MAGIC for information on the ***Pewter Ring of Halfling-sense***). In order to find all these items, the party will be required to search for 9 rounds.

Roll from TABLE 1: MISCELLANEOUS ENCOUNTERS as appropriate while searching through the food stuffs. The party will also discover 9 huge centipedes hiding among the refuse.

Huge centipedes (9): AC 9; **MV** 150 ft; **HD** 1/4; **HP** 2; **#AT** 1; **DAM** 0, plus poison; **POS** —

4. WORSHIP CHAMBER TO NOTHJEGG

This section of the chamber is filled with a disorderly array of crude wooden benches.

Upon a stone dais in the center of this alcove, is the rough hewn carving of what would appear to be a bipedal lizard-like humanoid sporting four arms. The statue is approximately 5-ft tall.

Above the statue, suspended from the ceiling by chains, is a trident of blackened metal. The blackened trident is in fact the holy symbol of Nothjegg's patroness; Archiopterus, goddess of all lawful evil creatures.

Archiopterus is the patron of all lawful evil beings the Usherwood Adventures campaign setting. GM's may substitute this goddess for an appropriate deity from their own setting where required. Information on both Nothjegg and Archiopterus can be found on the Usherwood Adventures website at http://www.usherwoodadventures.com/setting/religion.html.

As the party investigates the chamber (or is being attacked via the 5 murder holes within the chamber), 6 kobolds enter the chamber from the east. The kobolds are armed with spiked clubs and spears.

Kobolds (6): AC 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon; **POS** spiked clubs and spear (each)

5. SLIP-N-SLIDE

The stream flowing at this point is rather sluggish, but is moving at a downward angle. As a result, the streambed is overgrown with mossy sludge. PC's moving carefully (i.e., a normal walk) will be at risk of slipping and falling (save vs. dexterity). PC's moving quickly make their save vs. dexterity at -4. A failed

Notes:

save causes the PC to fall and slide the remaining distance into *area 5*, bumping and sliding over the rocks that line the floor.

6. ORCS IN THE HOUSE!

This chamber is occupied by a contingent of orcish guards stationed to support the kobolds. A pair of murder holes, one facing northeast and the other northwest, is available to the orcs for making surprise attacks against intruders. There are 8 orcs in all, each is armed with long swords of wicked manufacture. Four of the orcs are armed with heavy crossbows, which are used to fire through the murder holes.

This is apparently a long-term assignment for the orcs, as among the supplies provided at the back of this chamber are several barrels of dried food stuffs, and several kegs of a rather bitter tasting wine. There is no other treasure besides that which the orcs carry on their person. Combat here will alert the creatures at *area 7*.

The orcs themselves can be identified as being from a rather notorious tribe called the *Shattered Skull*. The location of this tribe's cavern complex is not currently known.

Orcs (8): AC 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword each, heavy crossbow (x4), 37 gp (total)

7. HUNT BUTCHER CHAMBER

Passing within 30 ft of this chamber will clearly reveal that it is used somehow in the storing of dead things. There is an overpowering odor of decaying meat and blood. In the middle of the room amidst a pile of animal carcasses of various species are 3 kobolds, each is wielding a butcher knife and is butchering a deer recently brought back from a hunting trip.

Combat here will attract the creatures at *area 6*.

Kobolds (3): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** butcher knife (treat as hand axe)

8. MAIN DOOR

This is a single heavy, iron-bound oaken door. The wood itself, though still solid, is coated with a thick layer of moss and mildew. If the party checks the base of the door, they will see there is a good 3-in of space between the door and the floor, allowing a significant flow of water to pass under the door.

The door is not locked, but is trapped. The trap involves the use of a disguised lever embedded in the cavern wall to the right of the door. If the party fails to remove the trap before trying to the open the door, then upon opening the door (which pulls in toward *area 8*), the door will come off its hinges, and fall with a crash open anyone within 5-ft, causing 1d4 crushing damage (save vs. dexterity applies to avoid damage).

9. GUARDED CHAMBER

This is the primary means of defense against intruders. There are no guards here (save those who lie hidden within the murder holes that line both sides of the chamber). The door at the opposite side of the chamber — which is apparently of sturdier and newer construction to that of the door leading in to this chamber — is triple locked, though not trapped. If the party checks the base of the door, they will see there is a good 3 inches of space between the door and the floor, allowing a significant flow of water to pass under the door.

If checked, the party will be able to hear the sound of water cascading down some sort of falls on the other side of the door.

10. DANGEROUS STEPS

Entering this darkened hall, it is obvious this construction is not that of the primitive and natural caverns the party has explored to this point. Though old, this hall speaks of more sophisticated construction techniques, with precisely fitted stone work.

The stream here cascades down a long flight of steps, nearly 50-ft in length. At the far end, the sound of water draining into an unseen basin can be heard.

Beneath the stairs, the riser of each step has a murder hole disguised as an iron grate. As the party walks down the steps, they will make easy prey for the crossbow wielding kobolds below.

Further, the steps are slippery, as the caverns described previously. A slip here means a fall down the deadly flight of stairs.

11. A SLIMY PROBLEM

The length of this cavern's ceiling is covered in a Green slime.

Green slime (1): AC 10; **MV** Nil; **HD** 2; **HP** 16; **#AT** 0; **DAM** 0; **POS** —

12. GUARD TO EGG CHAMBER (AREA 13)

The kobold chieftain — Yrchyn —is terribly protective of the tribe's cache of eggs, which he covets even more than his

Notes:

treasures. For this reason he has placed a large portion of his tribe's strength at this location.

Herein, Yrchyn has positioned 20 kobold warriors, each armed with his best quality short swords (well, at least the weapons are not as rusty as those encountered elsewhere). Additionally, 10 of the creatures also carry light crossbows.

Combat here will alert the creatures are ***areas 13*** and ***14***.

Kobolds (20): AC 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon; **POS** short sword (each), light crossbow (x10), 175 cp (total)

13. EGG CHAMBER

Hundreds leathery eggs are crammed into this chamber, and lie amid straw and stinking animal skins. Many years of old egg shards also line the floor, making quiet movement through the chamber all but impossible.

Tending the eggs are 5 kobolds armed with clubs.

Combat here will alert the creatures are ***areas 12*** and ***14***.

Kobolds (5): AC 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon; **POS** club (each), 35 cp (total)

14. MURDERING KOBOLDS!

This chamber contains 12 kobolds, currently passing into the crawl space at the access hatch indicated on the map. Each is armed with a spiked club and light crossbow.

Combat here will alert the creatures at ***areas 12*** and ***13***.

Kobolds (12): AC 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon; **POS** club and light crossbow (each), 55 cp (total)

15. OVER THE FALLS YOU GO!

The stream here ends in a bottomless drop to the depths below the kobold caves. Should a PC be unfortunate enough to fall victim to the falls,...

- • ...then if you are playing this module within the context of the **BONE-HILT SWORD CAMPAIGN**, the PC may be recovered — alive but injured — as a prisoner in ***area 26*** of **BHS2: THE SHATTERED SKULL**, else...
- • ...you may opt to continue the PC's adventures in a subterranean encounter of your own choosing, or...



- • ...bid the PC a fond fare-thee-well as they plummet hundreds of feet to the unknown terrors of the darkness beyond light.

16. GUARD STATION TO YRCHYN'S PRIVATE CAVES

At the bend in the passage, the party finds 6 of the largest kobolds they have encountered thus far. Each is equivalent in strength and armor class to a goblin, wields a pair of short swords (for a pair of attacks each round)

Kobolds (6): AC 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 2; **DAM** 1d6 or by weapon type; **POS** 2 short swords (each), 25 sp

17. SECONDARY GUARD TO YRCHYN'S CHAMBERS, AND THE KOBOLD TREASURY

The kobolds and kobold chief would believe the orcs positioned here to be for the protection of the kobolds themselves. In

Notes:

reality, the eight orcs stationed here are an advanced guard for ***areas 23***, ***21***, ***29***, ***30***, and ***31***.

Orcs (8): AC 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword (each), 45 gp (total)

18. TREASURY CHAMBER

The treasure is held in several open coffers, distributed in the two branching 'arms' of the chamber. The treasure includes many coins and four gems; 132 cp, 38 sp, 103 gp, 200 gp Amber, 10 gp Eye Agate, 1,000 gp Sapphire, 100 gp Chrysoberyl.

19. STORAGE CHAMBER

The room is filled with empty barrels and chests. Some contain the remains of some kind of moldering foodstuffs, or unknown liquid substances. If the crates and barrels are disturbed, 12 huge centipedes will crawl out from the debris and rush forth to immediately attack the nearest characters. The insects will seek to crawl beneath the clothing and armor of the characters. If successful, the insects will repeatedly bite the victim (treat target as unarmored), until destroyed. In such a condition, any attack upon the centipede will inflict ½ the rolled damage upon the character as well.

If the debris is searched, the characters will locate a small cache of coins and a dagger (see the appendix **NEW MAGIC** for a description of the ***Dagger of the Thieves' Guilds***) among the crates and barrels. The coins total 1,000 cp, 500 sp, 75 gp.

Huge centipedes (12): AC 9; **MV** 15"; **HD** ¼; **HP** 2; **#AT** 1; **DAM** 0, poison; **POS** —

See also the section entitled **DAGGER OF THE OMANTHRID GUILDS** *in the appendix* **CAMPAIGN NOTES** *for additional information..*

20. YRCHYN'S PRIVATE QUARTERS

As the furnishings in this room are rich by kobold standards (they are at least not rotting), one may only assume this to be the bed-chamber of the kobold leader. It has items such as a table, a few chairs, and a bed with a straw covered mat. The floor strewn with the predictable bones and throwaways from some forgotten meal. If the characters search the junk on the floor, they will find an old leather belt of approximately human size (see the appendix **NEW MAGIC** for a description of the ***Belt of the Mage's Guard***).

See also the section entitled **BELT OF THE ENION GUARD** *in the appendix* **CAMPAIGN NOTES** *for additional information..*

If conducting a search, the party will attract the attention of the three wolves located in the back of the chamber. This area holds nothing more than leftover scraps of food and feces of the wild boars.

21. KOBOLD GUARD TO ORCISH BACK DOOR

The 8 kobolds assigned here are the final kobold guard before the orcish chambers beyond.

Combat this location will alert the creatures at ***area 23***.

Kobolds (8): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** short sword (each), light crossbow (each), 35 cp

22. PRISON CHAMBER

Lining the walls of this chamber are 11 sets of chains and manacles secured to the walls. Currently, there are four halflings secured here; one adult male, one adult female, and two female children. All are dead with the exception of the adult female, who will die within 1d6 turns if not healed.

As the female halfling dies, six kobolds, each armed with a club, enter the chamber and attack the party immediately.

If saved, the female halfling will request to be escorted from the caverns at once. She will not assist the party within the caves, and will wish to return to her halfling village immediately. Upon seeing her dead family, she will break down, and sob uncontrollably.

1d4 rounds after the party enters into the cavern, 6 kobolds will enter in behind them.

Kobolds (6): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** spiked club (each), 10 cp, 1 gem (Thaelmarthir Grindstone, 35 gp)

See also the section entitled **THE LADY HALFLING** *in the appendix* **CAMPAIGN NOTES** *for additional information..*

Notes:

23. ORCS' BACK DOOR

This chamber is the primary guard to the back entrance of the orc-controlled caverns beyond. Even the kobolds do not enter into this area for fear of being slain.

The secret door indicated on the map is locked but not trapped.

Orcs (8): AC 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword (each), 45 gp (total)

Combat at this location will alert the creatures at *area 21*.

24. CROSS-FIRE!

The sole purpose of this chamber is to serve as means to pelt intruders with as many crossbows bolts as possible (left, right, forward, and back). The door indicated on the map is triple locked, but not trapped.

25A-C. RUNNING THE GAUNTLET

In addition to the murder holes, this chamber is guarded by 10 kobolds.

Kobolds (10): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** short sword (each), light crossbow (each), 55 cp

26. HIDDEN KOBOLD ARCHERS

This chamber holds 12 kobold crossbowmen who are defending *area 24*.

Kobolds (12): AC 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** spiked clubs (each), light crossbow (each), 60 cp (total)

27. GUARD TO ORC CHAMBERS

The locked door is guarded by 3 orcs.

Orcs (3): AC 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword (each), 25 gp (total)

28. AUDIENCE HALL OF YRCHYN, THE TYRANT

This room must serves as the central meeting hall. It is relatively large with a high ceiling. A carpet, which must have one time been red, but is now a dingy dark gray, runs the length of the chamber. At the far end of the chamber sits a massive kobold upon a wooden "throne" carved with scenes of kobold conquest. To either side of him are four kobold bodyguards; two on each side. Seated on a bench before him are four goblins. Curiously, along the wall to his right sit two orcs in chairs of padded cushions, decorated with gold inlay and jewels. Between the two orcs is a larger, more ornate chair which is currently empty. Two wolves are lounging at the feet of the large kobold. The cave-like area that occupies the southern portion of the chamber also holds 8 giant wolf lizards.

The orcs are not engaged in the current conversation taking place between the kobold and the goblins. The conversation seems to be switching back and forth between the goblin and kobold languages. In order to follow the conversation fully, a character would need to be fluent in both languages.

At the dialog's conclusion the goblins rise to leave. If the characters are in the hallway and seen by the goblins, it is quite natural to assume that they will run back into the chamber to shout an alarm. Following the goblins' departure, if they do not encounter the party, food will be brought to the chamber, the large kobold and the orcs will begin eating their meal.

The kobold seated upon the throne is Yrchyn, and he stands in excess of 5-ft. To either side of his throne are two sheathed short swords of fine craftsmanship. Though they carry no enchantment, the swords are of such manufacture, that they are considered +1 'to hit' (but not to damage), and he can wield them simultaneously against a single opponent. Yrchyn is considered the equivalent of an orc for the purposes of combat.

Kobold chieftain, Yrchyn (1): AC 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon; **POS** +1 TH short sword (x2)

Kobold bodyguards (4): AC 7; **MV** 60 ft; **HD** 1-1; **HP** 6; **#AT** 1; **DAM** 1d4 or by weapon; **POS** short sword (each), 15 sp

Orcs (2): AC 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword, 10 cp, 15 gp

Goblins (4): AC 6; **MV** 60 ft; **HD** 1–1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** mornings star

Wolves (2): AC 7; **MV** 180 ft; **HD** 2+2; **HP** 16; **DAM** 1d4+1; **POS** —

Wolf lizard, giant (8): AC 6; **MV** 180 ft; **HD** 3+1; **HP** 16; **DAM** 2d4, plus disease; **POS** —

See also the section entitled **THE DIALOG** *in the appendix* **CAMPAIGN NOTES** *for additional information..*

Notes:



29. ORCS' BACK DOOR AND THE CEILING COLLAPSE

This hall is used to keep intruders—including curious kobolds—from entering the orcs' hidden chambers. At each end of the hall is lever, both are in the "up" position. This position locks the trap in the ceiling for the length of the hall between the two levers (indicated on map).

If anyone attempts to traverse the hall without moving one of the levers into the down position, the ceiling will collapse for the entire length of the hall between the pair of levers.

The door at the west end of the hall is locked.

30. ORC CHAMBER

This large chamber is either an area used by the orcs to dispose of all manner of vile waste or a barracks of sorts. To civilized folks, it's likely both. The chamber is a disarray of broken furnishing, discarded food stuffs, spoiled rations, a keg or two of flat, bitter ale. Also here, are 6 orcish guards, each armed with a long sword. One of the orcs holds the key to the doors are ***area 31*** on a ring attached to his belt.

Orcs (6): AC 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword (each), 55 gp (total)

31. ENTRANCE TO CAVERNS BELOW

The door to this room is iron-bound and locked from the inside. There is a keyhole about four feet off the floor in the center of the door. The key to the door is located in ***area 30***. The key hole itself is trapped. If the trap is not disabled, any attempt to pick the lock, or engage the proper key will release it. The trap is a small boulder suspended above the keyhole in the ceiling. When the trap is sprung, the boulder will drop.

The person working at the keyhole will suffer 3d4 hit points of crushing damage unless a successful saving throw vs. dexterity is rolled. If the save is successful, the character will reduce this damage by half. Any damage in excess of one half of the PC's current hit points will result in a broken limb (refer to the following table);

TABLE 3: LIMB BREAKAGE

1D6	LIMB	NOTES
1-2	left arm/ right arm	The limb is rendered useless. Infection will set in if the limb is not splinted. If attacking with an non-dominant limb (i.e., right-handed vs. left-handed), attacks will be at –2 'to hit' and damage.
3-4	left leg/ right leg	The limb is rendered useless. Infection will set in if the limb is not splinted. Attacks will be at –2 'to hit' and damage.
5	skull fracture	The character is rendered unconscious for 2d4 turns. They will be dazed and confused for another 3d6 turns. If the victim does not receive healing within 24 turns, he will lapse back into unconsciousness. If no healing is administered with the following 3d8 turns, death will result.
6	rib cage	The character suffers 1d4 broken ribs. The PC can engage in melee combat at -1 'to hit' penalty. If healing is not received before combat, it is 65% likely that the broken ribs will puncture a lung, inflicting another 1d4 hit points of damage. If the PC suffers this injury, they will suffer 1-2 hit points of damage every round thereafter due to internal bleeding unless healing is administered.

Once inside, the party will note that the room is unlit, and cool breeze blows in from the staircase. This adventure does not continue beyond this chamber. But if your party insists on heading to the unknown darkness below...

- ...if you are playing this module within the context of the Bone-Hilt sword campaign, continue with **BHS: THE SHATTERED SKULL,** else...
- ...you may opt to continue the PCs' adventures in a subterranean adventure of your own choosing, or...
- ...allow the cavern to exit out into the mountains, as a kind of "back door" to the complex.

Notes:

LETTER TO IGNORICK, ORC CHIEFTAIN (*Table 1*)

The orc is bearing a communiqué from Yrchyn to the orc chieftain, Ignorick (see **BHS2; THE SHATTERED SKULL**). The missive is written in orcish. If translated, the letter reads;

> Tell Valencia to send the ogre reinforcements before the next full moon. I will soon have The Blayde in my possession.
>
> All praise Xerksis the Ever-living,
> Yrchyn

GOBLIN CONTINGENT (*Table 1*)

The goblins, are part of a contingent visiting the kobolds to make an agreement about how to divide the spoils of Usherwood.

DAGGER OF THE OMANTHRID GUILDS (*area 19*, NEW MAGIC)

Traveling the Omanthrid Guilds with this weapon would most certainly attract the attentions of the guilds. This dagger is quite powerful for a 1st level PC. It would make discovery of the dagger too fortuitous to simply relate the properties to the PC. Therefore, upon identification, only relate the lesser powers (+1 AC, 'to hit', and damage scores). Make them travel to Omanthrid (see map of Vermé) in a separate sideline adventure to discover the major powers. This is a good opportunity to have them become embroiled in the back-stabbing politics of the Omanthrid Guilds during this quest for information.

BELT OF THE ENION GUARD (*area 20*, NEW MAGIC)

The belt makes the wearer open to any suggestion made by Xerksis, the Mage King of Imperium Vallis, without a saving throw.

In turn, if the wearer of the belt comes within 25 miles of Xerksis, the Mage-King will become aware of the character, and will call the character to him. The first contacts that Xerksis makes with the PC will be weak, and tenuous, seeming to be a dream. But as time goes by (36 hours, give or take), the calling becomes stronger and irresistible, until at last the PC cannot resist any longer, and will take any action required to answer the call. Even so far as to attack a companion.

Refer to additional information on Xerksis' contact with the wearer of the ***Belt*** in book 5, **IN THE HALLS OF THE MAGE-KING**.

THE LADY HALFLING (*area 22*)

If the female halfling is questioned, the party can learn that she and her family were gathering mushrooms in the forest outside the cavern, when they were abducted by a band of kobolds. They were questioned by an orc wearing red chain mail. The questions will regard to a 'bone-hilted' sword belonging to the humans in the village of Usherwood. She indicates that of course she knows nothing about such a sword.

THE DIALOG (*area 28*)

The essence of the dialog seems to be a bargaining session between the two races.

It would seem the goblins are attempting to engage the kobolds in a search for some relic believed to be present somewhere on the Peninsula. The goblins seem to be certain that the artifact, which they call the "bone-hilt" currently resides somewhere in the hills near the "human settlement."

The debate at this time appears to be a disagreement over the amount and timing of the payment. What seems to settle the argument is when the goblins indicate that a change in the negotiation would displease "Her Ladyship." And that she may wish to have the kobold stronghold "put to the flame" for good.

ROCK SPIDER, GIANT

Frequency:	Rare
No. Encountered:	1d4+2
Size:	Large (8-ft diameter)
Move:	60 ft; 20 ft leaping
Armor Class:	0
Hit Dice:	4
Attacks:	1
Damage:	2d4
Special Attacks:	Poison
Special Defenses:	Camouflage
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 75 + 3/hp

Giant rock spiders inhabit cave complexes where the arachnids carve out lairs in rocky crevasses using their powerful mandibles. The carapace of a rock spider appears so much like the rocky strata in which they choose to live, that they are 90% undetectable, even while moving at up to one-half of their normal rate. As mentioned previously, the rock spider does not spin a web, but rather constructs a nest within naturally occurring crevasses within the rocks. These spaces, the rock spider will dig larger to accommodate its brood of young. The rock spider lays up to 100 eggs each year. These eggs line the walls of the creature's lair.

The rock spider's preferred mode of attack is to remain motionless on a cave or passage wall, awaiting an unwary creature to pass by. At which time, the spider will leap upwards of 20-ft attempting to grapple its victim with its eight legs. If it's leaping attack is successful, it will automatically bite its victim for 1d6 hit points of damage every round thereafter until either it or its victim is slain. Victims must save vs. poison with each successful attack (at +2) or loose an additional 1d4 hit points of damage to the spider's poison.

The rock spider's ability to leap upon its prey can be negated by removing one or more of its legs.

Treasure: In lair; 2d6×1,000 cp (20%), 1d6×1,000 sp (25%), 1d4×1,000 ep (10%), 1d6 gems (25%), 1–3 jewelry (15%), 1–3 magic items (10%).

WOLF LIZARD, GIANT

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Medium (6-ft long)
Move:	180 ft
Armor Class:	6
Hit Dice:	3+1
Attacks:	1
Damage:	2d4
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 75 + 3/hp

Giant wolf lizards inhabit mountainous regions, where rocky formations provide natural cover for these reclusive creatures. These reptiles are the smallest of the 'giant' class of lizard, but are no less dangerous. These creatures scuttle very quickly over





rocky, broken ground. Groups of wolf lizards have been known to use herding strategies to trap unwary victims.

The attack of the giant wolf lizard is a severe bite using its powerful jaws. The lizard's mouth is lined with large, canine-like teeth, which inflict 2d4 hit points of damage. On a natural 'to hit' of 20, the creature will have locked its powerful jaws onto its victim, and will inflict double the damage rolled. With each successful 'to hit', the victim must make a save vs. poison, or loose 1d4 hit points of damage each turn thereafter due to disease. Application of a *cure disease* spell will remove the disease.

The giant wolf lizard gets it name from the 'howling' it makes when communicating between individuals; most typically occurring when the creatures are herding victims.

Giant wolf lizards can occasionally be found in the company other creatures such as kobolds, goblins, and orcs. In such cases, the lizards will be used as 'early warning alarms' in their caves.

Treasure: None.

Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where "**A**"=assassin, "**C**"=cleric, "**D**"=druid, "**F**"=fighter, "**I**"=illusionist, "**M**"=magic-user, "**P**"=paladin, "**R**"=ranger, "**T**"=thief, "**J**"=jack-of-all-trades, "**Jm**"=jongleur magsman, "**Lp**"=lorist priest, "**Lo**"=lorist ovate, "**Lv**"=lyrist veteran, "**Rb**"=racaraid bard, "**Sm**"=sonneteer magician, "**St**"=sonneteer trickster, and "**Vm**"=verméan monk.

Belt of the Mage's Guard (any except I,M,Sm,St,Vm): This human-sized belt is quite old and worn. The leather itself is approximately 3 in. wide, and of a length to fit a 34–38 in waist. The middle of the belt is made wider, evidently to provide support for the lower back. The leather once held a design, but is now too worn to identify. The buckle is large (roughly 6 in long and 5 in high) made of electrum with gold inlay.

Though the belt provides the wearer with substantial beneficial armor class and strength modifiers, it also holds a curse. For these belts are always created by a powerful magic-user in order to enslave a fighting force of guardians and protectors. Once donned, the PC will be unable to remove the belt as it grafts itself to the PC's spine via the back brace (initially placing the belt around the waist will inflict 3d4 hit points of damage as the belt digs in to the PC's spine). Once worn, the belt's creator will become instantly aware of the PC, and will seek to draw the PC them. If within 25 miles of its creator, the belt's wearer will go to any length to join with the creator. In the presence of the creator, the PC is susceptible to commands of the creator, making saving throws vs. spell at -4 each round, or be subject to the creator's commands.

Slaying the belt's creator will free the wearer from the curse, but leave the belt's armor class and strength properties active.

A *remove curse* spell will free the wearer and destroy the belt. However, the wearer will suffer 3d4 hit points of damage as the belt is torn free of the PC's spine. Further, the PC must save vs. death or be paralyzed from the waist down due to damage to the nervous system.

The belt's properties are: +4 to AC, and +2 to strength.

See also the section entitled **BELT OF THE ENION GUARD** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

Experience / g.p. value: 500 / 7,500 gp

Dagger of the Thieves' Guilds (any except C,D,Lp,Lo): The blade of this dagger is ancient. It is pitted and notched, and engraved with an elaborate pattern of swirling shapes intertwined with mythical beasts. The handle is bone (likely the antler of a deer), the cross-guard and pommel are of twisted steel. If checked for, a powerful magical aura can be detected. To non-thief characters, and thieves not knowing the command words, the weapon bestows a +1 AC, and +1 'to hit' and damage.

To a thief character who knows the command words, the weapon confers the following powers; +2 AC, +2 'to hit', +3 damage. Further, it will grant a +5% bonus to each thieving ability, and permanently adds 1 point of dexterity.

See also the section entitled **DAGGER OF THE OMANTHRID GUILDS** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

Experience / g.p. value: 3,500 / 6,500 gp

Pewter Ring of Halfling-Sense (any): This is an unadorned pewter ring, sporting no markings or gems. The ring itself has the appearance of having been worn for many years, as it bears scratches and nicks around its entire perimeter. If detected for, the ring will indicate a small magical enchantment. Only a halfling druid may be able to correctly identify the ring and its properties. It is legendary among the halfling races, having been in the property of a prominent halfling family for many years. The last known owner, Marigold Hedgerow, was an eccentric yet kindly widow when she suddenly went missing. It was assumed she left on one of her long walks in the country, and somewhere along the way fell victim to a wild animal, for her body was never found.

The properties of the ring depend on the race of the character. If a halfling wears the ring, he/she will gain a +1 bonus to strength and a +2 to charisma. They will also gain the ability to change pure water to berry wine, and cast an *animal friendship* spell (as the first level druid spell), each once per day.

If the character is a non-halfling, he/she will gain a +1 bonus to charisma. They will also gain the ability to change pure water to berry wine, and cast an *animal friendship* spell (as the first-level druid spell), each once per day. Non-halfling characters will also undergo a permanent and irreversible change.

Within one week of wearing the ring, if the ring is worn for more than 24 hours continuously, the character will begin to take on one of the familiar physical characteristics of the halfling; that is, their feet will grow quite large, grow a furry coat, and develop leathery soles. Within a week, the character will no longer be able to wear the normal shoes of their race as their feet will have effectively doubled in size. The feet will provide the characters with the same protection as low soft boots. During the period of this transformation, the character will be unable to walk under their own power due to excruciating pain. A remove curse spell will return the feet to normal size.

Experience / g.p. value: 1,000 / 750 gp

Sylvan Plate Armor: Elven and half-elven PC's may opt for a new selection of armor available only to those races. It is wooden armor manufactured from the extremely hard usherwood tree growing in abundance within Thaelmarthir's Woods.

Ages ago, the elves discovered the means to shape the hardwood tree which grows in abundance on the Usher Arm Peninsula (but is otherwise rare elsewhere on the continent). The wood, when properly cured, is light and contains some properties in its sap which makes it semi-resistant to flame.

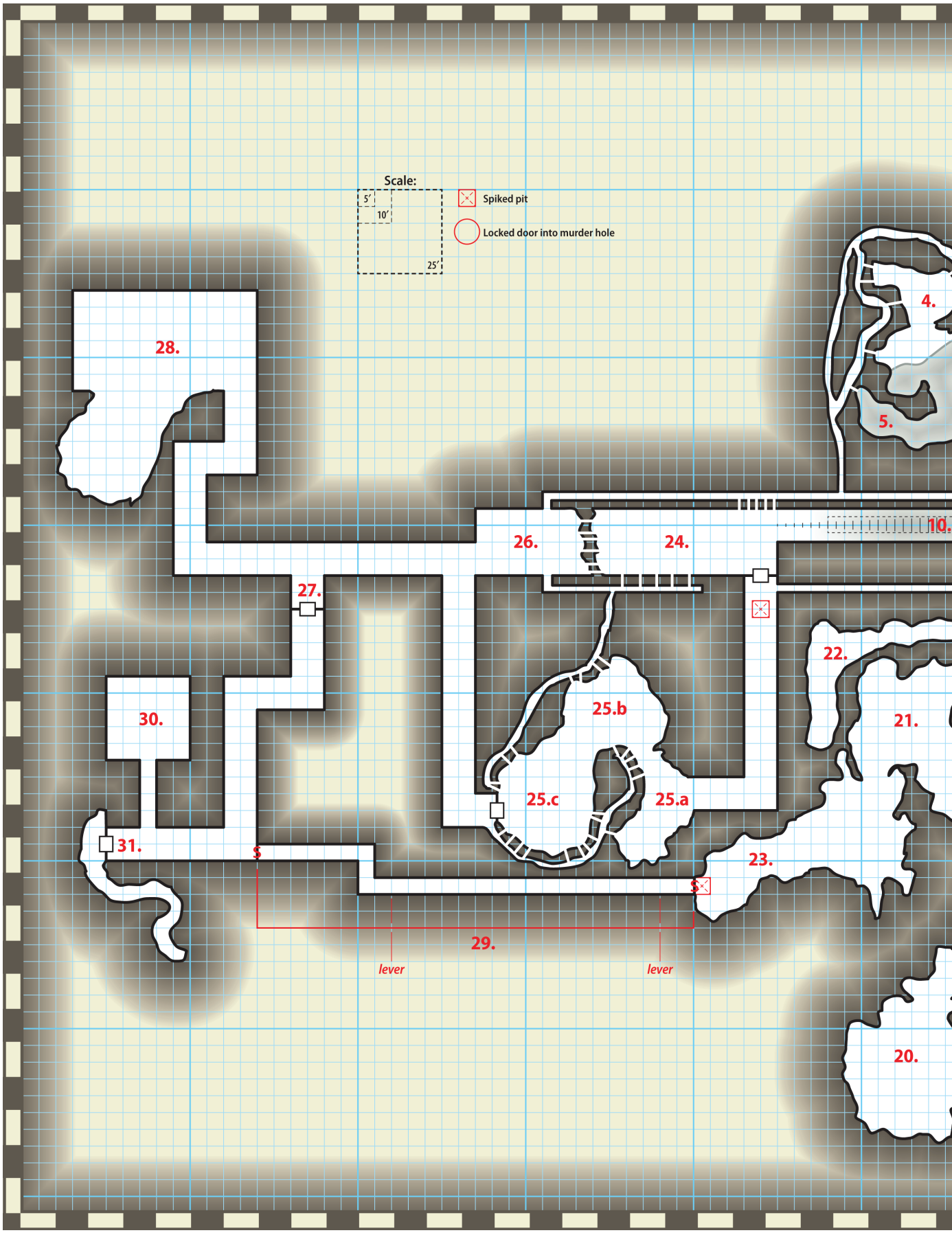
Through a process mastered only by the elves, they have acquired the ability to shape and carve the wood into a lightweight, effective form of plate mail armor. Typically, the armor is carved with sylvan images, and scenes depicting the life of the individual, or of the individual's clan, or tribe.

Properly made, the armor has the same protection rating as that of chain mail, with the movement properties of high-quality scale mail armor. The wooden plates offer the wearer protection against normal flame, so that all saving throws against non-magical fires are made at +1. Further, the wooden armor floats, causing the wearer to bob like a cork if moving through water greater than 3-ft deep. However, after several hours of immersion in water, the plates will become water-logged, and will draw the wearer down as would metal plate armor.

Damaged plates must be repaired by a craftsman within an elven village. Generally, such repairs cost twice the amount of similar repairs made to its metal counterpart.

Thaelmarthir plate armor costs double that of normal plate mail armor, and takes 6 months to create.

Experience / g.p. value: 1,500 / 1,000 gp



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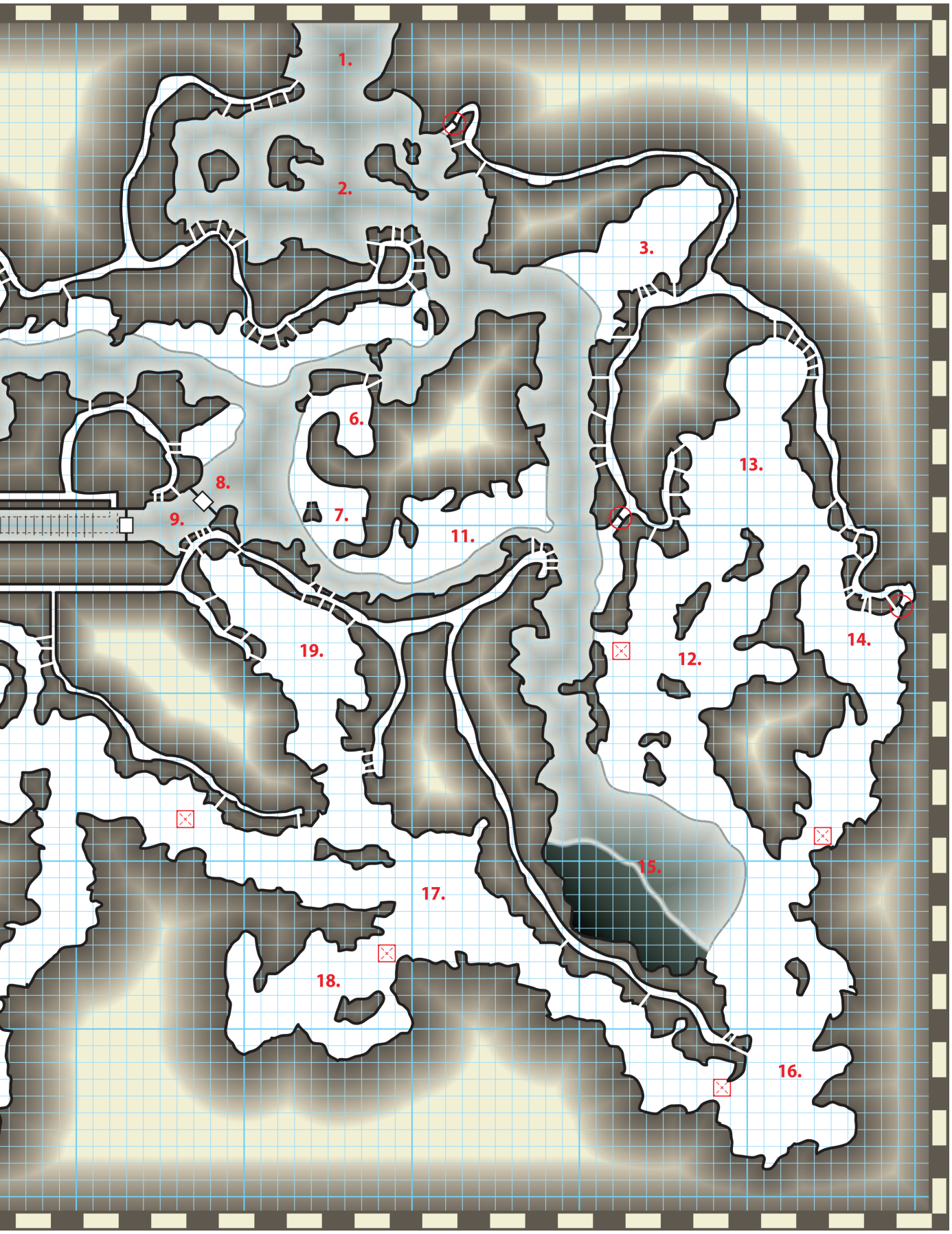

Yrchyn, the tyrant

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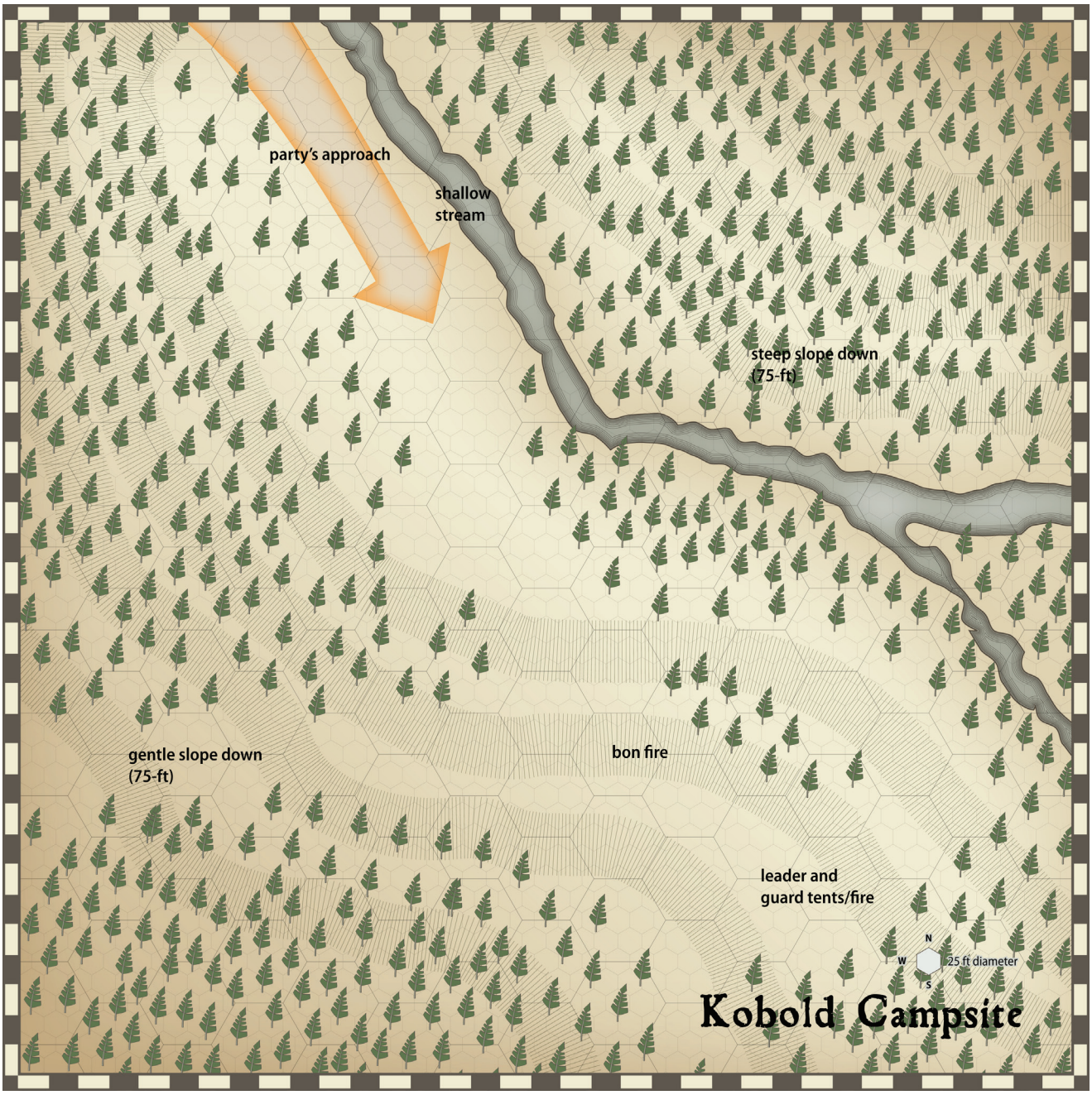
KOBOLD CAMP

The stream, which flows from north to south, flows through a shallow bed that runs along the crest of forested ridge.

The path of the kobold war band is not difficult to follow, as the creatures have trampled the ground cover into the rocky ground.

GM's who wish to provide their players with an extra challenge may add more encounters using the Random Encounter tables from the **OSRIC SRD**. Additionally, the GM may opt to include orcs, goblins, and ogres amidst the kobold ranks.



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CAMPSITE INVASION

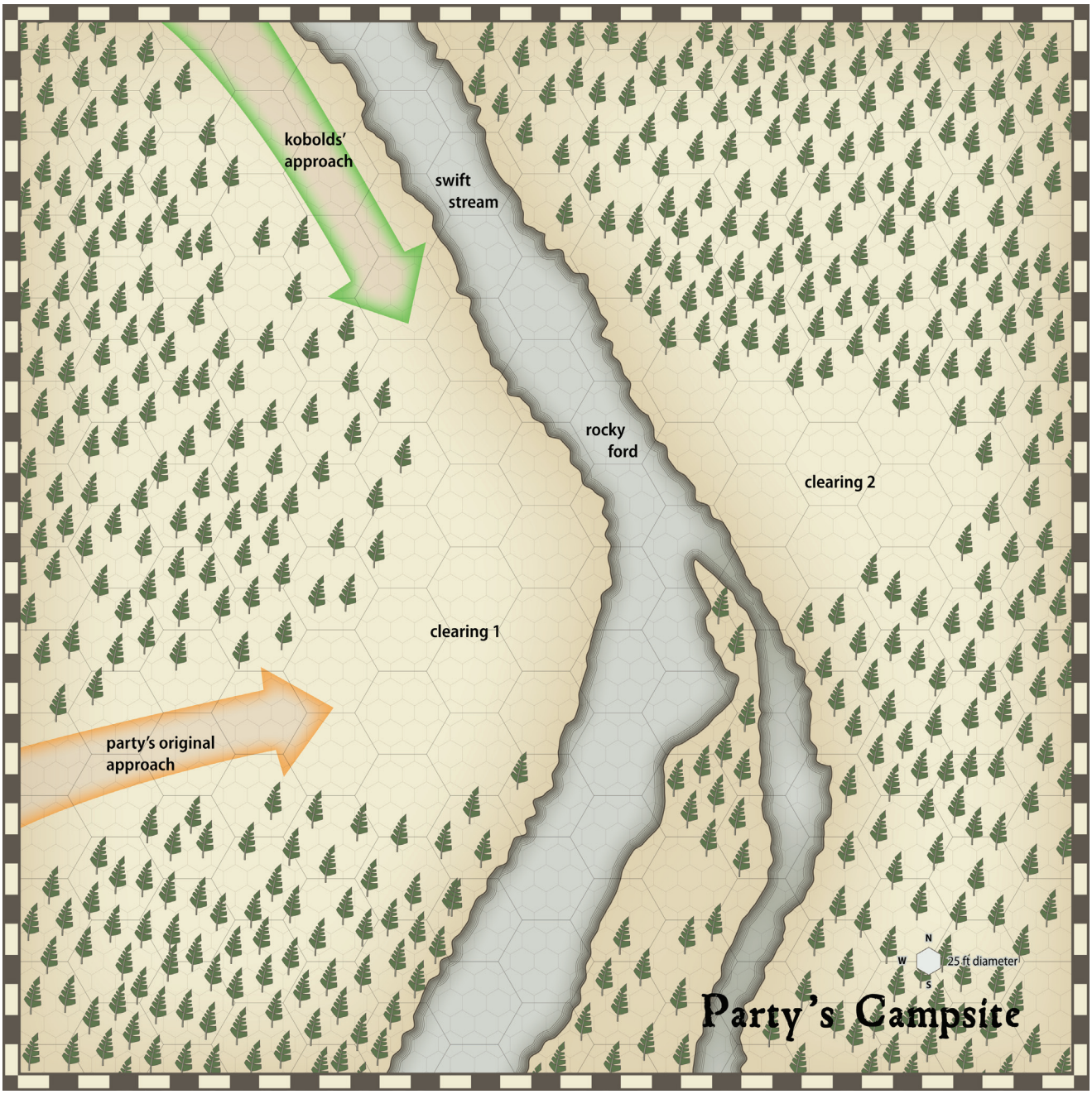
The stream, which flows from south to north, is polluted, and reeks of sulphur and decay. Though not poisonous, the water from the stream tastes foul, and will leave anyone drinking from it feeling sick for hours afterward.

A clearly identifiable footpath continues from this location north along the west side of the stream.

Both east and west shores of the stream provide suitable ground for making camp. A rocky ford just above the merging of the pair of streams provides easy crossing from one side to the other.

From this point, the stream follows a course north for another mile where it enters the cave entrance into the kobold lair.

GM's who wish to provide their players with an extra challenge may add more encounters using the Random Encounter tables from the **OSRIC SRD**.



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USHERWOOD

Usherwood is a village which hosts 1,000 full-time residents (who are all of human racial stock). Although, the population exists outside the village's immediate boundary is not known. The village is constructed into a small valley that opens into a small horbor. The bay is frequented by fishing boats, but due to the bay's shallow depth, larger vessels must anchor a half mile off shore.

The climate of the region is typically cool and cloudy, and frequently light rain passes through the coastal areas several times per week. Severe windstorms pummel the village each fall and spring.

The map below includes general descriptions of specific ares of the village which may be required for the adventure. GM's are fully encouraged to populate the remaining areas of the map as may be necessary for their individual game.

Goldenrod Hill: gently rolling hills rise to 400 feet to the west and north of the village.

Eol's Rise: a steep and rocky defiles that rises quickly to heights of 200 to 300 feet to the south of the village.

Allegoric Creek: this small stream originates many miles to the north, near the elven kingdom of Thaelmarthir. Large schools of salmon use the stream to migrate inland to their spawning grounds. An agreement between Usherwood and Thaelmarthir provides that the salmon are not fished until they have reached



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a broad expanse of river 50 miles north of Usherwood, so that both communities may share in the yearly catch.

Bay of Usher: this small harbor serves the fishing trade for the entire southern reaches of the peninsula. Larger vessels that have a deep draft must anchor a half mile off shore due to the extremely wide shelf that lies to the east of the village.

Constable Pond: the main gathering place of the village. When it is required that the constables must address all the residents of the village, the populace will gather around the pond's shores while the announcement is made from a grandstand located on the peninsular-like beach across from the Constabulary.

1. Constabulary; All members of the local force of constables reside, train, and hold court within this large structure. Prison cells are located in the building's basement.

2. Druid Temple; No druid's actually make their residence within the village, but the order does maintain this large, tree-born structure. The temple comprises man buildings built amid the tree-tops. The structures have been carefully tended over hundreds of years from the living boughs themselves. Only those of the druid caste may enter the buildings, except on special dispensation by the Peninsula's singular High Druid.

3. Druid Grove; a place of mysterious ritual upon the full moon. Only druids are ever permitted to enter within, and they never speak of the rites that take place. Other secret groves are located deep in the forests several miles distant from the village.

4. Usher's monument; statue of the ranger that founded this settlement, and the village's namesake; Mandrake Usher. The statue is facing south, holding a sword pointed forward in a defensive stance.

5. The Second Supper; a locally famous tavern, and favored watering hole for adventurers. The 'Supper' is run by a highly respected halfling, and known for its prize-winning mushroom stew.

6. McSweeney's Warehouse; the warehouse is actually a front for the village's only known thief's guild. Called the *Silent Obtrude*, it is run by an elven thief and his top lieutenant; a rather roguish human bard.

7. Usher Hall; mausoleum where the remains of famed ranger Mandrake Usher are interred.

8. Public market; open air market available to any one with something to sell. Almost anything can be found here.

9. Temple of Sol, goddess of good neutrality; the largest and most lavish temple in the village. Though far from being grand in any sense, it does enjoy the largest following in the area.

10. Temple of Caelis, goddess of lawful neutrality; second only in religious power on the Peninsula to the Temple of Sol. The followers of Sol view the followers of Caelis with some level of suspicion due to Caelis' legendary rivalry with Sol, over Sol's consort, Lilubré.

11. Temple of Orvvite, goddess of chaotic goodness; a richly accented façade and comfortably appointed interior set this temple to the goddess of chaotic good apart from the other temples in the village. Priestesses to Bolc will have a minimum charisma attribute of 15.

12. Temple of Bolc, god of chaotic neutrality; this is a crude log cabin where the temple's representative in the village resides. The actual temple is located deep in the forest several miles to the west. It is rumored that the Silent Obtrude actually provides much funding to the temple, but these accusations have not been proved.

13. Temple of Avitori, god of lawful goodness; the lawful good community in the region is small, but growing. The temple is managed by a 6th cleric who is assisted by a 4th level paladin.

14. Temple of Id, god of absolute neutrality; the structure is but a shell sitting over an excavated cave system dedicated to the god of neutrality. The labyrinthine tunnels beneath structure run many miles into the forest to the southwest. All of which terminate in a single huge cavern. Monthly services are held here in dedication to the neutral god. Rumor has it hat stone giants oversea the rituals carried forth herein.

15. North Road; 5 miles northwest to the human settlement of West Hills. Some 100 miles further north up the Peninsula are the halfling village of North Ridge, the dwarven kingdom of Arnegelius Peak, and elven domain of Thaelmarthir.

16. South Road; 30 miles to the gnomish village of Fioonghuala.

17. Sacred Circle; forum wherein concerns, petitions, and grievances are heard, voted on by the representatives, and judged by the Lord Constable.

18. Cemetery; though open to any Usherwood citizen, most of those interred here are exclusive to the merchant class and the constabulary.

19. The Great Hall; gathering place and meeting place of the rangers that use Usherwood as a staging area for the efforts to protect the north lands of the Verméan continent. Rangers visiting the village are encouraged to visit the Hall to relate events occurring outside the village's boundaries. Such visitors are encouraged to make donations to the Hall's coffers, but this is entirely voluntary. Any donations are used to provide free equipment—or repairs to equipment—to all rangers, free of any cost. Companions of rangers will receive free room and board only. Healing is also made available at no cost, as long as the ranger is in good standing with the Hall's management.

20. Gunderson's farming co-op; the rich farmlands located north of the village are tended by all the Usherwood populations, but has been long managed by the Gunderson family.

The Usher Arm Peninsula occupies an area on the southern shores of the Northern Territories, and hosts 5 racially diverse communities;

- **Arnegelius Peak;** a vast cavern complex delved by a clan of mountain dwarves, centrally located on the Peninsula within the range of rugged hills known as the Iron Mountains.
- **Fioonghuala;** a homey maze of tunnels created by a clan of gnomes, located on the southern-most tip of the Peninsula. The gnomes' tunnels extend several miles beyond the main living areas as they continue to mine the surrounding bedrock for semi-precious stones, and gems found within the sedimentary layers.
- **North Ridge;** this small community of halflings is set on the west coast of the Peninsula. The halflings enjoy brisk trade with the dwarves of Arnegelius Peak, the elves of Thaelmarthir, and the humans of West Hills.
- **Thaelmarthir;** this is a large village of elves, who make their homes in the boughs of the trees of the Thaelmarthir Forest. They are renown for their ability to work with wood crafts.
- **Usherwood and West Hills;** these twin communities are dominated by humans, though other races also all the region home. The former is a conservative village, known for protecting the woodlands of the southern Peninsula. The later is known for its many taverns and homey inns.



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Yrchyn, the tyrant

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OPTIONAL RULES

Save vs. Attribute complete process description; ***page viii***.

Limb Breakage complete process description; ***page 12***.

MAGIC

Belt of the Mage's Guard complete item description; ***page 14***.

Dagger of the Thieves' Guilds complete item description; ***page 14***.

If you are playing within the Usherwood Adventures campaign setting, this section will help to give you background upon which the region of the Usher Arm Peninsula was created, should your gamers opt to get off the track of the module manuscript. It also provides the necessary background in order to fully understand the relationship between the principal protagonist of the campaign — Mandrake Usher — and the principal antagonist — Xerksis, the Mage-King.

If you're playing outside the Bone-Hilt Sword campaign; this section may help to provide additional color, or act as creative suggestions as to how it might fit into your existing campaign setting. In either case, the following narrative is not required to the playing of the module.

Usherwood has maintained a constant human population of roughly 1,000. Occasionally, a dwarf or elf will decide to make the village their home for a time. But, as they have life spans significantly longer than that of the average human, they tend get bored after a couple hundred years and move on. Its chief commodities are the honey and spices used by the dwarves of Arnegelius Peak, to manufacture a potent mead. Usherwood also deals a great quantity of jerked fish to the halflings of North Ridge (halflings, as you know, have no love of boats, and the community of North Ridge has developed an insatiable appetite for smoked salmon). The elves of Thaelmarthir, on the other hand, don't trade for Usherian goods, though they do have a love of the sweet dwarfish mead. Never wishing to admit this to the dwarves however, the elves have made an agreement with the human traders in Usherwood; in exchange for below market rates on the elves wooden goods, the humans of Usherwood purchase enormous amounts of the dwarven mead keeping half for themselves, and selling half to the elves. The arrangement led to the saying, "... that's a regular cord-a-barrel... ," referring to a good trade to be had.

A BRIEF HISTORY OF THE REGION

Being the first installment in a lengthy 5-part campaign, it may be important to understand the history behind the region, and some potential motivations for the party to engage in the long-term goal, which won't become clear to the players until the second module; The shattered skull.

...OF MANDRAKE AND ALONÉZ

Usherwood, so it is said, is named for the ranger, Lord Mandrake Usher. Legend has it that Lord Mandrake was originally from the great city state of Imperium Vallis. His family was born into the feudal society wherein it is preordained that certain families would be committed to the protection of the ruling family. Mandrake's father was assigned duty as part of the palace's highly regarded Enion Guard. The Enion was a separate specially trained army unit which was specifically assigned to guard the palace and the royal family (picture a French Musketeer unit). As it happened, due to his frequently being on the palace grounds, Mandrake befriended Alonéz Engenouf, first in line to the Imperium throne. As Mandrake received his teachings in the ways of the military, Alonéz was receiving his teachings in politics, economics, society, and the arts.

Alonéz and Mandrake had it all worked out between them; Alonéz would be king, and Mandrake would be the trusted general and advisor. They would play games along this line that usually resulted in the two boys fighting the terrible foe side by side to glorious victory (to the ever present adorations of the young damsels of the king's court). As the boys grew older, they became favorites of royal banquets and balls. Their antics and way with the ladies never ceased to entertain the court.

What they did not foresee was the court intrigue that was to bring the downfall of the ruling structure of the Imperium Vallis.

Alonéz's father, the beloved King Ector, had many enemies. As do most kings; whether good or evil. One of these was the Arch Mage of the Wizards' Council. Xerksis — who by anyone's recollection had been old since even the very eldest citizen could recall — had been long biding his time on the sidelines, waiting for his chance to usurp the throne, establish a magocracy, and set himself up as king. He knew though that he could not simply murder the king then assume the throne. He would have to ensure that someone the people trusted would name him to the throne. In Alonéz he saw his opportunity.

Enlisting the assistance of the assassins' guild in Imperium Vallis, the king was killed in a "hunting accident"—two arrows through the back—both poisoned. Further, the king's head had been brutally hacked from his shoulders. The weapon that had inflicted the killing blow appeared to have been so hot as to have cauterized the wound immediately, even as it cut through his neck, burning the skin and surrounding tissues black.

Xerksis publicly proclaimed the king's death to have been committed by a band of highwaymen, and indeed even supplied the men for public execution. He then made immediate preparations to have Alonéz crowned king. The ranks of the Enion guard became suspicious because there was no official investigation, but kept silent as popular opinion demanded swift justice. However, the guard continued their own investigations in secret.

Xerksis suggested to Alonéz that the Imperium could not be without a king, not even for a day of mourning. He began his manipulations almost immediately, and so delicately did he work Alonéz, the stunned young man had no idea what was happening. When given the opportunity, he had willingly allowed Xerksis to begin unburdening him of the more mundane responsibilities were required of a king as Alonéz sank deeper into depression over the loss of his father.

...OF THE DEPARTURE OF MANDRAKE

Mandrake saw very little of his friend following the death of the king. In time, he saw him not at all. But he, along with the rest of the state guard, resented the ever-present Arch Mage. Resented even more being told by a mage how armor and weapons should be polished, or how a bow should be strung. Within

24 months of the king's murder, Alonéz had not been seen by any of his subjects in many months. Even the annual court balls Alonéz had previously so enjoyed, had been postponed time and again, and finally, outright cancelled by edict of the mage.

On the seventh anniversary of the death of the king, Xerksis' herald read a proclamation ostensibly from Alonéz, granting the mage full power of stewardship of the state until such a time as Alonéz, or other heir, was capable to resume the throne. The fact Alonéz had received no visitors, not even a courtly maid who might make a queen to the king, in the

years since his father's demise escaped no one. An heir would not be forth coming. And many began to believe Alonéz himself no longer drew breath.

Mandrake needed to know the truth. Needed to see for himself how Alonéz fared.

He knew of the secret passages through the castle leading to Alonéz's room. The two had used these same passages to spy on the maidens and castle staff during their youth.

In the mid of the night, under a full moon, he stealthily made his way to his friend's bedchamber. Entering the room through a panel behind the large bed, Mandrake was not ready for what he saw.

The room looked as if it had not been used in a century let alone seven years. A thin layer of dust and cobwebs covered everything. And it smelled of death. Rancid and putrid, the air of the once plush chamber was so thick with the odor of decay he felt he could cut it with a knife. But what caught his attention most fully was the bed. Upon the bed was the mummified husk of Alonéz, dressed in his sleeping gown, the entire front of which had a black stain; thick and crusty as of dried blood. Indeed, his neck had a large wound that almost severed the head from the body. The skin surrounding the wound was blackened, as if the blade making the deadly cut was heated in a blacksmith's forge.

Mandrake's first instinct was to report what he had found to his Enion captain. Making his way silently back out of the castle through the secret passages, he approached the barracks from a riverside path. Upon reaching the barracks gates, he noticed immediately not all was as it should be. The guard house lights were extinguished, and as he approached the gates, he was not challenged by the sentry. He continued on to the officers' quarters. Here, the candles were lighted; indeed, there was yet a fire burning in the hearth, and a half eaten dinner at the captain's table.

Looking hard and long at the captain's dinner, Mandrake noticed something that struck him as odd. The captain was apparently having steak for his dinner, but there was no knife amid the flatware on the table.

It was when Mandrake reached the main barracks house that he got his last shock of the night. Bodies of the entire Enion company, were strewn all about the barracks hall.

All of them run through with swords. In the far corner, he found the body of the captain. In his hand he clutched the missing dinner knife. The knife and his hand covered in the blood of his attacker. The captain's head, nearly severed from his body by a cut surrounded by the burned flesh of his neck.

Next to the captain, he found the body of his father. His father's head rolled below table after having been severed from his neck; the flesh there burned, and smoking.

...OF THE SETTLEMENT OF USHERWOOD

Needing to escape the horror, Mandrake quietly gathered some meager supplies and made his way to the wharf area, found a small but sturdy craft, and quietly headed out into the Sea dar de Imperium. In the small craft he was able to move swiftly through the ocean until after a week's travel he came at last to a foreign shore. He found he had sailed directly into a small sheltered inlet which contained a small fresh water spring whose runoff lead directly into the sea. With his military training, he was well equipped to establish a small camp for himself, and set about making a new life. He taught himself how to speak with the woodland creatures, and soon gained their trust. He used the animals to keep up with the happenings in the forest around him. He soon had minor dealings with the elves, dwarves, gnomes, and halflings of the peninsula.

Several years after his arrival, he heard a sound in the forest that was not of the nature he had grown to know and love. These were the sounds of wheels crunching over the forest floor, horses huffing through strained effort, and human speech. It had been so long since had seen another human, he had almost forgotten what he himself looked like.

He now understood why the elves said mortal man had "a stink to offend even the sensibilities of god," the dwarves said that humans "groomed themselves no better than the uncouth hill giants of the Pinnacle of Candac," the gnomes said that the human language was like "the scratching of one's fingernails across a writing slate," and the halflings said that a human's feet were too small for their great height (halflings are not known for the wasting of words in colorful similes).

He could tell that these humans had been traveling for quite a long time. Many appeared to be sick, several had limbs wrapped in bandages, all were filthy and indeed had enough stink to offend even the sensibilities of their god. He shadowed the caravan for several days as they drew near to his encampment. One girl in particular caught his attention.

She was young, perhaps 17 summers. She was apparently quite ill for they stopped frequently in order that one of the older men in the group (apparently her father) could check on her. His face was graven with age and worry. All in the caravan deferred to his directions, so he further assumed this man to be in charge, or at least held some position of respect within the group. Each time they stopped, he would check on the girl, dribbling water into her mouth, wiping her forehead, trying to make her eat some food.

On the sixth day that he followed their progress, the caravan came upon his camp.

Taking this as a sign they could go no further, a halt was called, and they set up their own camp next to Mandrake's. The afternoon sky was the color of darkened steel, and the wind coming in off the sea was full of brine. Mandrake could see that these wretched souls were in for a punishing storm that they were not in a position to deal with.

Knowing his presence would not likely startle the caravan (they had after all set up their camp right next to his camp), he cautiously entered their midst and began meticulously giving instructions on how to prepare for the threatening storm. The members of the caravan were nonetheless skeptical of Mandrake until their leader, without a word, began doing as Mandrake advised; lashing down wagons, cutting boughs from trees to create shelter, digging pits in the ground for sheltered fires. With his assistance the caravan survived the night with nothing more than a few bruises from a tree limb that been torn loose by the wind.

In the morning, never having said a word directly to anyone all the night long, Mandrake was preparing to leave when the girl's father asked if Mandrake could help his daughter. She had developed a wasting sickness following their encounter with a party of hostile goblins some weeks past. He assumed the dart that struck her must have been poisoned, for the cut she received was very small, yet she immediately began this decline into a near comatose state. He carefully examined her wound. Without a word, Mandrake pulled from his supplies a small dried weed. The weed had a small yellow flower, very similar to a dandelion. His instruction was to steam the weed over boiling sea water until the weed regained some moisture, crush the weed against the wound, and pack the weed against the wound with a paste mixed from the bark of the unusual pink trees which grew on the peninsula. With that, he left.

The caravan felt he had left for good, for none saw him again for more than a week's time. What the people of the caravan did not know is that Mandrake, having become enamored of the young woman, visited her secretly in the dead of night when all else were asleep. He would check her wound, gauge her progress, and then slip back into the night.

After several days time, the girl regained consciousness. In a few more days she began eating under her own power again. Five weeks and three days after arriving in Mandrake's camp, the girl was back to her previous strength, even helping with some of the chores.

At this time, Mandrake returned to the camp. The girl's father greeted him as a hero. Praising him to all the others, promising Mandrake whatever he had was Mandrake's.

Mandrake stated simply that as the ranger of this forest, it was his responsibility to provide what aid he could.

He then related his tale from the time he met up with the elves who dwelled in the forest with him. The elves instructed him in the ways of the forest; how to speak with animals, identify the flora and fauna by both site and smell. And to care for all who dwell in the forest. Mandrake had spent the last 23 years learning all there was to learn about the forest. He also knew the presence of the human caravan would unsettle the balance in this region. Much as his heart desired to keep the girl near him, whose name he now learned was Gwyneth, he had to persuade the caravan to depart back whence they came.

The people of the caravan then related their own story of how several years ago, in their small village of Menlon, a caravan of militia from a 'great southern city' had rolled into their town square. In their midst was a man dressed in vermilion robes. At his side he carried a most unusual sword. The man in robes proclaimed himself to be an emissary from the court of Xerksis. And he had come in order that the people of this small village could pay homage to the greatness of Xerksis. They knew not where this Xerksis was located, but never before had they been forced to pay tribute to another city. The people refused, causing the militia to begin rounding up citizens. As proof of the seriousness of his intent, the man in the vermilion robes pointed his hands, fingers splayed, at the largest building in town — a tavern called the Golden Hippocampus — uttered a few incomprehensible words, whereupon bolts of flame shot out from his finger tips and exploded on the side of the building. It immediately erupted into flames. At this time, the mage pulled the mysterious sword from his belt, and the blade of the sword began to glow and emit a scorching heat that could be felt even several yards distance. By morning, the entire village would be burned to the ground. The mage called the lord constable of the village forward, forced him to his knees, and to make an example of him, cut his head from his shoulders. The wound left behind on the stump of his neck smoldered as an old log, the flesh around it charred and smoking.

The militia and the mage left the village with most of the villagers' valuables. Mandrake knew he had to provide a means for the people of this caravan to make a new start. He met with the king and queen of the elven community at Thaelmarthir to explain the situation. The elves would only

agree to the establishment of a human colony on the peninsula contingent on three requirements: that Mandrake train them in the ways of the ranger; that they dedicate their lives to the forest and the creatures that dwell there; and that their population never exceeds 1,000 souls.

And so it was that the members of the caravan established the human settlement of Usherwood (named for their ranger savoir). And they were very committed to the ways of the ranger.

...OF THE DISAPPEARANCE OF MANDRAKE USHER

Some years after the founding of Usherwood, a series of events occurred which, even today, remains a subject of debate among the populace of the village. As an offer of their gratitude for assisting them in establishing the village, the villagers fashioned a sword for the ranger. The blade was of length and width typical of most long swords, but the grip was carved from usher wood; a full hand-and-a-half. When the blade was sharpened, a blacksmith named Karl van Goetz needed a grinding wheel, as his

old one had been lost during the flight from Menlon. But after the months of travel, a wheel suitable for the sharpening of the blade could not be found. On a foray into Thaelmarthir Wood, van Goetz found an usherwood tree covered in sap. The sap had dried, and formed an extremely hard outer crust on the smooth bark. He managed to cut the tree down, slice off a wheel-shaped wedge of the trunk, and fashioned it into a grinding wheel. He found that by attaching the wood to his grindstone pedestal, he could generate sufficient friction to sharpen the steel blade. In addition, this gave the blade a pinkish highlight due to the sunlight reflecting off the sap particles which had become embedded within the metal. The sap became known as Thaelmarthir Grindstone, and became a popular form of jewelry.

...OF THE DEATH OF MANDRAKE

During one of his excursions into the forest, Mandrake began to climb one of the nearby mountains in a desire to find a meditative place of serenity. After so many years, he had still not forgotten about the mage Xerksis, and his dead friend Alonéz. And the realization that the Mage-King yet lived brought a darkness over Mandrake's moods.

He happened upon a large opening on the far side of the mountain and entered in with the hopes he would be able to make it to a secret place of refuge. Immediately upon entering the cave, he could sense a great and terrible evil about the place. The air was hot and putrid, and contained no signs of any living creature within.

He felt whatever lay inside was a threat to the entire peninsula, so he chose to seek out the source of evil that lay within, and attempt to drive it to other lands, or to destroy it utterly. How long he wandered the dimly lit caverns no story now relates, but eventually, he came to a great opening within the depths of the mountain. Far above him, the cavern opened to the snow tipped peak of the mountain. From somewhere deeper within, he heard a low rumbling, and the shifting of some great weight about the floor.

From out of the gloom, the head of a great battle-scarred red dragon emerged; its hot breath and stench said to be the only thing in this world to have ever caused Mandrake Usher to know fear.

A terrible rage was on the beast at having been awakened from a centuries-long slumber. Knowing the dragon to be far beyond his ability to vanquish alone, Mandrake ran back down the corridors he had just come; fire leaping at his heels as the great beast spewed blast after blast down the tunnel after him. Upon emerging from the mountain, Mandrake found the dragon had left his hiding place, and was even now, soaring on the air currents high above him...heading directly toward the village.

As quickly as he could, he ran back to village, trying to get there before the dragon could fall upon the unsuspecting villagers. When he reached the outskirts of the village, he witnessed the result of the dragon's wrath. Half the village lay in ashes. Many bodies lay strewn about like discarded children's toys. Indeed, many of the bodies were in fact children. As he looked around the survivors began gradually emerging from the surrounding woods, many of them appeared beyond understanding of what had happened. A few turned on the ranger. "Where were you when the creature attacked?" they demanded of him. "In our time of greatest need, you're nowhere to be found," they accused. Otho van Nuys, the one man Mandrake could call a true friend, turned on him, "My child. The monster has taken my Gwyneth." He related how, after setting flame to most of the town, the dragon swept down and picked up two of the villagers right off the ground. One, a man of about 20 years old, it bit in half, throwing the remains deep into the woods. The other was Gwyneth.

Then, an anger that frightened all who saw it fell onto Mandrake Usher's face. He turned, and hiked back to the dragon's cavern to exact his revenge. On his return, he found the dragon had hung the girl by her wrists about 20' off the cavern floor where he looked her in the eyes. The monster was questioning her about the warrior who awakened it from its rest. It was then that Mandrake stepped from the shadows to confront the dragon. Forgetting his odds of successfully combating the dragon, Mandrake stepped forward, the unusual pink-bladed usher wood sword drawn, to make his challenge.

The battle that ensued lasted for hours on end. Neither gaining an upper hand over the other. The dragon had apparently expended all his fire in his raid on the village, for he never used this weapon during the battle. In one lucky moment, the dragon raised its large head up and to the side to avoid a cutting sweep of the ranger's sword. In that instant, Mandrake saw his chance. He brought the weapon around in a great arc that cut deep into the beast's throat. As the sword sliced through the dragon's neck, it struck the bone and the blade broke off at the hilt. Three feet of steel blade remain lodged in the great neck. The blood-covered usher wood grip skittered across the floor and came to rest in a corner of the dragon's horde. In its pain, the dragon gurgled what would have otherwise been a tremendous bellow of pain and outrage. It threw itself away from Mandrake in a futile attempt to get away from the terrible biting sword. It threw its head blindly into the side of the cavern.

Bone crunched and blood sprayed. And then, it lay still upon its back. The sun shone brightly upon the creature's belly through the opening in the top of the cavern.

Oblivious to the pain and blood caused by his wounds suffered in the fight, Mandrake released Gwyneth from her bonds, and returned her to the village. He silently returned her to her father, took his leave, and then disappeared into the woods.

In the weeks after the battle, a group of the village men climbed the heights to see the dead creature. When they arrived, they saw the great beast lying lifeless in a dark corner of the large cavern. A great gash in its neck, an enormous pool of crystalline blood about its body. In the light, one of them caught the familiar coloring of the usher wood grip of the ranger's sword. Leaving the dragon's horde, they took the sword grip back to the village as a trophy of

his victory. After leaving the cavern, the party of men created a rock slide to seal the cavern. The blade itself escaped discovery.

Mandrake was never seen alive again by anyone from the village. Anyone that is, except for Gwyneth. She followed him into the woods, only to return several weeks later saying she never found him, and became lost. A month later, her father arranged her marriage to Adolf Gunderson, son of the farmer who plowed the areas north of the village.

Eight months later, Gwyneth gave birth to the first of her five children, a girl who they named Gwen.

However, the birth of this child was clouded in controversy. The daughter was born just short of 8 months following their marriage. The early birth convinced many that Adolf was not the father. Indeed, many felt that Gwyneth had indeed found Mandrake, and that he was the father. Gwyneth denied this accusation until her death at the age of 42.

...OF USHER HALL

When next Mandrake was eventually found, it was in the dead of winter, sitting at a small camp some 20 miles north of the village. His body was frozen solid. The villagers took him back to Usherwood and constructed a large burial chamber for him at the north end of town. The mausoleum became known as Usher Hall. His casket was carved from a single piece of usherwood. Upon the lid, a niche had been carved for the sword grip, the remainder of the blade carved into the lid in bas-relief giving the impression that the sword was forged anew. The casket's lid was then sealed with the sap from the usherwood tree. Only the rangers, on special permission from the great druid, can gain access to the mausoleum.

GOVERNANCE

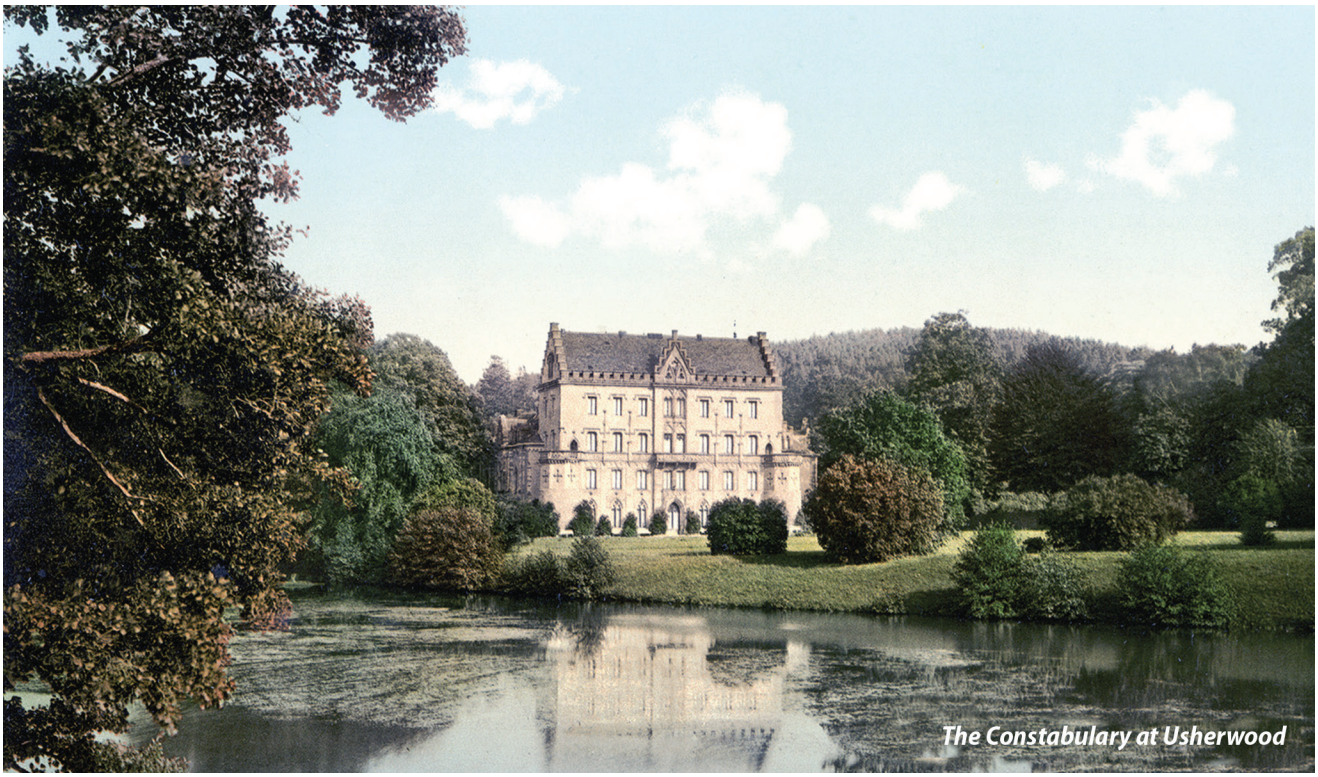
Management of the village itself falls to the Constabulary, which is headed by the Lord Constable. Traditionally, this has been handed down to the eldest child or closest relative of the sitting Lord Constable. In this epoch, it is Ewan van Nuys; a 7th level ranger who is a descendent of Otho van Nuys; leader of the company who first wandered into Usher's camp. The Lord Constable retains all powers traditionally held by a mayor, but he manages the militia (a small force of arms in Usherwood), and is chairman for a body of elected citizen representatives. This body is comprised of 10 individuals. Once a month these representatives, and the Lord Constable, meet in a clearing at the north end of the village. Therein have been set eleven large stones which have been carved into chairs with high backs. It is in this forum that concerns, petitions, and grievances are heard, voted on by the representatives, and judged by the Lord Constable.

THE USHER ARM PENINSULA

The Peninsula is a narrow spit of land located on the south coast of the Northern Territories.

Its position removes it from any form of control of any of the five kingdoms which vie for control of the continent. Here, the five races of the Peninsula have learned to live (mostly) in peace with one another, as none of the communities seeks control or domination of the other.

Iron Mountains: The primary geographical formation, and that which shapes the peninsula, are the Iron Mountains. This narrow rise of rocky peaks extends from the peninsula's northmost boundaries, until it crashes into the storm-tossed seas at



The Constabulary at Usherwood

its southern terminus near Fioonghuala. The mountains are rich, primarily, in iron ore. But they also contain veins of copper, tin, silver, gold (in lesser amounts, so its discovery is greeted with great celebration when encountered), and many gem stones of lesser value (diamonds and the like are rarely encountered).

Thaelmarthir's Woods: A woodland, renowned for a specific species of tree which is known to grow only in this location; the usher tree. Named for the famed ranger lord of old, the tree is long-lived, and produces the hardest wood known to exist. Cured properly, the wood is so hard in fact, that the elves of Thaelmarthir have even discovered how to fashion plate armor from it.

North Ridge: There are two strains of halfling that make up the population of this little hamlet; tallfellows and stouts. Being rather clannish by nature, the two strains tend to stick together, even within their own community.

Halflings of the tallfellow bloodline, live mostly in the above ground dwellings in the north-end of the village, which is named Tawkee. The tallfellows prefer more active lives than their shorter, rounder cousins, the stouts. Therefore, a halfling of tallfellow persuasion is more likely to be a farmer, hunter, trapper, etc.



On the road to North Ridge

Stouts live primarily in the traditional below ground burrows more common to the halfling race. These dwellings can be mostly found in south-end of the village, called Stoutmoor. Stouts tend to prefer more docile labors, such as gardening, brewing, baking, inn keeping, etc.

All halflings, regardless of bloodline, admire hard work, and detest laziness. Though, they do like the traditional seven square meals a day, broken up by three naps. But when not eating or napping, they are industrious indeed.

The halflings migrated to the Peninsula sometime after the dwarves, but well before the humans. They get along fabulously with all the other races, but most especially with the elves, who shower them with attention. Trade between

halflings and the other races is brisk and well received throughout the year. Halflings can been found living in all the other communities (except with the gnomes, whose underground dwellings they consider to be just too untidy and unkempt for civilized folk).

Arnegelius Peak: The dwarves of Arnegelius Peak are governed by a patriarchal body of 5 dwarves. The head of the ruling fathers, known as the Thane Chief, is responsible for maintaining order among the other four thanes; Hammer Thane (smithing), Ale Thane (trade, food, and beer), Axe Thane (defense and law), and Stone Thane (mining and gem trading).

The dwarves came originally from the mountainous region north of the Usher Arm Peninsula, near the village of Ice Berg.

After a prolonged struggle against kobolds and goblins, their cavern complex was rendered somewhat uncomfortable for the dwarves.

The constant warring, both above ground and below, had left the dwarven complex there a dangerous place to keep a "civilized" community. Rumor today says their once powerful nation has become a haven for many dark subterranean creatures.

Today, the dwarves of Arnegelius Peak enjoy a quiet and peaceful existence on the Peninsula. Their only conflict comes from the elves who resent the dwarves for encroaching on their ancient kingdom of Thaelmarthir. Though the conflict between the races has never lead to violence, the tension between the two nations comes awfully close.

The dwarves enjoy a close bond with the halflings of North Ridge though. This bond manifests itself with much trade between the communities. In fact, some dwarves opt to make North Ridge their home for many years, and earn their keep excavating new homes and shoring up older construction for the halflings.

West Hills: West Hills is a rough community of kind-hearted gamblers and rogues. The ratio of inns and taverns to the rest of the businesses is quite high. Men of West Hills tend to have thick beards with a single hair braid at their right temple. Women wear leather breeches, usually dyed in greens or earth tones. Men and women are both always more apt to laugh at others' misfortune, and sympathize with others' pain than are their counterparts in Usherwood.



The north face of Arnegelius Peak

The town of West Hills lies due west of Usherwood about 5 miles distant. The two communities are tightly knit, and even consider themselves as one large 'city,' although their town leadership structures remain separate. Usherwood is governed by a stewardship, headed by the Lord Constable. West Hills, however, is governed by the best at fighting in bare-handed combat. Each year, the town holds a celebration called the Homecoming Brawl.

It's a tradition handed down from Karl van Goetz himself. Legend has it that after a particularly long drunken spree he went out in the woods with a group of like-minded carousers (lasting for an entire month), he returned home to find his wife had removed his belongings from their home and placed them in the yard to be ruined in the weather. In the argument that ensued, Heather, Karl's wife, began beating Karl about the head



The east approach to West Hills

with her broom. She demanded that he fight back to give her some satisfaction. And fight back he did. The two of them ended up throwing each other about in the mud all through the town square.

Finally, Karl got Heather with a good upper cut; she went down hard in the mud.

Karl was able to revive Heather after 10 minutes of being out cold in the mud. Heather looked admiringly at her husband, and said, "Welcome home darling. Now what would 'ye like for supper?"

After Karl's death, the citizens of West Hills began to hold the Homecoming Brawl in his honor each year (June 17) to determine who should be the head of the town for the next twelve months. Anyone may challenge the current leader during the week-long celebration; man or woman, adult or child. The requirement is that no weapon or magic of any sort may be used. Bare fists and feet only may be used (head butting was outlawed when a large bald contender killed one participant). Town Brawlers (as the victors come to be known) who serve consecutive terms wear their scars of battle as trophies; adorning the larger scars with jewelry and/or tattoos. There have even been several women to serve as Town Brawler. However, the Town Brawler is not the final authority in West Hills. Retired Brawlers are obligated to serve at least ten years as a town regent after their term is concluded. These regents act as a check-and-balance system for the Town Brawler. They can even have him/her removed from their post if they feel the Brawler is not living up to the standards established by Karl van Goetz. There are always at least 3, and never more than 7 regents serving the community at any given time, and always maintain an odd number.

Most Children of Usher (this is what natives of Usherwood call themselves) do not participate in the Brawl, but they do see it as an opportunity for sport.

Betting pools are common for the folk of both communities.

Thaelmarthir: The elven community is by far the eldest among the inhabitants of the Usher Arm Peninsula. In fact, they originally chose the area because of its isolation from the expanding city-states of human kind found on the southerly portions of the continent.

The other races can enjoy at best a condescending attitude of acceptance from the elves, who believe the other communities to exist on the Peninsula at their discretion, and by their permission.

Only the halflings enjoy a relationship with the elves based on mutual respect. This is due in part to the halflings' general love of nature, and their genuinely non-capitalistic attitudes toward community. Also, local legend relates that in the long distant past, a sheriff of North Ridge sacrificed himself in order to save the life of a noble elfin child.

Thaelmarthir is located in the Thaelmarthir's Wood, south of Arnegelius Peak, and east of North Ridge. The community is lead by a coalition of six noble families. Together, responsibilities are shared by the eldest male and female of each family group. Power plays between the families are not uncommon, but generally are limited to nothing more than idle gossip in order to make a particular individual fall out of favor.

The south approach to Thaelmarthir, with the south face of Arnegelius Peak looming.



Fioonghuala: No one is quite sure when or how the gnomes of Fioonghuala appeared on the Usher Arm Peninsula. All that is certain is that life on the peninsula has not been the same since.

The gnomish community established itself at the very tip of the Usher Arm Peninsula known as 'the Knuckle.' The governing body of the gnomes is made up of a 'Duke' and his endless mass of hangers-on (each holding a grandiose title, usually bestowed by themselves, upon themselves, as long as the Duke finds it 'cool', and 'neato'). The 'Duke' is a hereditary position which passes from father to third son. Where a third son is not available or able to serve as Duke, then the second son of the Duke's older brother is appointed to the position. Where this individual cannot serve, or does not exist, then the husband of the eldest daughter of the sitting Duke's Sister-in-Law becomes the next in line. And so on the line of inheritance goes until each and every gnome is accounted for.

Gnomish culture centers no the premise that the gnomes were a hereditary offshoot of the dwarves. A favored Fioonghualan legend says that the first gnome was born of the union of a dwarven thane and an elven maiden (this tale of course causes great controversy among both the dwarf and elf races).



Entrance to the caves of Fioonghuala

Gnomes from Fioonghuala generally regard themselves as close cousins of the dwarves, to the never-ending irritation of those denizens of Arnegelius Peak. If traveling in the company of dwarves, a gnome will undoubtedly make a complete nuisance of himself.

No task would be too lowly for a gnome to take on for a dwarf. Further, a dwarf would go to whatever length they must to rid themselves of the gnome in question. If given a chance, a Fioonghuala gnome would be completely self-sacrificing to a dwarven compatriot.

Isle of Valencia: A chain of volcanic islands west of the peninsula. Reputed to be the home of an ancient evil. But no explorers have ventured there to determine the truth of this claim.

The island itself is a dead wasteland of broken lava fields, where little vegetation grows. Wild beasts of fantastic nature and ill-temper roam the plains, and poisonous fumes vent throughout the landscape.



The barren landscape of the Isle of Valen'cya

Name: **Ewan van Nuys**
Function: Lord Constable of Usherwood
Encounter: Setting Up the Adventure
Race / Sex: Human / Male
Class: Ranger
Alignment: Lawful Good
EXP / Level: 225,000 / 10
Hit Points: 63
Attributes: **STR** 16, **DEX** 16, **CON** 15, **INT** 14, **WIS** 14, **CHA** 17
Armor Class: 5
Weapons: Long sword, light crossbow
Armor: Ring mail

Notes: Lord Constable of the village of Usherwood. van Nuys is the party's primary contact at the beginning and end of their mission into the kobold lair.

Spells: Druid, first level *animal friendship*, *speak with animals* | magic-user, first level; *mending*

Name: **Murra'ahn Greenleaf**
Function: Fighter of the Rosemadder half-elf tribe
Encounter: Hireling
Race / Sex: Half-elf / Female
Class: Fighter
Alignment: Chaotic Good
EXP / Level: 4,250 / 3
Hit Points: 24
Attributes: **STR** 14, **DEX** 13, **CON** 12, **INT** 12, **WIS** 11, **CHA** 11
Armor Class: 4
Weapons: Long sword, long bow
Armor: Sylvan plate (see the appendix **OPEN GAME CONTENT** for information)

Notes: If approach, this half-elf maid will agree to accompany the party if offered the equivalent of 50 gp in pay, and with a successful Reaction check.

Name: **William din Johar**
Function: Mercenary
Encounter: Hireling
Race / Sex: Human / Male
Class: Ranger
Alignment: Chaotic Good
EXP / Level: 2,250 / 2
Hit Points: 26
Attributes: **STR** 15, **DEX** 15, **CON** 13, **INT** 12, **WIS** 11, **CHA** 9
Armor Class: 7
Weapons: Long sword, light crossbow
Armor: Leather

Notes: van Nuys will offer the services of this constable on the party's mission. He will report back to van Nuys all treasures or valuable items brought back by the party. He will also report any talk or acts meant to betray van Nuys' trust.

Name: **Sister din Vonyal'aireyev**
Function: Druid, worshipping the forest that surrounds Usherwood
Encounter: Hireling
Race / Sex: Human / Female
Class: Fighter
Alignment: Neutral
EXP / Level: 4,000 / 3
Hit Points: 18
Attributes: **STR** 11, **DEX** 12, **CON** 13, **INT** 12, **WIS** 14, **CHA** 11
Armor Class: 8
Weapons: Club, sling (w/ bullets–two score
Armor: Leather

Notes: To be encountered on the road during the party's journey to the kobold caves, she is in fact a spy for van Nuys. She will report back to van Nuys any power items the party may discover during their mission.

Spells: Druid, first level *entangle*, *faerie fire*, *shillelagh*

Name: **Cinfer Dianaarsh**
Function: Illusionist of Fioonghuala
Encounter: Hireling
Race / Sex: Gnome / Female
Class: Illusionist
Alignment: Lawful good
EXP / Level: 2,500 / 2
Hit Points: 6
Attributes: **STR** 8, **DEX** 12, **CON** 12, **INT** 14, **WIS** 11, **CHA** 14
Armor Class: 10
Weapons: Club
Armor: None

Notes: To be encountered in any inn or tavern. Though plain in physical attractiveness, he is affable and readily makes friends (charisma 14). She is loyal to any who would return her sense of friendship.

Spells: Illusionist, first level *color spray, phantasmal force*

Name: **Frances Howard**
Function: Travelling halfling
Encounter: Hireling
Race / Sex: Halfling (Stout) / Female
Class: Fighter / Thief
Alignment: Neutral good
EXP / Level: 1,900/1,900 / 2/2
Hit Points: 14
Attributes: **STR** 11, **DEX** 15, **CON** 12, **INT** 10, **WIS** 9, **CHA** 9
Armor Class: 7
Weapons: Short sword, sling (w/stopnes)
Armor: Padded

Notes: To be encountered on the road during the party's journey to the kobold caves. Though friendly, as all halflings are prone to be, Frances is clearly out for the profit of the adventure. She will only remain loyal to the party so long as she sees a profit at the end.

Name: **Butch Meadhouse**
Function: Kobold prisoner
Encounter: Miscellaneous Encounters
Race / Sex: Halfling (Tallfellow) / Male
Class: Fighter
Alignment: Neutral good
EXP / Level: 4,250 / 3
Hit Points: 24
Attributes: **STR** 15, **DEX** 15, **CON** 15, **INT** 9, **WIS** 10, **CHA** 8
Armor Class: 9
Weapons: None
Armor: None

Notes: Butch is encountered within the kobold lair as part of a wandering monster encounter.

Name: **Xoau'ao**
Function: Unaffiliated magic-user
Encounter: Hireling
Race / Sex: Elf / Male
Class: Fighter
Alignment: Chaotic neutral
EXP / Level: 2,400 / 2
Hit Points: 6
Attributes: **STR** 10, **DEX** 13, **CON** 11, **INT** 16, **WIS** 12, **CHA** 13
Armor Class: 10
Weapons: Quarter staff, dagger
Armor: None

Notes: A dark and foreboding figure, Xoau'ao (zow-oo) can be encountered anywhere along the party's path. He will attempt to follow the party surreptitiously, but if his presence is discovered, he will appear interested in assisting the party, while serving his own desires to discover new magiks for himself. He is unaffiliated with any particular school of magic, thereby, making himself an outcast among organized magic schools.

Spells: Magic-user, first level *magic missile, sleep*

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Karshem**
Race / Sex:	Sarngoch / Male
Class:	Cleric
EXP / Level:	0 / 1
Hit Points:	6
Attributes:	**STR** 10, **DEX** 12, **CON** 13, **INT** 11, **WIS** 16, **CHA** 11
Armor Class:	4
Armor:	Chain mail, small shield
Weapon:	Heavy mace
Wealth:	35 gp
Caste:	Magic-user (*magic missile*, *detect magic*)
Spells:	cleric | first level; *command*

Name:	**Richard**
Race / Sex:	Human / Male
Cleric:	Paladin
EXP / Level:	0 / 1
Hit Points:	8
Attributes:	**STR** 16, **DEX** 9, **CON** 9, **INT** 9, **WIS** 13, **CHA** 17
Armor Class:	3
Armor:	Plate mail
Weapon:	Bastard sword, heavy mace
Wealth:	50 gp

Name:	**Dar'lean**
Race / Sex:	Half-elf (nubian) / Male
Class:	Druid
EXP / Level:	0 / 1
Hit Points:	7
Attributes:	**STR** 12, **DEX** 16, **CON** 9, **INT** 9, **WIS** 16, **CHA** 15
Armor Class:	8
Armor:	None
Weapon:	Club, sling (score stones)
Wealth:	55 gp
Spells:	driud | first level; *pass without trace*

Name:	**Gordo**
Race / Sex:	Halfling / Male
Class:	Thief
EXP / Level:	0 / 1
Hit Points:	5
Attributes:	**STR** 9, **DEX** 17, **CON** 9, **INT** 10, **WIS** 12, **CHA** 10
Armor Class:	5
Armor:	Padded
Weapon:	Short sword, sling (score bullets)
Wealth:	25 gp



Karshem Richard Dar'lean Gordo

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Stu'yrt**
Race / Sex:	Dwarf / Male
Class:	Fighter
EXP / Level:	0 / 1
Hit Points:	10
Attributes:	**STR** 16, **DEX** 12, **CON** 12, **INT** 9, **WIS** 10, **CHA** 9
Armor Class:	5
Armor:	Mail hauberk
Weapon:	Hand-axe, light crossbow
Wealth:	65 gp

Name:	**Gondars**
Race / Sex:	Human / Male
Class:	Ranger
EXP / Level:	0 / 1
Hit Points:	15
Attributes:	**STR** 12, **DEX** 16, **CON** 14, **INT** 13, **WIS** 14, **CHA** 14
Armor Class:	6
Armor:	Leather
Weapon:	Long sword, dagger, long bow
Wealth:	30 gp

Name:	**Aaonæ**
Race / Sex:	Elf / Female
Class:	Magic-User
EXP / Level:	0 / 1
Hit Points:	4
Attributes:	**STR** 9, **DEX** 10, **CON** 9, **INT** 16, **WIS** 10, **CHA** 14
Armor Class:	10
Armor:	None
Weapon:	Quarter staff, dagger
Wealth:	15 gp
Spells:	magic-user | first level; *shocking grasp*

Name:	**Junée**
Race / Sex:	Human / Female
Class:	Lorist Priest
EXP / Level:	0 / 1
Hit Points:	6
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 13
Armor Class:	7
Armor:	Studded Leather
Weapon:	Quarter staff, flail
Instrument:	Harp
Wealth:	20 gp
Spells:	cleric | first level; *cure light wounds*



Stu'yrt Gondars Aaonæ Junée

Yrchyn, the tyrant

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Græydon**
Race / Sex:	Gnome / Male
Class:	Illusionist
EXP / Level:	0 / 1
Hit Points:	3
Attributes:	**STR** 8, **DEX** 16, **CON** 8, **INT** 15, **WIS** 10, **CHA** 9
Armor Class:	8
Armor:	None
Weapon:	Dagger, darts (10)
Wealth:	35 gp
Spells:	illusionist | first level; *change self*

Name:	**Snargu**
Race / Sex:	Half-Orc / Male
Class:	Assassin
EXP / Level:	0 / 1
Hit Points:	6
Attributes:	**STR** 14, **DEX** 16, **CON** 14, **INT** 11, **WIS** 8, **CHA** 8
Armor Class:	6
Armor:	Leather
Weapon:	Broad Sword, dagger
Wealth:	40 gp

Name:	**Joahan**
Race / Sex:	Half-Hordling (blue) / Male
Class:	Verméan Monk
EXP / Level:	0 / 1
Hit Points:	10
Attributes:	**STR** 15, **DEX** 15, **CON** 11, **INT** 9, **WIS** 15, **CHA** 9
Armor Class:	8
Armor:	None
Weapon:	Scimitar, dagger
Wealth:	20 gp

Name:	**Whilem**
Race / Sex:	Human / Male
Class:	Racaraide Bard
EXP / Level:	0 / 1
Hit Points:	6
Attributes:	**STR** 12, **DEX** 13, **CON** 12, **INT** 12, **WIS** 12, **CHA** 15
Armor Class:	7
Spells:	None
Armor:	Studded leather
Weapon:	Long sword, dagger, short bow
Instrument:	Lyre
Wealth:	40 gp



Græydon Snargu Joahan Whilem

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Greenleaf**
Race / Sex:	Human / Male
Class:	Lorist Ovate
EXP / Level:	0 / 1
Hit Points:	6
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 15
Armor Class:	8
Armor:	Leather
Weapon:	Club, sling (score bullets)
Instrument:	Mandolin
Wealth:	30 gp
Spells:	druid | first level; *speak with animals*

Name:	**Smithee**
Race / Sex:	Human / Female
Class:	Sonneteer Magician
EXP / Level:	0 / 1
Hit Points:	3
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 12, **CHA** 12
Armor Class:	8
Armor:	Leather
Weapon:	Scimitar, dagger
Instrument:	Harp
Wealth:	45 gp
Spells:	magic-user | first level; *magic missile*

Name:	**Edelbrock**
Race / Sex:	Human / Male
Class:	Lyrist Veteran
EXP / Level:	0 / 1
Hit Points:	9
Attributes:	**STR** 16, **DEX** 10, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class:	6
Armor:	Scale mail
Weapon:	Mace, light crossbow
Instrument:	Cittern
Wealth:	45 gp

Name:	**Buckley**
Race / Sex:	Human / Female
Class:	Jongleur Magsman
EXP / Level:	0 / 1
Hit Points:	5
Attributes:	**STR** 9, **DEX** 16, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class:	6
Armor:	Leather
Weapon:	Long sword, dagger
Instrument:	Djembe
Wealth:	30 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Vinzini**
Race / Sex:	Human / Male
Class:	Sonneteer Trickster
EXP / Level:	0 / 1
Hit Points:	4
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 15, **CHA** 9
Armor Class:	8
Armor:	Padded
Weapon:	Scimitar, dagger
Instrument:	Lute
Wealth:	35 gp
Spells:	illusionist | first level; *dancing lights*

Name:	**Clint**
Race / Sex:	Human / Male
Class:	Jack-of-All-Trades
EXP / Level:	0 / 1
Hit Points:	6
Attributes:	**STR** 13, **DEX** 12, **CON** 14, **INT** 11, **WIS** 14, **CHA** 9
Armor Class:	8
Armor:	Leather
Weapon:	Bastard sword, dagger
Wealth:	50 gp
JoAT Abilities:	first level; *hide in shadows*



Vinzini Clint

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SUMMARY MATRIX

ID	CHARACTER	CLASS	RACE/SEX	LVL	EXP	ATTRIBUTES STR | DEX | CON | INT | WIS | CHA	HP	AC	
01									
02									
03									
04									
05									
06									
07									
08									
09									
10									
11									
12									
13									
14									
15									

WEAPONS MATRIX

ID	STR MODS "TO HIT"	STR MODS DAM.	DEX MODS ATTACK	DEX MODS A.C.	RACE/CLASS MODS. "TO HIT"	RACE/CLASS MODS. DAM	WEAPON IN HAND	WEAPON MODS "TO HIT"	WEAPON MODS DAM	DAMAGE S-M	DAMAGE L	
01												
02												
03												
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												
14												
15												

COMBAT MATRIX

ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.	ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.	ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.
01					04					07				
02					05					08				
03					06					09				

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SUMMARY MATRIX

"TO HIT" A.C.																				PLAYER	PHONE/EMAIL
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

WEAPONS MATRIX

SECONDARY WEAPON	WEAPON MODS		DAMAGE		MISSILE WEAPON	WEAPON MODS		DAMAGE	
	"TO HIT"	DAM	S-M	L		"TO HIT"	DAM.	S-M	L

COMBAT MATRIX

ID	ENEMY				ID	ENEMY				COMBAT NOTES
	CREATURE	A.C.	VS. A.C.	DAM.		CREATURE	A.C.	VS. A.C.	DAM.	
10					13					
11					14					
12					15					

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SAVING THROW MATRIX

ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)	
01							06							11						
02							07							12						
03							08							13						
04							09							14						
05							10							15						

TURN UNDEAD MATRIX

ID	TYPE 1 (e.g., skeleton)	TYPE 2 (e.g., zombie)	TYPE 3 (e.g., ghoul)	TYPE 4 (e.g., shadow)	TYPE 5 (e.g., wight)	TYPE 6 (e.g., Ghast)	TYPE 7 (e.g., Wraith)	TYPE 8 (e.g., Mummy)	TYPE 9 (e.g., Spectre)	TYPE 10 (e.g., Vampire)	TYPE 11 (e.g., Ghost)	TYPE 12 (e.g., Lich)	TYPE 13 (e.g., fiend)

THIEVING MATRIX

ID	PICK POCKETS	OPEN LOCKS	FIND/REMOVE TRAPS	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES

SPELL MATRIX (memorized)

ID	SPELL	SPELL CAST	ID	SPELL	SPELL CAST

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NAME:	EXP*:	AGE:	WEAPON IN HAND:
CLASS(es):	HP:	HEIGHT:	SECONDARY WEAPON:
ALIGNMENT:	AC:	WEIGHT:	MISSILE WEAPON:
RACE:	LVL*:	SEX:	OTHER:
*Multi-classes:			

ATTRIBUTES	MODIFIERS			
STR:	'To Hit':	Damage:	Minor Test:	Major Test:
DEX:	Surprise Bonus:	Missile Bonus:	AC Adjust:	
CON:	HP:	Minor Test:	Major Test:	
INT:	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
WIS:	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
CHA:	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

SAVING THROWS

AIMED MAGIC ITEM:	DEATH, PARALYSIS, POISON:	SPELLS:	NOTES:
BREATH WEAPON:	PETRIFACTION, POLYMORPH:		

'TO HIT' vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
UNADJUSTED d20 ROLL:																					

Notes:

ARMOR

ARMOR:	SHIELD:	OTHER:	AC:

Notes:

WEAPONS	DAMAGE vs S/M:	DAMAGE vs L:	RANGE:	ENCUMBRANCE:
WEAPON IN HAND:				
SECONDARY WEAPON:				
MISSILE WEAPON:				
OTHER:				
Notes:				

WEALTH & TREASURE

CP:	SP:	OTHER (gems, jewelry, etc.):
EP:	GP:	
PP:		

Other magical or unique:

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EQUIPMENT

SPELLS

CAST	LEVEL	SPELL	CAST	LEVEL	SPELL

OTHER (hirelings, henchmen, etc)

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CAMPAIGN SETTING NOTES

DEITY:

REGION OF ORIGIN:

RACIAL NOTES:

CLASS ABILITIES NOTES

OTHER

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'ware the unknown

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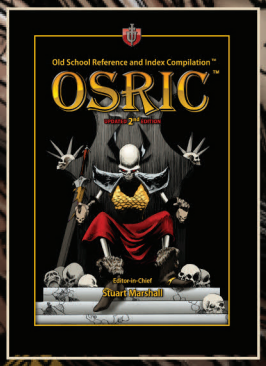



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Usherwood Publishing

Book 1: The Bone-Hilt Sword© Campaign

Play also as a stand-alone adventure in the GM's own setting.

Yrchyn, the Tyrant

James D. Kramer



For many hundreds of years, the folk of the Usher Arm Peninsula have lived in peaceful coexistence. Humans, elves, half-elves, dwarves, halflings, and gnomes all going about their lives with seldom more than a trade dispute between them.

Incursions by evil forces of orcs, kobolds, goblins, and other humanoid races happened rarely, or not at all. Only the long-lived elves of the Peninsula have the dimmest memory of such attacks.

Within this setting the discovery of a small bi-pedal, lizard-like humanoid brings fear to the citizens of the small community.

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James D. Kramer

featuring art by
Peter Szmer

The Shattered Skull

LOW LEVELS

For 4 to 7 characters of experience levels 2 to 4

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The Shattered Skull

James D. Kramer

featuring art by

Peter Szmer & Hugh Vogt

Color application in all art by James D. Kramer

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Edited by

Ron Redmond, Jason Connerley, Jeff Wilken

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PUBLISHER'S NOTE

To those who would brave *The Shattered Skull* as a stand-alone adventure: this second book in the Bone-Hilt Sword campaign harkens me back to the good 'ol days when I first began playing Dungeons & Dragons™, when the primary enemy always seemed to be orcs. Orcs, orcs, and more orcs.

However, if I have done my job correctly, you'll find that this is not just another orc battle. And pay special attention to the abandoned complex on the first level. These caves were explored by the party in the first book of the Bone-Hilt Sword; **YRCHYN, THE TYRANT**. Several of the caves in this first level have been abandoned, and although encounters have been provided, GM's may provide their own encounters as they deem appropriate.

If you're playing as the second book of the Bone-Hilt Sword, opportunities to capture the PC's are numerous.. Also, if one of your PC's managed to fall down the waterfall in ***area 15*** of **YRCHYN, THE TYRANT**, do not forget that this PC will be located in one of the cells in ***area 26*** of **THE SHATTERED SKULL**.



In either case, while the recommended levels for this game are two through four, there are several encounters which may be well beyond the capabilities of such low-level PC's. To this, I can only say, ***bon chance!*** However, it should also be noted that several items of power have been sprinkled throughout the adventure that will offer assistance in those unbalanced encounters.

And as usual, special thanks to my go-to-guys, Ron Redmond for his editorial services, and Peter Szmer and Hugh Vogt for their artistic talents.

As always, GM and player input on the games produced by Usherwood Publishing is crucial to continued improvement. Feel free to email me at *kramer@usherwoodadventures.com* with your honest thoughts and opinions so that we may strive for a higher bar in future releases.



James D. Kramer
publisher, author, designer
Usherwood Publishing



PREFACE

All Usherwood adventures use the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented in the adventure;

AC: or *armor class;* the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: or *charisma;* the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution;* the measure of a character's general state of health and stamina.

d# / #d#: or *dice;* a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / Dmg: or *damage;* the measure of damage inflicted by a given type of attack.

DDG: or *Deities & Demigods;* refers to either the First Edition or Third Edition rules systems by the same names, a selection of divine beings and pantheons both fantastic and mythical.

DEX: or *dexterity;* the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: or *Dungeon Masters Guide;* refers to the First Edition rules system, provides detailed information to a GM regarding many aspects of conducting a successful game.

GM: or *game master;* also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. It is advised to the players to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience;* the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD: or *First Edition;* refers to First Edition fantasy-based roleplaying game system texts originally published by TSR, Inc., c.1978-82. Although it is the policy of Usherwood Publishing to publish specifically to the OSRIC SRD, occasionally these texts will be referenced. *See also Dungeon Masters Guide* (DMG), *Fiend Folio* (FF), *Monster Manual* (MM), *Monster Manual II* (MMII), and *Players Handbook* (PHB).

FF: or *Fiend Folio;* refers to the First Edition rules system, a collection of creatures most baleful.

HD: or *hit die;* the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points;* the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence;* the measure of a character's reasoning power (also, I.Q.).

MM / MM2: or *Monster Manual*, and *Monster Manual II;* refers to the First Edition rules system, a collection of creatures, baleful and benign, arranged in two volumes.

OGC: or *Open Game Content;* that portion of this work which may be used by publishers of content covered by the OGL (see below)

OGL: or *Open Game License;* developed and distributed by Wizards of the Coast, Inc., allows for distribution of third-party content under these rules as allowed by compliance restrictions.

OSRIC: or *Old-School Reference and Index Compilation;* a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, *OSRIC SRD*.

PC: or *player character;* the persona adopted by players within a game.

PHB: or *Players Handbook;* refers to the First Edition rules system, describing the process for players to develop personalities to use in the game.

STR: or *strength;* the measure of a character's muscle and physical brawn.

TH: or *"to hit";* die score require to strike an opponent in order to do damage.

WIS: or *wisdom;* the measure of a character's insight, willpower, commonsense, intuition.

READER AIDS

There a number of visual reader cues provided to convey specific types of information;

> GM narratives provide you with recommended text to read verbatim to the players to set-up specific situations.

Creature stats blocks: these will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

Kobold leader (1): **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon; **POS** short sword, 15 s.p.

Where: **AC** = Armor Class; **MV** = Movement Rate; **HD** = Hit Dice (or relative strength); **HP** = Hit Points; **#AT** = number of attacks; **DAM** or **DMG** = damage inflicted on a successful hit; **SA** = special attacks; **SD** = special defenses; **POS** = possessions (of the group of creature type encountered)

Miscellaneous information the GM may find useful is provided within note boxes.

SAVE VS. ATTRIBUTE

Certain circumstances may require a Save vs. Attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute, while a result of '3' will always indicate success.

CAMPAIGN NOTES

This game is designed for play as both a stand-alone module, or as part of the five-part campaign; The Bone Hilt Sword. In order to maintain its playability as a stand-alone adventure, many campaign-specific notations and descriptions have been moved into the appendix, **CAMPAIGN NOTES**. This material contains many clues for the party playing through the campaign, alternative or more in-depth descriptions of certain items, and additional information for some encounters.

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UNDERSTANDING THE MODULE

The GM should read through the module completely to understand the various encounters and module setups before beginning play. If you have any questions regarding the module — why certain encounters are written as they are, or, to point out where you feel improvements in the manuscript might be made — feel free to write the publisher at *kramer@usherwoodadventures.com*.

RESOURCES

The following publications and resources are either required else are recommended for use with this adventure;

OSRIC SRD (required): the OSRIC SRD is available as a free PDF download at *http://knights-n-knaves.com/osric*. The PDF can also be downloaded from the Usherwood Adventures website at *http://www.usherwoodadventures.com/downloads/osric.pdf*.

The OSRIC SRD is also available as a print-on-demand product through Lulu.com, or through Black Blade Publishing.

An A5 trim size of the SRD is also available exclusively from Usherwood Publishing as POD through Lulu.com at *http://www.lulu.com/product/paperback/osric-(a5)/16663197*.

Book of Beasts (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Mythmere Publishing)

Usherwood Adventures Expansion for OSRIC (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Usherwood Publishing)

Usherwood Adventures website; *www.usherwoodadventures.com*): the website expands on setting-specific information—deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

First Edition TSR publication (optional): if you do not have access to the OSRIC SRD, the adventure is completely compatible with the First Edition rules books.

THE SHATTERED SKULL

Deep within the caverns of the kobold king, Yrchyn, it has been discovered that there was much more to the lizard vermin than was first suspected. Something of greater power stirs within the passages below the mountains, and the kobolds were just the scum that floats atop the cauldron.

The Shattered Skull lies in wait for the heroic band of adventurers, and the mystery behind the sought after talisman, known only as "The Blayde of the Necromancer" grows deeper still.

What is the connection between the artifact, and the village of Usherwood? Only by challenging the deeps of the earth can the secret be revealed…

INCORPORATING THIS MODULE INTO YOUR GAME

THE SHATTERED SKULL is set upon the Usher Arm Peninsula, located on the southern coastline of the Northern Territories on the continent of Vermé, if you are playing within the Usherwood Adventures campaign setting. It may be used as a standalone adventure, or as was intended and is recommended, as the second mission of a five part campaign.

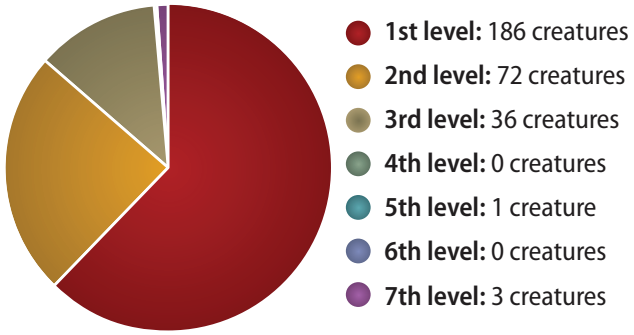
If playing in your own campaign setting, you may place the locales anywhere in which a human population (Usherwood) of low density (1,000 inhabitants or less), will be existing in relative closeness to elves, dwarves, halflings, and gnomes in peaceful coexistence. War should only be events which happen far away, or in history books. Druids and rangers would be relatively common, where clerics and paladins would be extraordinarily rare.

RE-LEVELING TO SUIT YOUR GAMING GROUP

This module is designed for characters just starting their career in adventuring. So it is recommended for 2nd, 3rd, or 4th level characters. However, if your group is large, or the players experienced, then consider doubling the creatures' numbers for each encounter. As well, the GM could add additional stronger monsters, such as (dire) wolves, orcs, goblins, etc.

You can us the following chart to gauge PCs' relative strength against the creatures they will be encountering within the adventure. Randomly generated encounters, such as those in the Miscellaneous Encounter tables are not included in the chart.

LEVEL DISTRIBUTION OF MONSTER ENCOUNTERS



RACES AND CLASSES

Any of the standard character races available from the OSRIC SRD can be used. GM's may include their own races and classes as they deem appropriate. Races and classes unique to the Usherwood Adventures campaign setting may also be included, with no special restrictions. Refer to the appendix **PRE-GENERATED PCS** for a selection of ready-to-play character templates. The group will require at least one thief for the many locked and trapped doors that occur throughout the adventure.

SETTING UP THE ADVENTURE

The GM may devise his or her own hook to draw the players into the module, or use one of the optional methods to start the players on their road to the adventure; **CAMPAIGN START** (use only if playing the full Bone Hilt Sword campaign tract) or **QUICK START** (use if playing this module as a stand-alone adventure).

CAMPAIGN START

The following summary may be used to kick-off the adventure;

Notes:

You are summoned by the Lord Constable of Usherwood — a small human settlement of some 1,000 persons — to assist in the defense of the community against an incursion of orcs. The orc stronghold is a large cavern complex located some 75 miles north of the village.

The orcish complex is built below the remains of an abandoned kobold hive. Your band will need to infiltrate the abandoned upper level in order to locate the inhabited lower level.

While there, you are asked to free any living prisoners you may locate.

The following points may also be used to set up the party on their adventure;

- An elven lord (Helmit'a [hall-me-ya]) has been taken captive, and is believed to be held by the Shattered Skull.
- The discovery of orcs within the kobold cavern complex of Yrchyn has the village of Usherwood on a state of alert.[1]
- A previously unknown race of orc has been spotted north on the Peninsula. These have been observed as being larger, stronger, and meaner than orcs previously encountered.
- 1 year has passed since the group first visited the caves of the kobold tribe.[1]

ADDITIONAL CAMPAIGN SET-UP

If you're playing this module as the second part of the **BONE-HILT SWORD CAMPAIGN**, the GM may opt to override the descriptions provided here for the first level — the abandoned kobold caves — replacing them as appropriate with his/her notes from the previous module; **BHS 1: YRCHYN, THE TYRANT**.

REWARD AND EXPERIENCE AWARDS

The successful party will be allowed to keep any and all treasure they bring out of the Tower of Xerksis.

In addition each surviving member of the party should receive an experience point award above and beyond that collected through the slaying of monsters at the GM's discretion. The author recommends 5,000 experience per character per task that is successfully completed.

[1] Use only if playing this adventure within the **BONE-HILT SWORD CAMPAIGN**.

QUICK START

The following summary may be used to kick-off the adventure if the game is being played outside **THE BONE-HILT SWORD** campaign;

Your party is settled at a table near the cozy fire in a tavern as the misty rain outside turns the street into a muddy morass. Your group overhears conversation at a neighboring table about an abandoned cave complex located many miles north. The party at the table of four adventurers reminisce among themselves about their adventure in the cave, and discuss the opportunity of returning there to see what may remain in the unexplored area beneath the primary complex. Their belief is that an unprotected cache of treasure exists in an as yet unexplored area.

The party of four discuss their plans over a hand-drawn map that reveals the location of the cave, as well as the abandoned first-level complex.

If your group decides to try and purchase the maps from the party of four, the price is 500 gp.

THE JOURNEY

The party has the choice of two paths from the village of Usherwood, to the reported orcish cavern complex; the Winter Road (which will take the party on the west coast of the Peninsula, and through the halfling village of North Ridge), and the Summer Coast (which takes the party along the east coast of the Peninsula, avoiding direct contact with any of the known villages on the Peninsula).

WILDERNESS ENCOUNTERS

GM's should create appropriate wilderness encounters for a temperate, lightly forested region, given they would be traveling some 100 miles north from the village of Usherwood to the reputed location of the kobold caverns.

A pair of sample encounters is here presented as the party travels north along the Peninsula.

ROADSIDE BRIGANDS

Unknown to the party (unless they have positioned a rear-guard during their travel to the site of the orc lair), they are being

Notes:



followed by a band of highway robbers. The human brigands are waiting for the party to strike camp before making their attack.

Their strategy will be hit any guards with crossbow-fire before an alarm can be raised, and then move in to secure and gag all the others. But, the band is greedy as disorganized, and most of the band will rush the campsite whether or not the guard is neutralized.

Bandits (Brigands) (9): **AC** 8; **MV** 12"; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon; **POS** light crossbow (3), scimitar (2), long sword (5), club (2), 40 c.p., 35 s.p., 50 g.p., leather armor (9)

ENTER, THE ORGRE ORCS

The orgre (pronounced; or-gray) orc is a sub-species of orc used in the Usherwood Adventures campaign setting. Specific attributes and descriptions of the orgre orc can be found on the Usherwood Sourceweb at *http://www.usherwoodadventures.com/support/html/dol/creatures.html*), and in the appendix **NEW CREATURES**.

The party is following a well-worn path through the lightly wooded lands southwest of the location of the orc caves when the great crashing of tree limbs, accompanied by loud, thundering voices can be heard on the path of them.

Hurrying down the path toward the group's location is band of large brutish humanoids; trampling and destroying the flora in their wake.

The creatures are speaking in a tongue none in the party are entirely familiar with. If one of them speaks the orcish language, they can detect a familiarity in the tongue, but this language seems to be a more chaotic form; using many grunts for emphasis.

Getting the monsters into view reveals 6 ogre-like creatures, though somewhat smaller in stature, though larger than any humans in the group. Each of the creatures are completely nude, and their skin from head to toe is covered in scars; some healed and many festering and appearing red and painful. Each holds a large club (2d6 hit points of damage).

Orgre Orcs (6): **AC** 4; **MV** 6"; **HD** 2; **HP** 14; **#AT** 1; **DAM** 1d10 or by weapon; **POS** spiked club

THE ABANDONED UPPER CAVERNS; LEVEL 1

This first level of the cavern complex was once occupied by a kobold tribe, lead by a tyrannical chieftain known as Yrchyn. The complex is now abandoned by the kobolds due to a previous infiltration by adventurers that lead to the demise of the once powerful tribe.

The complex is now occupied by a variety of creatures, with a few orcish soldiers posted as guards to the inhabited lower levels.

The orcs in the caverns below have also abandoned this upper level, and have constructed a secret 'back door' located at ***area 29***, and have reinforced the guards on this upper level at ***areas 9*** and ***23***.

THE COMPLEX

The caverns of the abandoned kobold lair are dank, musty, and dirty. The halls and chambers are generally ill-kept. Bones and rats abound throughout the complex.

THE STREAM

The stream that winds its way through the complex is shallow, averaging ½- to 2-ft deep. The cavern floor beneath the stream is coated with thick layer of moss and algae. PC's moving carefully (i.e., a normal walk) will be able to avoid slipping. But PC's moving quickly and with haste will be at risk of slipping and falling (save vs. dexterity).

As the stream approaches ***area 15*** past ***area 11***, the depth gradually increases to between 2-ft and 3½-ft deep. As well, the speed of the water increases notably.

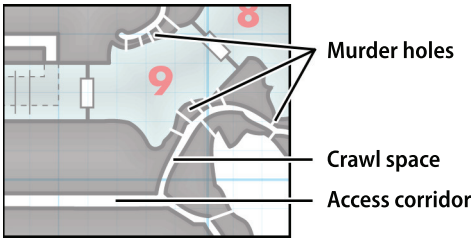
At ***area 15***, the stream collects into an 8-ft deep pool, where it drops into waterfall. Refer to the description of ***area 15*** for full details.

MURDER HOLES

The primary defensive mechanism once employed by the kobolds, was a series murder holes, accessed by crawl spaces throughout the complex. Some of the crawl spaces were accessed by the kobolds through either a locked access hatch, or through a larger access passage. Refer to the descriptions hereafter.

Notes:

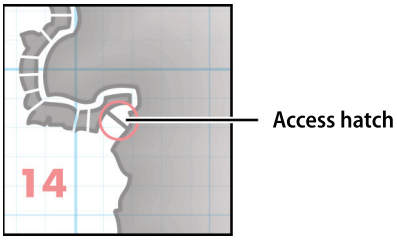
Murder holes: These are primitively concealed niches in the rock, through which the kobolds used small (light) crossbows to fire bolts at intruders within range of the missile weapon. Each murder hole was be manned by a single kobold. However, now, only the murder holes located at *area 9* are actively manned by orcs with light crossbows.



Crawl spaces: These narrow passages — 3-ft wide on average, recently widened by the orcs to suit their needs — will accommodate (besides the orcs themselves) creatures of similar height and proportion. Larger creatures will be forced to crawl on hands and knees. Creatures taller than 7-ft will be unable to maneuver in the tight quarters.

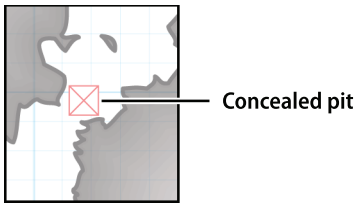
Access passages: Slightly larger constructions than the crawl spaces — 5-ft wide and 6-ft high — access passages provide rapid movement to the hidden crawl spaces within the primary complex of the upper level (*areas 9* and *10*, and *24* through *28*).

Access hatches: There are three of these small doors leading into some of the crawl spaces. These doors (hatches) are located near *areas 2*, *12*, and *14*. The hatches, which were once locked and trapped, now stand open.



CONCEALED PITS

There are three concealed pits through the complex. Each pit is 15-ft deep, and lined with 10 wooden spikes. Each spike will have a chance of impaling a falling PC (roll as an attack by a 1 hit die monster), causing 1–3 hit points of damage.



There is a 20% chance that one of the spikes will be poisoned. The spike will be coated with a weak poison (+2 to save vs. poison). The poison is non-deadly, but will cause the victim to lose 1d4 points of constitution and 1d4 points of dexterity for a duration of 2d4 hours. A successful save halves these results.

EMPTY CHAMBERS

Though the uppers caves of the vanquished kobold tribe contains several empty chambers, the caves marked as such likely (1–7 on d10) to contain either 1d4+1 giant wolf lizards (01–33), 1d4+1 giant rock spiders (34–66), 1d4+1 giant centipedes (67–99), or 1 xorn (00).

Wolf lizard, giant: **AC** 6; **MV** 180 ft; **HD** 3+1; **HP** 16; **DAM** 2d4, plus disease; **POS** —

Rock spider, giant: **AC** 0; **MV** 60 ft (20 ft leaping); **HD** 4; **HP** 24; **#AT** 1; **DAM** 2d4, plus poison; **POS** —

Centipede, giant: **AC** 5; **MV** 180 ft; **HD** 3; **HP** 18; **#AT** 1; **DAM** 1–3, plus poison; **POS** —

Xorn: **AC** -2; **MV** 90 ft; **HD** 7+7; **HP** 50; **#AT** 3/1; **DAM** 1–3/1–3/1–3/6d4; **POS** —

MISCELLANEOUS ENCOUNTERS (*areas 1* through *23* but not including *areas 9* and *10*)

Roll for miscellaneous encounters (1–2 on d10) every 6 turns. Each encounter may occur multiple times. Roll for miscellaneous encounters on entering any empty chamber.

TABLE 1: MISCELLANEOUS ENCOUNTERS

1D8	ENCOUNTER	NOTES
1	1d6 giant crabs	**Giant Crab:** **AC** 3; **MV** 90 ft; **HD** 3; **HP** 20; **#AT** 2; **DAM** 2d4/2d4; **POS** —
2	2d4 grimlocks	Armed with hand axe. **Grimlock:** **AC** 5; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** 1d6 or by weapon; **POS** hand axe each
3	2d8 stirges	**Stirge:** **AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 8; **#AT** 1; **DAM** 1d3; **POS** —
4	1–3 greater bear	**Greater bear:** **AC** 6; **MV** 120 ft; **HD** 6+6; **HP** 34; **#AT** 3; **DAM** 1d8/1d8/1d12; **POS** —

Notes:

1D8	ENCOUNTER	NOTES
5	1d4 large spiders	The spiders' web will be spun on the ceiling of the cavern. **Large spider: AC** 8; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 9; **#AT** 1; **DAM** 1d4 + poison; **POS** —
6	1d6+1 giant ants	The ants are emerging from a hole they have created in the cavern wall. **Giant ant: AC** 3; **MV** 180 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** 1d6, plus poison sting; **POS** —
7	green slime	The slime covers an area approximately 15-ft square of the ceiling above, and part of the wall. **Green slime: AC** 9; **MV** 0 ft; **HD** 2; **HP** 16; **#AT** 1; **DAM** Nil; **POS** —
8	1d4 piercers	**Piercer: AC** 3; **MV** 10 ft; **HD** 1 to 4; **HP** variable; **#AT** 1; **DAM** 1d6 or 2d6 or 3d6 or 4d6 (see **HD**); **POS** —

1. ENTRY CAVERN

This cavern, once the first guard chamber of the kobold tribe, is now deserted. The stream flowing into the cavern does not disguise the many skeletal remains of various woodland creatures scattered below the surface of the shallow water. Also, the more recent remains of orcs can also be found amid the decaying debris — some of these appearing of a sort the adventurers are not familiar with; larger, with bones appearing twice as thick and heavy as they aught.

Also hidden beneath the surface are 4 giant crabs.

Giant Crabs (4): AC 3; **MV** 90 ft; **HD** 3; **HP** 15; **#AT** 2; **DAM** 2d4/2d4; **POS** —

2. SECONDARY GUARD POST

This chamber — as ***area 1*** — is an abandoned kobold sentry area. As above, below the surface of the water, the stream bed is choked with the remains of decaying and skeletal carcasses of many creatures. This chamber however is home to an additional 6 giant crabs.

Scattered amid the debris beneath the water is located the discarded inedible refuse of the crabs' victims; 1,000 cp, 2,000 sp, 1,000 gp, ***+1 dagger, +6 bracers of armor***.

Giant Crabs (6): AC 3; **MV** 90 ft; **HD** 3; **HP** 12; **#AT** 2; **DAM** 2d4/2d4; **POS** —

3. STIRGE CAVERN

The cavern once held a store of the previous inhabitants' stores and food stuffs, all of which are now rotten beyond usefulness.

In the ceiling above is a flock of stirges.

Stirges (20): AC 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d3; **POS** —

4. WORSHIP CHAMBER TO NOTHJEGG

This section of the chamber is filled with a disorderly array of rotted wooden benches.

Upon a stone dais in the center of this alcove, is the rough hewn carving of what would appear to be a bipedal lizard-like humanoid sporting four arms. The statue is approximately 5-ft tall.

The figure is in fact that of Nothjegg — patron of kobolds in the Usherwood Adventures campaign setting. If playing the module outside the Usherwood setting, change this for a suitable lawful evil/kobold deity.

Above the statue, suspended from the ceiling by chains, is a trident of blackened metal. The blackened trident is in fact the holy symbol of Nothjegg's patroness; Archiopterus, goddess of all lawful creatures.

Archiopterus is the patron of all lawful evil beings the Usherwood Adventures campaign setting. GM's may substitute this goddess for an appropriate deity from their own setting where required. Information on both Nothjegg and Archiopterus can be found on the Usherwood Adventures website at http://www.usherwoodadventures.com/setting/religion.html.

5. SLIP-N-SLIDE

The stream flowing at this point is rather sluggish, but is moving at a downward angle. As a result, the streambed is overgrown with mossy sludge. PC's moving carefully (i.e., a normal walk) will be at risk of slipping and falling (save vs. dexterity). PC's moving with haste will make their save vs. dexterity at -4. A failed save causes the PC to fall and slide the remaining distance into ***area 5***, bumping and sliding over the rocks that line the floor.

6. GRIMLOCKS IN THE HOUSE!

This chamber is occupied by several primitive humanoids known as grimlocks. The creatures' only thought being that of 'fresh meat' upon sight of the party, and will initiate a disorganized attack immediately.

Notes:

Combat here will attract the attentions of the creatures at *area 7*.

Grimlocks (4): **AC** 5; **MV** 120 ft; **HD** 2; **HP** 12; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** hand axe each

7. MORE GRIMLOCKS

This chamber houses five more companions to those located at *area 6*.

Combat here will attract the attentions of the creatures at *area 6*.

Grimlocks (5): **AC** 5; **MV** 120 ft; **HD** 2; **HP** 12; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** hand axe each

8. MAIN DOOR

This is a single heavy, iron-bound oaken door. The wood itself, though still solid, is coated with a thick layer of moss and mildew. If the party checks the base of the door, they will see there is a good 3-in of space between the door and the floor, allowing a significant flow of water to pass through the door.

The door has been barricaded on the other side by the orc tribe, and cannot be forced open from this side of the chamber. On the inside of the chamber, the door is blocked by large stones and timber.

9. SECONDARY DOORS

The second set of doors (separating area 9 from area 10) stand ajar; this chamber having been long ago abandoned by the orcs in favor of their 'back door' at *area 22* of the orc complex.

10. DANGEROUS STEPS

Entering into this darkened hall, it becomes immediately obvious that this construction is not that of the primitive and natural caverns the party has explored to this point. Though old, this hall speaks of more sophisticated construction techniques, with precisely fitted stone work.

The stream here cascades down a long flight of steps, nearly 75-ft long. At the far end, it seems the sound of water draining into an unseen basin can be heard.

Further, the steps are slippery, as the caverns described previously. However, a slip here also means a fall down the deadly flight of stairs.

11. A SLIMY PROBLEM

The length of this cavern's ceiling is covered in a green slime.

Green Slime (1): **AC** 10; **MV** 0 ft; **HD** 2; **HP** 16; **#AT** 0; **DAM** 0; **POS** —

12. EMPTY CHAMBER

No encounter.

13. EMPTY CHAMBER

Scattered about the floor of this chamber are the ancient remains of egg shells of the previous inhabitants. All are broken having long ago been freed of their contents.

14. EMPTY CHAMBER

No encounter.

15. OVER THE FALLS YOU GO!

The stream here ends in a drop to the depths below the kobold caves. Should a PC be unfortunate enough to fall victim to the falls, the PC may be recovered — alive but injured — as a prisoner in *area 26* of the orc tribe located in the caverns below.

16. EMPTY CHAMBER

No encounter.

17. EMPTY CHAMBER

No encounter.

18. EMPTY CHAMBER

This chamber contains only the shattered remains of several wooden chests and barrels.

19. STORAGE CHAMBER

The room is filled with empty barrels and chests. Some contain the remains of some kind of moldering foodstuffs, or unknown liquid substances. If the crates and barrels are disturbed, 12 huge centipedes will crawl out from the debris and rush forth to immediately attack the nearest characters. The insects will seek to crawl beneath the clothing and armor of the characters. If successful, the insects will have successive opportunities to bite the victim (against non-armored opponent) until destroyed. In such a condition, any attack upon the centipede will inflict half of the rolled damage upon the character as well.

Notes:

If the debris is searched, the characters will locate a small cache of coins (150 cp, 75 sp, 30 ep, 10 gp) and a dagger among the crates and barrels.

Huge centipedes (12): **AC** 9; **MV** 15o ft; **HD** ½; **HP** 2; **#AT** 1; **DAM** 0, poison; **POS** —

20. EMPTY CHAMBER
No encounter.

21. EMPTY CHAMBER
No encounter.

22. EMPTY CHAMBER
No encounter.

23. GUARDED DOOR
This chamber is the primary guard to the entrance of the orcish caverns beyond. The chamber is occupied by 4 orcs

The secret door indicated on the map is locked, but not trapped.

Orcs (4): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword (each), 45 gp (total)

24. EMPTY CHAMBER
No encounter.

25A-C. EMPTY CHAMBER
No encounter.

26. EMPTY CHAMBER
No encounter.

27. GUARD TO ORC CHAMBERS
The (locked) door is guarded by 3 orcs.

Orcs (3): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword (each), 25 gp (total)

28. EMPTY CHAMBER
No encounter.

29. ORCS' BACK DOOR AND THE CEILING COLLAPSE
This evilly constructed hall is used to keep intruders from entering the orcs' hidden chambers beyond. At each end of the hall are located a lever. Both of the levers are currently pointed vertically up towards the ceiling. This position locks the trap that exists in the ceiling for the length of the hall between the two levers.

If anyone attempts to traverse the hall without moving one of the levers into the down position, the ceiling will collapse for the entire length of the hall between the pair of levers.

The door at the west end of the hall is locked.

30. ORC CHAMBER
This large chamber is either an area used by the orcs to dispose of all manner of vile waste, or else, it could be considered a barracks of sorts. But to civilized folks, it's likely both. The chamber is a disarray of broken furnishing, discarded food stuffs, spoiled rations, a keg or two of flat, bitter ale. Also here, are 6 orcish guards, each armed with a long sword. One of the orcs holds the key to the doors are ***area 31*** on a ring attached to his belt.

Orcs (6): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** long sword (each), 55 gp (total)

31. ENTRANCE TO CAVERNS BELOW
The door to this room is iron bound and locked from the inside. A key hole can be seen about four feet off the floor in the center of the door. The key that fits the door is located in ***area 30***. The key hole itself is trapped. If the trap is not disabled, any attempt to pick the lock, or engage the proper key will release it. The trap is a small boulder that is suspended above the keyhole in the ceiling. When the trap is sprung, the boulder will drop.

The person working at the keyhole will suffer 3d4 hit points of damage unless a successful saving throw vs. dexterity is rolled. If the save is successful, the character will reduce this damage by half. Any damage in excess of one half of the PC's current hit points will result in a broken limb (refer to the following table);

TABLE 3: LIMB BREAKAGE

1D6	LIMB	NOTES
1-2	left arm/ right arm	The limb is rendered useless. Infection will set in if the limb is not splinted. If attacking with an non-dominant limb (i.e., right-handed vs. left-handed), attacks will be at –2 'to hit' and damage.

Notes:

1D6	LIMB	NOTES
3-4	left leg/ right leg	The limb is rendered useless. Infection will set in if the limb is not splinted. Attacks will be at –2 'to hit' and damage.
5	skull fracture	The character is rendered unconscious for 2d4 turns. They will be dazed and confused for another 3d6 turns. If the victim does not receive healing within 24 turns, he will lapse back into unconsciousness. If no healing is administered with the following 3d8 turns, death will result.
6	rib cage	The character suffers 1d4 broken ribs. The PC can engage in melee combat at -1 'to hit' penalty. If healing is not received before combat, it is 65% likely that the broken ribs will puncture a lung, inflicting another 1d4 hit points of damage. If the PC suffers this injury, they will suffer 1-2 hit points of damage every round thereafter due to internal bleeding unless healing is administered.

THE ORC CAVERNS; LEVEL 2

The caverns of the orc lair are humid, musty, and dirty. Many small air vents from underground volcanic activity are released throughout the passages. The ambient heat from these vents renders infravision unreliable, and so the orcs illuminate the passages and chambers with braziers. The halls and chambers are generally ill-kept. Bones and rats abound throughout the complex.

Trapped Pits: Indicated on the map as dashed box (see legend). The pits are covered with canvas tarps, which are themselves covered in a thin layer of dirt. In the low lighting conditions of the passages, the tarps will go unnoticed unless the party is actively checking the ground as they travel (reduce movement by one-half). Trapped pits will take one of four forms;

1. **Spiked pool;** the bottom of this 10-ft deep pit is lines with iron spikes, though the spikes are covered to their tips by icy cold water. Any creature falling into the pit will suffer 2d4 hit points of damage. there is also a 1 on d4 chance that the creature will fall face forward into the water. These victims will drown in 3d4 segments unless rescued.
2. **Deep pit;** this pit is 1d4×10-ft deep. Victims falling in will suffer the appropriate falling damage.[2]
3. **Poisonous gas bellows;** the bottom of this 20-ft is covered by a leather bellows. The large bladder shields falling victims from suffering any falling damage, however, landing on the bellows causes a poisonous cloud to fill the pit. Victims within the pit must save vs. poison or suffer 3d6 hit points of damage. A successful save halves the damage.
4. **Collapsing pit;** identical to the ***deep pit*** trap, when a victim hits the bottom of the pit, the walls of the pit will collapse, burying any creatures within the pit under 5-ft of soil and rocks (inflicting 1d4 additional hit points of damage). Victims must be dug out within 3 rounds or die of suffocation (victims 6-ft tall will be unable to dig themselves out).

Trapped Stairs: Indicated on the map as a dashed line ending with a solid circle at the bottom step. Trapped stairs will take one of four forms;

1. **Garotte;** a thin wire is strung across the passage 5-ft off the floor. The wire is 90% undetectable. If a creature wanders into wire, it will snap free from one side of the passage, causing the wire whip back, snapping at the victim, inflicting 1d4 hit points of laceration damage. If the victim is running through the passage, double the amount of damage.
2. **Flaming steps;** when the center step is trodden on, each steps will erupt in flames which rise to a height of 5-ft. Each creature on the flight of stairs must save vs. dexterity or suffer 2d4 hit points of damage. A successful save halves the damage inflicted.
3. **Titan maul;** if three or more creatures at any time are located on the stairs, a huge stone hammer will swing down from the ceiling, pummeling each victim, and inflicting 2d6 hit points of damage.
4. Dart cloud; stepping on the center-most step will release a swarm of darts. Any creature on the flights of steps will suffer 2d6 hit points of damage, and make a saving throw vs. poison. A failed save inflicts an additional 1d6 hit points of damage.

MISCELLANEOUS ENCOUNTERS

Roll for miscellaneous encounters (1–3 on d10) every 3 turns. Each encounter may occur multiple times.

[2] Refer to the OSRIC SRD.

Notes:

TABLE 4: MISCELLANEOUS ENCOUNTERS

1D8	ENCOUNTER	NOTES
1	1d4 orc guards	Armed with long swords. **Orc:** **AC** 6; **MV** 90 ft; **HD** 1; **HP** 7 (each); **#AT** 1; **DAM** 1d8 or by weapon; **POS** long sword (each), 25 gp (collectively)
2	1d4 kobolds	Armed with hand axe. **Kobold:** **AC** 7; **MV** 60 ft; **HD** ½; **HP** 4 (each); **#AT** 1; **DAM** 1d4 or by weapon; **POS** hand axe (each), 20 cp (collectively)
3	1d4 human fighters	3rd level fighters, armed with long swords, armored with chain mail. **Human:** **AC** 5; **MV** 90 ft; **HD** 3; **HP** 24 (each); **#AT** 1; **DAM** by weapon; **POS** long sword (each), 48 gp (collectively)
4	1d4 green slime	Covering the ceiling in the passage. **Green slime:** **AC** 9; **MV** 0 ft; **HD** 2; **HP** 16; **#AT** 1; **DAM** Nil; **POS** —
5	1d4 large spiders	The spiders' web will be spun on the ceiling of the cavern. **Large spider:** **AC** 8; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 9; **#AT** 1; **DAM** 1d4, plus poison; **POS** —
6	1–2 orgre orcs	Armed with clubs. **Orgre orc:** **AC** 4; **MV** 60 ft; **HD** 2; **HP** 16 (each); **#AT** 1; **DAM** 1d10 or by weapon; **POS** spiked club (each)
7	1d4+1 deep dwarves	Armed with hand axes, armored in xornish plate mail. **Deep dwarf:** **AC** 3; **MV** 60 ft; **HD** 2+1; **HP** 16 (each); **#AT** 1; **DAM** 1d6 or by weapon; **POS** hand axe (each), xornish plate mail (each), 45 ep (collectively)
8	1d4 goblins	Armed with maces. **Goblin:** **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 6 (each); **#AT** 1; **DAM** 1d6 or by weapon; **POS** mace (each), 37 sp (collectively)

1. GUARD POST

Both areas labeled 1 are identical in terms of their inhabitants. The encounter at the upper "T" area begins with the initiative on the side of the four orc guards armed with scimitars who have been alerted to the sound of the party coming down the stairs. Upon seeing the party, the orc furthest to the rear of the chamber will call out to the other four guards located at the lower ***area 1b***.

Orc guards (4): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 7; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x4), 13 cp, 1 gem (amber 35 gp)

1.b. Lower guard post

Orc guards (4): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 7; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x4)

2. KOBOLD GUARDS

Six kobolds armed with short swords, and their orc captain armed with a scimitar and dagger.

A search of the bodies will reveal nothing from the kobolds, but the orc will have several coins and a rather beautiful dagger. The orc will attack with both weapons (two attacks per round), with a -2 'to hit' penalty on the dagger attack.

Kobold guards (6): **AC** 7; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** 1; **DAM** 1d4 or by weapon; **POS** short sword (x6)

Orc captain (1): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar, ***+1 dagger*** ('to hit' only), 11 sp

3. GUARDS' BREAK ROOM

Two orcs armed with scimitars sleeping off a drinking binge. These are additional guards for ***area 1***. They are both unconscious on straw mats and snoring loudly. Numerous wine bottles are empty and strewn about the floor. No amount of noise or movement will awaken the brutes.

A search of the bodies will reveal no coin. Six unopened bottles of wine are in a crate opposite the entry way. The wine is of a quality better than one would expect of orcs.

Orc guards (2): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x2), 10 sp

See also the section entitled **EVIDENCE OF IMPERIUM INVOLVEMENT** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

4. CAPTAIN OF THE GUARD

By orc standards, this room is likely considered posh, for it actually contains furniture. In fact, it has a bed with a straw mattress, three chairs, a desk, a weapon rack, and an armor rack. It even has a covered pit for bodily waste, rather than just the typical bucket.

Notes:

Also present in the chamber is the "captain" of the orc guard, armed with a long sword (if detected for, the sword will radiate magic), and 3 orc guards armed with scimitars.

The weapon rack holds the following items; 2 long swords, 3 hand axes, 1 battle axe, 2 scimitars, 1 mace. All are of reasonably good quality, though none are magical.

The armor rack holds the following items; 1 suit of plate mail armor, 1 suit of chain mail armor, 1 buckler. The plate and chain mail are of good quality, but are non-magical. The buckler is of high quality, and if detected for, will radiate magic. The captain's sword is in fact a ***+1 long sword/+2 versus chaotic evil creatures***.

Orc guards (3): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 6, 7, 7, 8; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x4), 35 sp

Orc captain (1): **AC** 4; **MV** 90 ft; **HD** 1; **HP** 13; **#AT** 1; **DAM** 1d8 or by weapon; **POS** ***+1 long sword/+2 versus chaotic neutral***, ***+2 shield***, 27 gp

See also the section entitled **THE RANGER'S BRAND** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

If you are playing the entire **BONE-HILT SWORD CAMPAIGN**, *it is important that the party encounters this sword within these catacombs. Should the party avoid an encounter with the orc captain, be sure to move the captain to some other location. Without making it look too obvious, make sure the party takes this blade. If a member of the party does not wish to carry it, have an NPC pick it up. If there really is no way to ensure the party will retrieve the blade at this time, then place the sword somewhere in one of the three encounters leading to Fortress Forza, found in the third module of* **THE BONE-HILT SWORD CAMPAIGN**, **THE SHADOWED KEEP**.

5. ROOM OF FETID DEBRIS

The passages leading to this room are permeated by a putrid odor of foul, rotting, and despoiled organic matter. Upon reaching the entrance to the cavern, the source of the odor is plainly obvious. This room appears to be some sort dumping pit for all forms of refuse from fecal matter, to food scraps, to the bodies of orcs of all ages, and humanoids of various types.

A search of the pit will reveal 2 gems, a potion, and a pair of bracers.

Actually digging through this disgusting pile of rottenness has its down side. Any character(s) doing so will have a 20% chance of contracting a disease. (Refer to your system's documentation regarding diseases to determine kind and severity.)

Treasure: 2 gems (500 gp peridot, 50 gp citrine), ***potion of flying***, and ***+4 bracers of armor***.

6. WHAT TREASURE IS THIS?

In the far end of the cavern are 3 orcs, armed with scimitars.

The orcs are huddled over a leather backpack. They are tossing out several small articles of everyday use; tinderbox, flask of oil (which smashes against the wall where it is tossed, spilling the oil over the wall and floor), old rations, so forth. One item they pull out is a small dagger; little more than a kitchen knife actually. But something about the knife strikes their fancy, and they begin to squabble over it. As they fight over the small knife, their attentions turn toward the party, as thought they sensed they were being observed. The orcs attack immediately.

The knife that started the argument seems nothing more than a well crafted utility blade. The backpack and the blade belong to the gnomish captive in ***area 26h***.

Any combat occurring at this area is certain to attract the attention of the guards at area 7.

Orcs (3): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 7; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x3), 35 sp

Treasure: utility blade is ***+1 dagger, +2 vs. creatures smaller than man-sized***

7. THE STONE BRIDGE

This is the main means of crossing from the western portion of the cavern complex to the eastern side. However, as this span crosses at a point over a waterfall, the bridge surface is quite slippery. Characters must make a saving through vs. dexterity. Characters failing will slip and fall. Those who fall have a 25% probability of rolling completely off the bridge and into the river below. No damage will be suffered, and it will be an easy job to navigate themselves back to ***area 15b*** (though the current will prevent those wearing metal armor from reaching ***area 15a***).

7a. Eastern guard station; 4 orcs armed with light crossbow and scimitar. These orcs will fire at any intruder that appears at ***area 7b***. Even to the point of risking hitting their fellows at that location. Any combat at area 6 is certain to attract the attention of the guards at this station.

Notes:



Orc guards (4): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x4), light crossbow (x4), 30 sp

7b. Eastern guard station; 4 orcs armed with light crossbow and scimitar. These orcs will fire at any intruder that appears at ***area 7a***. Even to the point of risking hitting their fellows at that location.

Orc guards (4): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x4), light crossbow (x4), 30 sp

8. OGRE CHAMBER

In this chamber reside 2 ogres, they are unarmed, but will fight fiercely with their bare hands.

These two are permanent residents with the orcs, and act as liaisons between their tribe, and the Shattered Skull orcs. The room contains a couple of straw mattresses on the floor upon which these two sleep. The chamber also contains a small wooden chest, locked and trapped with a poison dart. The chest contains many gold pieces and 4 gems.

Ogres (2): **AC** 5; **MV** 90 ft; **HD** 4+1; **HP** 20; **#AT** 1; **DAM** 1d10 or by weapon; **POS** 85 gp, 4 gems: star ruby (1,000 gp), alexandrite (100 gp), carnelian (50 gp), black opal (1,000 gp)

9. KOBOLD QUARTERS

In this room are 5 kobolds, armed with short swords.

Kobolds (5): **AC** 7; **MV** 60 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1d4 or by weapon; **POS** short sword (x5), 25 cp

10. CADAVER ROOM

The passages leading into this room have been spiked. For a length of 3-ft, iron spikes have been driven into the floor, walls, and ceiling, with the spikes angled slightly inward, toward the chamber. The spikes protrude about 2-ft from the rock, and their ends have been sharpened. The spikes seem to have been here for quite some time as they are all covered by a layer of rust.

The floor of this chamber is covered wall to wall with the bones and decaying remains of dozens of orcs and other humanoid figures. Among the stalactites in the ceiling are 8 piercers. The piercers will not attack the party unless they begin to search the debris. If the piercers attack, it will soon become evident that the spikes have been driven into the walls in order to try and contain the creatures to this area.

Buried beneath the debris on the cave floor are the following items;

- suit of ring mail armor; ***+1 ring mail***
- short sword; ***+1, +2 vs. magic-using and enchanted***
- ring; ***ring of spell turning***
- 3 potions; ***flying***, ***fire giant strength***, ***invulnerability***

Piercers (8): **AC** 3; **MV** 10 ft; **HD** 1 (4x)/3 (2x)/4 (2x); **HP** 6/18/28; **#AT** 1; **DAM** 1d6/3d6/4d6; **POS** —

11. EMPTY CHAMBER

Roll from the Miscellaneous Encounter table.

12. GUARD TO THE MAIN AUDIENCE CHAMBER

This chamber boasts 8 orc guards, armed with bastard swords, and armored with chain mail (AC 5). These guards blockade the entrance to the prison complex (***area 26***), as well as the double doors to the audience chamber (***area 25***). The double doors to the chamber are closed at this time. At the first sign of trouble, one of the guards will dash off to the prison complex to secure that area against intruders. The remaining 7 guards will attack quickly and viciously.

The doors to ***area 25*** are locked from the inside.

Orc guards (8): **AC** 5; **MV** 90 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon; **POS** bastard sword (x8), 35 sp, 18 gp

See also the section entitled **DOORS OF THE AUDIENCE CHAMBER** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

13. SPOILS OF WAR

In the alcove of this room are 3 orcs, armed with scimitars. These orcs are arguing with each other about the contents of several wooden chests which lay about the floor. The chests and the floor are full and covered with items which apparently hail from some of this orc tribe's many conquests. Among the items, are;

- bolts of high-quality fabric

Notes:

- 3 cases of wine
- 4 boxes of cured tobacco
- 2 chests of utilitarian cloth

Dozens of these sorts of objects lay scattered about the chamber. Most hold no exceptional value.

Orcs (3): **AC** 6; **MV** 90 ft; **HD** 1; **HP** 5; **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x3), 25 sp, 5 gp

See also the section entitled **SPOILS OF WAR** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

14. CHAMBER OF THE ORC SHAMAN

This room is the chamber of the orcs' shaman, Uglurache. If Uglurache was not previously encountered in ***area 25***, he will be here.

The stairs leading into this chamber are damp, and slick with moisture. The steps themselves are littered with the bones of various animals and humanoids. The walls and ceiling are covered in thick layer of mucous for its entire length. The mucous, which appears as a purple/gray-colored slime, is known variously as death-blanket, skin-stealer, metal melter, desolvent, and other names specific to the region in which it is found. It is most commonly known as evil excretions (see the appendix **NEW CREATURES**). The slime is sensitive to the relative 'goodness' inherent in some creatures and objects, and will drop on the unsuspecting adventurer.

The chamber at the top of the stairs is lit by hundreds of small tallow candles. The room's walls are thick with many years accumulation of the wax. The air is heavy with the smell of some offensive incense.

Furnishings in the room include a small altar, a kneeling bench inscribed with the crude language of the orcs and several evil holy symbols, several small idols dedicated to the orc priest's evil deity, a large mat that might be a bed (what it is stuffed with cannot be determined). The floor and ceiling of the place are covered with evil symbols in red paint.

On the bed lay the desiccated form of a nude elven female. Near the bed lay the garments once worn by the lady-elf. Somehow, every drop of moisture had been sucked from her body, but no other sign of trauma is to be observed on the body.

In the alcove (***area 14.a***) are the orc shaman and six of his recent victims; orc females dressed in the soiled and blood-stained garb of the orcish clerical acolytes. These corpses are in fact zombies that have been recently animated by the shaman.

As the party enters, the shaman is concluding a prayer and chant, as the corpses rise as zombies. The shaman, whose name is Uglurache, will command the zombies to attack on sight of the party, which they obediently do.

Evil excretion (1): **AC** 8; **MV** 0 ft; **HD** 3+1; **HP** 18; **#AT** 1; **DAM** 1d4; **POS** —

Zombie (6): **AC** 8; **MV** 60 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** 1d8; **POS** nil

Orc shaman (1): **AC** 8; **MV** 60 ft; **HD** 5; **HP** 25; **#AT** 1; **DAM** by weapon type; **POS** *+2 mace*

Uglurache is a uniquely powerful cleric for an orc. He is a 5th level cleric, and is supremely devoted to his deity. He has 25 HP and wields a ***+2 mace*** in combat. He wears no armor other than his soiled and bloodied gowns, but he does wear a platinum ring (***regeneration***). He knows the spells; *curse* (*bless*), *protection from good* (*evil*), *cause* (*remove*) *fear*, *hold person*, *spiritual*



Notes:

hammer, and *animate dead*. He will seek to use all his offensive spells before engaging in combat. If the zombies are turned by the party, he will attempt to turn them back. If cornered, he will seek to battle through the party and make his escape through the tunnel located in the floor (see below).

> *See also the section entitled* **UGLARUCHE'S DEITY** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

A search of the room reveals the following additional items; a small wooden chest locked and trapped with a fire vent that will cause a blast of fire to erupt into the face of the person opening the chest, unless the trap is disabled. The fire blast will cause 3d6 hit points of damage unless a successful save vs. breath weapon is made, in which case, the damage is be halved. Within the chest is a small bag of 250 gp and a scroll.

> *See also the section entitled* **THE FIRST LETTER FROM LADY DANFORTH** *in the appendix* **CAMPAIGN NOTES** *for additional information. If playing outside the* **BONE-HILT SWORD CAMPAIGN**, *the scroll contains the magic-user spell* speak with dead.

In the center of the room is a heavy carpet. Moving the carpet reveals a wooden trap door. The door is not locked, nor is it trapped. The trap door drops 15-ft into a narrow passage. Close examination reveals small hand-holds in the sides of the tunnel leading down.

The tunnel leads to ***area 27***. This passage is seldom used, and is known only to the orc shaman. The tunnel is infested with all manner of vermin over the course of its 250-ft length. Use the table below to determine possible encounters between ***areas 14.a*** and ***27***. Each encounter can occur only once;

TABLE 5: MISCELLANEOUS ENCOUNTERS BELOW THE SHAMAN'S CHAMBER (*area 14*)

D10	ENCOUNTER	NOTES
1	4d4+10 giant rats	**Giant rat:** **AC** 7; **MV** 120 ft; **HD** ½; **HP** 3; **#AT** 1; **DAM** 1–3; **POS** —
2	3d6+10 giant soldier ants	**Giant ant (soldier):** **AC** 3; **MV** 180 ft; **HD** 3; **HP** 18; **#AT** 2; **DAM** 2d4/3d4, plus poison; **POS** —
3	3d4 giant fire beetles	**Giant beetle (fire):** **AC** 4; **MV** 120 ft; **HD** 1+2; **HP** 7; **#AT** 1; **DAM** 2d4; **POS** —
4	1d6 giant centipedes	**Giant centipede:** **AC** 5; **MV** 180 ft; **HD** 3; **HP** 18; **#AT** 1; **DAM** 1–3, plus poison; **POS** —
5	1 carcass creeper	**Carcass creeper:** **AC** 3/7; **MV** 120 ft; **HD** 3+1; **HP** 20; **#AT** 8; **DAM** paralysis; **POS** —
6	1d4 violet fungi	**Violet fungi:** **AC** 7; **MV** 10 ft; **HD** 3; **HP** 18; **#AT** 1d4; **DAM** rotting; **POS** —
7	1 gelatinous cube	**Gelatinous cube:** **AC** 8; **MV** 60 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 2d4, plus paralysis; **POS** —
8	1–3 grey ooze	**Grey ooze:** **AC** 8; **MV** 10 ft; **HD** 3+3; **HP** 20; **#AT** 1; **DAM** 2d8, plus dissolving; **POS** —
9	1 lurker above	**Lurker above:** **AC** 6; **MV** 10 ft (90 ft flying); **HD** 10; **HP** 60; **#AT** 1; **DAM** 1d6, plus constriction; **POS** —
10	1 patch brown mould	**Brown mould:** **AC** 10; **MV** 0 ft; **HD** —; **HP** —; **#AT** 0; **DAM** 1d8 to heat absorption; **POS** —

15. THE BOATMEN

The two shores on either side of the river here are boat landings. They each contain several small docks where small row boats are tied up. Currently, there is but one of the boat at ***area 15.b***, and two at ***area 15.a***. Several oars are located at both shores.

In the two hallways leading into both areas is a wheel mechanism. The wheel is attached to a chain, and is apparently used to wind up the chain much like a garden hose. At the moment, each the chains are all out, as little of them remain wrapped around the spool. Below the wheel is a ratchet that is used to lock the wheel in place. The chains are old, and show signs of corrosion due to the moisture from the waterfall not far upstream.

Both boat launches are guarded by carnivorous apes, one on each side of the river. They are attached to the chains which run through the walls to the wheel in passages beyond. If the chains remain unrolled, the apes will have the run of their area of shore line. If the chains are rolled in by the party, the apes will effectively be locked to small areas against the wall.

Whatever the positions of the apes, when the party enters the boat launch areas, the apes on both sides of the river will become enraged, and within 1 turn will break their bonds. If the apes were drawn in, the bonds would break at the point which the chains are connected to the apes. If the apes are not drawn in, the chains will break several feet away from the ape's arms. These chains have the opportunity to inflict an additional 1d4 hit points of damage against opponents as the chains fly wildly about. Whichever side the party emerges on, the ape on the opposite side will wade the river to get at them, and will have crossed within 4 rounds.

Notes:

Carnivorous apes (2): **AC** 6; **MV** 120 ft; **HD** 5; **HP** 20, 23; **#AT** 3; **DAM** 1-3/1-3/2d4; **POS** —

16. THE DEEP DWARF CONTINGENT

In this chamber are 5 deep dwarf thanes (see the appendix **NEW CREATURES**), each armed with a blackened steel axe, and armored in plate armor (AC 3) that seems carved from the hide of some bizarre creature. The dwarfs are bald and beardless, and each bears intricate tattoos all over the exposed portions of his body.

They will attack the party on site. If the bodies are searched, the party will find a small cache of coins, and three gems.

Deep dwarfs (5): **AC** 3; **MV** 60 ft; **HD** 2+1; **HP** 6, 7, 7, 9, 10, 16; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** hand axe (x5), 40 gp, 3 gems (10 gp hematite, 50 gp bloodstone, 300 gp pearl)

See also the section entitled **THE DEEP DWARVES** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

17. ALCHEMIST CHAMBER

This room contains several tables which are cluttered with vials, bottles, jars, jugs, mortar and pestles, and other manner of vessel. Each contains some kind of unidentifiable liquid, powder, etc. Some contain leaves, something that looks like sand, sulphur, and other thoroughly nasty smelling items.

Also in the room is the alchemist; a small elderly orc. The orc is not armed, but if threatened, will readily throw several containers at the party. These containers contain materials that will affect the party in several ways;

- **Brownish powder;** will get into the eyes and nose of the party (failing saving throw vs. poison). Those affected will be blinded for 2d4 rounds, and have difficulty breathing for the same period of time. Affect an area 5-ft in diameter.
- **Yellowish liquid;** acid bath. Affects a single character. If scoring a to hit roll vs. unarmored, the acid will quickly eat through armor (magical armor is allowed a saving throw, but if the saving throw is unsuccessful, the armor will loose its enchantment). In 3 rounds, if the acid is not washed off, it will have eaten through the armor/clothing of the individual, and will cause 1d4 damage/per round until it is washed off.
- **Blueish powder;** sleep inducing powder. If a saving throw is missed, the party member will quickly become drowsy, and fall asleep within 1d4 rounds. Affects an area 10-ft in diameter.
- **Clear liquid;** petroleum jelly. If the alchemist scores a hit vs. unarmored, he will immediately follow this up by tossing a small candle. If that in turn scores a hit vs. unarmored, the character hit the previous round will erupt into flame, suffering 2d4 damage per round until the flames are doused. Affects a single character.

Also in the room are 3 goblinesque orc fighters (see the appendix **NEW CREATURES**), who are the alchemist's guards and lab assistants. Each is armed with a scimitar.

If searched, the room reveals nothing but other various poisons, plants, and powders.

Goblinesque orc alchemist (1): **AC** 10; **MV** 6"; **HD** 1; **HP** 6; **#AT** 1; **DAM** 1d4 or by weapon type; **POS** see area description

Goblinesque orc guards (3): **AC** 6; **MV** 9"; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** scimitar

18. TORTURE CHAMBER

The intent of this room is quite obvious. Given the implements that adorn the walls, the rack, the iron maiden, the hot pokers, the scraps of dismembered bodies, it could only be the torture chamber of these foul orcs. Hard at work, seeing to a prisoner on the rack, is the torture master; huge ugly brute of an ogre. The beast is even now laughing as he works over a dwarf, stretching the male fighter. Even at this distance, the party can hear the dwarf's bones creak and crack with every turn of the screw. The ogre, immersed in his work, has his back to the party, and is not yet aware of their coming (see the appendix **NPCs**, Birvan Earthcracker).

The dwarf's equipment was stripped from him and tossed into the river weeks ago. So he'll need to be equipped to be of use to the party.

Ogre (1): **AC** 5; **MV** 90 ft; **HD** 4+1; **HP** 26; **#AT** 1; **DAM** 1d10 or by weapon; **POS** —

19. BRIDGE GUARDS

At each side of the bridge (***areas a*** and ***b***), are 3 orc guards, each armed with scimitar and light crossbow. Combat here will attract the attention of the ogre at ***area 18***.

Notes:



area a **Orcs (3):** **AC** 6; **MV** 90 ft; **HD** 1; **HP** 8 (each); **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x3), 35 sp

area b **Orcs (3):** **AC** 6; **MV** 90 ft; **HD** 1; **HP** 7 (each); **#AT** 1; **DAM** 1d8 or by weapon; **POS** scimitar (x3), 25 sp

20. WATERFALL FROM THE KOBOLD CAVERNS

This is a broad, powerful waterfall whose source is the waterfall from the former kobold caverns above. If any PC managed to fall into the water and get swept over the falls, this is where they would have emerged. Once in the water, the guards at ***area 19*** will take shots at the PC with light crossbows. Eventually, the PC will end up coming ashore at ***area 15***. There will be a contingent of orc guards waiting for the unlucky PC, and they will be placed at once in captivity, and secured in ***area 26i***.

20a. Submerged treasure: If a PC manages to find their way into this small alcove, they will be immediately attacked by a skeleton that lies in wait beneath the surface of the water. The skeleton attacks with an ancient long sword.

The water here is 5-ft deep. In the center of the alcove, resting on the floor of the alcove and protected by the skeleton guardian is a fantastic weapon; a gleaming battle axe. The weapon is a ***battle axe of gainful health*** (see the appendix ***New Magic*** for complete description). The axe contains 5 charges.

Skeleton (1): **AC** 7; **MV** 120 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d6; **POS** nil

21. BOAT LANDING FOR ORCISH GOODS

This large chamber is apparently where the orcs bring in their goods by boat. Herein, the party finds many barrels and crates of food stuffs and dry goods. Also in the chamber, are hundreds of weapons stacked along the walls; scimitars, long swords, crossbows, and spears as though they are preparing for a major battle.

The lid of one of the barrels has been rigged with a trap that will spring rocks from inside the barrel causing 2d4 hit points of damage if the trap is not disabled. The trap though is not well set. There is a chance (01–30%) that the trap will not spring even if it is not detected or disabled. There is a similar chance (31–50%) that the trap if sprung will cause only ½ damage rolled. Within the barrel is a cache of unminted golden nuggets. The river continuing west leads to the orcs' great chamber, ***area 22***. It would be possible for a PC without armor to swim through the water-filled passage to ***area 22d***.

Treasure: 200 lbs of unminted gold nuggets (worth 2,000 gp)

See also the section entitled **CARAVAN LOOT** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

22. GREAT CHAMBER

This large open area is clearly the "common room" wherein the female orcs raise the young. The entire chamber is covered floor-to-floor in filth, and not a few sick and dying orcs of all ages. Everywhere can be seen male orcs taking all sorts of liberties with female orcs, and committing all manner of atrocities to the young, too weak to protect themselves. Herein are fully 30 or more male orc fighters, 50 female orcs, and several dozen young orcs. Each of the 30 male orcs is armed with scimitars, and armored with chain mail armor (AC 5). Ten of the orc males also wield light crossbows. If attacked the males will counter-attack, and the females will rush the young to the exit at ***area a***.

The tunnel behind this area leads to the surface along 5 miles of twisting turning passages. Area b is the orcs' watering hole. But just as they are likely to use it for drinking, so are they likely to use for urination and defecation. The small pool is fetid, and foul-smelling. ***Area c*** is a muddy straw-covered floor, where, presumably, the orcs sleep. Though this too is covered in fecal matter, and rotting foodstuffs. In fact, if the party attempts to search the area, they are 20% likely to contract a disease. ***Area d*** is where a fresh water stream flows into the cavern. It would be possible for a PC without armor to swim through the water-filled passage to ***area 21***.

Zombie (6): **AC** 8; **MV** 60 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** 1d8; **POS** nil

Orc shaman (1): **AC** 8; **MV** 60 ft; **HD** 5; **HP** 25; **#AT** 1; **DAM** by weapon type; **POS** *+2 mace*

23. PRIVATE CHAMBERS OF IGNORICK, CHIEFTAIN OF THE SHATTERED SKULL

The twisting passage leading into this dank dim chamber is narrow — so narrow that the party will be forced to walk through single file. Human-sized characters will find themselves brushing both sides of the passage with their shoulders. The noise they make will make it difficult or impossible to catch anyone within the chamber by surprise.

Within the main chamber, the party finds 6 orc captains, who are Ignorick's personal guard (not to be confused with his body guard), which is found in the Main Audience Chamber (***area 25***). These orcs are very large and strong. Each is armed with a bastard sword of fine craftsmanship, and armored in black chain mail. If alerted to the party's presence, the orcs will be standing at attention in a line. If the first PC through is a human or half-orc, one orc will confront them, demanding to know why they are not in the main passages with the rest of their party (thinking this human is associated with those humans in ***area 25***). If at any time a PC of any other race comes into view, the guards will attack immediately, engaging elves before any other. The guards are so large that they should be considered of 18.50 strength.

This large chamber is decorated and plush even by most human standards; cushions of rich velvet, heavy tapestries, dark wood tables and chairs, golden platters upon which apparently the chief takes his meals, a writing table, several golden braziers, and 5 small wooden chests fill the chamber. The chests, which are all locked, contain a variety of coins.

The writing table has scattered about it and the floor around it, many parchments, all written in common speech. Most have to do with the details of small doings and commerce which does not seem to be of importance to the party. If an exhaustive search is conducted, the party finds a pair of scrolls.

See also the section entitled **THE SECOND AND THIRD LETTERS FROM LADY DANFORTH** *in the appendix* **CAMPAIGN NOTES** *for additional information. If playing outside the* **BONE-HILT SWORD CAMPAIGN**, *the first scroll contains the magic-user spell* human control, *the second scroll contains the magic-user spell* fireball.

23a. Bedchamber of Ignorick: This back room is layered in lush thick paddings, and is obviously a bedchamber. Within the chamber, held in chains secured to the floor, are 7 human females. The females are of foreign complexion; obviously not women from these cold northern lands. Their skin is deeply tanned, and one of the women is a tall, thin Nubian. The women all show signs of having suffered many beatings, rapes, and other violent tortures. Several even show clear signs of having been viciously bitten by cruel humanoid teeth. One shows signs of pregnancy. Scattered among the pillows on the floor can be seen the bones of several more human females, and more than a couple human(?) infants or fetuses.

The women are near catatonic, and none have the ability to speak coherently. Upon examination, it is seen that each has had some kind of operation to their throat; their voice box has been cut, rendering them mute. The women, with what little strength they have remaining, cringe and cower at the approach of anyone. If released, they merely lay face down and render themselves prone to their perceived "captor." The women will not attempt escape, and will slow the party's progress by 50% if

Notes:

they insist on bringing the women along. Each woman has 1 HP, and is incapable of any type of communication or self-defense.

The chamber also contains a pair of locked and trapped chests. In total, the chests contain 850 sp, 1,250 gp, 250 pp. Each chest is trapped on the inside with a false bottom that contains plank of wood embedded with rusty spikes. The wood plank will spring up out of the false bottom when any weight is removed from inside the chest. PC's who fail save vs. dexterity will suffer 3d4 hit points of damage from the spikes if the trap is not successfully removed.

If the party manages to return the women safely to civilization where their injuries may be healed, the GM may opt to grant PC's 1,000 experience points for each woman thus returned.

24. ANCIENT CRYPT?

The passage leading into this chamber has obviously seen little, if any, living travelers in many years (centuries?). The walls are covered in thick layers of ancient cobwebs and dust. The skeletons of many small cave-dwelling creatures (rats, bats, etc.) litter the floor and the walls. The further toward the cavern the party travels, the colder the ambient air around the party becomes. At the end of the passage, they can clearly see their breath puffing out before them.

Entering the chamber at the end of the passage, the party views before them something out of a horror movie. The chamber is filled top to bottom, side to side, front to back with heavy dense ancient cobwebs. Around the sides, they see that the cavern walls once contained relief scenes, almost as Egyptian hieroglyphics. None of the party has ever encountered drawings of this nature before. Clearly, these are not of orcish origin. Scattered about the floor are the shards of many broken pots and other vessels and containers. Given the proliferation of animal skeletons in the passage leading into the chamber, the party may find it odd that there is not one single bone within the chamber itself.

In the center of the room lay a great stone sarcophagus. Fully 10-ft long × 5-ft wide × 4-ft tall, the stone is of a type found only on the Isle dar de Xerksis; a kind of marble which is deep crimson and veined in black. There are no carvings upon the casket anywhere. The lid is secured to the casket by six enormous and ancient pad locks (2 on each side, and one at the head and foot).

Each lock has been trapped. The first is a poison dart. The poison though is weak due to age, and will cause only 2d4 hit points of damage if not removed (saving throw vs. poison at +4 applies). The second is a flametongue, which fires a small flame at the PC for 1d4 hit points of damage. The third is a pick trap; that is, if an attempt to remove the trap is not successful, the thief's tools will become stuck within the lock. Any attempt at removing the tools will only break them, rendering the thief's tools henceforth useless. The fourth trap is an explosion of a small chemical cloud which will inflict 1d4+1 hit points of damage to anyone within a 5-ft radius (saving throw vs. poison applies). The fifth trap is a sharp noise that will cause 1 hit point of damage to all within the chamber, and will stun all for 1d4 rounds (saving throw vs. spell applies). The sixth and final trap releases a giant centipede from under the casket.

Giant centipede: **AC** 5; **MV** 180 ft; **HD** 3; **HP** 18; **#AT** 1; **DAM** 1–3, plus poison; **POS** —

In order to unlock the lid, four of the six locks must be successfully picked (if one lock remains on each side, or, the locks at the head and foot of the lid are not picked, the lid cannot be removed, otherwise, it can be forced). After the locks have been picked, it will require a combined strength attribute of 48 to remove the lid. No more than 8 PC's may be combined to remove the lid.

Within the casket, the party sees only blackness for a few moments. Two rounds after opening the casket, the blackness becomes a swirling cloud of colors. Any PC who fails a saving throw vs. spell will be affected as with the first level illusionist spell *color spray* as cast by a 5th level illusionist. Those not so affected see the clouds clear.

See the section entitled **THE CASKET IN THE CRYPT** *in the appendix* **CAMPAIGN NOTES** *for additional information. If not playing within the Bone-Hilt Sword campaign, continue with the following paragraph.*

From within the casket rises an ancient skeleton; tall as an ogre with thick, stony bones. The creature holds an enormous two-headed battle axe that glows with a sickly green-gray light. The creature is a bone golem (see the appendix **NEW CREATURES**), and was placed here by Uglurache — the orc shaman — as guardian of the passage below this chamber. The golem's weapon is a ***+1 battle axe/+2 versus chaotic good***.

Notes:

Chaotic good creatures will be repulsed by the weapon, and the golem will attack this alignment in favor of all others.

If the party examines the casket closely, they will find a false bottom which hides a trap door leading into a narrow passage that contains a ladder of rotted wood. The false bottom is trapped. Opening the false bottom will release an acid cloud that will fill the entire chamber.

The ladder is also trapped. The trap involves tiny knife-like shards of metal that are sprung from the rungs. The shards are neither sharp nor powerful, and anyone springing the trap will suffer just 1d4 hit points of damage to the hands. Any type of footwear or glove at least as dense as leather will turn the small blades. Any PC's going shoeless will suffer similar damage to their feet.

Additionally, the ladder threatens collapse at a probability of 2%/10 lbs of weight on the ladder at any given time. Those on the ladder at the time of its collapse will fall 3d4 feet, suffering damage accordingly.

The ladder leads into a narrow, low-ceilinged, and rough hewn passage whose only exit is into ***area 28***. The passage contains thick cobwebs, and shows no sign of any creature having ventured within in any recent year.

Bone golem (1): **AC** 5; **MV** 60 ft; **HD** 9; **HP** 40; **#AT** 2; **DAM** 2d6/2d6 or by weapon; **POS** ***+1 battle axe/+2 versus chaotic good***

25. MAIN AUDIENCE CHAMBER

This huge chamber is lush and richly decorated, even by human standards (though perhaps not by elven standards). A thick carpet of intricate design runs the length of the hall, and is fully 20-ft wide. The walls are carved from the stone into the many images of orcish conquest. These conquests seemingly from many places covering the continent of Vermé. Some of the areas are not identifiable at all. One such section depicts a huge orc army standing before two towers. Atop one tower stands a figure looking much like an old wizard (though not the same as that carved into the doors leading into this chamber), the other tower is topped with a single great eye, with a pupil like a cat. Near this second tower appears a great volcano, erupting smoke and ash. At the far end of the room sits a great chair, carved directly from the stone of the floor. All about the room are tables and carts full of food, some half-eaten, some spoiled. Great vats of wine are scattered about the room. Along the walls are several troughs, apparently used for feces, urine, vomit, and other noxious bodily wastes.

The room is currently occupied by the following creatures;

- **Orc chieftain:** Ignorick (**HP** 16; **AC** 4), armed with a ***+1 bastard sword***, and armored in ***+2 black chain mail***.
- **Chieftain's bodyguards:** 9 orcs (**HP** 13; **AC** 5), armed with ***+1 long sword***, and armored in ***+1 red chain mail***.

See the section entitled **IMPERIUM BLADES** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

- **Orc shaman:** Uglurache (**HP** 25; **AC** 8), Uglurache is a uniquely powerful cleric for an orc. He is a 5th level cleric, and wields a ***+2 mace*** in combat. He wears no armor other than his soiled and bloodied gowns, but he does wear a platinum ring (***regeneration***). He knows the following spells; *curse* (*bless*), *protection from good* (*evil*), *cause* (*remove*) *fear*, *hold person*, *spiritual hammer*, and *animate dead*. If previously encountered in ***area 14***, Uglurache will not be present.
- **Orc sub-chieftain:** Vyshnyyg (**HP** 11; **AC** 4), armed with a long sword
- **Sub-chieftain's bodyguards:** 5 orcs (**HP** 11; **AC** 6), armed with long sword
- **4 Hobgoblins:** (**HP** 8) armed with bastard swords
- **5 Human fighters:** (3rd level; **HP** 20; **AC** 5; lawful evil) armed with long sword
- **1 Human cleric:** (4th level; **HP** 24; **AC** 6; lawful evil) armed with ***+1 mace***. Spells first level: *curse*, *cause light wounds*, *protection from good* | second level: *hold person*, *spiritual hammer*

See the section entitled **PROPHECY OF THE RANGER'S BRAND** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

If the party walks in on, or is discovered by, the occupants of this chamber, Ignorick will order an immediate attack. Prisoners will be taken, but he has no problem ordering them all to death if required. If captured, they will be taken immediately and locked up in the empty cells ***area 26***.

Notes:

Behind the large chair, the party finds four wooden chests. Each is locked and trapped. Within the chests, can be found many gems and a cache of copper coins.

Treasure: 24 gems; 100 gp alexandrite, 100 gp amethyst, 10 gp banded agate, 1,000 gp black opal, 5,000 gp black sapphire, 50 gp carnelian, 250 gp amber, 100 gp coral, 1,000 gp emerald, 10 gp eye agate, 10 gp eye agate, 10 gp hematite, 10 gp hematite, 5,000 gp jacinth, 5,000 gp jacinth, 100 gp jade, 50 gp jasper, 10 gp malachite, 50 gp moonstone, 10 gp obsidian, 1,000 gp oriental topaz, 250 gp pearl, 250 gp pearl, 50 gp smoky quartz, 500 gp topaz | Coin; 2,000 cp

26. PRISON COMPLEX

These caverns are a warren of twisting passages, punctuated with small dank cells which are closed with rusty, but solid, iron barred gates. The locks to each cell are easily picked (roll pick locks at +2), the gates of each cell will creak loudly when opened, unless adequate precautions are taken (such as dousing the hinges with oil, or casting a silence spell).

26a. Elven noble: The elf is manacled to the wall and is in bad shape; beaten and bloody, and wearing only torn rags, he is in obvious dire straits, and is not likely to be able to travel under his own power. The elf mutters and groans through his delirium and pain; see the appendix **NPCS**, Helmit'a, for details.

Freeing the elven noble and returning him safely to his tribe may yield the party treasure and additional experience, at the GM's discretion.

26b. Human female: This cell is occupied by a human female of attractive appearance. She is young, perhaps 24 years old, and is stripped save a dirty torn toga-like wrapping made of rough fabric. The fabric barely serves to cover the woman's shapely body; see the appendix **NPCS**, Bethany Goldenflower, for details.

26c. To come: To come...

26d. Elven male: This elf is part of the elf lord's personal guard. He is stripped of any covering. As the elf lord is, this male has been beaten severely, but he is in far better condition. If properly equipped, he is capable of assisting the party; see the appendix **NPCS**, Elbern'ai Greenleaf, for details.

26e. Cell of dwarven male: A miner from Arnegelius Peak. The dwarf is in fair condition, and will fight for the party if released; see the appendix **NPCS**, Perrin Meadbrewer, for details.

26f. jailors: Four orcs of large size are stationed here. They are the jailors. Each is armed with long sword and armored in the red chain mail of the orcish guards. Hanging on the wall the eastern wall upon a wooden peg is a large iron key which opens all of the cells.

Orc guards (4): **AC** 4; **MV** 90 ft; **HD** 1; **HP** 7 (each); **#AT** 1; **DAM** 1d8 or by weapon; **POS** +1 long sword (x4), +1 chain mail, 30 sp

26g. Empty cell: This cell has no occupant. If a search is conducted, the party will find scraps of a delicate cloth. This cloth can be matched to the cloth of the female elven corpse at ***area 14***.

26h. Gnome and halfling males: Despite their current circumstance, the two occupants in this cell are in relatively good spirits (as gnomes and halflings generally tend to be). Both are thieves, and will gladly serve with the party if asked. However, the gnome will depart once the party returns to Usherwood, but the halfling will stay with the group as long as they want him; see the appendix **NPCS**, Gotovets Matfii and Waldo Cornrows, for details.

26i. Empty: Note that any PC's taken captive at any point in the adventure will be locked up in this cell.

26j. Orc males: This cell is occupied by two orcs. The orcs will attack their jailors as readily as they will attack their rescuers. They will not agree to any proposition beyond that they will fight any creature that stands between themselves and the surface; be it human, elf, dwarf, orc, or whatever.

27. SECRET CHAMBER

This chamber is a guardian set by Uglurache, the shaman, to protect the holy place beyond (***area 29***). Within the cavern is a flesh golem hidden among the stalactites and boulders. The terrain gives the golem 1–3 on a d6 probability of surprising the party, and thereby gaining the first attack.

Flesh golem (1): **AC** 9; **MV** 80 ft; **HD** 9; **HP** 40; **#AT** 2; **DAM** 2d8/2d8; **POS** —

28. THE GRAND CAVERN

This large unlighted cavern is filled with 103 life-sized orcish statues. The figures are of orc soldiers, many carrying spears, but most poised with long sword and crossbow. The figures themselves have the look of rotting corpses. Close examination

Notes:

reveals that the statues are in fact what they appear; the rotting corpses of long dead orcish soldiers. Some are nearly skeletal. Some appear recently dead. But most are in a decaying state somewhere in between.

The statues remain motionless until one of the figures may come to be touched by someone of the party. 1d4 rounds after such a touch occurs, the figure will animate and attack the PC with whatever weapon it may be holding. Once this creature is destroyed, 3d6 additional figures will animate and attack the party. When these are destroyed, 3d6 more will animate and attack, and so on until either all the figures or all members of the party have been destroyed.

For combat purposes, the figures are to be regarded as skeletons. However, these are not undead creatures, but rather are animated corpses, and so cannot be turned by a cleric. However, a dispel magic spell cast upon any of the creatures will destroy it utterly.

Orc corpses/as skeleton (103): **AC** 7; **MV** 120 ft; **HD** 1; **HP** 8 (each); **#AT** 1; **DAM** 1d6 or by weapon; **POS** spear (33), long sword and light crossbow (70)

29. MAUSOLEUM OF THE ORCISH CHIEFS

The Shattered Skull is one of few tribes to revere its passed chieftains. And this chamber is evidence of that. The chamber walls are filled with dozens of carved niches. Above each niche is carved the name of the orcish chief entombed within. The remains of the chiefs are wrapped in rough cloth. No treasures are apparent within the chamber. However, if the party chooses to cut into the wrappings of the deceased chiefs, they will locate the treasures that follow;

Treasure: 10 gems; 100 gp jade, 50 gp jasper, 10 gp malachite, 50 gp moonstone, 10 gp obsidian, 1,000 gp oriental topaz, 250 gp pearl, 250 gp pearl, 50 gp smoky quartz, 500 gp topaz | Coin; 1,500 gp, 1,000 pp | Weapons and armor; ***two-handed sword of chaotic chances*** (see the appendix NEW MAGIC), ***+1 long sword***, ***+1 dagger/+2 versus humans***, ***+1 hammer***, ***leather armor of animal sympathy/mountain lions*** (see the appendix NEW MAGIC), ***+1 splint mail***, ***ring of spell storing*** (gold)

However, if the party begins the process of defiling the remains to acquire the treasures, 9 undead guardians materialize the protect the dead chiefs. The guardians are each armed with a ***+1 battle axe***, and a ***+1 long sword***. For combat purposes, the guardians are considered as (3 HD) monster zombies.

Monster zombie (9): **AC** 6; **MV** 90 ft; **HD** 3; **HP** 18 (each); **#AT** 1; **DAM** 2d6 or by weapon; **POS** ***+1 battle axe*** (each), ***+1 long sword*** (each)

Notes:



EVIDENCE OF IMPERIUM INVOLVEMENT (*area 7*, THE ORC CAVERNS)

If anyone bothers to check the seal on the bottles, they will see that they bear the tax stamp of the Imperium Vallis.

The unopened bottles are in a crate with the seal of the winery of the Mage Council of the Imperium Vallis.

THE RANGER'S BRAND (*area 4*, THE ORC CAVERNS)

The orc captain's sword, upon closer examination, is obviously not a blade of orc craftsmanship. The grip is an obvious recent addition; it is a crude wooden grip with a simple iron crossbar. But the blade itself does not have the look of ordinary metal. In highlights by the torches, it seems to glitter with a spectrum of hues from deep red to brilliant pink. If the party ever has the opportunity to question the orc on the blade, he will only say he acquired it from a tribe of hobgoblins located on the Galan Heights. The weapon is a ***+1 long sword/+2 versus chaotic evil creatures***.

Discovery of the weapon's properties and history should be an expensive process for the party. Once identified, the sword's history is as follows;

This blade is the very weapon held by Mandrake Usher some two centuries before, and is the very weapon he used to slay the red dragon that once threatened the village (refer to the appendix AN OVERVIEW OF USHERWOOD AND THE ENVIRONS OF THE USHER ARM PENINSULA of the adventure YRCHYN, THE TYRANT). The hilt is not the original. The original hilt lay within the tomb of Mandrake Usher, which is in the village of Usherwood.

Of the sword's other powers, it is only revealed that there are other enchantments upon the blade that cannot now be identified. However, if the blade is refitted with the original hilt from the tomb (the required reforging process is revealed in the fourth module of THE BONE-HILT SWORD CAMPAIGN, VALEN'CYA'S HORDE), and wielded by a ranger, the blade will communicate to the ranger telepathically that it contains the following additional powers;

- Immunity to *ESP*
- +2 save versus *sleep* and *charm*

The sword will gain additional powers once reforged, but these powers will not become known until that time.

DOORS OF THE AUDIENCE CHAMBER (*area 12*, THE ORC CAVERNS)

The exterior of the doors is carved in an intricate depiction of what looks to be a wizard, or robed human, with their arms raised to a clouded sky. Lightning arcs between their open hands. Above the figure, is a sword. The sword is vertical, point downward. It is a large weapon; obviously a two-handed sword. The hilt, though obscure, seems to have a human-like skull as a pommel. Behind the figure sprawls a huge city. Behind all is the faint image of the continent of Vermé. Each door is fully 6-ft wide and 15-ft high, made of bronze.

SPOILS OF WAR (*area 13*, THE ORC CAVERNS)

If the ***Belt of the Enion Guard*** (see YRCHYN, THE TYRANT, *area 8*) was not found in the previous module, you may include it here.

UGLARUCHE'S DEITY (*area 14.a*, THE ORC CAVERNS)

The orcish shaman Uglaruche pays homage to Archiopterus.

THE FIRST LETTER FROM LADY DANFORTH (*area 14.a*, THE ORC CAVERNS)

The scroll is written in common in a flowing and flowery script, and reads as follows;

> Master Uglurache,
> Regarding the search for the Bone-Hilt; his supreme lordship Xerksis, master of all he surveys, commends the Shattered Skull for their accomplishments so far. However, he is concerned about the hubris of your chieftain, Ignorick. The chief it would seem places his own conquest before that of the Imperium. And this troubles us greatly. Please accept this small payment as a facilitation to help the Council remove this problem from the completion of our task.
>
> We trust that you will place our concerns to rest.
>
> Know also, Valenica is even now moving to take action against the Usher-kin. The Kin must not be allowed to foil our mission, but neither may the undead drake come into possession of the ranger's weapon.
>
> Best Regards,
> Lady Danforth,
> Imperium Council, August 21, CY 2145

THE DEEP DWARVES (*areas 16*, THE ORC CAVERNS)

The dark dwarf-kin are here on a venture to enlist allies from their home. The dwarves were summoned here by the Mage-King Xerksis in order to enlist their aid in retrieving the Blayde of the Necromancer (the bone-hilt). The coins found on their bodies are of Imperium Vallis mint.

CARAVAN LOOT (*area 21*, THE ORC CAVERNS)

Some have the stamps and seals of city governments from the surrounding locales. Barrels from Ponni and Gorby, and crates from Protesk are most prominent. These were just taken from a caravan that was on ambushed on the roads not long ago.

THE SECOND AND THIRD LETTERS FROM LADY DANFORTH (*area 23*, THE ORC CAVERNS)

The party finds two notes in particular that they perceived to have something to do with their mission. The first message

seems to be a rather formal communiqué seeking the status of the search for the Bone-Hilt;

> Grashnazkor* Ignorick,
> My Lady wishes to express her concerns over the Shattered Skull's apparent lack of progress in the search for the Blayde of the Necromancer. Your tribe's inability to work with the hobgoblin tribe from Forza is proving to be a disturbing road-block to the completion of this small task we set to you. Please provide reassurances that your task will be back on track soon. We remind you of your blood-vow to Shadhrat One-Eye you made before the seat of Xerksis. The One-Eye will not be pleased with such a relaxed attitude toward your promises. And we need not mention the disappointment which will also be expressed by Archiopterus should this task fail.
>
> We look forward to your report indicating that the task is well in hand.
>
> Grale Veridian,
> Duke Consort to Lady Danforth
> Imperium Council, March 2, CY 2145

* term of respect among orcs. Reserved for those regarded to have near god-like powers.

The second message is an undisguised threat;

> Uzzbracq* Ignorick,
> I am sending a representative to speak with you. He will have your report on your search for the Blayde. If he is satisfied with your findings, you will remain on the Peninsula. If he is not satisfied, then he will study the cannibalistic rituals of your race personally at a dinner in your honor.
>
> Lady Danforth,
> Imperium Council, August 20, CY 2145

* term of disrespect among orcs. Reserved for those regarded to be servants.

THE CASKET IN THE CRYPT (*area 24*, THE ORC CAVERNS)

And then materializing out of the mist, the party sees a tall thin spire. From the party's view, they suddenly find themselves flying quickly through the upper-most window of the spire, into a circular chamber. Once there, hovering in the middle of the room, the party sees a great blade, long and darkly pitted, it has two flanges protruding out just below where the grip should be, but the grip is missing. As the party watches, the blade slides across the floor toward the statue of a robed figure, and passes through the wall to the statue's right. Then, with a great flash of light, the image is gone.

IMPERIUM BLADES (*area 25*, THE ORC CAVERNS)

The swords of the chieftain and his bodyguards contain markings that identify them as having origins in the Imperium Vallis.

PROPHECY OF THE RANGER'S BRAND (*area 25*, THE ORC CAVERNS)

The humans and hobgoblins are here jointly from Fortress Forza (see the third module, THE SHADOWED KEEP), and are discussing their involvement in the search for the *Blayde of the Necromancer*. The cleric has also mentioned another artifact, a second blade apparently which he refers to as the *Ranger's Brand*. And cautions the others not to forget the prophecy, that if the Usher-kin should with this blade challenge the wielder of the Bone-Hilt, then the outcome of the pending war on the continent could prove ruinous for the legions of Xerksis.

This starts a heated debate about the prowess of the armies of Xerksis, and how nothing upon this plane will withstand his rise to supreme power, with the aid of the Bone-Hilt.

DWARF, DEEP

Frequency:	Rare
No. Encountered:	2d4 (band); 20d8 (lair)
Size:	S (4 ft-tall)
Move:	60 ft.
Armor Class:	3 (or 7)
Hit Dice:	2+1
Attacks:	1
Damage:	1d6 or by weapon type
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	Standard
Lair Probability:	45%
Intelligence:	Average
Alignment:	True Neutral
Level/XP:	2 / 20+3 per hp



Deep dwarfs are sturdily built humanoids who live in clans somewhat smaller than their surface-dwelling cousins. They typically make their homes in large cavern complexes deep underground, which they only rarely leave to visit surface lands. Deep dwarfs are led by higher level leader types as follows:

- For every 20 dwarfs: 2nd to 6th level fighter (1d6, 1 = 2nd level, 2–6 = level)
- If over 50 dwarfs: 1 6th level fighter (chief) & 1 4th level fighter (lieutenant)
- If over 100 dwarfs: 1 fighter/cleric (of 3rd to 6th level as fighter and 4th to 7th level as cleric)
- If over 150 dwarfs: 1 8th level fighter, 1 7th level fighter, 1 6th level fighter/ 7th level cleric
- If encountered in their lair: 2d6 fighters (2nd to 5th level), 2d4 fighter/clerics (2nd to 4th level), females (30% total of males) and young (10% total of males)

Higher level fighters and fighter/clerics have a 5% chance (per level) of having magic armor or weapons.

Deep dwarfs are typically armored in chain mail and carry shields. They are also known for manufacturing a style of leather armor from the hides of xorns (one of the deep dwarfs' bitterest enemies), which has an armor class equal to that of standard plate mail. 10% of all deep dwarfs encountered will be equipped with such armor. Axes and hammers are their weapons of choice. Deep dwarfs receive a +1 on 'to hit' rolls vs brain destroyers, dark elves, and xorns due to their intense hatred of these races.[3] When in melee with giants, trolls, and ogres, these opponents must fight at -4 due to their size and the skill of dwarfs in fighting such opponents.

Deep dwarfs do not use missile weapons of any type, although they are adept at hurling small stones, which they can do at a range of 50-ft, and inflict 1d4 hit points of damage, at a rate 3/round.

Deep dwarfs are a hardy people, and save vs poison and magic as if they were 4 levels higher than their actual level. Deep dwarfs have infravision to 120-ft and are excellent miners. They speak goblin, gnome, and kobold in addition to their own tongue.

Description: Deep dwarfs have a dark grey to greyish tan colored skin. Unlike other types of dwarfs, deep dwarfs have no body hair whatsoever, and instead, wear intricate tattoos over their entire body. It is not uncommon for deep dwarves to go about completely unclothed (armor class 7). The clothing common to deep dwarfs is made from the hides and skins of subterranean-dwelling creatures. Cloth and fabric is never worn by a deep dwarf.

When encountering a group of clothed deep dwarves, it will be very nearly impossible to discern males apart from females.

Treasure: Individual 2d4×4 gp; lair 8d4×1,000 gp (35%), 1d20×100 pp (40%), 1d4×20 gems (50%), 1d20 jewellery (25%), any 4 magic items (15%).

EVIL EXCRETION

Frequency:	Rare
No. Encountered:	1 (see below)
Size:	S–L (see below)
Move:	See below
Armor Class:	8
Hit Dice:	See below
Attacks:	1
Damage:	See below
Special Attacks:	See below
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Semi-

[3] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information on the Brain Destroyer and Dark Elf creatures.

Alignment:	Neutral
Level/XP:	2 / 20+2 per hp
	3 / 30+2 per hp
	4 / 40+2 per hp
	5 / 50+2 per hp
	6 / 60+2 per hp
	7 / 70+2 per hp

An evil excretion is a magically created, animated mucous, which appears as a purple-gray slime. The excretion is sensitive to the relative 'goodness' inherent in some creatures and objects, and will drop on unsuspecting creatures from above. The excretion will always attack lawful good creatures first, followed by chaotic good, neutral good, lawful neutral, true neutral, chaotic neutral, neutral evil, lawful evil, and chaotic evil in that order of preference.

Evil excretions are guardians of a sort, created by evil clerics as a trap to protect specific areas or items. Typically, the excretion appears on the ceiling within a passage or room. Though they are also at times disguised or covered so that they may appear upon a floor, within a wall, in a chest, or similar places that require its protection. The creation of the excretion requires 500 gp and 1 week per hit die for the magics involved to animate and imbue the slime with its unusual life essence. The excretion lives for 1 week per hit die before the creature's magically imbued life essence dissipates, and the excretion breaks down into a relatively harmless acidic liquid.

The relative strength of the excretion created is dependent on the level of the cleric who created it. In any case, the cleric must be of at least the 4th level of experience.

Refer to the table below to determine an excretion's size and strength;

EXCRETION STRENGTH

CLERIC LEVEL	SIZE	MOVE	HIT DIE	DAMAGE
4	S (2 ft. dia.)	20 ft.	2+1	1–3
5	S (4 ft. dia.)	16 ft.	3+1	1d4
6	M (5 ft. dia.)	13 ft.	4+1	1d6
7	M (6 ft. dia.)	10 ft.	5+1	1d8
8	M (7 ft. dia.)	7 ft.	6+1	1d10
9	L (10 ft. dia.)	5 ft.	7+1	1d12

A successful hit indicates that the excretion has attached itself to the victim.

The attack of an evil excretion is based on its contact with the skin of its victim. The attack of the excretion is always made as if against an unarmored opponent (dexterity bonuses if any, will apply). Although, the excretion will always seek out the least protected part of a victim's body. Therefore, any exposed flesh will be its target. However, the enzymes of the creature can dissolve non-magical armors as indicated below (chain mail does not provide protection against the evil excretion);

Padded;	1 round
Leather/studded leather/ring mail;	2 rounds
Scale mail/plate mail;	4 rounds

Evil excretions cannot dissolve magical armors, but they will seek out chinks and seams to squeeze through.

Weapon-based attacks against the excretion do not harm the creature. Attacks with edged weapons simply divide the creature momentarily, and blunt weapons simply splash the creature in a 5-ft diameter (creatures within the area of effect have a chance of being struck by the splashed excretion as though being attacked themselves). Fire, cold, and electrical attacks do normal damage, and will keep the excretion at bay until it can find a means of attacking by avoiding attacks against it.

Divided excretions will always seek to rejoin themselves before making another attack. All non-magical weapons made of wood or metal coming into contact with an evil excretion will be destroyed and rendered useless within 3 rounds unless cleaned by fire, cold, or electrical shock.

Once the excretion comes into contact with the exposed flesh of the victim, it begins dissolving the victim at a rate indicated by the damage it inflicts. The excretion, once attached, can only be removed by burning, freezing, or electrocuting the slime. Half of all physical damage inflicted on the excretion, once it has attached itself, is transferred to the victim.

A *neutralize poison* spell will inflict 3d4 hit points of damage to the excretion. A *dispel magic* spell will destroy the creature.

Stone and all creatures from the elemental plane of earth are impervious to the effects of the evil excretion. They will also avoid extremes of temperature (fire and ice), although they can travel through water, appearing as an oil slick in such cases.

Treasure: None

GOLEM, BONE

Frequency:	Very rare
No. Encountered:	1
Size:	L (10 ft – 15 ft-tall)
Move:	60 ft
Armor Class:	5
Hit Dice:	40 HP (9 HD)
Attacks:	2
Damage:	2d6/2d6 or by weapon type
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	See below
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7 / 2,180

A bone golem is created by a cleric employing the following spells; *animate dead*, *geas*, *prayer*, *bless*, *shield*, *command*, and *fire*

resistance. Also, the material components required to construct the golem will cost at least 25,000 gp. The golem is constructed from the bones of any humanoid creature standing 10- to 15-ft tall. The cleric must have collected enough bones to create a complete skeleton in order to ensure success. Each missing bone will add a 10% (cumulative) likelihood of failure. The bones need not be from the same individual creature, but all the bones used must be from the same species of creature. Construction time takes 1 month.

As with other golems, the bone golem is created to protect a specific place or item. Once the golem has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the golem to be dispelled, destroying the creature.

Unlike normal skeletons of the undead variety, bone golems are not undead, and thus cannot be turned by clerics. Bone golems are also not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to normal and magic flames, and electrical-based attacks do only 50% damage. *Resurrection* spells will destroy the bone golem utterly; causing it to explode into a cloud of bony fragments (the resulting explosion will inflict 2d8 hit points of damage to any creatures within a 20-ft radius).

The attack of the bone golem is comprised of either a two-fisted pummeling, or by battle-axe or two-handed sword.

Bone golems can only be struck by weapons of +1 or greater enchantment. Edged weapons of any type do only half damage when striking the golem. Missile weapons (arrows, bolts, darts, sling stones and bullets, and similar missiles) do not harm the bone golem.

ORC, GOBLINESQUE

Frequency:	Uncommon
No. Encountered:	2d6 (band); 20d10 (lair)
Size:	M (5 ft-tall)
Move:	90 ft.
Armor Class:	6
Hit Dice:	1
Attacks:	1
Damage:	1d6 or by weapon type
Special Attacks:	Spell use in some individuals
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Average (high)
Alignment:	True Neutral (evil tendencies)
Level/XP:	1 / 10+1 per hp

Goblinesque orcs are tribal creatures, and will bully or make war upon any neighboring tribe if possible. They will only unite with other tribes if their force is strong enough to be able to control the leaders of those tribes.

Goblinesque orcs do not suffer under direct sunlight, however, their infravisional capability is less than that of other orcs, ranging a mere 40-ft.



Goblinesque orc war-parties (2d4+10 orcs) will include the following individuals;

- One captain and his 2d4 personal guards; these orcs fight as 2 hit die creatures, have armor class 5, and inflict 1d8+1 damage, or damage by weapon type.
- Sometimes (30%) a war band will include a goblinesque magician; a 2 hit die creature, will have armor class 5, and do 1d6+1 damage, or damage by weapon type, and will be a 2nd level magic user.

Present in the tribe's lair will always be the goblinesque orc chief, shaman, and wizard;

- Chief and (1d4+2) body guards; these orcs fight as 3 hit die creatures, have armor class 4, and inflict 2d4+1 damage, or damage by weapon type.
- The shaman will fight as a 2 hit die monster, will have armor class 6, will inflict 1d6+1 hit points of damage, or damage by weapon type, and cast spells as a fifth level cleric.
- The wizard will fight as a 2 hit die monster, will have armor class 6, will inflict 1d6 hit points of damage, or by weapon type, and cast spells as a fourth level magic user.

Goblinesque orcs are less skilled miners and cavers than others of the orcish races. They have the ability to note new or unusual constructions underground only 25% of the time, and to spot sloping passages just 15% of the time.

Goblinesque orcs speak orc, goblin, hobgoblin, and the common speech of man. Goblinesque wizards are 25% likely to speak 1 or 2 additional languages as well.

Their lairs generally (75%) will be above-ground communities of rough huts and buildings, a system of caves (25%), or rarely (10%) combination of both.

Goblinesque orcs will maintain a stable of dwarves, gnomes, goblins, and kobolds as slaves.

Description: Goblinesque orcs are only slightly less filthy and disgusting than their standard orc cousins retaining the typical brown to brownish-green colored skin tone. Their hair is a bristling nest of black or dark brown. They wear a patch-work of rusty and misused armor. They are on average more intelligent and shorter than other orcish races. They have an average lifespan of 50 years.

Treasure: Individuals 2d6 gp; Lair 1d12×1,000 cp (50%), 1d6×1,000 sp (40%), 1d6×1,000 gp (30%), 1d6 gems (25%), 1d3 jewellery (20%), 2d4 potions (40%), 1d4 miscellaneous magic (15%)

ORC, ORGRE

Frequency:	Uncommon
No. Encountered:	5d10
Size:	M (7+ ft-tall)
Move:	60 ft.
Armor Class:	4
Hit Dice:	2
Attacks:	1
Damage:	1d10, or by weapon type
Special Attacks:	Berserk
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	35%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	2 / 30+1 per hp

The most primitive of the orcish races, orgre orcs are fiercely tribal creatures, resembling short ogres, and are quick to anger. They will only unite with other tribes on single missions where their take of treasure or slaves is ensured.

Orgre orcs suffer under direct sunlight, as do standard orcs, and fight at -1 when caught out in it. However, they have excellent vision in the dark, and can see well even in total darkness. They have infravision with a range of 90-ft.

Orgre orc war-parties (2d4+10 orcs) will include the following individuals;

- One captain and his 2d4 personal guards; these orcs fight as 3 hit die creatures, have armor class 3, and inflict 1d12+1 damage, or damage by weapon type.
- War parties will sometimes (30%) be led by 1–3 ogres.

Present in the tribe's lair will always be the orgre orc chief and his body guard;

- Chief and (1d4+1) body guards; these orcs fight as 4 hit die creatures, have armor class 2, and inflict 3d4 damage, or damage by weapon type.

Orgre orcs share the same enmity towards elves as do other orcs. However, orgre orcs also hate other orc races (including half-orcs) beyond all other creatures (elves included). This hatred results in a berserking attacking against other orcs, granting the orgre orc a +1 'to hit' and +1 damage. This attack extends to elves as well. This strength, however, can be used against the orgre orc, as it is 75% likely that the orgre orc will be unable to control this rage, charging into a situation that may be patently obvious to others to be a set-up against the orgre orc.

Orgre orcs are skilled miners and cavers, however, they are not artisans. So, although they have the ability to note new or unusual constructions underground 35% of the time, and to spot sloping passages 25% of the time, their constructions will be crude.



Orgre orcs speak their own primitive form of the orcish tongue, and are unable to learn additional languages. The chief however will be able to communicate with other orc races, and will sometimes (50%) be able to speak the common speech of man.

Lairs will always be below-ground complexes of a confused system of caverns and tunnels. Typically, an orgre complex will comprise a large central chamber surrounded by a dozen or so smaller chambers that house the chief, and his captains and bodyguards.

Orgre orcs will always have a stable of humans as slaves. Such slaves are always treated with the utmost cruelty, and receive daily rations of beatings and verbal abuse. Occasionally, even dwarves and half-elves may be found as slaves within the orgre tribe. Elves are always killed outright, and halflings and gnomes do not typically survive long within the orgre community due to their diminutive stature.

Description: Orgre orcs are huge muscle-bound brutes. Their skin is a mottled patchwork of dark brown on dark red. Most individuals are covered in battle scars, open sores, and cancerous growths. Orgre orcs will rarely be found wearing armor of any type, and frequently rage into battle naked. They have no body hair. They have an average lifespan of 35 years.

Treasure: Individuals 1d6 cp; Lair 1d6×1,000 cp (50%), 1d4×1,000 sp (40%), 1d4 gems (25%)

ROCK SPIDER, GIANT

Frequency:	Rare
No. Encountered:	1d4+2
Size:	Large (8-ft diameter)
Move:	60 ft; 20 ft leaping
Armor Class:	0
Hit Dice:	4
Attacks:	1
Damage:	2d4
Special Attacks:	Poison
Special Defenses:	Camouflage
Magic Resistance:	Standard
Lair Probability:	65%
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 75 + 3/hp

Giant rock spiders inhabit cave complexes where the arachnids carve out lairs in rocky crevasses using their powerful mandibles. The carapace of a rock spider appears so much like the rocky strata in which they choose to live, that they are 90% undetectable, even while moving at up to one-half of their normal rate. As mentioned previously, the rock spider does not spin a web, but rather constructs a nest within naturally occurring crevasses within the rocks. These spaces, the rock spider will dig larger to accommodate its brood of young. The rock spider lays up to 100 eggs each year. These eggs line the walls of the creature's lair.

The rock spider's preferred mode of attack is to remain motionless on a cave or passage wall, awaiting an unwary creature to pass by. At which time, the spider will leap upwards of 20-ft attempting to grapple its victim with its eight legs. If it's leaping attack is successful, it will automatically bite its victim for 1d6 hit points of damage every round thereafter until either it or its victim is slain. Victims must save vs. poison with each successful attack (at +2) or loose an additional 1d4 hit points of damage to the spider's poison.

The rock spider's ability to leap upon its prey can be negated by removing one or more of its legs.

Treasure: In lair; 2d6×1,000 cp (20%), 1d6×1,000 sp (25%), 1d4×1,000 ep (10%), 1d6 gems (25%), 1–3 jewelry (15%), 1–3 magic items (10%).

WOLF LIZARD, GIANT

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Medium (6-ft long)
Move:	180 ft
Armor Class:	6
Hit Dice:	3+1
Attacks:	1
Damage:	2d4
Special Attacks:	None
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	3 / 75 + 3/hp

Giant wolf lizards inhabit mountainous regions, where rocky formations provide natural cover for these reclusive creatures. These reptiles are the smallest of the 'giant' class of lizard, but are no less dangerous. These creatures scuttle very quickly over





rocky, broken ground. Groups of wolf lizards have been known to use herding strategies to trap unwary victims.

The attack of the giant wolf lizard is a severe bite using its powerful jaws. The lizard's mouth is lined with large, canine-like teeth, which inflict 2d4 hit points of damage. On a natural 'to hit' of 20, the creature will have locked its powerful jaws onto its victim, and will inflict double the damage rolled. With each successful 'to hit', the victim must make a save vs. poison, or loose 1d4 hit points of damage each turn thereafter due to disease. Application of a *cure disease* spell will remove the disease.

The giant wolf lizard gets it name from the 'howling' it makes when communicating between individuals; most typically occurring when the creatures are herding victims.

Giant wolf lizards can occasionally be found in the company other creatures such as kobolds, goblins, and orcs. In such cases, the lizards will be used as 'early warning alarms' in their caves.

Treasure: None.

Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where "**A**"=assassin, "**C**"=cleric, "**D**"=druid, "**F**"=fighter, "**I**"=illusionist, "**M**"=magic-user, "**P**"=paladin, "**R**"=ranger, "**T**"=thief, "**J**"=jack-of-all-trades, "**Jm**"=jongleur magsman, "**Lp**"=lorist priest, "**Lo**"=lorist ovate, "**Lv**"=lyrist veteran, "**Rb**"=racaraid bard, "**Sm**"=sonneteer magician, "**St**"=sonneteer trickster, and "**Vm**"=verméan monk.

Battle Axe of Gainful Health (F,R,J,Jm,Lv,Rb): This heavy war axe of gothic design has a haft 3-ft in length. The axe head is elaborately designed with images of war and battle. The opposite side of the axe head contains an iron spike. The weapon attacks with a +2 'to hit' advantage.

When attacking with the axe head, a successful hit inflicts normal damage to the victim. However, the wielder is benefited by receiving 50% of the victim's damage being added to his own hit points. The wielder cannot receive more than his normal amount of hit points.

When attacking with the iron spike, a successful hit inflicts 1d4 hit points of damage. For each victim slain with the iron spike, the wielder permanently receives an extra 1d6 hit points. Each time this occurs, the axe uses up one of its charges. The axe will never contain more than 10 charges, and is not rechargeable.

Experience / g.p. value: 1,500 / 3,000 gp

Leather Armor of Animal Sympathy (any): This suit of armor appears as the most supple animal hide. The leather is tooled over its entire surface with images of a particular type of animal. The type of animal depicted may be any normal, non-fantastical animal. Whatever the animal type depicted, the wearer may communicate with that animal as though speaking in the common tongue. Further, the wearer will be on friendly terms with all animals of the type depicted.

Because the leather is so soft and pliable, it is considered to be similar to any normal article of clothing, therefor, can be worn by a PC of any class. The armor offers protection at -4 to AC (AC 6).

Experience / g.p. value: 750 / 2,500 gp

Sword of Chaotic Chances (A,F,R,T,J,Jm,Lv,Rb): Swords of Chaotic Chances are mystical artifacts created to play cruel tricks on powerful mortals. Each sword appear as ancient weapons, clearly of powerful origins. The blades are of blackened steel, and covered in runes of protection. The blades are always razor-sharp, and never require sharpening. The cross-guards are of elaborate design (sometimes having as many as four or even six artistically constructed crossing bars), and are constructed of the same blackened steel as the blade. The pommels can be of any shape, but will always contain a gem worth at least 500 gp (diamonds, rubies, and emeralds are most common). The grip of a Chaotic Chances sword is always made of black, wire-wrapped leather.

The swords perform as +2 'to hit' and damage. However, unknown to the wielder, each time he successfully strikes a victim with a result more than 2 points higher than the required 'to hit' roll (or, by a natural 20), the victim will then make a percentile roll. If the victim rolls 01–50, then the victim's next successful attack inflicts the same amount of damage against its target. If the victim rolls 51–85, the victim will suffer double the damage rolled by the wielder. If the victim rolls 86–00, then the victim's next successful attack inflicts double the amount of damage against its target.

Chaotic Chances swords may be any bladed weapon greater than 36 inches in length.

Due to the blade's chaotic nature, paladins may not wield the weapon.

Experience / g.p. value: 1,250 / 3,000 gp

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OPTIONAL RULES

Save vs. Attribute complete process description; ***page viii***.

Limb Breakage complete process description; ***page 8***.

CREATURES

Bone golem complete creature description; ***page 27***.

Deep dwarf complete creature description; ***page 26***.

Evil excretion complete creature description; ***page 26***.

Rock spider, giant complete creature description; ***page 30***.

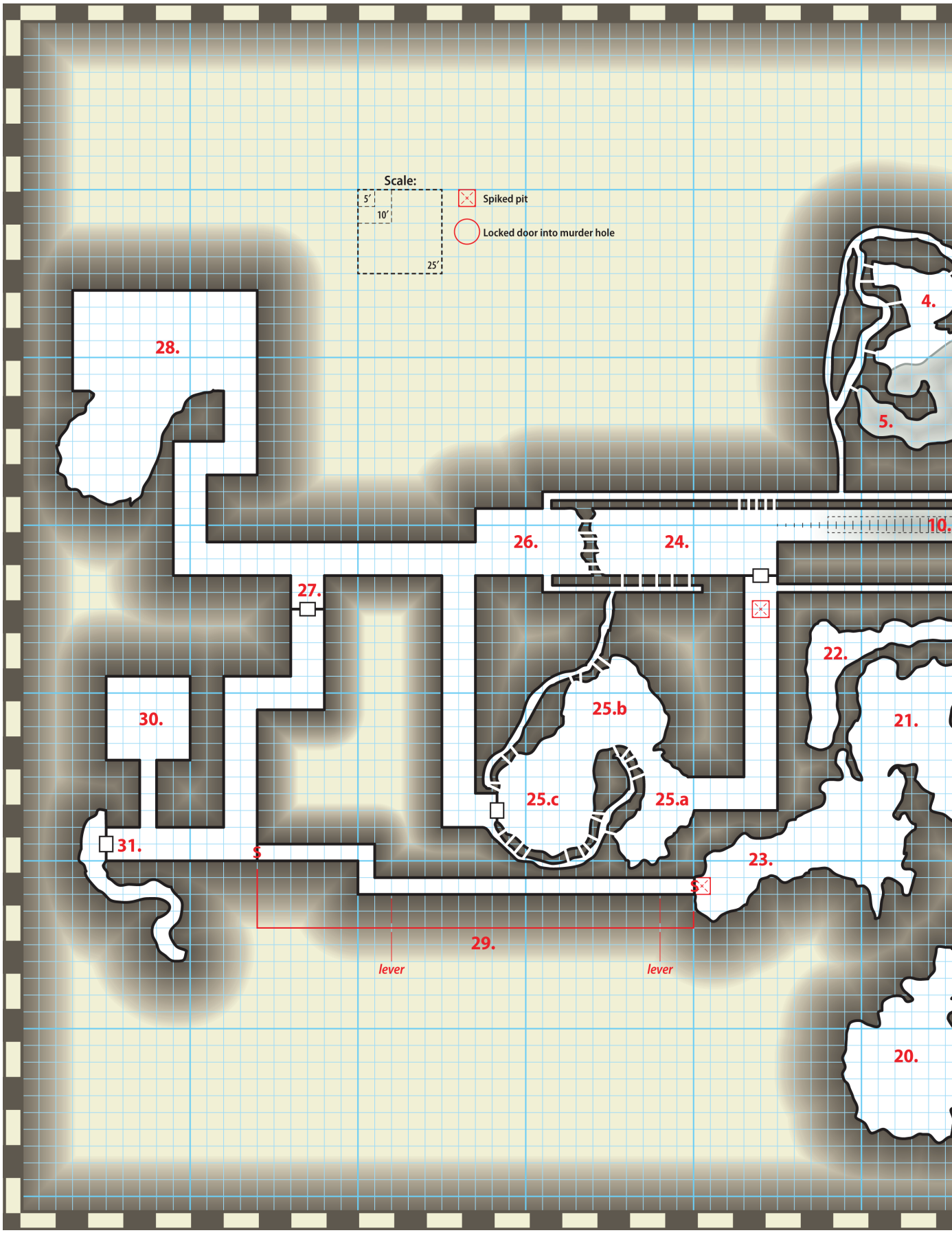
Wolf lizard, giant complete creature description; ***page 30***.

MAGIC

Battle Axe of Gainful Health complete item description; ***page 32***.

Leather Armor of Animal Sympathy complete item description; ***page 32***.

Sword of Chaotic Chances complete item description; ***page 32***.


Scale:
5′
10′
25′
Spiked pit
Locked door into murder hole
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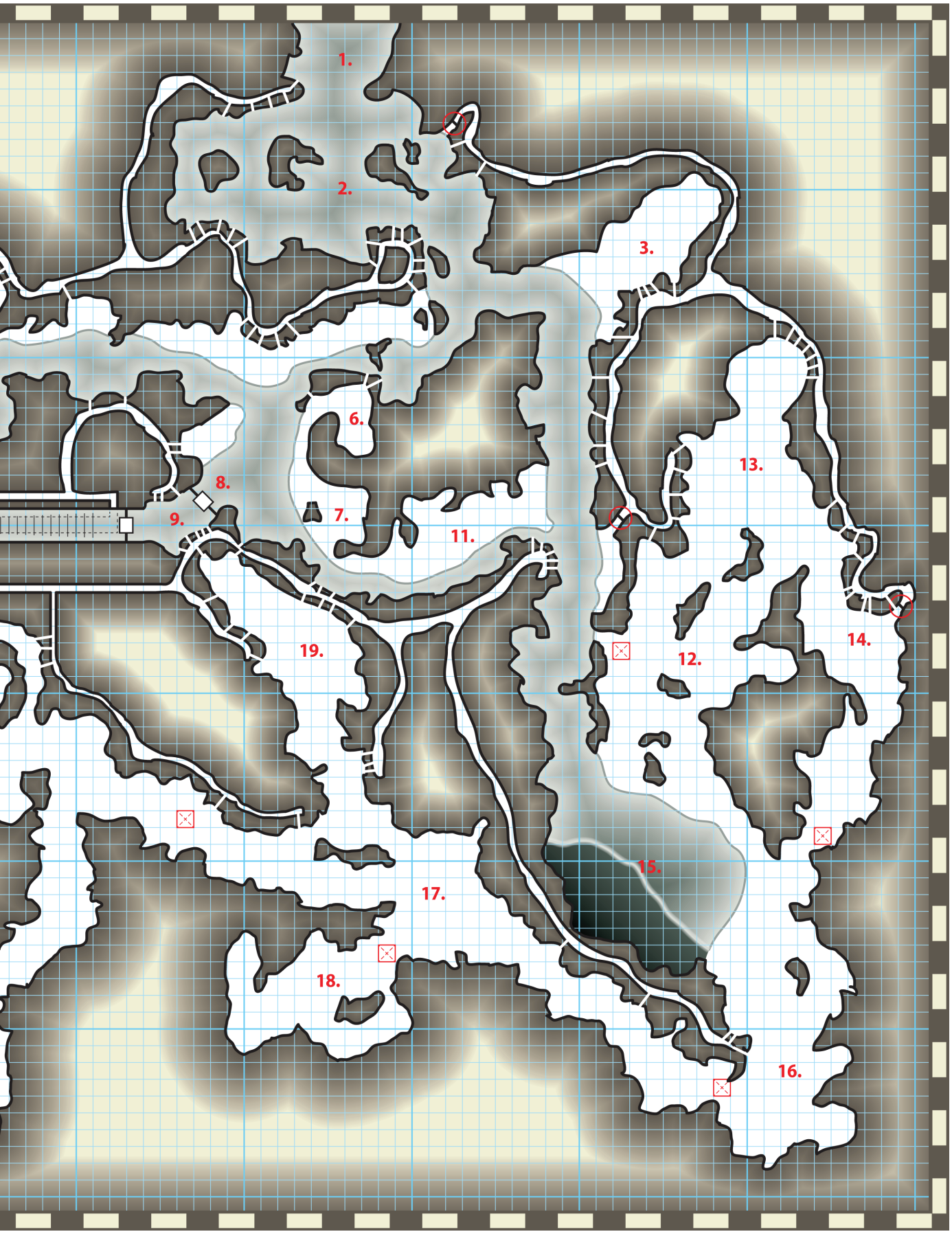
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19.a
17.
26.
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c
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f
g
h
i
j
26.
12.
25
14.a
to area 27
16.
14.
11.
23
7.b
13.
6.
10.
7.
7.a
8.
up to First Level
(kobold lair)
15.a
5.
15.
15.b
2.
1.
1.
3.
9.
21.a
4.
21.
approximately
5 miles to surface


ale:
25'
Trapped pit
Locked cell door
Stairs leading down
Stairs (trapped) leading down
23.a
24.
29.
to area 14.a
27.
28.
28.b
22.
22.b
22.a
22.d
22.c
approximately
3 miles to surface

USHERWOOD

Usherwood is a village which hosts 1,000 full-time residents (who are all of human racial stock). Although, the population exists outside the village's immediate boundary is not known. The village is constructed into a small valley that opens into a small horbor. The bay is frequented by fishing boats, but due to the bay's shallow depth, larger vessels must anchor a half mile off shore.

The climate of the region is typically cool and cloudy, and frequently light rain passes through the coastal areas several times per week. Severe windstorms pummel the village each fall and spring.

The map below includes general descriptions of specific ares of the village which may be required for the adventure. GM's are fully encouraged to populate the remaining areas of the map as may be necessary for their individual game.

Goldenrod Hill: gently rolling hills rise to 400 feet to the west and north of the village.

Eol's Rise: a steep and rocky defiles that rises quickly to heights of 200 to 300 feet to the south of the village.

Allegoric Creek: this small stream originates many miles to the north, near the elven kingdom of Thaelmarthir. Large schools of salmon use the stream to migrate inland to their spawning grounds. An agreement between Usherwood and Thaelmarthir provides that the salmon are not fished until they have reached



a broad expanse of river 50 miles north of Usherwood, so that both communities may share in the yearly catch.

Bay of Usher: this small harbor serves the fishing trade for the entire southern reaches of the peninsula. Larger vessels that have a deep draft must anchor a half mile off shore due to the extremely wide shelf that lies to the east of the village.

Constable Pond: the main gathering place of the village. When it is required that the constables must address all the residents of the village, the populace will gather around the pond's shores while the announcement is made from a grandstand located on the peninsular-like beach across from the Constabulary.

1. Constabulary; All members of the local force of constables reside, train, and hold court within this large structure. Prison cells are located in the building's basement.

2. Druid Temple; No druid's actually make their residence within the village, but the order does maintain this large, tree-born structure. The temple comprises man buildings built amid the tree-tops. The structures have been carefully tended over hundreds of years from the living boughs themselves. Only those of the druid caste may enter the buildings, except on special dispensation by the Peninsula's singular High Druid.

3. Druid Grove; a place of mysterious ritual upon the full moon. Only druids are ever permitted to enter within, and they never speak of the rites that take place. Other secret groves are located deep in the forests several miles distant from the village.

4. Usher's monument; statue of the ranger that founded this settlement, and the village's namesake; Mandrake Usher. The statue is facing south, holding a sword pointed forward in a defensive stance.

5. The Second Supper; a locally famous tavern, and favored watering hole for adventurers. The 'Supper' is run by a highly respected halfling, and known for its prize-winning mushroom stew.

6. McSweeney's Warehouse; the warehouse is actually a front for the village's only known thief's guild. Called the *Silent Obtrude*, it is run by an elven thief and his top lieutenant; a rather roguish human bard.

7. Usher Hall; mausoleum where the remains of famed ranger Mandrake Usher are interred.

8. Public market; open air market available to any one with something to sell. Almost anything can be found here.

9. Temple of Sol, goddess of good neutrality; the largest and most lavish temple in the village. Though far from being grand in any sense, it does enjoy the largest following in the area.

10. Temple of Caelis, goddess of lawful neutrality; second only in religious power on the Peninsula to the Temple of Sol. The followers of Sol view the followers of Caelis with some level of suspicion due to Caelis' legendary rivalry with Sol, over Sol's consort, Lilubré.

11. Temple of Orvvite, goddess of chaotic goodness; a richly accented façade and comfortably appointed interior set this temple to the goddess of chaotic good apart from the other temples in the village. Priestesses to Bolc will have a minimum charisma attribute of 15.

12. Temple of Bolc, god of chaotic neutrality; this is a crude log cabin where the temple's representative in the village resides. The actual temple is located deep in the forest several miles to the west. It is rumored that the Silent Obtrude actually provides much funding to the temple, but these accusations have not been proved.

13. Temple of Avitori, god of lawful goodness; the lawful good community in the region is small, but growing. The temple is managed by a 6th cleric who is assisted by a 4th level paladin.

14. Temple of Id, god of absolute neutrality; the structure is but a shell sitting over an excavated cave system dedicated to the god of neutrality. The labyrinthine tunnels beneath structure run many miles into the forest to the southwest. All of which terminate in a single huge cavern. Monthly services are held here in dedication to the neutral god. Rumor has it hat stone giants oversea the rituals carried forth herein.

15. North Road; 5 miles northwest to the human settlement of West Hills. Some 100 miles further north up the Peninsula are the halfling village of North Ridge, the dwarven kingdom of Arnegelius Peak, and elven domain of Thaelmarthir.

16. South Road; 30 miles to the gnomish village of Fioonghuala.

17. Sacred Circle; forum wherein concerns, petitions, and grievances are heard, voted on by the representatives, and judged by the Lord Constable.

18. Cemetery; though open to any Usherwood citizen, most of those interred here are exclusive to the merchant class and the constabulary.

19. The Great Hall; gathering place and meeting place of the rangers that use Usherwood as a staging area for the efforts to protect the north lands of the Verméan continent. Rangers visiting the village are encouraged to visit the Hall to relate events occurring outside the village's boundaries. Such visitors are encouraged to make donations to the Hall's coffers, but this is entirely voluntary. Any donations are used to provide free equipment—or repairs to equipment—to all rangers, free of any cost. Companions of rangers will receive free room and board only. Healing is also made available at no cost, as long as the ranger is in good standing with the Hall's management.

20. Gunderson's farming co-op; the rich farmlands located north of the village are tended by all the Usherwood populations, but has been long managed by the Gunderson family.

The Usher Arm Peninsula occupies an area on the southern shores of the Northern Territories, and hosts 5 racially diverse communities;

- **Arnegelius Peak;** a vast cavern complex delved by a clan of mountain dwarves, centrally located on the Peninsula within the range of rugged hills known as the Iron Mountains.
- **Fioonghuala;** a homey maze of tunnels created by a clan of gnomes, located on the southern-most tip of the Peninsula. The gnomes' tunnels extend several miles beyond the main living areas as they continue to mine the surrounding bedrock for semi-precious stones, and gems found within the sedimentary layers.
- **North Ridge;** this small community of halflings is set on the west coast of the Peninsula. The halflings enjoy brisk trade with the dwarves of Arnegelius Peak, the elves of Thaelmarthir, and the humans of West Hills.
- **Thaelmarthir;** this is a large village of elves, who make their homes in the boughs of the trees of the Thaelmarthir Forest. They are renown for their ability to work with wood crafts.
- **Usherwood and West Hills;** these twin communities are dominated by humans, though other races also all the region home. The former is a conservative village, known for protecting the woodlands of the southern Peninsula. The later is known for its many taverns and homey inns.




Sea of Ice Rock
Northern Sea
Northern Territories
McSweeney's Folly
Parad'yse Isle
Desolate Coast
Sea of Eysian
Sea dar de Imperium
Central Continent
Isle dar de Xerksis
Eastern Sea
Orcades Ocean
Hereward Sea
Steel Coast
Alcidice
Southern Continent
Coast of Storms
Southern Sea
Alvitamos
Ice Berg
Protesk
Ponni
Galan
Yonna
Gorby
Syneo
Arnegelius Peak
Thaelmarthir
Usherwood
Fionnghuala
North Ridge
West Hills
Luci Keep
Menlon
Cannabaudes
Floelaid
Bitstream
Bitter Root
Onastat
Grith
Simeraun
Gurid
Uroican
Entifidich
Omanthrid
Coomes
Morbre
Bruide
Tao
Uurad
Vipoig
Briamail
Urgnith
Duiberr
Avicati
Ceyx
Orcades
Cadmus
Olphineera
Urpant
Wredech
Wrguist
Letard Village
Bodibeve
Aceta
Berth
Topica
Merthyr
Yarnspin
Imperium Vallis
Spear
Argus
Acmon
Aristippe
Arsip Keep
Cordax
Arisbe
Loxyan Keep
Village of the Damned
Grandall Keep
Xisi
Conbelani
Mescagni
Clvcorigi
Ambicatos
Maglocvani
Vitali
Niy
Maccvtreni
Henry-by-the-Sea
Vecree
N
W
S
60 mile diameter
Verme'

After receiving the Great Druid's permission to view the tomb of the legendary ranger, the party is escorted by four rangers and two druids to a large stone mausoleum which is the tomb of Mandrake Usher. It is a simple granite structure with few decorations on the outside. The doors are iron-bound stone, and are locked by a complex mechanism requiring all four of the rangers to insert keys simultaneously, and then press on concealed stones, in specific sequences. Once the complicated series of movements is completed, a thudding from within the building can be heard, and the doors open out towards the party. Within the small chamber, several sconces immediately spring to life, illuminating the sarcophagus of the ranger lord, Mandrake Usher.

The coffin is large, 9-ft long, 4-ft high, and 5-ft wide, and is carved from a single piece of usherwood; the sacred tree which is the namesake of the village itself. It is also free of decoration save for the lid, which is carved into the visage of the ranger himself. He must have been a handsome man in life, for the women in the party are immediately drawn to the man's rugged comeliness. The figure is at rest; his eyes open, his body draped in studded leather armor, with the trappings of a wanderer or hunter. Upon his chest is clasped the carved image of a long sword; the ranger's weapon. However, in the place of a carved hilt lay an actual sword hilt. Ancient it must be, but in near new condition. Even the leather of the grip is hardly touched by age. Just below the hilt can be seen a small amount of the blade where it had been attached to the grip. The metal of the blade, it can be seen, must have had the very same coloration as can be viewed on the sword called the Ranger's Brand. Truly, this must the original grip of that weapon.

If asked, the knowledge required to reforge the blade to the grip is not known. Legend says that if not performed correctly, not only will the magics of the blade be lost, but a resulting calamity may sunder the lands about for many miles.

The Great Druid, and the rangers will not allow the removal of the hilt, unless they are satisfied that the time of the reforging has come at last. Though, they will allow the party member in possession of the blade to keep it until the time of its reforging has come.

> ***DM Note:*** *If the party decides to break into the tomb of Mandrake Usher, such might be possible. However, it would be very difficult (-4 to a thief's ability to pick a lock). And such an action would be considered an act of evil (to desecrate a holy place in such a way). Rangers and paladins in the group would be punished accordingly by their deity. And if their action should be discovered, they would be dealt with very harshly indeed.*

Name: **Ewan van Nuys**
Function: Lord Constable of Usherwood
Encounter: Setting Up the Adventure
Race / Sex: Human / Male
Class: Ranger
Alignment: Lawful Good
EXP / Level: 225,000 / 10
Hit Points: 63
Attributes: **STR** 16, **DEX** 16, **CON** 15, **INT** 14, **WIS** 14, **CHA** 17
Armor Class: 5
Weapons: Long sword, light crossbow
Armor: Ring mail

Notes: Lord Constable of the village of Usherwood. van Nuys is the party's primary contact at the beginning and end of their mission into the kobold lair.

Spells: Druid, first level *animal friendship*, *speak with animals* | magic-user, first level; *mending*

Name: **Biravn Earthcracker**
Function: Captive of the Shattered Skull
Encounter: 18
Race / Sex: Dwarf / Male
Class: Fighter
Alignment: Lawful Good
EXP / Level: 3,000 / 2
Hit Points: 2 (18 if fully healed)
Attributes: **STR** 15, **DEX** 13, **CON** 15, **INT** 10, **WIS** 9, **CHA** 8
Armor Class: 10
Weapons: None
Armor: None

Notes: Birvan has no equipment at the time of his rescue. He could make use of the equipment of the deep dwarves at ***area 16***.

Name: **Helmit'a**
Function: Captive of the Shattered Skull, elven noble
Encounter: 26.a
Race / Sex: Elf / Male
Class: Magic-user
Alignment: Chaotic Good
EXP / Level: 175,000 / 9
Hit Points: 5 (15 if fully healed)
Attributes: **STR** 12, **DEX** 15, **CON** 13, **INT** 18, **WIS** 16, **CHA** 16
Armor Class: 10
Weapons: None
Armor: None

Notes: All of Helmit'a's equipment, spell book, and spell components have been confiscated and destroyed. If rescued, the elf lord will be delirious, and beyond comprehending his situation for several days. A reward will be offered for this noble's safe return to his village (Thaelmarthir).

Spells: Magic-user, none; Helmit'a will need to replace his spell book, or borrow that of another spell caster in order to be capable of casting spells.

Name: **Bethany Goldenflower**
Function: Captive of the Shattered Skull
Encounter: 26.b
Race / Sex: Human / Female
Class: Magic-user
Alignment: Lawful Good
EXP / Level: 6,500 / 3
Hit Points: 3 (10 if fully healed)
Attributes: **STR** 8, **DEX** 10, **CON** 12, **INT** 15, **WIS** 12, **CHA** 15
Armor Class: 10
Weapons: None
Armor: None

Notes: Bethany has no equipment at the time of her rescue. She would serve with the party if they promise to return her to a civilized village at their earliest possible convenience. Once returned, she would continue to serve as a henchman to one of the PC's. However, she would require a monthly payment of 200 gp per month to do so (apply this with DM's discretion — she might forgo some amount of compensation for having been rescued).

Spells: Magic-user, none; Bethany will need to replace her spell book, or borrow that of another spell caster in order to be capable of casting spells.

Name: **Elbern'ai Greenleaf**
Function: Captive of the Shattered Skull, member of Helmit'a's personal guard
Encounter: 26.d
Race / Sex: Elf / Male
Class: Fighter / Magic-user
Alignment: Chaotic Good
EXP / Level: 225,000 / 10
Hit Points: 4 (12 if fully healed)
Attributes: **STR** 15, **DEX** 14, **CON** 13, **INT** 15, **WIS** 11, **CHA** 12
Armor Class: 10
Weapons: None
Armor: None

Notes: Elbern'ai is proficient with scimitar and short bow (though he could use long sword and long bow without penalty). Elbern'ai is fully committed in his duty to Helmit'a, and would gladly sacrifice his own life to protect the king. If the king should die, and Elbern'ai felt the party had done all it could to save the king, he would serve the party without pay until he felt his king's death had been avenged.

Spells: Magic-user, none; Elbern'ai will need to replace his spell book, or borrow that of another spell caster in order to be capable of casting spells.

Name: **Perrin Meadbrewer**
Function: Captive of the Shattered Skull
Encounter: 26.e
Race / Sex: Dwarf / Male
Class: Fighter
Alignment: Lawful Good
EXP / Level: 1,500 /1
Hit Points: 3 (12 if fully healed)
Attributes: **STR** 12, **DEX** 12, **CON** 16, **INT** 9, **WIS** 8, **CHA** 7
Armor Class: 10
Weapons: None
Armor: None

Notes: Perrin is proficient with hammer or axe. He will serve with the party until they are out of the orc caverns, but will depart for his homeland at first safe opportunity to do so. As his name would imply, he is descended from a long line of brewers, and specializes in the creation of mead in particular.

Name: **Gotovets Matfii**
Function: Captive of the Shattered Skull
Encounter: 26.h
Race / Sex: Gnome / Male
Class: Illusionist
Alignment: Lawful Good
EXP / Level: 1,000 / 1
Hit Points: 1 (4 if fully healed)
Attributes: **STR** 8, **DEX** 15, **CON** 14, **INT** 15, **WIS** 12, **CHA** 7
Armor Class: 9
Weapons: None
Armor: None

Notes: Gotovets is in good spirits, and loves a practical joke, even at inopportune times. If provided a spell book, he can cast 1 first level illusionist spell.

Spells: Illusionist, none; Gotovets will need to replace his spell book, or borrow that of another spell caster in order to be capable of casting spells.

Name: **Waldo Cornrows**
Function: Captive of the Shattered Skull
Encounter: 26.h
Race / Sex: Halfing / Male
Class: Thief
Alignment: Neutral Good
EXP / Level: 4,000 / 3
Hit Points: 5 (13 if fully healed)
Attributes: **STR** 8, **DEX** 16, **CON** 10, **INT** 9, **WIS** 10, **CHA** 9
Armor Class: 8
Weapons: None
Armor: None

Notes: Waldo is in good spirits, and loves a practical joke, though he is understandably famished. If provided with food, he will promice his loyalty to anyone.

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Karshem**
Race / Sex:	Sarngoch / Male
Class:	Cleric
EXP / Level:	1,550 / 2
Hit Points:	12
Attributes:	**STR** 10, **DEX** 12, **CON** 13, **INT** 11, **WIS** 16, **CHA** 11
Armor Class:	4
Armor:	Chain mail, small shield
Weapon:	Heavy mace
Wealth:	95 gp
Caste:	Magic-user (*magic missile*, *detect magic*)
Spells:	cleric | first level; *command*, *sanctuary*

Name:	**Dar'lean**
Race / Sex:	Half-elf (nubian) / Male
Class:	Druid
EXP / Level:	2,000 / 2
Hit Points:	7
Attributes:	**STR** 12, **DEX** 16, **CON** 9, **INT** 9, **WIS** 16, **CHA** 15
Armor Class:	8
Armor:	None
Weapon:	Club, sling (score stones)
Wealth:	80 gp
Spells:	driud | first level; *animal friendship*, *pass without trace*

Name:	**Richard**
Race / Sex:	Human / Male
Cleric:	Paladin
EXP / Level:	2,550 / 2
Hit Points:	15
Attributes:	**STR** 16, **DEX** 9, **CON** 9, **INT** 9, **WIS** 13, **CHA** 17
Armor Class:	3
Armor:	Plate mail
Weapon:	Bastard sword, heavy mace
Wealth:	65 gp

Name:	**Gordo**
Race / Sex:	Halfling / Male
Class:	Thief
EXP / Level:	1,250 / 2
Hit Points:	9
Attributes:	**STR** 9, **DEX** 17, **CON** 9, **INT** 10, **WIS** 12, **CHA** 10
Armor Class:	5
Armor:	Padded
Weapon:	Short sword, sling (score bullets)
Wealth:	65 gp



Karshem Richard Dar'lean Gordo

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Stu'yrt**
Race / Sex:	Dwarf / Male
Class:	Fighter
EXP / Level:	1,900 / 2
Hit Points:	16
Attributes:	**STR** 16, **DEX** 12, **CON** 12, **INT** 9, **WIS** 10, **CHA** 9
Armor Class:	5
Armor:	Mail hauberk
Weapon:	Hand-axe, light crossbow
Wealth:	90 gp

Name:	**Gondars**
Race / Sex:	Human / Male
Class:	Ranger
EXP / Level:	2,250 / 2
Hit Points:	20
Attributes:	**STR** 12, **DEX** 16, **CON** 14, **INT** 13, **WIS** 14, **CHA** 14
Armor Class:	6
Armor:	Leather
Weapon:	Long sword, dagger, long bow
Wealth:	85 gp

Name:	**Aaonæ**
Race / Sex:	Elf / Female
Class:	Magic-User
EXP / Level:	2,400 / 2
Hit Points:	7
Attributes:	**STR** 9, **DEX** 10, **CON** 9, **INT** 16, **WIS** 10, **CHA** 14
Armor Class:	10
Armor:	None
Weapon:	Quarter staff, dagger
Wealth:	70 gp
Spells:	magic-user | first level; *push*, *shocking grasp*

Name:	**Junée**
Race / Sex:	Human / Female
Class:	Lorist Priest
EXP / Level:	1,900 / 2
Hit Points:	11
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 13
Armor Class:	7
Armor:	Studded Leather
Weapon:	Quarter staff, flail
Instrument:	Harp
Wealth:	70 gp
Spells:	cleric | first level; *bless*, *cure light wounds*



Stu'yrt Gondars Aaonæ Junée

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Græydon**
Race / Sex:	Gnome / Male
Class:	Illusionist
EXP / Level:	2,500 / 2
Hit Points:	6
Attributes:	**STR** 8, **DEX** 16, **CON** 8, **INT** 15, **WIS** 10, **CHA** 9
Armor Class:	8
Armor:	None
Weapon:	Dagger, darts (10)
Wealth:	95 gp
Spells:	illusionist | first level; *change self*, *dancing lights*

Name:	**Snargu**
Race / Sex:	Half-Orc / Male
Class:	Assassin
EXP / Level:	1,600 / 2
Hit Points:	10
Attributes:	**STR** 14, **DEX** 16, **CON** 14, **INT** 11, **WIS** 8, **CHA** 8
Armor Class:	6
Armor:	Leather
Weapon:	Broad Sword, dagger
Wealth:	95 gp

Name:	**Joahan**
Race / Sex:	Half-Hordling (blue) / Male
Class:	Verméan Monk
EXP / Level:	2,250 / 2
Hit Points:	14
Attributes:	**STR** 15, **DEX** 15, **CON** 11, **INT** 9, **WIS** 15, **CHA** 9
Armor Class:	8
Armor:	None
Weapon:	Scimitar, dagger
Wealth:	60 gp

Name:	**Whilem**
Race / Sex:	Human / Male
Class:	Racaraide Bard
EXP / Level:	1,600 / 2
Hit Points:	10
Attributes:	**STR** 12, **DEX** 13, **CON** 12, **INT** 12, **WIS** 12, **CHA** 15
Armor Class:	7
Spells:	None
Armor:	Studded leather
Weapon:	Long sword, dagger, short bow
Instrument:	Lyre
Wealth:	95 gp



Græydon Snargu Joahan Whilem

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Greenleaf**
Race / Sex:	Human / Male
Class:	Lorist Ovate
EXP / Level:	1,900 / 2
Hit Points:	11
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 15
Armor Class:	8
Armor:	Leather
Weapon:	Club, sling (score bullets)
Instrument:	Mandolin
Wealth:	70 gp
Spells:	druid | first level; *detect pits and snares*, *speak with animals*

Name:	**Edelbrock**
Race / Sex:	Human / Male
Class:	Lyrist Veteran
EXP / Level:	1,900 / 2
Hit Points:	16
Attributes:	**STR** 16, **DEX** 10, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class:	6
Armor:	Scale mail
Weapon:	Mace, light crossbow
Instrument:	Cittern
Wealth:	95 gp

Name:	**Smithee**
Race / Sex:	Human / Female
Class:	Sonneteer Magician
EXP / Level:	1,900 / 2
Hit Points:	7
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 12, **CHA** 12
Armor Class:	8
Armor:	Leather
Weapon:	Scimitar, dagger
Instrument:	Harp
Wealth:	55 gp
Spells:	magic-user | first level; *jump*, *magic missile*

Name:	**Buckley**
Race / Sex:	Human / Female
Class:	Jongleur Magsman
EXP / Level:	1,900 / 2
Hit Points:	10
Attributes:	**STR** 9, **DEX** 16, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class:	6
Armor:	Leather
Weapon:	Long sword, dagger
Instrument:	Djembe
Wealth:	80 gp



Greenleaf Edelbrock Smithee Buckley

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Vinzini**
Race / Sex:	Human / Male
Class:	Sonneteer Trickster
EXP / Level:	1,900 / 2
Hit Points:	7
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 15, **CHA** 9
Armor Class:	8
Armor:	Padded
Weapon:	Scimitar, dagger
Instrument:	Lute
Wealth:	70 gp
Spells:	illusionist | first level; *dancing lights*, *hypnotism*

Name:	**Clint**
Race / Sex:	Human / Male
Class:	Jack-of-All-Trades
EXP / Level:	2,550 / 2
Hit Points:	13
Attributes:	**STR** 13, **DEX** 12, **CON** 14, **INT** 11, **WIS** 14, **CHA** 9
Armor Class:	8
Armor:	Leather
Weapon:	Bastard sword, dagger
Wealth:	100 gp
JoAT Abilities:	first level; *hide in shadows*, *tracking*



Vinzini Clint

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SUMMARY MATRIX

ID	CHARACTER	CLASS	RACE/SEX	LVL	EXP	ATTRIBUTES STR | DEX | CON | INT | WIS | CHA	HP	AC	
01									
02									
03									
04									
05									
06									
07									
08									
09									
10									
11									
12									
13									
14									
15									

WEAPONS MATRIX

	STR MODS		DEX MODS		RACE/CLASS MODS.			WEAPON MODS		DAMAGE		
ID	"TO HIT"	DAM.	ATTACK	A.C.	"TO HIT"	DAM	WEAPON IN HAND	"TO HIT"	DAM	S-M	L	
01												
02												
03												
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												
14												
15												

COMBAT MATRIX

	ENEMY					ENEMY					ENEMY			
ID	CREATURE	A.C.	VS. A.C.	DAM.	ID	CREATURE	A.C.	VS. A.C.	DAM.	ID	CREATURE	A.C.	VS. A.C.	DAM.
01					04					07				
02					05					08				
03					06					09				

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SUMMARY MATRIX

"TO HIT" A.C.																				PLAYER	PHONE/EMAIL
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

WEAPONS MATRIX

SECONDARY WEAPON	WEAPON MODS		DAMAGE		MISSILE WEAPON	WEAPON MODS		DAMAGE	
	"TO HIT"	DAM	S-M	L		"TO HIT"	DAM.	S-M	L

COMBAT MATRIX

ID	ENEMY				ID	ENEMY				COMBAT NOTES
	CREATURE	A.C.	VS. A.C.	DAM.		CREATURE	A.C.	VS. A.C.	DAM.	
10					13					
11					14					
12					15					

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SAVING THROW MATRIX

ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)	
01							06							11						
02							07							12						
03							08							13						
04							09							14						
05							10							15						

TURN UNDEAD MATRIX

ID	TYPE 1 (e.g., skeleton)	TYPE 2 (e.g., zombie)	TYPE 3 (e.g., ghoul)	TYPE 4 (e.g., shadow)	TYPE 5 (e.g., wight)	TYPE 6 (e.g., Ghast)	TYPE 7 (e.g., Wraith)	TYPE 8 (e.g., Mummy)	TYPE 9 (e.g., Spectre)	TYPE 10 (e.g., Vampire)	TYPE 11 (e.g., Ghost)	TYPE 12 (e.g., Lich)	TYPE 13 (e.g., fiend)

THIEVING MATRIX

ID	PICK POCKETS	OPEN LOCKS	FIND/REMOVE TRAPS	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES

SPELL MATRIX (memorized)

ID	SPELL	SPELL CAST	ID	SPELL	SPELL CAST

NAME:	EXP*:	AGE:	WEAPON IN HAND:
CLASS(es):	HP:	HEIGHT:	SECONDARY WEAPON:
ALIGNMENT:	AC:	WEIGHT:	MISSILE WEAPON:
RACE:	LVL*:	SEX:	OTHER:
*Multi-classes:			

ATTRIBUTES	MODIFIERS			
STR:	'To Hit':	Damage:	Minor Test:	Major Test:
DEX:	Surprise Bonus:	Missile Bonus:	AC Adjust:	
CON:	HP:	Minor Test:	Major Test:	
INT:	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
WIS:	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
CHA:	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

SAVING THROWS

AIMED MAGIC ITEM:	DEATH, PARALYSIS, POISON:	SPELLS:	NOTES:
BREATH WEAPON:	PETRIFACTION, POLYMORPH:		

'TO HIT' vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
UNADJUSTED d20 ROLL:																					

Notes:

ARMOR

ARMOR:	SHIELD:	OTHER:	AC:

Notes:

WEAPONS	DAMAGE vs S/M:	DAMAGE vs L:	RANGE:	ENCUMBRANCE:
WEAPON IN HAND:				
SECONDARY WEAPON:				
MISSILE WEAPON:				
OTHER:				

Notes:

WEALTH & TREASURE

CP:	SP:	OTHER (gems, jewelry, etc.):
EP:	GP:	
PP:		

Other magical or unique:

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EQUIPMENT

SPELLS

CAST	LEVEL	SPELL	CAST	LEVEL	SPELL

OTHER (hirelings, henchmen, etc)

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CAMPAIGN SETTING NOTES

DEITY:

REGION OF ORIGIN:

RACIAL NOTES:

CLASS ABILITIES NOTES

OTHER

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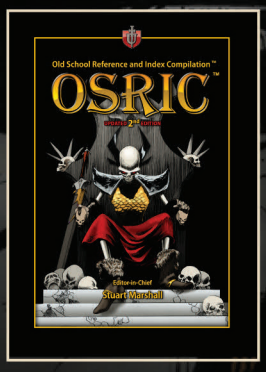



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James D. Kramer



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James D. Kramer

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Peter Szmer

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Design, layout, and cartography by

James D. Kramer

Edited by

Tim Dridelle & Jeff Wilken

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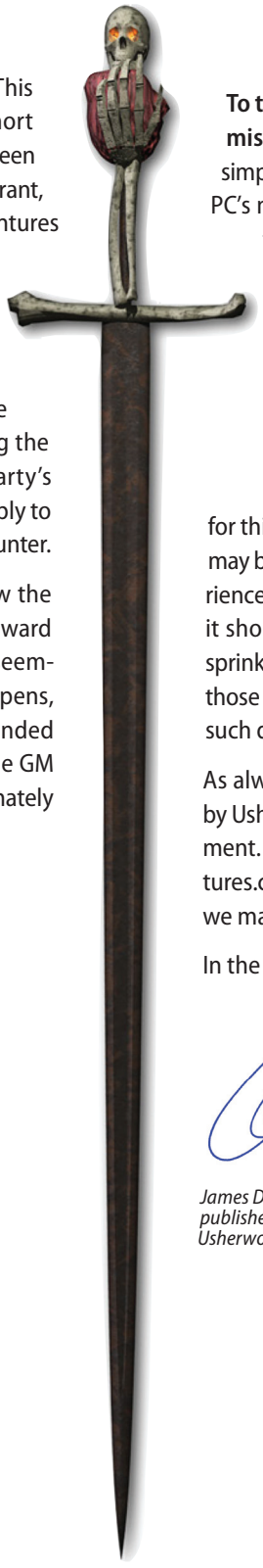
PUBLISHER'S NOTE



To those who would brave *The Shadowed Keep*; This third part of the Bone Hilt Sword campaign is a short campaign in and of itself, and acts as the bridge between the first two adventures in the series — Yrchyn, the tyrant, and The Shattered Skull, both being low-level adventures — and the final two adventures — Valen'cya's Horde, and In the Halls of the Mage-King, both being mid- to highlevel adventures.

The plot is the discovery and retrieval of the grip of the evil artifact that so far has been related to the party only in rumor. The clues the party finds along the way may seem to be only loosely related to the party's greater quest. But taken together, they lead inexorably to facing the dread Mage-King Xerksis in the final encounter.

As all GM's can attest, players do not always follow the script of the plot and will frequently see coming and ward off a GM's well planned attempts at ambushing a seemingly unstoppable party of adventurers. If this happens, and the group avoids some of the many clues intended to lead them to the next stage of the campaign, the GM may move such clues somewhere the party will ultimately locate them.

To the group playing this adventure as a stand-alone mission; The adventure that you embark upon now is simply and old-fashioned treasure haul. It is a test of your PC's mettle as you face-off against some very powerful foes, many of which should prove new to your collective experience, and still others proof of the 'strategic retreat' point of view (those who choose to run away, live to fight another day). The persistent group of treasure hunters will be well rewarded with coin and magic. They should not be disappointed.

In either case, while the recommended levels for this game are 3–5, there are several encounters which may be well beyond the capabilities of such median-experienced PC's. To this, we can only say, good luck! However, it should also be noted that several items of power are sprinkled throughout the game that will offer assistance in those encounters. We've also tried to offer a means around such deadly encounters that would prove...less final.

As always, GM and player input on the games produced by Usherwood Publishing is crucial to continued improvement. Feel free to email us at kramer@ usherwoodadventures.com with your honest thoughts and opinions so that we may strive for a higher bar in future releases.

In the meantime, as always, good gaming!



James D. Kramer
publisher, author, designer
Usherwood Publishing



PREFACE

All Usherwood adventures use the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented in the adventure;

AC: or *armor class;* the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: or *charisma;* the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution;* the measure of a character's general state of health and stamina.

d# / #d#: or *dice;* a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / Dmg: or *damage;* the measure of damage inflicted by a given type of attack.

DDG: or *Deities & Demigods;* refers to either the First Edition or Third Edition rules systems by the same names, a selection of divine beings and pantheons both fantastic and mythical.

DEX: or *dexterity;* the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: or *Dungeon Masters Guide;* refers to the First Edition rules system, provides detailed information to a GM regarding many aspects of conducting a successful game.

GM: or *game master;* also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. It is advised to the players to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience;* the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD: or *First Edition;* refers to First Edition fantasy-based roleplaying game system texts originally published by TSR, Inc., c.1978-82. Although it is the policy of Usherwood Publishing to publish specifically to the OSRIC SRD, occasionally these texts will be referenced. *See also Dungeon Masters Guide* (DMG), *Fiend Folio* (FF), *Monster Manual* (MM), *Monster Manual II* (MMII), and *Players Handbook* (PHB).

FF: or *Fiend Folio;* refers to the First Edition rules system, a collection of creatures most baleful.

HD: or *hit die;* the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points;* the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence;* the measure of a character's reasoning power (also, I.Q.).

MM / MM2: or *Monster Manual*, and *Monster Manual II;* refers to the First Edition rules system, a collection of creatures, baleful and benign, arranged in two volumes.

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OSRIC: or *Old-School Reference and Index Compilation;* a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, *OSRIC SRD*.

PC: or *player character;* the persona adopted by players within a game.

PHB: or *Players Handbook;* refers to the First Edition rules system, describing the process for players to develop personalities to use in the game.

STR: or *strength;* the measure of a character's muscle and physical brawn.

TH: or *"to hit";* die score require to strike an opponent in order to do damage.

WIS: or *wisdom;* the measure of a character's insight, willpower, commonsense, intuition.

READER AIDS

There a number of visual reader cues provided to convey specific types of information;

> GM narratives provide you with recommended text to read verbatim to the players to set-up specific situations.

Creature stats blocks: these will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

Kobold leader (1): **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon; **POS** short sword, 15 s.p.

Where: **AC** = Armor Class; **MV** = Movement Rate; **HD** = Hit Dice (or relative strength); **HP** = Hit Points; **#AT** = number of attacks; **DAM** or **DMG** = damage inflicted on a successful hit; **SA** = special attacks; **SD** = special defenses; **POS** = possessions (of the group of creature type encountered)

Miscellaneous information the GM may find useful is provided within note boxes.

SAVE VS. ATTRIBUTE

Certain circumstances may require a Save vs. Attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute, while a result of '3' will always indicate success.

CAMPAIGN NOTES

This game is designed for play as both a stand-alone module, or as part of the five-part campaign; The Bone Hilt Sword. In order to maintain its playability as a stand-alone adventure, many campaign-specific notations and descriptions have been moved into the appendix, **CAMPAIGN NOTES**. This material contains many clues for the party playing through the campaign, alternative or more in-depth descriptions of certain items, and additional information for some encounters.

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UNDERSTANDING THE MODULE

The GM should read through the module completely to understand the various encounters and module setups before beginning play. If you have any questions regarding the module — why certain encounters are written as they are, or, to point out where you feel improvements in the manuscript might be made — feel free to write the publisher at *kramer@usherwoodadventures.com*.

RESOURCES

The following publications and resources are either required else are recommended for use with this adventure;

OSRIC SRD (required): the OSRIC SRD is available as a free PDF download at *http://knights-n-knaves.com/osric*. The PDF can also be downloaded from the Usherwood Adventures website at *http://www.usherwoodadventures.com/downloads/osric.pdf*.

The OSRIC SRD is also available as a print-on-demand product through Lulu.com, or through Black Blade Publishing.

An A5 trim size of the SRD is also available exclusively from Usherwood Publishing as POD through Lulu.com at *http://www.lulu.com/product/paperback/osric-(a5)/16663197*.

Book of Beasts (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Mythmere Publishing)

Usherwood Adventures Expansion for OSRIC (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Usherwood Publishing)

Usherwood Adventures website; *www.usherwoodadventures.com*): the website expands on setting-specific information—deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

First Edition TSR publication (optional): if you do not have access to the OSRIC SRD, the adventure is completely compatible with the First Edition rules books.

THE SHADOWED KEEP

A tall tale invented by a traveling minstrel? Or the dark history of an even darker mountain keep? Stories of the remote fortress known as Forza run wild through the minds of veteran adventurers who have heard them.

And for the adventurers who have survived the caverns of the kobold king Yrchyn, and the orcish hive of the Shattered Skull, what can be made of this *Blayde of the Necromancer* so prominently mentioned in the orcish scrolls?

The game is afoot, and the opening moves of a larger strategy have been set into motion. A game in which the future of all Vermé lies in doubt...

INCORPORATING THIS MODULE INTO YOUR GAME

THE SHADOWED KEEP spans the Northern Territories on the continent of Vermé, if you are playing within the Usherwood Adventures campaign setting. It may be used as a standalone adventure but was intended as the third mission of a five-part campaign.

If playing in your own campaign setting, you may place the locales in a landscape located in northern latitudes where cold, snow, and ice are a daily way of life for the few hardy souls who dare to brave the elements.

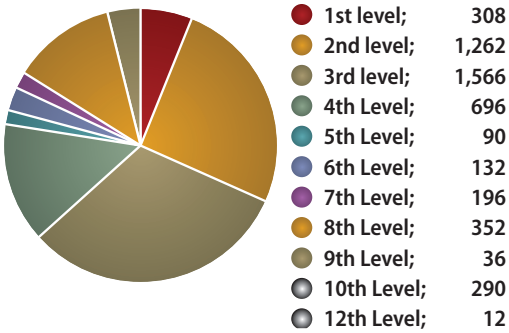
The adventure is made up of four short modules; **THE SNOWBOUND VILLAGE**, **THE FROZEN CEMETERY**, **THE LAIR OF THE WHITE DRAGON**, and **FORTRESS FORZA**. The modules may be run in any order the GM deems appropriate, but are designed to be played in the order presented. It is strongly recommended that **FORTRESS FORZA** always be played as the last encounter.

RE-LEVELING TO SUIT YOUR GAMING GROUP

This module is designed for characters of mid- to upper-levels, and is recommended for 3rd to 5th level characters, and may prove suitably challenging to 6th and 7th level characters in small groups. For large groups, or for groups with experienced players, the referee may consider doubling the number of creatures numbers for each encounter. The GM could as well add additional stronger monsters for more difficult challenges..

You can us the following chart to gauge PCs' relative strength against the creatures they will be encountering within the adventure.

LEVEL DISTRIBUTION OF MONSTER ENCOUNTERS



RACES AND CLASSES

Any of the standard character races available from the OSRIC SRD can be used. GM's may include their own races and classes as they deem appropriate. Races and classes unique to the Usherwood Adventures campaign setting may also be included, with no special restrictions. Refer to the appendix **PRE-GENERATED PCS** for a selection of ready-to-play character templates. The group will require at least one thief for the many locked and trapped doors that occur throughout the adventure.

SETTING UP THE ADVENTURE

The GM may devise his or her own hook to draw the players into the module, or use one of the optional methods to start the players on their road to the adventure; **CAMPAIGN START** (use only if playing the full Bone Hilt Sword campaign tract) or **QUICK START** (use if playing this module as a stand-alone adventure).

CAMPAIGN START

Review the appendix **WITHIN THE TOMB OF MANDRAKE USHER** from **THE SHATTERED SKULL**. The party should now

Notes:

be in possession of the ***Ranger's Brand*** as described therein. If the party did not locate the Ranger's Brand previously, place the weapon somewhere on their path in the first three modules in this adventure.

The party obtains the following additional information over the weeks and months following their return from the caves of the Shattered Skull orc tribe;

- Xerksis, erstwhile mage-king of the Imperium Vallis, and long thought gone from this world, is scouring the world for an artifact of his creation. Its specific purpose and properties are unknown, but the artifact known as the Bone-Hilt is, according to legend, a dire weapon. The ensorcelled blade is as long as a halfling is tall, and the namesake hilt is crafted from a variety of bones, most of which are not human. Long years ago, in the days of the ranger lord Mandrake Usher, this weapon cast a dark shadow over all the continent. Its reputation for dealing death was greatly feared.
- Lady Danforth of the Mage Council features prominently in the party's reports. She is a human mage of great power, and is the head of the Mage Council in the Imperium. As such, she is the de-facto queen. Her involvement means that the crown and all its resources are at the least unwitting accomplices in the search for the Bone-Hilt.
- **Include the following details only if the Ranger's Brand had been located;** The characters discover that the blade of the Ranger's Brand was originally part of the sword wielded by the ranger lord Mandrake Usher, and was used to slay a great red dragon (see the appendix **AN OVERVIEW OF USHERWOOD** and the **ENVIRONS OF THE USHER ARM PENINSULA** from **YRCHYN, THE TYRANT**). The weapon is enchanted, even though the hilt is a relatively recent replacement. Legend says that the original hilt was broken from the blade during Usher's battle with the red dragon. It is rumored that the blade may have other magical properties if the original hilt can be restored. It is said in prophecy that, *'Should Usher-kin with Ranger's Brand confront the Bone-Hilt, the balance of the heavens will thus be restored.'*
- Ancient scrolls hint that just as the blade and hilt of the Ranger's Brand have been separated, so too the hilt and blade of the Bone-Hilt may also have been separated. The survivors of an ill-fated expedition to the lost mountain fortress of Forza bring tales of an artifact that resembles the sinister sword hilt, if it truly exists, will be located many days' journey through the cold forests of the Northern Territories, northwest of the Usher Arm Peninsula.

The party must travel north in search of the fortress Forza, and recover the hidden Bone-Hilt grip. The last stop on the party's journey before locating the trail to Forza, is the small village of Gorby.

As your party approaches the village of Gorby, it is obvious that this ramshackle village bears little similarity to the tight knit communities of Usherwood or West Hills. Gorby is a tightly packed collection of poverty-stricken hovels, third-rate taverns, and aging warehouses. The streets are muddy, and small streams of raw sewage and waste flow through the narrow avenues. The village is set into a small bay, but has no harbor to speak of, only a few small aging fishing boats. The beach in front of the village is wide and muddy, and littered with small piles of cracked shells of clams, mussels, and oysters. Small patches of snow are seen on some of the roof tops, and wisps of smoke from warm hearth-fires float up through chimneys.

Most of the people who wander the streets are covered in mud and filth. But there is one bright place in the dreary afternoon twilight. Through the rain, you spy a large, three-storey public house. Warm light and raucous laughter spill from the many windows, and even the damp rain cannot mask the savory aroma of spiced potatoes and onions. The well-maintained outbuildings include a stable and general outfitters. The only other large building in the village is a dilapidated mansion at the end of the main avenue.

The sign of a one-eyed dragon hangs over the doorway to the public house. The establishment is run by its innkeeper/brewmaster/shopkeeper; a balding, short, plump, middle-aged human man named Barlow. The common room falls into a hush as you enter (Gorby is not used to seeing many strangers, especially at this time of year), but before long, the room returns to its normal din of talk and laughter.

Also read the bold text in the following Quick Start section aloud to the players.

QUICK START

The following summary may be used to kick-off the adventure if the game is being played outside **THE BONE-HILT SWORD** campaign;

Notes:

You are staying in a rough public house in the small northern village of Gorby, enjoying a hearty meal of spiced tubers, grilled fishes, and spit-roasted meats washed down by endless flagons of mead and ewers of mulled wine.

The common room is warm and filled to capacity, and the din of loud voices and hale laughter make it difficult to hold quiet, private conversation. On the small stage near the bar, a bard sings the ballad of a band of adventurers who travelled to a dark mountain fortress in search of lost souls to redeem. The ballad goes on to say that these adventurers never returned, and met some unknown fate in the remote mountain keep.

As the music fades, a fierce argument erupts near your table between a pair of grizzled, old veterans; the first — William — claims to know the truth of the tale. The second — Nigel — claims the tale nothing but the poetic musing of old storytellers.

Outside the tavern, a cold wind blows a mixture of snow and rain through the muddy streets.

ADDITIONAL ADVENTURE SET-UP

The following points may be used to set up the party on their adventure;

- The bard — Broadloom (see the appendix **NPCs**) — knows the history of the ballad (titled, "The Fate of the Force of Four"). The tale relates how a party of adventurers set forth from the city-state of Bodibeve (a large lawful good city located one thousand miles to the southwest) on a mission to convert non-believers. The tale goes on to say that their mission met with hardship and success in equal measure. Many years after they set out from Bodibeve, the party — known collectively as 'the Force of Four', included; Mariann Burgeson (a cleric known to carry a crystalline mace), Efram the Younger (a magic user identified by his unadorned platinum ring), Colonieus Bendis (a paladin known to wield a rare ***holy disrupter sword***), and Chester Flix (a lyrist veteran[1] known to play a magical cittern) — eventually made their way to a fortress of sinister bearing, and each met their demise. The tale goes to say that the souls of the four adventurers remain at the place of their death, waiting to find peaceful rest so that they may journey to their afterlife.

[1] If playing outside the Usherwood Adventures setting, Chester Flix would be described a bard (First Edition), or fighter (OSRIC) who fancies himself a musician.

- The patron — William — (see the appendix **NPCs**) can expand on the history with a tale of his own. When he was a young man, he knew of a group of adventurers seeking to make their fortune, and who took to the road to discover if the tales behind the ballad held any truth.

  William's party set out from Gorby on a seldom-travelled road into the mountains, toward the rumored location of the fortress. The trail led into the mountains of the Galan Heights for many days. North of Gorby they passed through a small human village. Some days north of the village, their path crossed through a remote cemetery. And though their hearts were filled with dread, they passed through the cemetery and did battle with a host of undead creatures. After that, they came upon a cavern complex inhabited by humans, and a white dragon named Yyaachian'inchh. On the far side of this complex, it was several more days march to the fortress itself.

  The slopes on the approach to the fortress were dark. The trees and bushes were twisted and sick, and no animals lived there. Eventually, they found themselves before a great stair leading up the mountain side to a walled bay in the side of the mountain. The stone of the stair and of the wall was ancient and worn. The gates were still new and bore the image of a robed figure with its arms outstretched to the heavens; a mighty bolt of lightning arcing between its hands.

  The gates were ajar, and unguarded, so the men risked a glimpse of what lay beyond. Through the door they saw the remains of a gloomy citadel. Shadows and fearsome figures moved between the buildings, and terror gripped their hearts. Only two of the adventurers ever returned, and one of them was so filled with terror that his hair was turned completely to white. Both suffered horrific nightmares ever after. Both were tormented by horrific nightmares until it was unbearable. Madness drove one over a cliff, while the other burned himself alive in his hut.

THE JOURNEY

MISCELLANEOUS ENCOUNTERS

The author recommends using the randomization lists found in **APPENDIX C** of the **FIRST EDITION DMG**, or in the **OUTDOOR RANDOM ENCOUNTER TABLES** in the back of the **MM2**, or in the encounter tables in **CHAPTER IV** of the **OSRIC SRD**. Feel free

Notes:

to insert any random encounters during the entire journey from Usherwood to Fortress Forza (making sure any such encounters are in keeping with the terrain and weather through which the party travels).

OPTIONAL DISTRACTIONS

The GM should feel free to insert a village encounter if the party wishes to explore Gorby. Keep in mind, the village is mostly neutral. It is large enough to house a small, strictly amateurish thieves guild (*The Gorby Footpads* they call themselves). The guild's membership is made up of 10 low-level thieves (1st and 2nd levels). The guild master is 4th level. The guild is more of a disorganized street gang than a well-organized guild, and few of the citizens take them seriously. Here's a few ideas you might employ to have an encounter within Gorby;

- An applicant to the thieves' guild is sent to pilfer something from the party in order to gain membership. The would-be Footpad leads them on a chase through the village, leading them to the warehouse that serves as the guild's base of operations (see the appendix **MAPS**).
- The drunken harbor master (see the appendix **NPCs**) takes one of the female PC's to be a harlot, and offers payment for the woman. If rejected, he exerts his standing within the village, and orders several equally drunk, but large thugs to take the woman by force. The 'harbor master,' the will discover, is also a member of the 'Footpads' guild, and will move to enlist their aid if the party manages to embarrass him in front of the other patrons.
- A band of berserkers from **THE LAIR OF THE WHITE DRAGON** have come down from the mountains to rape and pillage, and Gorby just happens to be in their way. The mayor calls upon the party to aid the town in its defense.
- The thieves' guild demands a 'tax' from all thieves in the party, and requires them to join the guild. Refusal to pay or join places a bounty on the thieves' heads; dead or alive.

CIRCUMVENTIONS

The first three modules each provide a means to circumvent the encounter, should the party choose to do so. But the GM should keep in mind that, if playing within the context of **THE BONE-HILT SWORD CAMPAIGN**, clues and aids to the campaign are found in each of these chapters, and may be missed if the party chooses to work their way around the encounters.

MODULE 1:

THE SNOW-BOUND VILLAGE

Roll for miscellaneous encounters (20% chance, checked every 6 turns). Each encounter may occur multiple times.

TABLE 1: MISCELLANEOUS ENCOUNTERS; APPROACHING THE VILLAGE

1D6	ENCOUNTER	NOTES
1	2d4+2 berserkers	Dressed in thick winter furs (AC 6) **Berserkers: AC** 6; **MV** 120 ft; **HD** 1d6+1; **HP** 14; **#AT** 4 (or 2 at +2 TH); **DAM** 1d6 (axe)/1d4 (dagger); **POS** 2 hand axes (each), 4 daggers (each), 1d12 s.p. (each), 1d10 g.p. (each), 1 magic item (20%)
2	1 yeti	**Yeti: AC** 6; **MV** 150 ft; **HD** 4+4; **HP** 28; **#AT** 2; **DAM** 1d6/1d6 + grappling and paralysis; **POS** —
3	1d4+2 hobgoblins	**Hobgoblins: AC** 5; **MV** 90 ft; **HD** 1+1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** bastard sword (each), 3d4 c.p. (each), 1d4 g.p. (each), 1d4 gems, 1 potion (15%)
4	2d4+1 orcs	**Orcs: AC** 6; **MV** 90 ft; **HD** 1; **HP** 6; **#AT** 2; **DAM** 1d8 or by weapon type; **POS** long sword (each), dagger (each), 1d4 s.p. (each), 1d8 e.p. (each), 1d4 potions (25%)
5	1d6+4 goblins	**Goblins: AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 4; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** spear (each), mace (each), 1d6 c.p. (each), 1d8 s.p. (each), 1–4 potions (25%)
6	1 werewolf	If the party conducts a search of the immediate vicinity, they will locate the pack's lair, in which is located the following treasure, along with the rest of the pack of 12 werewolves; 4,000 c.p., 2,000 e.p., 1,000 g.p., 4 gems, 1 magic weapon **Werewolf: AC** 5; **MV** 150 ft; **HD** 4+3; **HP** 34; **#AT** 2; **DAM** 2d4; **POS** —
7	1–2+2 giant lynx	**Lynx, giant: AC** 5; **MV** 120 ft; **HD** 2+2; **HP** 15; **#AT** 3; **DAM** 1–2/1–2/1d4; **POS** —
8	1d4+2 dire wolves	**Dire wolf: AC** 6; **MV** 180 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d4; **POS** —

Notes:



The road north of Gorby is deserted, and the party sees no other travelers during the following week. As they travel north along the narrow, overgrown road that runs north into the Olandra Forest, the trees become stunted and bent from long years of growing in the cold temperatures of the climbing altitudes. Days later, the forest gives way, and the path, which runs along the edge of a frozen stream (flowing from north to south if the party breaks through the ice sheet), opens into a small valley. Within the valley, lies a small ram-shackle community of old dilapidated buildings. Smoke rises from some of the buildings. The party has spent many days and nights camped outside with no shelter other than their meager bedrolls and flimsy tents. The thought of shelter within a sound structure sounds terribly inviting.

The village is quiet as a tomb, and is seemingly completely deserted. If checked, the party will notice that there are no fresh tracks in the snow, other than a few woodland animals.

What tracks they can find, have lost sufficient detail to identify the creature that made them. If there are rangers in the party, they would be able to discern that most of the tracks may have been made by humans, or possibly elves. However, there are some tracks that most certainly were made by bipedal creatures of larger than man-size.

The party should now be fatigued and ready for rest. The sun is just beginning to fall past the mountains, and clouds are gathering, threatening a fresh snowfall during the night. Encourage the party that they must rest here; indoors or out of doors does matter. A light snow fall (less than 1 inch) will begin shortly after midnight, and will continue through the early morning hours before sunrise. Other than the encounters defined below, the party will remain unmolested through the night. The morning will bring the sun, bright and clear. Those without eye protection will risk snow-blindness in the day that follows.

Roll for miscellaneous encounters (01–33 on d100) every 6 turns. Each encounter may occur multiple times.

TABLE 2: MISCELLANEOUS ENCOUNTERS; WITHIN THE VILLAGE

1D6	ENCOUNTER	NOTES
1	1–3 yeti	**Yeti: AC** 6; **MV** 150 ft; **HD** 4+4; **HP** 28; **#AT** 2; **DAM** 1d6/1d6, plus grappling and paralysis; **POS** —
2	1d4+2 berserkers	dressed in thick winter furs (AC 6) **Berserkers: AC** 6; **MV** 120 ft; **HD** 1d6+1; **HP** 14; **#AT** 4 (or 2 at +2 TH); **DAM** 1d6 (axe)/1d4 (dagger); **POS** 2 hand axes (each), 4 daggers (each), 1d12 s.p. (each), 1d10 g.p. (each), 1 magic item (20%)
3	1d4+2 hobgoblins	**Hobgoblins: AC** 5; **MV** 90 ft; **HD** 1+1; **HP** 8; **#AT** 1; **DAM** 1d8 or by weapon type; **POS** bastard sword (each), 3d4 c.p. (each), 1d4 g.p. (each), 1d4 gems, 1 potion (15%)
4	1 werewolf	**Werewolf: AC** 5; **MV** 150 ft; **HD** 4+3; **HP** 34; **#AT** 2; **DAM** 2d4; **POS** —
5	1d4+1 dire wolves	**Dire wolf: AC** 6; **MV** 180 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d4; **POS** —
6	1–2 arctic dogs	see the appendix **NEW CREATURES** **Arctic dog: AC** 5; **MV** 180 ft; **HD** 6; **HP** 42; **#AT** 1; **DAM** 2d4, plus breath weapon; **POS** —

CIRCUMVENTING THE VILLAGE

Should the party opt to seek an alternative means past the valley, they may choose to march through the woods to either side of the village. Due to the snow-clogged forest, the party's movement rate will be reduced to 50% of normal.

While off the path, the party will be continually harried by the following miscellaneous encounters (33% chance, checked every 3 turns);

TABLE 3: MISCELLANEOUS ENCOUNTERS; THE WILDERNESS

1D10	ENCOUNTER	NOTES
1	1 yeti	**Yeti: AC** 6; **MV** 150 ft; **HD** 4+4; **HP** 28; **#AT** 2; **DAM** 1d6/1d6, plus grappling and paralysis; **POS** —
2	1–2 arctic dogs	see the appendix **NEW CREATURES** **Arctic dog: AC** 5; **MV** 180 ft; **HD** 6; **HP** 42; **#AT** 1; **DAM** 2d4, plus breath weapon; **POS** —
3	1d4+1 dire wolves	**Dire wolf: AC** 6; **MV** 180 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d4; **POS** —
4	1–3 white dragon hordlings	see the appendix **NEW CREATURES** **Dragon hordling, white: AC** 6; **MV** 180 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d4; **POS** —
5	1 ice troll	**Ice troll: AC** 8; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 2; **DAM** 1d8/1d8; **POS** —
6	1–2 frost giants	**Frost giant: AC** 4; **MV** 120 ft; **HD** 10+1d4; **HP** 80; **#AT** 1; **DAM** 4d6; **POS** —
7	1 black bear	**Black bear: AC** 7; **MV** 120 ft; **HD** 3+3; **HP** 24; **#AT** 3; **DAM** 1–3/1–3/1d6; **POS** —
8	1 worg	**Worg: AC** 6; **MV** 180 ft; **HD** 4+4; **HP** 32; **#AT** 1; **DAM** 2d4; **POS** —

CROSSING THE STREAM

A stream divides the village from northwest to the southeast. As mentioned previously, the stream is frozen over. However, the ice is thin. For every 20 pounds placed on the ice sheet,

Notes:

there is a 5% cumulative chance that the ice will break, plunging the victim into the freezing water below (i.e., 40 pounds has a 10% chance, 60 pounds has a 15% chance, 80 pounds has a 20% chance, etc.). Depth of the water averages 6-ft. The water below the ice sheet moves swiftly, and any caught below the ice will be swept away from the opening at a rate 5-ft per segment. Victims caught within the stream will succumb to the cold within 1d4 turns, if they are not removed from the water, or do not drown first.

CROSSING THE BRIDGES

Both bridges crossing the stream have been booby trapped by the invading hoard (revealed later in the area descriptions).

Stone Bridge (a): This bridge has had its supporting structure sabotaged from beneath. Unless the party is checking this area specifically, no trace of a trap will be detectable. The structure has been so compromised, that if more than 50 pounds of weight cross the bridge at anytime, the structure will suffer catastrophic collapse, dropping any creature on the bridge into the stream below, breaking through the ice sheet and falling into the icy water (see **CROSSING THE STREAM** for details of falling into the stream).

Stone Bridge (b): In the center of the bridge sits a small wooden chest. The chest lays on its side, appearing as though it may have fallen unnoticed by its owner. The chest has in fact programmed with a *fire trap* spell (as cast by a 9th level magic-user).

THE VILLAGE

A. SOUTH FIELD

The open field through which the party enters the village. There are scarce tracks of animals and humanoids here.

B. SOUTHWEST FIELD

Where the forest meets the open ground. Shelter from the snows can be found among the trees.

C. ROCK FALL

A slope of scree from the mountain side prevents the party from traveling north via this side of the frozen stream without some hard climbing.

D. EAST FIELD

Where the forest meets the open ground. Shelter from the snows can be found among the evergreen trees.

E. NORTHEAST FIELD

Where the forest meets the open ground. Shelter from the snows can be found among the trees. There are plentiful tracks of animals and humanoids along the treeline.

F. NORTH FIELD

Large numbers of tracks can be found descending from the north-bound path, and then returning again to the north.

1. ONE-ROOM BUILDING

The interior of this building has been completely ransacked. The walls are splattered with blood. When the first party member enters into the room, a body falls and dangles at eye-level (for a human) by its feet, which have been tied to one of the rafters by a length of rope. The man's throat has been slit from ear to ear, and his tongue removed (this will be found impaled on the hearth with a wicked-looking, flamberge-style dagger). The man was beaten and tortured before he was killed.

2. ONE-ROOM BUILDING

This structure has a thin trail of smoke rising from the chimney.

Upon closer inspection, the party will find the frozen body of a man — his chest having been crushed with a large, blunt weapon — partially buried in the snow several feet from the door. If the party digs through the snow, they will also find a woman about 5 feet away from the man, and a few more feet away from the woman, two children (boys), also dead and frozen. Once inside, the party finds the building has been gutted with fire.

The timbers are black, warm, and still smoldering. The pungent aroma of charred wood permeates everything. The room otherwise appears empty.

Upon close inspection of the floor, a small concealed trap door is found in front of the fireplace. It is locked, but not trapped. The lock is quite rusty, and apparently has not been used in many years. Within it lies a small stone chest (this is the "box" referred to at ***area 9***). The chest is closed with simple leather straps, and is covered in a thick layer of dust. The leather straps are very old, and quite brittle, and crumble at the first touch. Within the chest are a scroll and a collection of coins of very old mint. The coin totals 150 ep, and 100 gp.

Notes:

See also the section entitled **THE LETTER FROM BASCOMB** *in the appendix* **CAMPAIGN NOTES** *for additional information. If playing outside the* **BONE-HILT SWORD CAMPAIGN**, *the scroll contain the magic-user spell* fireball.

3. TAVERN

This structure may have once been a tavern, with a porch, and hitching posts out in front. The interior has been turned inside out, and several bodies lie amongst the littered debris of the floor. Behind the bar, the party finds the body of the barkeep; an empty bottle of brandy has been shoved down his throat.

4. STABLE

Once the village stables, this is now a slaughterhouse. If the party approaches from the west or north sides of this building, they will notice the fresh tracks of some kind of large bipedal creature, and the prints of a wild animal.

Within the stables, all of the horses — maybe six or seven animals, but it's now hard to tell — have been butchered, and some have been partially eaten. A yeti from the high mountain passes is feasting on the corpses of several stable hands. If its tracks are followed to their source, the party will travel up the mountain before finally loosing the trail in the deepening snow. In truth, the creature smelled the blood of the carnage from miles away, and traveled here for an easy meal.

The hungry creature will immediately attack the first party member (particularly targeting its favorite food; humans) who comes within range of its keen nose. The ferocious beast will fight to the death, and will always prefer humans to any other target.

Yeti (1): **AC** 6; **MV** 150 ft; **HD** 4+4; **HP** 28; **#AT** 2; **DAM** 1d6/1d6, plus grappling and paralysis; **POS** —

Within 4 rounds of battle, three more yeti will descend upon the village from ***area E***, and will attack immediately, preferring humans to all others.

Yeti (3): **AC** 6; **MV** 150 ft; **HD** 4+4; **HP** 28; **#AT** 2; **DAM** 1d6/1d6, plus grappling and paralysis; **POS** —

5. TRAPPER/FURRIER

This is the store of a furrier, having dried skins hanging about everywhere. At first glance, the building seems to be undisturbed; all the furs are in neat tidy stacks, the shopkeeper's desk appears to be in good order. Several stacks of coins are neatly ordered in rows. Three skins (deer) are neatly laid out on the desk, and a single platinum piece is laid atop them (35 sp, 18 gp, 1 pp).

6. THE BLACKSMITH FOUGHT BACK!

Hanging from the rafters in a noose, is the slowly turning body of the blacksmith; a large man in dirty coveralls and apron. His face is purple and bruised; he was badly beaten before being killed.

Upon further investigation, a second body is found lying in the back of the building amid a pile of junk. It is the body of a woman, clad in robes that cover leather armor. She may have been pretty once, but now her skull is crushed in with a pipe. A small intricately adorned dagger is worn at her belt within an elaborate silver and gold scabbard. The woman's robes and armor are of a foreign design.

The dagger, if checked, radiates a strong magical dweomer. Its properties are ***+2 dagger, +3 vs. creatures larger than man-sized***.

7. GENERAL STORE

This market once served the area by supplying all manner of fresh foodstuffs and dry goods. But now eight bodies decorate the porch, each one hanging by a noose from the eve above the front door. There are four men and three women.

Within the store, the inventory has been trashed. All the containers opened and dumped on the floor. Prints of many small woodland animals are found in the mix. Among the spilled flour, grains, and other dry goods on the floor, the party can finally make out clear tracks. Rangers in the group will easily identify the heavy-booted feet of humans, and many prints of larger folk.

Soon after making their inspections, the party finds the bodies of a man dressed in studded leather armor emblazoned with a dragon's head and bearing a long sword, and a hobgoblin wearing black scale mail, and holding a bastard sword in its death-grip. The human has been savagely bitten by a large canine or similar creature.

After inspecting the bodies, another set of tracks, more recent than the others, will confuse any rangers. They are those of another biped, but are clearly the unshod feet of something not

Notes:

human. Four distinct sets of them can be made out. The tracks lead into a back room. From the back room, comes the grunting sounds of a wild animal feasting on something.

Moving into the back room (a supply room), the party will see four ghouls feasting on the entrails of a woman, their claws and faces covered in entails. The ghouls will attack the party on sight.

Ghouls (4): **AC** 6; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 3; **DAM** 1–3/1–3/1d6, plus paralysis; **POS** —

8. ONE-ROOM BUILDING

The interior of this building has been ransacked. The walls are splattered with blood. Against the wall opposite the door, a man in studded leather armor has been pinioned to the wall with a pitch fork; his hands still grasping the wooden handle in a vain attempt to extricate himself. His armor is emblazoned with a dragon's head. A long sword lays at his feet; the blade crusted in dried blood. The weapon is highly ornate with a curved cross-guard and jeweled ornaments. The sword is not enchanted, though it might fetch a good price (double the normal price of such a weapon) at a merchant.

9. LONG HOUSE

Smoke rises from this structure. The interior of the main hall has been gutted and charred. Many blackened bodies are here; humans and hobgoblin alike; bits of melted metal pool around their fire-blackened skeletons. A door at the end of the hall leads to a back room wherein the party hears the noise of shuffling feet.

Opening the unlocked door, the party finds a comely young woman in tattered clothing. As soon as the door opens, the skittish woman cringes into a corner as far as she can; her eyes wide with fright. Her body is covered in bruises, welts, and cuts. She is also covered in many places with the soot of burned timbers. Many patches of her skin are mottled a fiery red with painful-looking burns. As the party approaches she begins to scream and cry, and throws objects at the party; cans, bottles, small boxes, whatever she can lay her hands on. If one of the party members actually tries to reach out to her, quick as a snake, she will whip out an ice pick and stick their arm for 1 hp of damage (no "to hit" required, though plate armor will turn the make-shift weapon).

A female PC may eventually settle the woman sufficiently (reaction check against charisma) to get her to follow the party to a campsite. Any male PC will cause the woman to go berserk with fear and rage, attacking the PC twice per round with her ice pick. Only two PC's with a combined strength of at least 28 will be able to restrain her.

Once at the party's campsite, the woman says nothing to anyone, and will even refuse food and drink. She will only stare into the distance. At night, she will fall into a fitful sleep wherein she will speak aloud her terror. Things like, "Mother…", "Father…", "The box in the floor…", "I won't give them the box…". Late in the night, near sunrise, she sits bolt upright, eyes wide with fear, and with a scream that echoes throughout the valley, "NOOOOOOO…!" she falls dead.

The woman will not willingly approach ***building 14*** no matter what the PC's try to do to convince her to do so.

10. MINING OFFICE

An enormous white canine lies curled on the floor. As the first PC enters, it comes alert and rises; an arctic dog. It has been eating the remains of several arms and legs which lay scattered about the floor.

An outpost to service the many local miners, the structure holds tools of that trade; picks, shovels, axes, scales, etc. Many samples of raw ore are also located here; silver, gold, iron, hematite, a few uncut gems (the full quantity would be able to be carried in a large sack). The market value of all the ore and gems would bring upwards of 150 gp.

Arctic dog (4): **AC** 5; **MV** 180 ft; **HD** 6; **HP** 30; **#AT** 1; **DAM** 2d4, plus breath weapon; **POS** —

11. BURNED OUT STRUCTURE

The interior of this chamber is completely gutted, and still smolders. The structure itself barely stands under its own weight. Should the party attempt to enter the building, their movement upon the floor will cause the building to completely collapse within 1 turn. Anyone inside the building at the time will suffer 3d8 hit points of damage from beams and debris within the building falling on them (a successful vs. dexterity will halve the amount of damage inflicted). Any PC suffering more than 18 hit points of damage will be crushed under a supporting beam, and it will require a combined strength of 45 to move the beam off the PC. Or, the party can find saws at ***building 6***, and cut the PC free within 6 turns. In either case, the trapped PC will continue to suffer 1 hit point of damage per round due to internal bleeding until healing is bestowed.

Notes:

12. LONG HOUSE

This building contains a long wide chamber with several large wooden tables, and was apparently a room, or dining hall. It was also the site of a heroic last defense by the villagers against the invaders. Many men and women lay butchered about the hall. All of the bodies suffered great gashes, or had their heads caved in, or limbs hacked off. All about them, in even greater numbers, lay the bodies of men in studded leather (all emblazoned with a dragon's head), and hobgoblins in black scale mail.

The structure is not damaged, and the doors can be locked. A large stone fire pit is at the center of the room.

If the party conducts a detailed search of the bodies, they will find the following items;

- **On the villagers:** Upon the finger of a woman; an old worn golden ring. If detected for the ring will radiate powerful magical aura. It is a ***ring of multiple wishes***, however the ring has but a single charge left to it.

  If the PC wearing the ring mutters, "I wish…" at any point prior to identifying the ring, make sure that wish comes true! Or, at least some semblance of the wish, anyway...(refer to the note on the following page)

- **On the human invaders:** In a small belt pouch lies a very fine gem containing dozens of facets. A dwarven PC would estimate its value at thousands of gp, or even higher. It will emit a strong magical dweomer. It is in fact a ***jewel of flawlessness*** with 48 facets. Also in the pouch is a diamond of extraordinary quality. It is 1,500 gp stone, due to the enchantment of the ***jewel of flawlessness***.

- **On the hobgoblin invaders:** The large hobgoblin "captain," still clutches a ***+2 war hammer*** in his powerful death grasp. This building has not been invaded by woodland creatures.

13. ONE-ROOM BUILDING

The interior of this building has been ransacked. The walls are splattered with blood. Hanging from the rafters are the bodies of five humans; a man, a woman, and three children.

14. MANSION?

This building appears to once have been the wealthiest structure in town, though it too is less than glamorous now. The columns that once supported the foyer have long since fallen into disrepair. The windows are boarded up, and the front door is nailed shut. A sign has been nailed to the front door which reads, "Thuh fynal rusting plase uf Homer Gutherie. Keep out!" The board and the nails are swollen and rusted.

A holy symbol is tacked above each window and door. Dozens of dried up cloves of garlic hang above the front door, and the empty husks of hundreds more cloves of garlic litter the ground before it. The house seems to have sat in this condition for many years.

If the party wishes to enter, they must break down the door, or pry the boards from one of the windows. Inside, they will find moldering bits of ancient furniture, weeds growing through the floorboards, thick cobwebs everywhere. In a back room, the party will find an equally old casket set upon a large oak dining table. One of the legs of the dining table has been removed and the table is now propped up by stones on that side. The oak leg of the table has been driven through the lid of the casket.

Peering through the hole created by the table leg (the leg would have to be removed first), all the light will reveal is a hole punctured into what looks like a filthy shirt. The area of the shirt surrounding the hole where once was the table leg is splattered with a cake of dried blood. The casket will not radiate any evil.

Removing the lid of the casket, will reveal a skeleton in rich funeral garb (black suit, white shirt, ascot, so forth). If they examine the skeleton's mouth, they will see very small canine fangs. If one of the party blesses the remains with holy water, a mystical thing will happen, but it will depend on the alignment of the PC bestowing the blessing as to what exactly occurs;

- **Lawful good:** Moments after the blessing, the PC will feel a warm breeze pass over him. In fact, the other members of the party can visually see his or her clothing ruffle as if in a breeze, though they themselves do not feel the air stir. The PC is then rewarded with full health restored, they feel suddenly, completely rested, and any spent spells are replenished — whether they are prayed for, or require memorization.

  Through a disembodied voice filled with a mixture of relief and grief, the PC (and those within a 20-ft diameter) hears the hushed, pain-filled voice of a man, "...you have given me peace at long last, and the gift of my peace I give unto you. But use the gift with great care." The PC alone will be made aware that they have received a *limited wish* as per the 7th level magic-user spell.[2]

[2] You GM's know your players better this author, and I can attest to having lost very good players from my own games with the approach described in the note. If the player in question doesn't have a sense of irony, or share your sense of humor, caution should be exercised in the handling of the *wish*.

Notes:

- **Neutral good:** Immediately after bestowing the blessing, the PC will be granted a *limited wish* as described above.

Wishes are rare and wondrous gifts, and if not used carefully can yield unexpected results. The author recommends that any wish be granted to the letter, and any wording which leaves open the intention of the wish *be taken advantage of. For instance, the common wish of, "Return 'our fallen companion' to healthy life," is rife with possibilities. The risen comrade could be very healthy as a 6 month old baby. They could also be in the peak of fitness as they were before dying, but they could also be facing a hoard of demons in the pits of the Abyss. They could also be a healthy elf...even though they might have once been a dwarf. Players should understand the dangers inherent within a* wish*, and GM's should always give the player ample opportunity around the wording of the wish. However, if they insist the wording is what they want, then let them suffer the appropriate consequences.*

- **Chaotic good:** The PC offering the blessing will feel an immediate sense of peacefulness as any spent spells are replenished — whether they are prayed for, or require memorization.

  If the PC is not a spell-caster, their hit points are fully restored, and they become completely rested.
- **Neutral:** The blessing PC will feel an immediate sense of peacefulness as half of any lost hit points are restored, and they become fully rested.
- **Any evil alignment:** The PC will be blasted to the ground and suffer 2d20 hit points of damage unless a saving throw vs. death is made. A successful save halves the amount of damage inflicted.

After the *gift* is bestowed, a curling mist rises from the casket, and will drift up through the rafters of the building. An ephemeral, "Thank you…" will quietly echo throughout the house. If they look again at the skeleton, they will notice that the canine teeth have returned to normal human teeth.

Moments later, the bones will crumble to dust. All members of the party will be filled with a profound sense of peace.

They party may encounter the spirit again in **THE FROZEN CEMETERY** *module which follows.*

If the PC's attempt to destroy the body within the casket in any other means, no gifts will be bestowed, and do not allow them to find the treasure indicated below. Also, at the moment of the casket's destruction, the party will see a black cloud rise up from the casket, and a disembodied voice, dripping with evil will say, "My curses upon you. You shall never rest at your ease now….." With that, the skeletal remains will explode (no damage to any PC), and all will have an unexplained foreboding of fear that they will not be able to shake off for many hours. Any combat which occurs for the next 4 hours the party will be at a -1 "to hit" disadvantage.

An inspection of the area around the casket reveals a trap door beneath the table. Brushing dirt and other debris away from the trap door, and finds a small metal ring. Pulling the ring draws the door open, and releases a trap.

First, it must be noted that in order to locate and open the trap door, the PC must crawl beneath the large table. If the trap door is pulled open, the legs of the table will collapse, causing the table, the casket, and anything else resting thereupon to crush the PC opening the trap door beneath. The resulting damage (2d6 hit points) results in broken bones, damaged organs and internal bleeding. As a result of these internal injuries, the PC will continue loosing 1d4 hit points of damage each turn until healing is bestowed.

Within the hole in the floor below, are two ancient hemp sacks. Carefully lifting one, the character can just begin to feel the weight of the sacks contents, when the sack disintegrates, spilling many golden coins into the small cabinet. The coins are clean, and appear newly minted.

The quantity of coin the group finds is; 3,000 ep, 4,000 gp. Below the sacks, is large black iron key, adorned by a skull with vampire-like fangs.

See also the section entitled **THE STASH OF COINS** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

Notes:

MODULE 2:

THE FROZEN CEMETERY

The southern approach to this remote snow-bound cemetery is bordered on both west and east sides by shear cliff walls. The walls build gradually over the course of many miles. By the point at which the party reaches the gate, they find 50-ft sheer cliff walls on either side of them. The valley in which the cemetery is set only receives sunlight at high-noon; and then, only briefly.

The cemetery itself is small; perhaps only 400 yards from south gate to north gate. The party can in fact see the far side from outside the southern gate. The walls enclosing the cemetery are 4-ft thick, 9-ft high, and constructed of tightly-fitted stones. Peering through the wrought-iron gate, the party can clearly see the tomb stones and grave markers that lie within. Near the center of the cemetery is a large fountain (to the left) and mausoleum (to the right).

As the party examines the gate (see ***area 1*** for details of the gate), considering their alternatives, the horses and any other animals they have in their company become skittish. A pack of 9 worgs will attack from the south.

Worgs (9): **AC** 6; **MV** 180 ft; **HD** 4+4; **HP** 32; **#AT** 1; **DAM** 2d4; **POS** —

CIRCUMVENTING THE CEMETERY

Should the party seek an alternative route through the pass, they may scale the cliffs to either side of the cemetery. Other than being covered in snow and the occasional patch of ice, scaling the cliff face shouldn't pose too great an obstacle. It is 50-ft to the top of the cliff. From here, the party can follow the ridge of the cliff to a point where they can safely descend back down to the path.

While off the path, the party will be continually plagued by the following random encounters (1–6 on d10, checked once per turn);

TABLE 4: MISCELLANEOUS ENCOUNTERS; OVER THE PASS

1D12	ENCOUNTER	NOTES
1	1–2 arctic dogs	see the appendix NEW CREATURES **Arctic dog:** **AC** 5; **MV** 180 ft; **HD** 6; **HP** 48; **#AT** 1; **DAM** 2d4, plus breath weapon; **POS** —
2	1d4+1 dire wolves	**Dire wolf:** **AC** 6; **MV** 180 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d4; **POS** —
3	1–2 frost giants	Result only occurs once on this table. If the party conducts a search of the area, the giants' cave can be located 1d4 miles distant. Inside will be located a small cache of treasure; 2d4×100 gp, 1d4 gems, and a possibility of 1–2 miscellaneous magic items (25%) **Frost giant:** **AC** 4; **MV** 120 ft; **HD** 11; **HP** 80; **#AT** 1; **DAM** 4d6; **POS** —
4	1 yeti	**Yeti:** **AC** 6; **MV** 150 ft; **HD** 4+4; **HP** 32; **#AT** 2; **DAM** 1d6/1d6, plus squeeze; **POS** —
5	3d4 skeletons	**Skeleton:** **AC** 7; **MV** 120 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d6; **POS** weapons to be determined at random
6	1–3 gargoyles	**Gargoyle:** **AC** 5; **MV** 90 ft/150 ft flying; **HD** 4+4; **HP** 32; **#AT** 4; **DAM** 1d3/1d3/1d6/1d4; **POS** —
7	3d6 zombies	**Zombie:** **AC** 8; **MV** 60 ft; **HD** 2; **HP** 16; **#AT** 1; **DAM** 1d8; **POS** —
8	1 ice troll	**Ice troll:** **AC** 8; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 2; **DAM** 1d8/1d8; **POS** —
9	1 wyvern	Result only occurs once on this table. If the party conducts a search of the area, the wyvern's cave can be located 1d4 miles distant. Inside will be 2 additional of the creatures as well as a cache of treasure; 2d10×100 cp, 1d12×100 sp, 1d8×100 gp, 1d6 gems, and 1d4 jewelry **Wyvern:** **AC** 3; **MV** 60 ft/240 ft flying; **HD** 7+7; **HP** 56; **#AT** 2; **DAM** 1d6/2d8; **POS** —
10	1–3 white dragon hordlings	see the appendix NEW CREATURES. Hordlings are in the services of Yyaachian'inchh, the dragon from THE LAIR OF THE WHITE DRAGON. **Dragon hordling, white:** **AC** 6; **MV** 180 ft; **HD** 3+1; **HP** 24; **#AT** 3 or by weapon type; **DAM** 1–3/1–3/1–2 or by weapon type; **POS** —
11	1 white dragon small, adult, female	Consort of Yyaachian'inchh, the dragon from THE LAIR OF THE WHITE DRAGON. **White dragon:** **AC** 7; **MV** 90 ft; **HD** 5; **HP** 25; **#AT** 3; **DAM** 1d4/1d4/2d8; **POS** —
12	1 giant frost frog	see the appendix NEW CREATURES **Giant frost frog:** **AC** 4; **MV** 90 ft; **HD** 3; **HP** 24; **#AT** 1; **DAM** 3d4, plusradiate cold; **POS** —

1. THE SOUTH GATE

The wrought iron gate before the party is an elaborate gothic design. Amid the twisting patterns of thorny vines, there also appears the promise of dark things through the gates; the blackened bars are decorated with a danse macabre beneath a fanged skull. In the middle of the gate, is a large iron lock.

Given the size of the keyhole, the key for these gates must be massive. The gate may be opened by the key found in ***building 14*** of THE SNOW-BOUND VILLAGE.

Notes:



The gate is as tall as the stone wall it is set into (9-ft). A character may attempt to scale the gate by a roll vs. dexterity. Thieves, or PC's with thieving abilities may also roll vs. climb walls if their save vs. dexterity fails (i.e., such PC's get two chances to successfully scale the gate). A failed attempt means the PC has slipped and become tangled amid the wrought-iron work of the gate, and will suffer 1d4 hit points of damage.

The gate is trapped with a cunning bit of craftsmanship. If a thief attempts to pick the lock, or if the key is used without first disabling the trap, 6 thorns from the iron-work of the gate will shoot out and deal 1d6 DAM, indicating how many of the thorns found their mark. The trap may be tripped multiple times (6 times in all) if not disabled. Successfully climbing the gate avoids the trap.

The top of the stone walls are also trapped with broken glass and small blades embedded in the mortar of the stones. Any attempt to cast a rope over the wall will result in the rope fraying and snapping if a character attempts to use it.

Upon entering the cemetery, the party suddenly finds themselves plunged into dim twilight. Even at high-noon, in clear skies, they will find the sun suddenly obscured. The air, which beyond the gate was cold and crisp, is now warm by comparison (though their breath still comes out in puffs of misty vapor).

2. WARNING SIGN

On the right side of the path, is an ancient wooden sign which reads, "'ware this land. Do not tarry. Depart at once, else you should awaken he who dies not!"

The writing appears to have been carved into the planks crudely and quickly. However, the words themselves are a form of explosive rune. When read, the sign will erupt into a fiery conflagration, inflicting 2d4 hit points of damage against any creature within a 20-ft radius who fails a saving throw vs. dexterity.

3. THE LIVING STATUE

This statue appears to be an old weathered depiction of a gargoyle. If the party attempts to use the iron key found in ***building 14*** of **THE SNOW-BOUND VILLAGE** on the crypt door (***area 4*** below), the statue will shatter, revealing a living gargoyle which will immediately attack the PC holding the key.

The gargoyle will not attack any other creature. If killed, the statue will reform in 6 hours. The party can watch the shattered pieces of the statue begin to slowly reform themselves before their eyes. If the key-carrying PC is killed, the gargoyle will return to its perch, and will resume its stone-like state. If the key is used again, the gargoyle will once again attack the PC using the key.

Gargoyle (1): **AC** 5; **MV** 90 ft/150 ft; **HD** 4+4; **HP** 32; **#AT** 4; **DAM** 1–3/1–3/1d6/1d4; **POS** —

4. THE CRYPT OF HOMER GUTHERIE

This is a stone structure that is elaborately carved. The visions depicted fill anyone who views them with dread. In fact, the pictures are so evil that anyone gazing upon the building must save vs. petrifaction, or be rendered helpless for 3 turns from fright. The images which play over the entire surface depict undead creatures; zombies, skeletons, wraiths, etc. all terrorizing and consuming humans whose faces are frozen in terror. On the door of the crypt is the image of a vampire. His fangs drip blood, and three nude females cower at his feet. Two large wolves lounge nearby.

In the center of the doors is a large key hole. The key obtained within ***building 14*** of **THE SNOW-BOUND VILLAGE** will open the doors.

The doors are not trapped, but they are protected by the gargoyle (see ***area 3***). The lock may be picked by a thief (thereby, bypassing the gargoyle guardian), but only at a -5% penalty, due to the lock's complexity.

Opening the doors releases a strong draft of ancient stale air from within the crypt. The air is so foul, that any PC within 10-ft of the door must save vs. poison, or become violently sick for 1d4 turns. PC's affected will be unable to take any action during this time. The interior of the crypt is a hole of blackness in which a set of stone steps leads down into the ancient burial ground. The steps are slick with moisture and moss. The wetness of the of the stone steps is not just from moisture. A gray ooze hides in the puddles, and will lash out to attack the first party member to descend the stairs.

Gray ooze (1): **AC** 8; **MV** 10 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d8; **POS** —

At the bottom of the steps, the party finds themselves in a 30-ft diameter circular chamber. Entering into the chamber causes a brazier that is attached to the ceiling 15-ft above the floor, to suddenly flare into life; its light filling the chamber with a ghastly green radiance. Upon the floor is painted a symbol of chaotic evil. To either side of the chamber are two large iron

Notes:

caskets which are standing upright; their lids closed. The caskets are locked and trapped. The traps involve a mechanism that will fire a spear from the opposite side of the room. Any character within the line of fire will be allowed a save vs. dexterity or be impaled by the weapon for 2d4 hit points of damage. Further, each spear is coated with a poison that is weak with age. PCs who successfully save vs. poison take no damage. Those failing their save will suffer an additional 1d6 hit points of damage, and will be ill for 3d6 turns (halving the victim's strength for the duration of the illness).

The walls of the chamber are painted in images similar to those carved into the surface of the crypt's exterior. A large detailed depiction of the vampire appears again, this time the monster is in the process of feeding upon a young fair maiden dressed in thin, wispy veils.

In the center of the room is a huge bronze casket. The casket is decorated not with the horrors that have been painted on the walls, but with scenes of a noble's daily life. Scenes of daily life as farming, trading, dancing, horse riding all can be found around the outside of the casket. The lid has been graven with the image of a man lying at peace. The man seems to be wearing a formal suit and ascot, with his arms crossed over his chest. In his hands is clutched a rose. The lid of the casket is open, and the occupant is missing. Handfuls of earth cover the bottom of the casket. The decayed remnants of rich satin linings fall from the sides in tattered strings. If the party disturbs the bronze casket in any way, the two iron caskets will open, and a flesh golem will emerge from each and immediately attack the party.

Opening the bronze casket, the party finds a man dressed in rich funeral garb. The man looks only recently deceased, though his pallor is bloodlessly white, though his lips are rosey-red. A thin crust of dried blood appears there.

If the party managed to bless the corpse in ***building 14*** of **THE SNOW-BOUND VILLAGE**, they may question the body through the use of a *speak with dead* spell.

> *See also the section entitled* **QUESTIONING THE VAMPIRE** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

If, however, the party did not bless the corpse in ***building 14*** of **THE SNOW-BOUND VILLAGE**, the vampire rises to attack.

> **Flesh golems (2):** **AC** 9; **MV** 80 ft; **HD** 9; **HP** 40; **#AT** 2; **DAM** 2d8/2d8; **POS** —
>
> **Vampire (1):** **AC** 1; **MV** 120 ft/180 ft flying; **HD** 8+3; **HP** 56; **#AT** 1; **DAM** 1d6+4, plus energy drain; **POS** —

5. FOUNTAIN OF THE ARCHANGEL

This fountain is adorned with the figure of a beautiful nude female angel. The figure is posed as if in prayer with her face raised to the sky. Dark streaks of soot and dirt run down her face, as though she were crying.

After the party passes this location, they will begin to see about them, many zombies claw their way out of the earth that contains their rotting bodies. In all, there are thrice the number of PC's and NPC's in the party. The creatures attack immediately.

> **Zombie (party x 3):** **AC** 8; **MV** 60 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** 1d8; **POS** —

6. THE NORTH GATE

This gate appears the same as the south gate at ***area 1***. Upon leaving the cemetery, the party finds themselves once again in the icy wilderness they left when they entered in through the south gate.

MODULE 3:
THE LAIR OF THE WHITE DRAGON

The party continues to follow the cold, snow-blocked path that leads inexorably farther into the mountains. Over the next several days, the party quickly gains elevation, until at last, they come to a plateau high on the mountain-side. The path of hard-packed snow and ice follows a generally straight line toward a wall in the mountains, where they again find themselves being led into a narrow valley. Eventually, the path ends at a wall, wherein is set a large pair of iron doors. Also note that any carts and/or wagons the party may possess at this time will not be able to fit through the passages beyond the front gate, though, their horses will be able to easily pass through.

Notes:

CIRCUMVENTING THE LAIR

Should the party opt to seek an alternative means through the pass, they may scale the cliffs to either side of the door. Other than being covered in snow and the occasional patch of ice, scaling the cliff face shouldn't pose too large of an obstacle. It is 50-ft to the top of the cliff. From here, although there is no defined trail, if the party marches ¼-mile in a northwesterly direction, they can find where an additional entrance into the lair lies with a gate identical to that described in ***area 1*** below. From here, the party's trail can clearly be seen continuing north into the mountains.

TABLE 5: MISCELLANEOUS ENCOUNTERS; OVER THE PASS

1D6	ENCOUNTER	NOTES
1	1–3 white dragon hordlings	see the appendix **NEW CREATURES** **Dragon hordling, white: AC** 6; **MV** 180 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 2d4; **POS** —
2	1–2 frost giants	Result only occurs once on this table. **Frost giant: AC** 4; **MV** 120 ft; **HD** 11; **HP** 80; **#AT** 1; **DAM** 4d6; **POS** —
3	4d4 goblins	Armed with mace (70%) and spear (30%). **Goblin: AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** —
4	1 silver dragon	Result occurs only once on this table. Average-sized adult; speaking and magic-using (*charm person, dancing lights, hold portal, protection from evil, continual light, detect invisibility, invisibility, shatter, protection from normal missiles, slow, ice storm*. See campaign note hereafter. **Silver dragon: AC** 2; **MV** 150 ft; **HD** 5+5; **HP** 35; **#AT** 3; **DAM** 1d6/1d6/5d6, plus breath weapon; **POS** —
5	1 spectral troll	Result occurs only once on this table. See campaign note hereafter. **Spectral troll: AC** 2; **MV** 150 ft; **HD** 5+5; **HP** 35; **#AT** 3; **DAM** 1d6/1–3/1–3, plus strength drain; **POS** —
6	1 (or 2) remorhaz	7 hd, result occurs only once. If the party conducts a search of the immediate vicinity, they will be able to locate the creature's lair. Inside, they will locate a second (female) remorhaz which is protecting two eggs. Also, there will be the following treasure items; 13,886 sp, 7,045 pp. **Remorhaz (1 or 2): AC** 0, 2, 4; **MV** 120 ft; **HD** 7; **HP** 48; **#AT** 1; **DAM** 6d6; **POS** —

See also the section entitled **THE SILVER DRAGON** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

See also the section entitled **SPECTRAL TROLLS** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

TRAPS WITHIN THE CAVERNS

i. ICY PIT

The area indicated on the map has a false floor. While the rest of the passage has a floor of ice-covered rock, the floor in this area is rough ice covering over a 20-ft deep pit. The pit descends in an inverted conical manner, ending in a 10-ft wide chamber, the floor of which is covered in icy stalagmites which range in height of 2-ft to 4-ft.

The base chance of the breaking the ice is 1–2 on 1d6. This chance increases by +1 for each additional person on the trap area. In addition to damage from the fall, each individual falling into the pit will become impaled on the icy spikes at the bottom on 1–4 on 1d6. Those impaled with be inflicted with 2d6 hit points of damage.

Climbing back out of the pit will be made easier by the rocky surface of the pit's walls.

Each PC may roll a save vs. wisdom as the group enters the area in order to notice the thin icy floor as being different from the rest of the passage. Berserkers will not enter this section of passage between ***areas 2a*** and ***6***.

As this trap is a natural feature created by the berserkers, it cannot be disabled other than to avoid it completely.

ii. ACIDIC MIST

Entering this curve in the passage past ***area 9*** will trigger a pressure plate in the floor of the cavern (1–3 on 1d6). The pressure plate releases acid which is located in small bladders in the ceiling. The acid is forced through high-pressure nozzles in the ceiling where it passes into the passage as a drenching acidic mist.

The mist will coat all clothing and items carried on each of the adventurers. All exposed items must make saving throws vs. acid. Additionally, each PC must make a saving throw vs. poison or suffer 3d4 hit points of damage from inhaling the corrosive fumes of the acid. All normal items which fail their saving will be destroyed within 12 turns unless they can be thoroughly rinsed and cleaned.

A successful save vs. wisdom on each PC will reveal the pressure plate itself as the floor in the area of effect does not quite meet-with the walls in the area completely flush. Thieves will have a normal opportunity of disabling the trap.

Notes:



III. COLLAPSING ROOF

Entering the section of tunnel between this three-way intersection and the four-way intersection below ***area 2*** will cause the entire passage to collapse if more than three creatures pass into the area at any time. Any creature within the passage will suffer 3d4 hit points of crushing damage unless a successful saving throw vs. dexterity is rolled. If the save is successful, the character will reduce this damage by half. Any damage in excess of one half of the PC's current hit points will result in a broken limb (refer to the following table);

TABLE 3: LIMB BREAKAGE

1D6	LIMB	NOTES
1-2	left arm/ right arm	The limb is rendered useless. Infection will set in if the limb is not splinted. If attacking with an non-dominant limb (i.e., right-handed vs. left-handed), attacks will be at –2 'to hit' and damage.
3-4	left leg/ right leg	The limb is rendered useless. Infection will set in if the limb is not splinted. Attacks will be at –2 'to hit' and damage.
5	skull fracture	The character is rendered unconscious for 2d4 turns. They will be dazed and confused for another 3d6 turns. If the victim does not receive healing within 24 turns, he will lapse back into unconsciousness. If no healing is administered with the following 3d8 turns, death will result.
6	rib cage	The character suffers 1d4 broken ribs. The PC can engage in melee combat at -1 'to hit' penalty. If healing is not received before combat, it is 65% likely that the broken ribs will puncture a lung, inflicting another 1d4 hit points of damage. If the PC suffers this injury, they will suffer 1–2 hit points of damage every round thereafter due to internal bleeding unless healing is administered.

iv. FLASH FREEZE

Entering this three-way intersection will trigger a blast of a cold mist of water from the ceiling, followed by the casting of a *cone of cold* spell, as cast by a 9th level magic-user. The spell emanates from the intersection wall to the northwest intersection. The blast will strike all creatures within either intersection. The additional effect of the preceeding misting of water will cause any creatures within the intersections to become soaked with water, which is then frozen by the cone of cold spell. This will required the victims to seek an immediate source of heat to dry out and warm up, or suffer 1d4 hit points of damage each turn as frostbite sets in. If a PC suffers more than 10 hit points from this additional cold damage, all damage he inflicts in combat will be made at -4, and all bonuses to strength and dexterity will be negated.

v. SPEARS

Crossing this narrowing in the passage will trigger three spears from the opposing wall in ***area 3***. GM's should determine victims based on the party's positioning in the passage. The spears will strike as a 10 hit die creature (for 'to hit' probability). If struck, the spears inflict normal damage, and the victim must save vs. poison of suffer an additional 2d6 hit points of damage. A successful save halves the damage inflicted.

THE CHAMBERS

1. FRONT GATE

The valley ends at a large set of 20-ft tall iron doors. Each door is 10-ft wide. The doors have been carved into the likeness of a dragon's face, split down the middle where the two doors join. The doors are locked, and no opening mechanism or key hole that can be located anywhere. To the right of the doors there is a large chain with an oversized silver ring (worth 50 gp) at the end suspended 4 ft above the ground.

The chain disappears into a hole in the rock 15-ft above the ground. Pulling the chain sounds a gong on the other side of the doors.

The portrait on the doors is not the same image as that found on the humans in THE SNOW-BOUND VILLAGE.

If the chain is pulled to ring the gong, it takes 2d4 rounds until the inhabitants arrive and cautiously observer the party through a secret peep-hole in the "eye" of the dragon-carved door.

If the party can convince the inhabitants to allow them entrance, as the doors open, the party is confronted by ten men (berserkers), armed with bastard swords.

Behind this rank are two additional men (treat as 4th level magic-users), wearing robes and golden bracers, and each bearing a wand. The first mage, a man wearing robes of deep blue (which are also covered all about by evil runes), has the

Notes:

following spells memorized (first level; *protection from good*, *push*, *spider climb* | second level; *detect invisibility*, *web*).

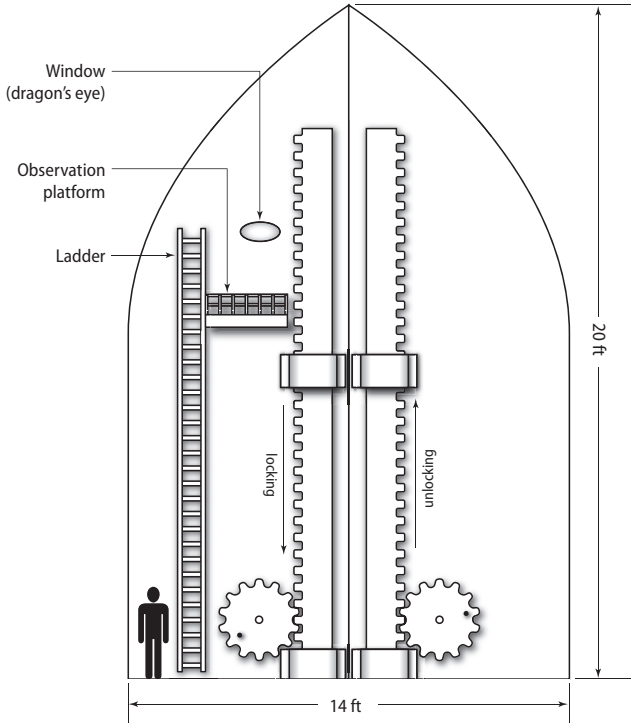
The second mage, a woman in filthy and tattered white robes, has the following spells memorized (first level; *charm person*, *shield*, *sleep* | second level; *invisibility*, *mirror image*).

Each magic user has a ***wand of magic missiles*** with 50 charges (both are rechargeable). The blue-robed mage also wears ***+5 bracers of armor***, while the female mage wears ***+4 bracers of armor***.

The berserkers attack in a battle rage, and will continue attacking until 50% of their numbers are dead or otherwise incapacitated. The others will then seek to retreat back into the caverns and close the doors. If a battle moves against the guards, the guard nearest the doors will retreat immediately into the caves, seeking to alert the berserker leader at ***area 9***.

The doors cannot be opened from the outside once closed. If they do not enter through the doors, the party will have to climb up the cliff-face to enter through the top entrance of ***area 10c***. This opening is obvious from the valley floor.

1a. Locking mechanism; functions as illustrated.



Berserkers (10): **AC** 7; **MV** 120 ft; **HD** 1d6+1; **HP** 7; **#AT** 1 (or 2); **DAM** by weapon type; **POS** bastard sword and 3d6 s.p. (each)

Magic user, white robes (1): **AC** 4; **MV** 90 ft; **HD** 4d4; **HP** 12; **#AT** 1 or spell use; **DAM** by weapon type or spell; **POS** wand of magic missiles

Magic user, blue robes (1): **AC** 5; **MV** 90 ft; **HD** 4d4; **HP** 8; **#AT** 1 or spell use; **DAM** by weapon type or spell; **POS** wand of magic missiles

2. CHAMBER OF THE MAGES

This cave is the chamber of the two mages encountered at ***area 1***. The room contains two beds draped in old, but fine satin. The room also contains two wooden tables. The tables — ***areas 2b*** and ***2c*** — are laden with equipment associated with mages; quickly scribbled notes, spell components of various natures, beakers containing fluids of unknown (and unimportant) substances, a couple of chests (one containing a variety of white clothing, the other a variety of blue clothing).

Also on the tables are two spell books; one is wrapped in white-tanned leather and is bound by silver wires, the other is covered in dark blue leather and is engraved with evil runes. Both books are protected by explosive runes on their covers.

The books contain the following spells;

- **Blue spell book;** first level; *protection from good*, *push*, *spider climb*, *magic missile*, *read magic*, *affect normal fires*, *write* | second level; *detect invisibility*, *web*, *rope trick*, *shatter* | third level; *monster summoning I*, *water breathing*
- **White spell book;** first level; *charm person*, *shield*, *sleep*, *write*, *read magic*, *shocking grasp*, *magic aura* | second level; *invisibility*, *mirror image*, *wizard lock*, *detect good* | third level; *fireball*, *slow*

If the mages at ***area 1*** escaped or were not previously encountered, they will be present here.

2a. Curtain: This pair of curtains partitions off the chamber used by the two magic users encountered at ***area 1***. The curtains are trapped with a magic ward. If the proper word is not spoken prior to moving the curtain aside, the curtain will fall, enveloping the trespasser, whereupon it will burst into flames, inflicting 1d6 hit points of damage per round until the flames are extinguished.

Note that trap is effective whether entering or exiting the chamber. The trap cannot be detected or disarmed by thieves, but must be removed via a *dispel magic* spell.

Notes:

3. BERSERKER TREASURES

The three passages leading into this large chamber leads up at an approximate 20 degree angle. At the top of each passage (*areas 3a*, *3b*, and *3c*) are three berserkers armed with long swords. The berserkers are also armed with several (10) large stone spheres.

The spheres are approximately 4-ft diameter, and weigh several hundred pounds. As the party ascends the ramp(s), the three berserkers at the top of the angle will start rolling the stones down the ramp(s), which, working together, the berserkers can manage one each round. Two berserkers can manage one every other round, and a single berserker cannot manage even a single stone.

As the stones rumble down the passages, each PC must make a saving throw vs. dexterity, or suffer 3d4 hit points of damage. Each successful hit will reduce the PC's next attempted save vs. dexterity by -1.

Berserkers (3x3): **AC** 4; **MV** 120 ft; **HD** 1d6+1; **HP** 7; **#AT** 1 (or 2); **DAM** by weapon type; **POS** long sword (each) and 3d6 sp (each)

The floor of this large cavern is cluttered with the remains of countless raids and attacks perpetrated by the berserkers in these tunnels. Sacks and chests are filled to over flowing with all manner of clothing, sundry items (such as kettles, brooms, chamber pots, broken mirrors, farming tools, children's toys, etc.). Rummaging through the flotsam are 8 berserkers (treat as 4th level fighters); one is armed with a battle axe, five are armed with long swords, one with a morning star, and one with scimitar. All wear splint mail armor (AC 4). They are arguing over shares of the loot, and seem oblivious to the presence of the party. The presence of an unknown well-armed party within the caverns will startle them, and they will seek to escape through the other tunnels.

If the party conducts a thorough, the party will uncover a small cache of treasure; 2,000 cp, 1,000 gp.

Berserkers (8): **AC** 4; **MV** 120 ft; **HD** 1d6+1; **HP** 7; **#AT** 1 (or 2); **DAM** by weapon type; **POS** battle axe (1), morning star (1), scimitar (1), long sword (5) and 3d6 sp (each)

4. FOOD STORES

This chamber holds the food stores of the berserker humans. Filling this cavern are barrels full of grains, dried and fresh meats, fruits and vegetables, so forth. Most are old, but none are spoiled due to the fact that they are stored in cold conditions.

5. GUARD CHAMBER TO THE DRAGON'S LAIR

Stationed here are 6 berserkers; all armed with bastard swords. If attacked, one of the berserkers will head immediately to *area 9* to warn the guard captain of intruders. If one of the berserkers or wizards at the front gate (*area 1*) managed to escape into the tunnels, then the numbers in this area will increase to 12 berserkers. Any attack here is likely to alert the berserkers at *area 6*.

5a. Refuse pile: No encounter.

5b. Locked door: This door that leads into the chambers beyond is locked and trapped. The key to the lock is located on one of the berserkers the party will encounter in this chamber; a thorough search of the bodies will easily reveal the key.

The trap will drop a secondary locked door in the chamber beyond, blocking the party's passage. The secondary door is not trapped, but the locking mechanism is very difficult to pick (-4 on thieves' ability check). The key for the first door will not work on this secondary door.

If the secondary door is activated, the occupants of *area 9* will be alerted to the party's presence.

Berserkers (6 or 12): **AC** 4; **MV** 120 ft; **HD** 1d6+1; **HP** 7; **#AT** 1 (or 2); **DAM** by weapon type; **POS** long sword (each) and 3d6 sp (each)

6. BERSERKER BARRACKS

Reclining here at their ease are 18 berserkers, all armed with bastard swords. The party will have first opportunity to attack if the berserkers have not been alerted to the party's presence.

However, if the guard numbers at *area 5* have been reinforced due to an alert having been raised, the numbers here will be reduced to 12 berserkers; all armed with bastard swords. Any attack here will bring half the numbers from *area 5* within 2 rounds.

Berserkers (18 or 12): **AC** 4; **MV** 120 ft; **HD** 1d6+1; **HP** 7; **#AT** 1 (or 2); **DAM** by weapon type; **POS** long sword (each) and 3d6 sp (each)

7. BACK DOORS

Guarding the closed back door, are 5 berserkers; armed with broad swords. They will attack immediately and viciously. The doors appear to be identical to those located at *area 1*. The doors are locked. A key for the doors is located in *area 9*.

7a. Locking mechanism: (see *area 1a*)

Notes:

*If the party failed to encounter the white dragon at **area 10**, or if the dragon escaped, it will have been alerted to the party's presence, and will be waiting for the group somewhere on the path beyond the door.*

8. THE GAUNTLET

As the party enters the passage, they will see a faint path running the length, weaving between the stalagmites on the floor. Away from the path, they will notice the broken remains of skeletons scattered through the chamber. Also among the debris of deceased remains, if the conducts a thorough search of the room, they will locate the following items; dagger of venom (*8a*), boots of elven kind (*8b*), chime of opening (*8c*), javelin of lightning (*8d*), and a maul of the titans (*8e*).

This long chamber has two characteristics which make it rather deadly; first are the 24 4 hit die piercers that live among the stalactites of the ceiling. Second is a series of traps that run the length of the chamber. The traps are an arsenal of light crossbows that fire from holes in the ceiling.

If the party remains on the visible path they will be attacked by the piercers (1–2 of the creatures dropping on the party every 2 rounds).

A member of the party straying off either path will be subject to the attacking piercers, and will also trigger several crossbows. There will be 2d4 of the crossbows fired every 2 rounds within a 20-ft diameter of any PC not on a path. If multiple PC's are grouped together off the path, choose 1 to center the attack upon. The traps are triggered by very fine wires strung throughout the floor. There is a 10% chance that any of the PCs will notice the wires (this increases to 80% if an active search is conducted). A thief successfully attempting to remove traps will disarm the crossbows within one 20-ft diameter section of the floor.

The fired bolts will be evenly distributed within the area of effect (see above). There is a 10% chance that any given bolt will have been tipped with poison. Failed save vs. poison results in death. Treat bolts as having been fired by a 5th level fighter to determine hit probability (the bolts will always hit their mark; a failed hit indicates only that the bolt has been deflected by the PC's armor).

The only safe route through the chamber is to remain with their back against the wall, travelling around the left (west) side of the cavern (see the safe path indicated on the map).

Piercers (24): **AC** 3; **MV** 10 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 4d6; **POS** —

9. CAPTAIN'S QUARTERS

These are the quarters of the berserker captain and his pet giant snow leopard (see the appendix **NEW CREATURES**). The chamber entrance is covered with a rich, heavy tapestry (250 gp). Furnishings within the chamber include a large bed that would be more at home within a nobleman's estate, a plush couch, a large dining hall table, and several guest chairs. Thick area rugs cover nearly all the floor of the cavern. A large fire pit is built into the center of the chamber, where a narrow chimney opens in the ceiling.

Lars, berserker captain, is a 6th level fighter/ 4th level assassin (see the appendix **NPCs** for complete information), armed with +2 long sword, and armored in +3 leather armor. He also wears the key for the door to area 10 on a thin chain about his neck.

9a. Curtain: This pair of curtains partitions off the chamber used by the two magic users encountered at ***area 1***. The curtains are trapped with a magic ward. If the proper word is not spoken prior to moving the curtain aside, the curtain will fall, enveloping the trespasser, whereupon it will burst into flames, inflicting 1d6 hit points of damage per round until the flames are extinguished.

Note that trap is effective whether entering or exiting the chamber. The trap cannot be detected or disarmed by thieves, but must be removed via a *dispel magic* spell.

Lars, berserker captain (1): **AC** 1; **MV** 90 ft; **HP** 64; **#AT** 1 (or 2); **DAM** by weapon type; **POS** +2 long sword, +3 leather armor

Giant snow leopard (1): **AC** 5; **MV** 180 ft; **HD** 4+4; **HP** 32; **#AT** 3 (or 5); **DAM** 1d4/1d4/1d6 + rear claw attacks; **POS** —

10. DRAGON LAIR

This is the lair of the huge young adult white dragon; Yyaachian'inchh. The dragon is non-magic using, but does have the ability of speech. Yyaachian'inchh can speak in his alignment tongue, the language of the white dragon species, and a broken form common. If the party only speaks common to him, he is only 50% (01–50) likely to understand what they are saying. He will become very frustrated if he cannot understand the party, or likewise make himself understood.

His frustration is likely to cause him to grow angry, and attack the party (starting at 25% on the first occurrence of frustration, and increasing 5% with each additional frustrating situation). When the party enters his lair, he will be sleeping, unless the guards/mages (who will also be present) at areas 1 or 5 have managed to waken him first, or, if combat had occurred at ***area 9***, which he would have overheard.

Notes:

Yyaachian'inchh and his human berserkers have been tasked by the humans at Fortress Forza with a simple command; kill anyone passing through who is not in service to Fortress Forza.

See also the section entitled **QUESTIONING THE WHITE DRAGON** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

Yyaachian'inchh is a coward, though he will try to impress the party with false bravado. He will speak of all the humans and elves he has battled and eaten, and of all the creatures of other planes that he has done battle with. An observant PC (roll for each PC vs. WIS) will note that the dragon's hide is flawless, and bears not the slightest scratch or scar to indicate he has ever seen battle. If it does fall to battle, and the battle does not go his way, Yyaachian'inchh will seek to make his escape through his roof-top opening through ***area 10c***. If presented with an obviously powerful party, the dragon will likewise seek to escape at once. If he does manage to escape the party, he will head at once to Fortress Forza. If presented with combat, Yyaachian'inchh will expend his breath weapon immediately (three times in quick in succession if he has them).

10a. Entrance to dragon's chamber: The door to the dragon's chamber is locked and trapped. The key for the lock is in the possession of Lars, the berserker captain. The trap release a *cone of cold* as if cast by a 9th level magic-user.

10b. Dragon's horde: See below.

10c. Exit to mountain pass: This ice-covered passage slopes up at a steep 50 degree angle. After 500 yards, the passage opens up on the narrow pass that circumvents the lair (see **CIRCUMVENTING THE LAIR** on page 18). If not encountered elsewhere, the remorhaz detailed in **TABLE 5** on page 18 will be here.

If the white dragon and the remorhaz encounter each other here, they battle one another before battling the party.

Dragon's horde; 5,000 sp, 10,000 gp, a scroll containing two clerical spells (6th level *word of recall*, and 7th level *restoration*), ***+1 flail***, ***+1 broad sword (+3 vs. regenerating)***, ***wand of lightning*** (30 charges, rechargeable).

White dragon (1): **AC** 3; **MV** 120 ft/300 ft flying; **HD** 7; **HP** 28; **#AT** 3; **DAM** 1d4/1d4/2d8, plus breath weapon; **POS** —

MODULE 4:

FORTRESS FORZA

The approach to the fortress follows a winding path 20 miles through the rugged mountain pass from the dragon's lair. The path's entire length between the dragon's lair and the fortress has been laid in cobbles, made from a stone which is not native in this area.

Over the course of the party's journey use the following table to determine random encounters. Alternatively, use the random encounter tables located in either the **OSRIC SRD**.

TABLE 6: MISCELLANEOUS ENCOUNTERS; TRAVELLING BETWEEN THE DRAGON LAIR AND FORTRESS FORZA

1D6	ENCOUNTER	NOTES
1	2d6 shadows	**Shadow:** **AC** 7; **MV** 120 ft; **HD** 3+1; **HP** 24; **#AT** 1; **DAM** 1d6; **POS** —
2	1 roc	Result occurs only once on this table. **Roc:** **AC** 4; **MV** 30 ft/300 ft flying; **HD** 18; **HP** 80; **#AT** 1 or 2; **DAM** 4d6 or 3d6/3d6; **POS** —
3	1–2 cave bears	**Cave bear:** **AC** 6; **MV** 120 ft; **HD** 6+6; **HP** 54; **#AT** 3, plus hug; **DAM** 1d8/1d8/1d12 + (2d8); **POS** —
4	1d4 griffons	**Griffon:** **AC** 3; **MV** 120 ft/300 ft flying; **HD** 7; **HP** 48; **#AT** 3; **DAM** 1–3/1–3/2d8; **POS** —
5	2d4 ogres	**Ogre:** **AC** 5; **MV** 90 ft; **HD** 4+1; **HP** 30; **#AT** 1 or by weapon; **DAM** 1d10 or by weapon; **POS** —
6	1–2 night hags	Result occurs only once on this table. **Night hag:** **AC** 10; **MV** 90 ft; **HD** 8; **HP** 54; **#AT** 1; **DAM** 2d6; **POS** —

THE DEBRIS FIELD

The party emerges from the denuded forest through which they have been traveling to find themselves facing a rubble-strewn clearing which rises quickly to a stone wall. Curiously, the snow through which the party had been traveling for several weeks now gives way to a cold but clear vista. Not a single snow bank can be seen anywhere above the clearing where the party now stands.

As the group makes their approach up the winding path toward the fortress wall, they can make out the debris field of some ancient

Notes:



battle. The destroyed and decaying weapons and war machines can be seen scattered across the entire scene; siege engines, assorted melee weaponry, thousands of spent arrows and crossbow quarrels, and the skeletons of many thousands of corpses.

On close examination, most of the bodies (skeletons) appear to be human, although some that may be elfish, orcish, and some of the large ones may be hobgoblin.

As the party conducts searches outside the fortress wall, use the following table to determine possible encounters. There is a 1–2 on d6 chance of an encounter. All encounters may occur multiple times unless otherwise indicated. Roll once every 6 turns.

TABLE 7: MISCELLANEOUS ENCOUNTERS; THE DEBRIS FIELD

1D12	ENCOUNTER	NOTES
1	4d4 skeletons	Armed with long sword (01–33), battle axe (34–66), or bastard sword (67–00). **Skeleton:** **AC** 7; **MV** 120 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d6; **POS** weapon to be determined
2	1d4+1 prehistoric lions	**Prehistoric lion:** **AC** 5; **MV** 120 ft; **HD** 6+3; **HP** 48; **#AT** 3 + rear claws; **DAM** 2d4/2d4/2d6, plus rear claws; **POS** —
3	4 wraiths	Result occurs only once on this table. The wraiths' treasure horde is located at ***area 3***. **Wraith:** **AC** 4; **MV** 120 ft/240 ft flying; **HD** 5+3; **HP** 40; **#AT** 1; **DAM** 1d6, plus level drain; **POS** —
4	3d4 goblins	Armed with mace (70%) or spear (30%). **Goblin:** **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** —
5	2d12 ghouls	**Ghoul:** **AC** 6; **MV** 90 ft; **HD** 2; **HP** 14; **#AT** 3; **DAM** 1–3/1–3/1d6, plus paralysation; **POS** —
6	2d6 shadows	**Shadow:** **AC** 7; **MV** 120 ft; **HD** 3+1; **HP** 24; **#AT** 1; **DAM** 1d6; **POS** —
7	1 spectre	Result occurs only once on this table. **Spectre:** **AC** 2; **MV** 150 ft/300 ft flying; **HD** 8+3; **HP** 58; **#AT** 1; **DAM** 1d6+4; **POS** —
8	2d4+4 bone hound	See the appendix **NEW CREATURES**. **Bone hound:** **AC** 6; **MV** 180 ft; **HD** 3; **HP** 20; **#AT** 1; **DAM** 2d4; **POS** —
9	1–2 carcass creepers	**Carcass creeper:** **AC** 3/7; **MV** 120 ft; **HD** 3+1; **HP** 22; **#AT** 8; **DAM** paralysis; **POS** —
10	3d8 zombies	**Zombie:** **AC** 8; **MV** 60 ft; **HD** 2; **HP** 15; **#AT** 1; **DAM** 1d8; **POS** —
11	2d4 ogres	There is a 50% chance the ogres will be accompanied by an ogre mage (ogre mage occurs only once). The ogre mage attacks with a two-handed sword if present. **Ogre:** **AC** 5; **MV** 90 ft; **HD** 4+1; **HP** 30; **#AT** 1 or by weapon; **DAM** 1d10 or by weapon; **POS** — **Ogre Mage:** **AC** 4; **MV** 90 ft/150 ft flying; **HD** 5+2; **HP** 38; **#AT** 1 or by weapon or spell use; **DAM** 1d12 or by weapon; **POS** two-handed sword
12	1d4 shadow mastiffs	**Shadow mastiff:** **AC** 6; **MV** 180 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 2d4; **POS** —

STREAMS

The streams that run through the area indicated on the map are shallow and partially frozen. The stream beds are coated in a thick layer of silvery blue-green algae. The algae is a rare variety known to exist only in high elevations where the air is thin. The plant is commonly known as mountain mold, and alternatively known as jack foil, or gob gunk for its tendency to grow in thick, fist-sized clumps. (refer to the appendix **NEW CREATURES** for additional information.

THE CATACOMBS

The catacombs that run beneath the debris field were excavated in a haphazard manner by the many different creatures that have inhabited the region over the past several hundred years. GM's should note that several of the chambers within the catacombs have exits to the debris field that may be used to ambush the party as they roam about the surface.

i. Catacomb entry from fortress tower: The rubble-strewn floor of this cave belies its unstable condition. As the party moves through the cave, there is a 10% chance per PC of a collapse occurring. The collapse will be either a single large stone, a moderate collapse of a single section of the ceiling, or a major collapse which essentially completely destroys the chamber;

- **Stone collapse (01–45):** A single large stone falls from the ceiling, dropping on one of the PCs chosen at random by the GM. The PC must make a saving throw vs. dexterity or suffer 4d4 hit points of damage. A successful save halves the amount of damage inflicted.
- **Moderate collapse (46–80):** Half the ceiling collapses, requiring all PCs within 20-ft of the area of collapse to make a saving throw vs. dexterity or suffer 4d6 hit points of damage. A successful save halves the amount of damage inflicted.
- **Major collapse (81–00):** The ceiling of the cave completely collapses, causing all PC's in the cave to make saving throws vs. dexterity at -3 or suffer 4d6 hit points of damage. A successful save halves the amount of damage inflicted.

  A major collapse also blocks off the cave completely.

Notes:

ii. Sodden passage: The walls and ceiling of this widening of the passage the party now passes through seep and drip continually with near-freezing water from the stream above. The passage is inhabited by 6 ice trolls.

Ice trolls (6): **AC** 8; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 2; **DAM** 1d8/1d8; **POS** —

iii. Exit to the debris field: The roof of this chamber is a caved-in ruin leading up to ***area 9*** of the debris field.

iv. Grimlock chamber: This chamber houses 12 grimlocks that use the chamber to hide from the undead creatures that roam the debris field, as well as a means of laying ambush to unsuspecting creatures above.

Grimlocks (12): **AC** 4; **MV** 120 ft; **HD** 3; **HP** 20; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** battle axe (each)

v. Injured goblins: As the party enters into this chamber, they will discover 11 battle-weary goblins. All are nursing fresh cuts and other wounds, most quite grievous. If pressed to escape, the goblins will avoid moving into ***area vi*** at all costs.

Goblins (11): **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 2; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** mace (each)

vi. Scene of the goblin fight: Within this chamber, the party witnesses the aftermath of a pitched battle of a band of goblins (5) and their hobgoblin leaders (2). All the humanoids are freshly dead, but no sign of an attacker can be found anywhere within the cavern.

Soon after the party enters the chamber, the mystery will be solved as a xorn emerges from the south wall to attack the party.

Xorn (1): **AC** -2; **MV** 90 ft; **HD** 7+7; **HP** 48; **#AT** 3 or 1; **DAM** 1–3/1–3/1–3 or 6d4; **POS** —

vii. Empty chamber: This chamber is empty save for the bodies of 3 recently slain goblins.

viii. Empty chamber: This chamber is empty. A concealed trap door in the ceiling that leads up to the debris field near the fortress wall.

ix. Monster-zombieland: This chamber has become a gathering point for monster zombies. The chamber is packed shoulder-to-shoulder with the undead creatures. If the party passes the chamber on the debris field, the creatures burst forth from the ground, as though arising from their very graves.

All manner of undead humanoid appears to be represented among the dead; orc, hobgoblin, goblin, gnoll, grimlock, and more.

Monster zombies (14): **AC** 6; **MV** 90 ft; **HD** 6; **HP** 32; **#AT** 1; **DAM** 2d8; **POS** —

x. Empty chamber: This chamber is empty. Roll for possible miscellaneous encounter from **TABLE 7**.

xi. Empty chamber: This chamber is empty. Roll for possible miscellaneous encounter from **TABLE 7**.

xii. Purple worm: A purple worm has recently claimed the west portion of this chamber as its den, where the cavern wall appears to be recently caved in.

Purple worm (1): **AC** 6; **MV** 90 ft; **HD** 15; **HP** 90; **#AT** 1 + stinger; **DAM** 2d12 or 2d4; **POS** —

xiii. Empty chamber: This chamber is empty. Roll for possible miscellaneous encounter from **TABLE 7**.

xiv. Empty chamber: This chamber is empty. Roll for possible miscellaneous encounter from **TABLE 7**.

xv. Unsteady ceiling: In the center of this chamber is a large timber that has been jammed against the floor and the ceiling. Moving the timber will cause the ceiling to cave in on the occupants, inflicting 3d6 hit points of damage. A successful save dexterity halves the amount of damage inflicted.

Walking directly over the chamber on the debris field will cause a similar collapse, inflicting 3d4 hit points of damage on those on the surface. A successful save vs. dexterity halves the amount of damage inflicted.

Similarly, the floor of the chamber has been trapped. When the party enters the chamber from the passage, 15-ft into the chamber they will trip a fulcrum release in the floor, which will drop anyone within the chamber into 20-ft deep pit.

xvi. Hobgoblin ambush: Not trusting to the abilities of the goblins at ***area xvii***, these 9 hobgoblins have been positioned at this cave below the debris field to guard the approach to the

Notes:

fortress. The orcs are unaware of the fate of their 'captains' at *area vi*. Each hobgoblin attacks with a bastard sword.

Hobgoblins (9): **AC** 5; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** bastard sword (each)

xvii. Goblin ambush: Unaware of the fate of their comrades at *area v*, these 10 goblins have been set to watch here to guard the approach to the fortress by the path. PC's have the same possibility to discover the chamber's debris field entrance as they would to discover a secret or concealed door.

Goblins (10): **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 2; **#AT** 1; **DAM** 1d6 or by weapon type; **POS** mace (each)

THE OUT BUILDINGS

1. OUT BUILDING/SPIDER LAIR

Once a check point on the path leading to the fortress walls, the door to this small building has long ago rotted off its hinges, and now lays in moldering ruins on the threshold.

Within the building, what the party at first may take to be thick cob webs, are in reality the webs of the pair of giant spider that makes their home in the rafters directly above their heads!

If the party can draw the spiders out of the building, they will have 1 full round where the spiders cannot attack as they squeeze their massive bulks through the door.

Giant spiders (2): **AC** 4; **MV** 30 ft/120 ft in web; **HD** 4+4; **HP** 36; **#AT** 1; **DAM** 1d8, plus poison; **POS** —

Treasure: 8,000 cp, 2,000 sp, 1,000 ep, 3 gems (see **TABLE 8**), 1 piece of jewelry (see **TABLE 9**), ring of charisma.

TABLE 8: AREA 1; GEMS

STONE	SIZE	QUALITY	VALUE (GP)
ruby	large	very fine	1,000
opal	average	fine	500
jet	small	flawed	10

TABLE 9: AREA 1; JEWELRY

PIECE	METAL	NO. GEMS	STONE	VALUE (GP)
ornate ring	electrum	3	moss agate	80

2. OUT BUILDING/EMPTY

This building is empty.

3. OUT BUILDING/WRAITH TREASURE HORDE

If not encountered elsewhere, the 4 wraiths listed in **TABLE 7** will be located here. This is the wraiths' treasure horde; 5,000 cp, 3,000 sp, 4,000 gp, ***oil of ætherealness***, ***potion of treasure finding***, and a ***shield -1, missile attractor***.

Wraiths (4): **AC** 4; **MV** 120 ft/240 ft flying; **HD** 5+3; **HP** 40; **#AT** 1; **DAM** 1d6, plus level drain; **POS** —

4. MAIN GATE

The main gate is a destroyed shambles. It should be plainly obvious to even a casual inspection that the great tall oaken gate (and the walls to either side) was shattered by a great siege engine.

As the party moves through the wrecked opening, 3 hill giants — 2 to the right and 1 to the left of the door — have been lying in wait for the party, as they had observed them approaching the debris field. The giants launch an uncoordinated and chaotic attack against the party.

Hill giants (3): **AC** 4; **MV** 120 ft; **HD** 8+1–2; **HP** 65; **#AT** 1; **DAM** 2d8, plus throwing rocks; **POS** —

5. BARRACKS COMPLEX

This small cluster of three buildings was used to house the on-duty guards. They are now largely damaged.

5a. Giant cobra: A giant cobra has made its nest within this structure.

Giant snake, cobra11 (1): **AC** 5; **MV** 120 ft; **HD** 4+2; **HP** 30; **#AT** 1; **DAM** 1d4, plus spit poison; **POS** —

Notes:

5b. Copykat: At the base of the door leading into this building, is a scattering of coins of various kinds (30 cp, 25 sp, 45 ep, 20 gp, 10 pp), and a finely crafted knife (***+1 dagger***).

The door to this building is in actuality the creature itself; a copykat (see the appendix **NEW CREATURES**). The creature has formed itself into the likeness of an oak door with heavy iron straps, appearing to be of relatively recent construction.

The copykat's body contains the following treasure; 200 cp, 300 ep, 100 gp, 100 pp, 2 gems, and 3 pieces of jewelry.

Copykat (1): **AC** 7; **MV** 30 ft; **HD** 8; **HP** 60; **#AT** 1; **DAM** 3d4, plus glue excretions; **POS** —

TABLE 10: AREA 5B; GEMS

STONE	SIZE	QUALITY	VALUE (GP)
star ruby	small	flawed	10
azurite	average	fine	50

TABLE 11: AREA 5B; JEWELRY

PIECE	METAL	NO. GEMS	STONE	VALUE (GP)
simple bracer	gold	0	—	25
ornate ring	platinum	0	—	50
ornate coronet	silver	5	diamond	250

5c. Empty building: This building is empty.

6. OUT BUILDING/COLLAPSE, AND THE DAGGER OF DEMON BANISHMENT

This building from the outside is on the verge of falling in on itself. The door itself is missing altogether. Within the building, the wooden floor is warped into a convex bowl. As the party enters into the building, the floor boards creak and threaten to give way as centuries of dust rains down upon the group's heads.

If more than 500 lbs of weight enters into the building, the ceiling, rafters, and roof will completely collapse, inflicting 4d4 hit points of damage on anyone in the building. Also among the debris is a small wooden chest that shattered open when it fell along with the collapse of the ceiling. Within the chest is a stash of platinum coins (750 pp) and a dagger of elaborate design. The dagger is inscribed with many images and runes expressing faith in the gods of lawful good followers.

The dagger and the coins are actually a hidden treasure left behind by the group of adventurers the party heard tale of back in Gorby. The dagger is a special weapon acquired by them to combat a powerful creature they learned may be present in the ruins of Forza. It is a ***dagger of demon banishment*** (see the appendix **NEW MAGIC** for additional details).

7. OUT BUILDING/GROANING SPIRIT

If the party encounters the building during daylight hours; The path leading past this building littered with heads of human, demi-human, and humanoid skeletons. The door to the building stands slightly ajar.

Within the building the remains of its past occupants are now nothing but several piles of broken and decaying pieces of furniture. In a dark corner furthest from the door, a figure sits huddled, covering its features. Dressed in ragged fabrics, and with a slight build, it's possible the figure maybe a female.

As soon as the party comes to the figure's attention, it will turn and reveal itself as a banshee.

If the party encounters the building during nighttime hours; it is 75% likely the banshee will be outside the building, within 100-ft of the door.

Banshee (1): **AC** 0; **MV** 150 ft; **HD** 7; **HP** 50; **#AT** 1; **DAM** 1d8, plus wail and fear; **POS** —

8. OUT BUILDING/FALSE FLOOR

This building is empty, however, the floor is weak and will collapse if more than 300 lbs enter into the building. Anyone in the building at the time of its collapse will suffer 4d4 hit points of damage from the fall, and the debris. A successful save vs. dexterity will halve damage suffered.

The party will end up in the passage that runs beneath the building.

9. ENTRY TO CATACOMBS

The original purpose of this chamber now remains unknown, for little remains behind to tell the tale. Opening the building's door reveals that the entire floor has been caved in; the rubble strewn remains leading down into ***area iii*** of the catacombs.

10. SENTRY BUILDING

From inside this building come the unmistakable sounds of something furiously rummaging through the structure's contents.

Notes:

The noises and clamor are accompanied by the sounds of decidedly bestial voices raised in heated confrontation. As the party watches the doorway, a pair of figures emerge from the building; one chasing the other. The creatures are a pair of dretch, and are in service to the occupants of ***area 17***. The noises of additional creatures can be heard still in the building.

The first dretch to emerge from the building has an object clasped in its hands, and is covered head to toe in cuts that bleed a thick, black blood. The second creature to emerge, also covered head to toe in oozing cuts, is chasing the first in order to recover what it is the first one has. Both will make their way toward ***area 17*** unless stopped.

The object that is the point of contention between the two is an ordinary dagger; old and rusted, but serviceable.

Remaining inside the disheveled building are 6 more dretch.

Dretch (6): **AC** 2; **MV** 90 ft; **HD** 4; **HP** 30; **#AT** 3; **DAM** 1d4/1d4/1d4+1; **POS** —

11. COMMON BATH HOUSE

This was once a community bath house, given the pools and small aqueducts that at one time fed them. Now however, the aqueducts are cracked and leaking, and the pools are filled with fetid stagnant water.

12. OUT BUILDING/CRYPT THING LAIR

The door to this building remains open. As the party approaches, they can see that directly across from the door, a trap door in the floor stands open. The trap door leads to a narrow passage that heads off in a northerly direction.

Also in this building, a pair of giant centipedes have built their nest.

Giant centipedes13 (2): **AC** 5; **MV** 180 ft; **HD** 3; **HP** 24; **#AT** 1; **DAM** 1–3, plus poison/acid damage; **POS** —

12a. Guardians of the crypt thing: As the party enters the long chamber, they will see a row of 6 statues of nude females. Very faintly, the party sees the dim outline of the swords that each of the statues holds.

The statues are in fact caryatid columns. The caryatids are programmed to activate when any treasure is removed from ***area 12b***.

Caryatid columns (6): **AC** 5; **MV** 60 ft; **HD** 5; **HP** 35; **#AT** 1; **DAM** 2d4, plus breaking opponent's weapon; **POS** —

12b. Den of the crypt thing: Against the north wall of this cave, a cloaked and hooded figure sits in a small unadorned chair. The figure is a crypt thing, and sits in a state of rest until the party enters. The crypt thing will not prevent the party from attempting to take any of the treasure.

Crypt thing (1): **AC** 3; **MV** 120 ft; **HD** 6; **HP** 50; **#AT** 1; **DAM** 1d8, plus teleportation; **POS** —

Treasure: 2,000 sp, 1,000 ep, 4,000 gp, 1,000 pp, ***wand of detecting magic*** (15 charges), ***wand of lightning*** (23 charges), ***wand of wonder*** (5 charges).

13. OUT BUILDING/HIGH VOLTAGE!

The door leading into this roughly 75-ft diameter, one room building stands ajar. Within can be witnessed dozens of skeletal remains scattered about the floor. The majority of the bodies appear to have been armored in plate and chain mail, which have long ago rusted beyond usefulness. The others wear only the ragged remnants long ago decayed fabrics and leathers.

Also, the party will find battle-worn, and age destroyed weaponry left behind by these unfortunate souls.

Entering the building reveals a faint odor not unlike ozone. If the remains are examined, the PC's each must make a save vs. wisdom to note important details regarding the mortal remains. A successful save indicates that a party member has identified no mortal injuries on the bodies encased in the metal armors.

In the rafters, 15-ft above the party's heads, 12 volts wait in ambush.

Volt16 (12): **AC** 3; **MV** 60 ft levitating; **HD** 2+1; **HP** 16; **#AT** 1; **DAM** 1d4, plus electric shock; **POS** —

14. OUT BUILDING/RIVALS SET AN INVITING TRAP

The door to this building stands slightly ajar. On close examination, a forgotten lock pick remains in the keyhole on the outside of the door. A thin wisp of smoke curls from the keyhole, as though something recently burned therein. If investigated, the smoke would have the very slight aroma of cloves.

Notes:

Inside, at the center of the chamber sits a solitary small wooden chest. The chest is unlocked, but is trapped with a *fire trap* spell cast by a 7th level magic user. The spell is set to detonate when the lid of the chest is open.

This whole arrangement has been set up as a carefully laid trap by a rival treasure-seeking group of adventurers who seek to ambush the PC's, and rob them of all their wealth and prized treasures.

The smoke curling from the lock in the door is merely an incense stick shoved into the keyhole moments before the PC's arrived on scene, with the hope that the PC's would see this as a disarmed trap.

Once the party moves to investigate the chest, the antagonistic group of intruders will reveal themselves within 2 rounds, or immediately after the party has triggered the *fire trap* spell.

They are laying in wait to the right of the door, concealed by an *invisibility, 10-ft radius* spell cast by a 7th level magic user. The spell is centered on the magic user himself, and will expire as soon as the interlopers make themselves known.

Refer to the appendix **NPCs**, the section entitled **FORTRESS FORZA, AREA 14** for details on these five attackers.

See also the section entitled **VAN'TRIEV THE CLERIC** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

15. OUT BUILDING/EMPTY

This building is empty. However, the noise of the occupants from ***area 16*** can clearly be heard.

16. OUT BUILDING/DEMONS IN THE HOUSE!

The door to this building has been smashed inward as a pair of ekivu (fly demons) have entered and are rummaging through the decaying remains for treasures which may be returned to ***area 17c***.

Ekivu (4): **AC** -1; **MV** 50 ft/120 ft flying; **HD** 7+2; **HP** 54; **#AT** 3; **DAM** 2d4/2d4/1d4, plus buzzing; **POS** —

Among the treasures that litter the building's interior, the party will find; 3,500 cp, 2,000 sp, 1,000 ep, 3,500 gp, 1,500 pp, ***axe of hurling***, ***bag of tricks***, ***medallion of thought projection***, and a ***potion of healing***.

17. MINOR CHAPEL AND ENTRANCE TO THE HIDDEN SANCTUARY

The exterior of this building is like no other the party has seen in the fortress so far. The exterior is far from dilapidated, and in fact seems to be quite well maintained. The exterior walls however are covered every square inch in small runes of evil design. PC's successfully saving vs. intelligence can correctly identify the runes as a form used by worshippers of demonic powers.

A second save vs. intelligence can correctly identify the name "Marilith" many times throughout the evil writings.

If the party continues to examine the writings, it is 10% likely per round (cumulative) of reading that they will come across a set of *explosive runes*.

The sturdy wooden door leading into this building is locked, but not trapped. However, the lock is very complex, and thieves will make their ability checks at 2 levels below their actual level.

17a. Minion chamber: This cavern is crowded with demonic hordlings; dozens of kullule and several dretch.

Dretch (4): **AC** 2; **MV** 90 ft; **HD** 4; **HP** 30; **#AT** 3; **DAM** 1d4/1d4/1d4+1; **POS** —
Kullule (30): **AC** 7; **MV** 30 ft; **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1d4; **POS** —

17b. Primary guard chamber: The chamber is guarded by 4 ekivu fly demons.

Ekivu (4): **AC** -1; **MV** 50 ft/120 ft flying; **HD** 7+2; **HP** 54; **#AT** 3; **DAM** 2d4/2d4/1d4, plus buzzing; **POS** —

17c. Sacrificial chamber: The cavern is brightly lit by thousands of candles. Center-most in the chamber is a large, blood-stained altar. Though there is a large pool of sticky, congealing blood, there is currently no body present. Also in the chamber are many small chests containing treasures. Among the treasures is located here; 15,000 sp, 10,000 ep, 4,000 gp, 500 pp, 10 gems, 5 pieces of jewelry, a suit of +1 plate mail, a suit of ***+1 chain mail***, a suit of ***+2 scale mail***, a ***+2 hand axe***, a ***+1 morning star***, and a ***+3 javelin***.

TABLE 12: AREA 5B; GEMS

STONE	SIZE	QUALITY	VALUE (GP)
Banded agate	average	average	30
Tourmaline	huge	perfect	750

Notes:

STONE	SIZE	QUALITY	VALUE (GP)
Amethyst	large	fine	130
Garnet	very small	flawed	5
Topaz	small	imperfect	10
Jasper	average	average	30
Black sapphire	small	flawed	25
Jade	very small	poor	5
Jet	small	imperfect	20
Black sapphire	average	average	50

TABLE 13: AREA 5C; JEWELRY

PIECE	METAL	NO. GEMS	STONE	VALUE (GP)
Simple bracelet	gold	0	none	20
Simple coiffe	silver	0	none	20
Ornate morse	gold	4	spinel	130
Cheap ring	wytchwood	0	none	10
Simple fibula	steel	0	none	5

17d. Sanctuary of Marilith: As the party approaches the long narrow, passage that leads into this cavern, a feeling of forboding and evil presses down on them.

Entering the chamber, it is clear that this is a sanctuary of an otherworldly evil; the very air seeming to pulsate with an evil aura. Across from the entrance to the chamber, evil holy symbols have been carved into the floor, and many hundreds of scented candles are lit. At the center of the chamber, three clerics chant and move rhythmically. Deeply involved in their chanting and praying, the clerics will take no notice of the party's entrance into the chamber.

Within the symbol carved into the floor, a ghastly form is taking substance from out of the thin air. And though the being's features remain barely distinguishable from the smokes of the many hundred candles, the body is taking form; the beast is at least 7-ft tall, with the body of a woman and a long serpentine tail. Her six arms each wield a different sword.

The creature slowly materializing before the parties eyes is a Class E demon named Marilith. The demoness is armed as indicated below. She is currently halfway between her plane on Hades and the Prime Material Plane.

If the clerics are left to their work, Marilith will enter the Prime Material Plane in 6 rounds. If one of the clerics is successfully attacked, the required summoning time will increase to 9 rounds. If two of the clerics are successfully attacked, the summoning will be destroyed, and Marilith will be sent back to Hades.

The act of destroying the demoness' summons should earn the party the eternal wrath of Marilith.

If one of the clerics is attacked, the other two will not stop their summoning, since they know how dangerous it is to stop the *gate* spell, once it has begun.

Class E Demon (1): **AC** -7/-5; **MV** 120 ft; **HD** 7+7; **HP** 62; **#AT** 7; **DAM** 2d8, plus various by weapon type; **POS** ***+3 long sword, +3 bastard sword, vorpal long sword, +2 short sword of venom, +3 battle axe, +3 scimitar***

Clerics (3): **AC** 10; **MV** 120 ft; LVL 16; **HP** 72; **#AT** 1; **DAM** by weapon type or spell; **POS** +1 mace (each); **Spells** (each) first level: *command, cause light wounds, detect good, detect magic, protection from good, cause fear, sanctuary* | second level: *chant, detect charm, hold person, know alignment, speed poison, snake charm, spiritual weapon* | third level: *animate dead, cause blindness, cause disease, glyph of warding, locate object, prayer, curse* | fourth level: *cause serious wounds, exorcise, poison, speak with plants, sticks to snakes, tongues* | fifth level: *commune, cause critical wounds, flame strike, plane shift, raise dead* | sixth level: *blade barrier, stone tell, word of recall* | seventh level: *gate*

18.–19. COLLAPSED WALL

This section of the defensive fortification has been collapsed, likely by use of a siege engine.

20. CITADEL FORZA

The evil that the structure now contains has literally stained the white stone of the building in varying shades of gray and black. All signs of life — plant and animal — have been wiped clean from the grounds. A cold mist covers the grounds surrounding the building, and anyone entering into the mist, finds it to be cold and chilling. The building itself contains a number of unknown floors, with some structures upon the roof, which may once have been defensive positions.

A search of the perimeter shows that there is only one door into the building, and that all windows and arrow-slits of the structure have been bricked over. The front doors themselves are of ancient and pitted iron. Three great iron bars have been placed across the doors, and a great padlock of steel secures each of the bars. The padlocks appear to be of fairly recent construction.

To pick all three locks, a thief need only roll once on the pick locks ability, for all three locks are identical. If however, the thief fails with the first roll, none of the locks will be able to be opened by that thief. If unsuccessful in picking the locks, the bars require a combined strength attribute of 52 to lift each of them out of place. If the bars have been successfully removed, a combined strength attribute of 52 is needed to pull the doors open.

The doors are equipped with 4 traps; one on each of the bars, and one on the door itself (triggered when the door is pulled open);

Notes:

Top bar: Unobserved by the party, as they remove the top bar, a thick gooey substance has oozed from beneath the door and coated the feet of all PC's working to lift the bar. Once coated, the affected PC's will find their movement halved, and all special abilities requiring use of feet (e.g., move silently, jump, sprint, etc.) negated until the glue can be removed. The glue can be removed by use of a liberal amount of kerosene.

A careful application of acid can also serve to clean the glue, but in doing so, the PC must save vs. dexterity or risk destroying the article they are trying to clean. Casting a *haste* spell will allow the afflicted PC normal movement rate for the duration of the spell. The glue is highly flammable.

> *GM's who have run the Usherwood Adventure* Arachnophobia! *will recognize this particular glue as the same resin produced by the tarantulamon larval form.*

Successfully removing this trap will allow the thief to collect the bladders of glue from a small recess in the door once it has been opened.

Middle bar: Lifting the heavy bar away from the door releases a spray of flaming oil which coats everything in a 30-ft semi-circle in front of the doors. Any PC within the area of effect will suffer 3d4 hit points of damage each round for 1d4 rounds unless the flames can be extinguished.

Bottom bar: As the party removes the lowest of the three bars, a large pit opens below their feet; 20-ft wide by 20-ft long by 30-ft deep. The bottom of the pit to a depth of 5-ft is filled with putrid rain water. Within the water is school of 5 giant leeches.

Climbing back out of the pit will prove problematic as the side of the pit are coated in a thick layer of slime (-5 on all attempts at climbing walls).

Giant leech (5): **AC** 9; **MV** 30 ft; **HD** 2; **HP** 6; **#AT** 1; **DAM** 1d6; **POS** —

Door: Crossing the threshold of the door releases 40 spears from the top of the door jam (1 for every foot opening's width).

Once opened, a great gust of cold, foul air escapes from the interior of the building, with a sound as though the structure were exhaling a long-held breath. All within 30-ft of the door must save vs. poison, or become violently ill for 1d4 rounds (during which time they will be helpless to do anything other than retch), and loose 1–2 points of strength for 2d4 turns.

Each floor of the citadel is supported by two types of columns (see maps), which are described here;

Circular columns: These columns are all hollow, and contain stairs that lead to the upper levels. Each stair case leads to but one level. So, to get to level 3 from level 2, the party must first travel back down to level in order to access to appropriate stair case.

Each of these columns is elaborately decorated with images of demonic creatures over their entire surface. The creatures start with low-level beings at the columns' bases on the first level, and progress through stronger and more powerful beings in the upper levels.

The concealed door to access each stair case is rendered in the likeness of a specific demonic lord described in the encounter area.

Hexagonal columns: These columns are what truly supports the interior structure of the citadel. Each of these is decorated in non-repeating, abstract patterns and designs. Only the secret door leading into ***area 3*** differs (refer to area description).

CITADEL FORZA; 1ST LEVEL

MISCELLANEOUS ENCOUNTERS

Roll for miscellaneous encounters (1–2 on d6, checked every 3 turns). Each encounter may occur only once unless otherwise noted.

TABLE 14: MISCELLANEOUS ENCOUNTERS; CITADEL FORZA: FIRST LEVEL

1D12	ENCOUNTER	NOTES
1	3d8 skeletons	Armed with long swords. They rise up from the floor where they are among the other skeletons within the debris of the floor. **Skeleton:** **AC** 7; **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** 1d6; **POS** long swords

Notes:

1D12	ENCOUNTER	NOTES
2	1d4 shadows	**Shadow: AC** 7; **MV** 120 ft; **HD** 3+1; **HP** 22; **#AT** 1; **DAM** 1d6; **POS** —
3	3d8 zombies	**Zombie: AC** 8; **MV** 60 ft; **HD** 2; **HP** 15; **#AT** 1; **DAM** 1d8; **POS** —
4	1–3 ghouls	**Ghoul: AC** 6; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 3; **DAM** 1d3/1d3/1d6; **POS** —
5	1 carcass creeper	**Carcass creeper: AC** 3/7; **MV** 120 ft; **HD** 3+1; **HP** 22; **#AT** 8; **DAM** paralysis; **POS** —
6	1 executioner's hood	**Executioner's hood: AC** 6; **MV** 60 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 1d4; **POS** —
7	1–2 shadow mastiffs	**Shadow mastiff: AC** 6; **MV** 180 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 2d4; **POS** —
8	1d4 crypt slugs	See the appendix **NEW CREATURES**. **Crypt slug: AC** 10; **MV** 1 ft; **HD** 1; **HP** 1; **#AT** 0; **DAM** special; **POS** —
9	2d4+4 bone hound	See the appendix **NEW CREATURES**. **Bone hound: AC** 6; **MV** 180 ft; **HD** 3; **HP** 20; **#AT** 1; **DAM** 2d4; **POS** —
10	1 spectre	This result occurs only once on this table. The spectre's treasure horde can be located in the northwest corner of the first floor at ***area i***. **Spectre: AC** 2; **MV** 150 ft (300 ft flying); **HD** 8+3; **HP** 58; **#AT** 1; **DAM** 1d6+4; **POS** —
11	1–2 wraiths	This result occurs only once on this table. The spectre's treasure horde can be located in the northwest corner of the first floor at ***area ii***. **Wraith: AC** 4; **MV** 120 ft (420 ft flying); **HD** 5+3; **HP** 40; **#AT** 1; **DAM** 1d6, plus level/energy drain; **POS** —
12	1d8 poltergeists	**Poltergeist: AC** 10; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** Nil; **DAM** Nil; **POS** —

Once inside, the party seen the empty, barren shell that the citadel is. The interior of the structure itself was once white marble veined in black. Great columns rise up to the ceiling some 60-ft high. The interior is utterly dark, with no source of light. Braziers can be found at regular 5-ft intervals around all the walls, and at each column. However, their fuels have been long ago spent, or evaporated. Remains of broken wooden furniture and stone statues lay strewn about the floor everywhere. The statues seem to have been human men and women, but who exactly they may have once represented cannot now be interpreted. Some weapons also lay scattered about; long swords of ancient design, their hilts long ago decayed. Orcish scimitars, broken and stained with old blood, can be found here and there. And throughout the open hall, skeletons lay scattered about. Skeletal remains of many races are strewn about; human, elven, dwarven, orc, hobgoblin, and few of the large (giant, ogre, and other unidentifiable forms).

TREASURE HORDES

i. Horde of the spectre: This pile of coin and enchanted items lays unprotected. If the spectre has not been encountered elsewhere, it will be here.

Treasure; 5,950 ep, 1,939 gp, 6,028 pp, potion of fire resistance, arrow of direction, gem of seeing, pearl of power

ii. Horde of the wraiths: This pile of coin and enchanted items lays unprotected. If the wraiths have not been encountered elsewhere, they will be here.

Treasure; 3,579 gp, 20 gems

STONE	SIZE	QUALITY	VALUE (GP)
Black Sapphire	very large	flawless	30,000
Jade	average	fine	500
Star Ruby	average	fine	2,000
Rock Crystal	large	fine	65
Smoky Quartz	average	average	100
Emerald	very large	fine	3,000
Chalcedony	large	fine	150
Hematite	average	average	20
Smoky Quartz	large	fine	150
Chalcedony	average	fine	55
Ruby	very small	poor	10
Turquoise	large	fine	30
Carnelian	large	fine	75
Diamond	small	flawless	4,000
Sapphire	very small	flawed	400
Pearl	huge	exquisite	5,250
Tourmaline	large	fine	150
Spinel	small	flawed	15
Amethyst	very small	very fine	300
Jade	large	fine	150

1. FRONT DOORS

See ***area 20*** of the previous section.

2a–g. STAIRCASES TO THE UPPER LEVELS

Each of the 6 large circular columns at the center of the large open chamber is in fact a winding stair case. The entry to each set of stairs is closed by a bas relief of a door that been carved into the column's surface. Consider these reliefs as concealed

Notes:

doors in order for the party discover them. Each of the doors is locked, but not trapped, except where noted;

2a. Access to the Tower level: This stair case leads 150-ft up to ***area 1*** of the **TOWER LEVEL** of the citadel.

The concealed door leading into this column is carved in the image of a horrid creature; having two baboon-like heads, scaled-skin, a pair of tentacled arms, legs that would be appropriate on a giant lizard, and long forked tail. At the base of the column is engraved "The Prince of Demons."

PC's viewing the image must save vs. spell or be struck with *fear* as the magic user spell of the same name as if cast by a 10th level spell caster.

Where the other six columnar stairwells consist of a narrow passage of steps that run around a solid interior column, this stairwell's interior consists of a hollow interior with a 3-ft wide ledge that climbs steadily up. At this level, the bottom of the column's hollow center cannot be seen, as the floor opens up before the party's feet, and drops away to empty blackness.

An object dropped from this point will take many long seconds before a faint crash can be heard. The shaft in fact drops 200-ft to a floor strewn with the crushed skeletons of many dozens of previous victims.

As the group makes its way up the stairs, their footsteps reverberate off the circular interior many times, until even a whisper becomes a shout.

After climbing for 6 rounds, the party sees about them shadowy forms flitting in and out of their torch and lantern light. The forms are in fact 3 spectres that inhabit the column to protect the tower levels of the citadel.

Spectre (3): **AC** 2; **MV** 150 ft hovering (300 ft flying); **HD** 7+3; **HP** 56; **#AT** 1; **DAM** 1d8, plus level/energy drain; **POS** —

2b. Collapsed stair case, and the Bone-Hilt: The concealed door leading into this column is carved in the image of a formless creature, that is yet evil beyond description; a tower of formless flesh with protruding alien eyes. At the base of the column is engraved "The Faceless Lord." PC's viewing the image must save vs. spell or be struck with *confusion* as the illusionist spell of the same name as if cast by a 10th level spell caster.

When the party first opens the door to this column, the remains of an ancient cave-in rumbles out of the stair case at the party's feet, and fills the immediate area with a small cloud of dust. At their first examination, the rubble-clogged passage may seem to be a total loss. However, if the party spends 1 turn digging through the stones and the entrance to the stair case beyond, they will find that only a few feet beyond the collapse the stair case appears to be intact and clear. The majority of the collapse appearing to have been loose stones fallen from the interior wall of the circular stair case.

If the party manages to clamber over the collapsed stone work, they'll find the stair case leads up 100-ft, ending in a 30-ft wide circular chamber. Every 6 turns during the climb, there is a 1 on d10 likelihood of the stair case collapsing for a length of 15-ft. The height of the fall is dependent on how far the party traveled up the stair case; first check being a 20-ft fall, second check being a 40-ft fall, third check being a 60-ft fall, and so on.

Upon attaining the top of the stairs, the party is confronted by a trap door in the ceiling of the stair case. The door is a simple wooden construction, strapped with two iron bands.

The door is locked by a small, rather simple-looking padlock. The lock is made of brass, and were it not for a liberal coating of dust, could be a new addition to the door. Though small and simple looking, the lock will perplex the party as it is of a type previously never before encountered by the party before. The keyhole that appears on the base of the lock, is a narrow jagged opening. And near this, the word "Master" and the rune "©". Picking the lock will prove very challenging, due to the alien technology of the lock mechanism, and the PC attempting to pick the lock will do so at 2 levels below their current level.

Once opened, an other-worldly shriek will be released from chamber above the group's head. All those within the stairwell must save vs. death, or be slain from fright. If the party has a bard who happens to be playing and singing at the moment the door is opened, all friendly creatures within hearing distance of the bard gain a +2 to their save.

Once lit, the 40-ft diameter circular chamber reveals no furnishings, and no debris. There is not even the dust or cob webs one might expect of a room long left unattended. The ceiling of the chamber rises 30-ft above the floor. At the center of the ceiling, a small cage hangs suspended by a chain, so that it rests 25-ft above the floor. If detected for, the cage emits a powerful aura of evil, as well as a definitive aura of chaos.

Within the small cage lies the object of the party's mission; the grip of the Bone-Hilt sword.

The cage is secured to the ceiling by a heavy chain secured into the ceiling. The cage is itself is locked, but not trapped.

Notes:

PROPERTIES OF THE BONE-HILT GRIP

The grip is constructed of the lower arm bones of a humanoid, as the pommel is clutched by the bone of an ancient hand. In the pommel, the skeletal hand clutches a pulsating internal organ, which appears to be a heart. Atop the organ, sits the miniature skull of a small humanoid creature, and within the eye sockets of the skull glow pinpoints of orange light. The cross-guard appears to be the arm bone of still yet another owner.



Each of these objects claims a violent history of their own;

- **Skull (pommel);** the origins of the skull is shrouded in history, and of what type of creature it may have once belonged is unknown. The glow seen in the eyes of the skull intensifies when in the presence of powerful goodly creatures.
- **Organ (pommel);** perhaps the most disturbing feature of the artifact, the organ that makes up the central portion of the pommel. This alien heart is said to have been removed from the chest of a powerful demon lord. The legend goes on to say that should the organ ever be replaced into the chest of this demon (who is entombed somewhere within the 666 layers of the Abyss), the demon would arise and destroy the Prime Material Plane utterly.

  The heart pulsates continually, as though it is providing an evil life to the weapon.
- **Hand and arm bones (grip);** the hand and lower arm bones are human in origin, and they once belonged to a powerful sarngoch wizard of evil reputation.

  The hand can be seen to occasionally gently squeeze the heart/pommel, as though attempting to give animated life to the organ.
- **Arm bone (cross-guard);** the thick upper arm bone that comprises the cross-guard is reported to be that of the weapon's first victim; a goodly king from a distant land.
- **Blade;** a fragment of the ancient remains just below the cross-guard. The metal is covered in a heavy, dark brown patina, and is heavily pitted.

A goodly-aligned creature holding the Bone-Hilt grip will receive a sudden violent mental flash of 'memory' from the artifact, and they will become suddenly aware of all the victims of the sword. Pictures of the violent deaths of thousands of people become embedded in the PC's mind; a middle-aged king, a young king/prince, a captain dressed in Imperium guards' tunic, hundreds of nobles, and countless county folk and peasants. In each of their faces can be seen the horror of dying at the hands of a weapon which poisons their body with evil before it sucks the soul from their very being as they die. Such aligned PC's must save vs. spell or become stunned for 2d6 turns.

A neutrally-aligned creature holding the Bone-Hilt grip will detect the same forboding evil, and see the same visions, however, upon touching the artifact, they must save vs. spell or be stunned for 1d4 turns.

An evilly-aligned creature will see visions of conquest and power. These PC's must make their save vs. spell or receive 1d4 damage from electrical shock. A successful save means they receive half damage.

A chaotic evil creature will see themselves suddenly as the greatest power to have ever graced the surface of the Prime Material Plane. Chaotic evil PC's require no saving throw.

If any save is unsuccessful, the PC must make the saving throw on each subsequent attempt to hold the artifact. Once a successful save is made, no further saves are required.

Whatever the creature's alignment, the grip will attempt to immediately possess the mind and soul of the creature in question. The base chance for possession is 45%. This is modified in the table that follows.

PC ALIGNMENT IS;		COMBINED STR, INT, WIS, AND CON IS;		CHA IS;	
lawful good	-10%	less than 32	-10%	3–4	-10%
neutral good	-8%	33–36	-8%	5–6	-8%
chaotic good	-6%	37– 40	-6%	7–8	-6%
lawful neutral	-4%	41–44	-4%	9–11	-4%
chaotic neutral	-2%	45–48	-2%	12	-2%
true neutral	—	49–52	—	13	—
lawful evil	+2%	53–56	+2%	14	+2%
neutral evil	+6%	57–60	+4%	15	+4%
chaotic evil	+10%	61–64	+6%	16	+6%
		65–68	+8%	17	+8%
		69–72	+10%	18+	+10%

If possessed, the PC's alignment will irreversibly shift one step toward chaotic evil, i.e.;

lawful good becomes neutral good
neutral good becomes chaotic good
chaotic good becomes chaotic neutral
chaotic neutral becomes chaotic evil
lawful neutral becomes true neutral
lawful evil becomes neutral evil
neutral evil becomes chaotic evil

Any PC suffering this alignment shift is subject to class-related penalties where they apply (i.e., paladins become normal fighters, etc.), and all henchmen/followers will leave the PC's employ immediately.

A possessed PC will at once lose 1 point of charisma. In addition to being able to cast the artifact's primary powers as indicated below, the possessed PC will also gain the following abilities; *protection from good* once per day, *hold person* once per day, *animate dead* once per day

A possessed PC will covet the grip, and not willingly allow it to come to harm, nor will they willingly part from it. They will go so far as to engage in combat with a foe clearly stronger then themselves in order to protect it. A possessed PC of chaotic alignment will not even be above assassinating a close friend or loved one if it means keeping the grip.

Risk of possession (or suffering other ill-effects from the Bone-Hilt) can be avoided by placing the object into a lead-lined chest (or similar construction). Similarly, the Bone-Hilt can be wrapped within any object or material blessed by a good-aligned cleric of at least the 9th level of experience.

Powers of the Bone-Hilt; a creature holding the Bone-Hilt grip will be able to communicate with the grip telepathically, though the grip will seek to distort its meanings at every turn. Under no circumstance will the grip answer directly any question regarding its own destruction.

See also the section entitled **VISIONS OF THE BONE-HILT GRIP** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

The grip will be belligerent, argumentative, and demanding. It will attempt to force the PC into battle against a superior chaotic evil foe, hoping the foe will prevail and take the grip from the PC. The chance of this happening is base 40%, -1% for each point of Intelligence and Wisdom of the PC, and -2% for each level of the PC.

Further, the grip grants the PC the following primary abilities; Cast *destroy living* spell (reverse of *raise dead*). Use of this spell has a 5% cumulative chance per use of lowering the PC's wisdom permanently by 1 point. Two such losses of wisdom will cause the PC to fall dead, as though the spell has fallen upon themselves.

- Cast *trap the soul*. Use of this power has a 10% cumulative chance per use of lowering the PC's intelligence score by 1 point. Two such losses of intelligence will cause the PC to vanish. The PC has in reality become imprisoned within a gem; the gem itself is held by a creature of great power (determined by the GM).

  A *raise dead* spell cast upon the gem will free the trapped PC from the gem, but they will have lost one full level of experience. The grip will be left behind by a PC thusly trapped.

See also the section entitled **IMPRISONED BY THE BONE-HILT GRIP** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

The Bone-Hilt grip is considered an artifact, and as such will have side-effects from its use. Consult the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for suggested side-effects.[3]

[3] The **USHERWOOD ADVENTURES** website also has suggested side effects for artifacts.

2c. Stairs to secret chamber: This stair case leads to ***area 3*** of the **FOURTH LEVEL** of the citadel.

The concealed door leading into this column is carved in the image of a grotesquely fat being with the head of a goat which sprouts ram-like horns. Although the figure's legs are goat-like, its two muscular arms are decidedly human. Vast bat-like wings nearly encompass the diameter of the column, while its long tail wraps several times around the column, ending in a poisonous tip. At the base of the column is engraved "Prince of the Undead." PC's viewing the image must save vs. spell or be struck with *poison* as the reverse of the clerical spell *neutralize poison*.

2d. Access to third level: This stair case leads to ***area 1a*** of the **THIRD LEVEL** of the citadel.

The concealed door leading into this column is carved in the image of a gaunt bipedal, hyena-like creature. The evil looking demon snarls and reaches out as if to drag the unwary PC into the column. In its other hand, it wields a wicked three-headed flail. At the base of the column is engraved "Demon Lord of Gnolls." PC's viewing the image must save vs. spell or be paralyzed as the illusionist spell of the same name.

2e. Access to fourth level: This stair case leads to ***area 1a*** of the **FOURTH LEVEL** of the citadel.

The concealed door leading into this column is carved in the image of a figure robed and hooded in a garment that seems to shift crawl over the forms body in evil symbols and runes. The figure wears about its neck a chain of skulls. And held in its hand is a staff topped with a snarling, vampire-like skull. At the base of the column is engraved "The Lich King." PC's viewing the image must save vs. spell or be struck with a *cause disease* spell as the reverse of the clerical spell *cure disease*.

2f. Entrance to the infernal stairs: This stair case leads up an unending flight of stairs.

The concealed door leading into this column contains no carving whatsoever. However, once the door is opened, the party will notice a shelf of gems on the inside of the door. There are 18 gems in all; aquamarine, star sapphire, garnet, black sapphire, sapphire, alexandrite, peridot, diamond, tourmaline, topaz, amethyst, ruby, zircon, moonstone, and amber.

The shelf was constructed to hold 40 gems.

The gems on the shelf have been prepared with *trap the soul* spells. Once a PC touches one of the gems, they will be instantly drawn into the gem, and the gems will be teleported to a chamber that exists at the top of the stair case.

Ascending the stairs to the gem chamber seems impossibly long as the party climbs for many hours, over countless steps, and unknown elevation. As the group climbs higher, the stair well becomes colder, finally reaching a temperature of 32° Fahrenheit (0° Celsius). The stairs finally open into a small 20-ft × 20-ft chamber. The walls are lined with hundreds of gems of various types.

In each case destroying the gem will release the being trapped within. Destroying the gem involves either crushing the gem, or casting *dispel magic* on the stone.

Selecting a gem of a type touched by one of the PC's at the door, is 50% likely to not contain the trapped PC, but another creature. Each gem contains some trapped being within. All will be intelligent, sentient beings that the GM may choose at random. There is 1% chance that a given gem will contain the soul of a demon, devil, or other being of divine origin (gods will not be imprisoned), or dragon.

2g. Access to second level: This stair case leads to ***area 1a*** of the **SECOND LEVEL** of the citadel.

The concealed door leading into this column is carved in the image of a mass of seething tortured souls, gapping maws, spewing mucous-like projectiles. At the base of the column is engraved "The Lord of Corruption." PC's viewing the image must save vs. spell or be struck with a *disintegrate* spell as the magic-user spell of the same name. There is a 50% chance that the spell will affect the PC's possessions and not the PC them self. If the possessions are affected, each magical item must make an appropriate saving throw. Non-magical items make no saving throw, and are destroyed outright. If the PC is affected, the PC's items are not affected.

3. STAIRCASE TO THE CATACOMBS

The north wall of this hexagonal column is engraved with the image of flames that race up the structure from its base. At the center of the door's surface, the carved image of a figure engulfed in flames — the face twisted in agony — reaches out from the surface, as though trying to escape the inferno.

The secret door leading into this hollow column is locked and trapped. The trap involves an incendiary device that is set to explode when the door is opened. Anyone standing directly in front of the door to a distance of 20-ft will suffer 3d6 damage unless they make a successful save vs. dexterity. A successful save halves damage suffered.

Beyond the door is a set of stairs traveling steeply down into the dank darkness. The steps are narrow and slick with moisture. The steps end at ***area 3a*** (see also ***area i*** of the **DEBRIS FIELD**).

Notes:

3a. Cave system entrance/exit: See *area i* of the DEBRIS FIELD.

4. DEATH PLACE OF MARIANNE BURGESEN

This dark corner of the first level seems to have been the scene of an extraordinary battle between a single human, and several dozen humanoids. Embedded within the human skeleton are 13 thick-shafted, black-fletched arrows (orc weapons, if ever there were!). Clutched in the skeleton's hand is a quarterstaff made of an extremely light metal which remains seemingly untouched by age, and an odd looking crystalline mace.

- **Quarter staff made of an extremely light metal:** What the nature of the metal is cannot be determined. But if checked, it does emit a magical dweomer. The weapon is in fact a rare ***+2 quarter staff of speed***. Refer to the appendix NEW MAGIC for more details on this weapon.
- **A crystalline mace:** This mace is made of a material which resembles quartz. If checked, it has a magical aura. It is in fact a ***mace of radiance***, and functions as a +3 weapon. Refer to the appendix NEW MAGIC for more details on this weapon.

  The human skeleton is that of Marianne Burgeson; human cleric referred to in the bard's song back in Gorby (see the appendix FORTRESS FORZA, AND THE FORCE OF FOUR for additional information). If the party is able to communicate with the dead, they can ask questions of the deceased cleric. Some answers she might provide, include;

  - She was slain on this spot by a horde of orcs that followed herself and her three companions in from the fortress.
  - She is not aware of her companions' fate.
  - The Bone-Hilt grip is located at the top of the citadel, but the entrance to its chamber is here on this level.

Of the skeletons surrounding the dais, there seem to be something in the order of 39 orcs, a few others might be human, and several others that might be ogres, or ogre-like.

Among the skeletons of these, can be found additional weapons. Most of course have been rendered useless with age. Buried among the litter of skeletons lies 2 guardian nagas, set upon this spot to watch over the weapons of the fallen cleric. If the party should make a move to remove either the quarter staff or the mace, the nagas will move to protect them. They will only allow a PC of lawful good alignment to remove the weapons.

Guardian nagas (2): **AC** 3; **MV** 150 ft; **HD** 11; **HP** 70; **#AT** 1; **DAM** 1d6/2d8, plus spell use; **POS** —

CITADEL FORZA; 2ND FLOOR

MISCELLANEOUS ENCOUNTERS

Roll for miscellaneous encounters (1–2 on d6, checked every 3 turns). Each encounter may occur only once.

TABLE 15: MISCELLANEOUS ENCOUNTERS; CITADEL FORZA: SECOND LEVEL

1D10	ENCOUNTER	NOTES
1	3d8 skeletons	They rise up from the floor where they are among the other skeletons within the debris of the floor. **Skeleton:** **AC** 7; **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** 1d6; **POS** long swords
2	1d4 shadows	**Shadow27:** **AC** 7; **MV** 120 ft; **HD** 3+1; **HP** 22; **#AT** 1; **DAM** 1d6; **POS** —
3	3d8 zombies	**Zombie:** **AC** 8; **MV** 60 ft; **HD** 2; **HP** 15; **#AT** 1; **DAM** 1d8; **POS** —
4	1–3 ghouls	**Ghoul:** **AC** 6; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 3; **DAM** 1d3/1d3/1d6; **POS** —
5	1–2 shadow mastiffs	**Shadow mastiff:** **AC** 6; **MV** 180 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 2d4; **POS** —
6	1d4 crypt slugs	See the appendix NEW CREATURES. **Crypt slug:** **AC** 10; **MV** 1 ft; **HD** 1; **HP** 1; **#AT** 0; **DAM** special; **POS** —
7	2d4+4 bone hound	See the appendix NEW CREATURES. **Bone hound:** **AC** 6; **MV** 180 ft; **HD** 3; **HP** 20; **#AT** 1; **DAM** 2d4; **POS** —
8	1 spectre	**Spectre:** **AC** 2; **MV** 150 ft/300 ft flying; **HD** 8+3; **HP** 58; **#AT** 1; **DAM** 1d6+4; **POS** —
9	1–2 wraiths	**Wraith:** **AC** 4; **MV** 120 ft/420 ft flying; **HD** 5+3; **HP** 40; **#AT** 1; **DAM** 1d6, plus level/energy drain; **POS** —
10	1d8 poltergeists	**Poltergeist:** **AC** 10; **MV** 60 ft; **HD** ½; **HP** 4; **#AT** Nil; **DAM** Nil; **POS** —

Upon entering the pillared hall, the party can see many hangman's nooses (87 in all) suspended from the ceiling 12-ft above their heads. Below each of the hangman's ropes lies a pile of pile human-like bones, and the possessions of the previous owners; weapons of varying types, crude jewelry, various implements of unimportant kinds. Should any of the remains be disturbed, 50 skeletons will arise, and begin attacking the party at once.

Notes:

Skeletons (50): **AC** 7; **MV** 120 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d6; **POS** —

1. ZOMBIE NEST

This area is claimed by 13 zombies that will attack the party as they come within 50 ft of the corner.

Zombies (13): **AC** 8; **MV** 60 ft; **HD** 2; **HP** 12; **#AT** 1; **DAM** 1d8; **POS** —

2. DEATH PLACE OF EFRAM, THE YOUNGER

As the party approaches this central area of the second floor, evidence of a great immolation appears on the east side of the great central column. Amidst all the refuse scattered about the floor, this area east of the central column is blackened by a massive, ancient fire (or explosion) nearly 200-ft diameter, nearly encompassing the central column itself.

Leaning against the east-side of the central column are the remains of a human (skeleton) figure. The skeleton itself does not appear to have been part of the immolation, although the remains of the figure's clothing (robes, breeches, low-soft boots, etc.) remain unburned. Upon the right hand of the skeleton can be located a simple platinum ring (***+3 ring of protection***). Also clutched within this same hand, a dagger (***+1 dagger, +3 vs. undead***). And partially hidden below the skeleton's right arm, a spell book. The spell contains the following spells;

- first level; all spells
- second level; all spells
- third level; *blink*, *clairvoyance*, *dispel magic*, *explosive runes*, *feign death*, *fireball*, *fly*, *infravision*, *lightning bolt*, *monster summoning I*, *protection from evil, 10 ft-radius*, *slow*, *tiny hut*, *water breathing*
- fourth level; *charm monster*, *dig*, *massmorph*, *ice storm*, *mnemonic enhancement*, *plant growth*, *polymorph other*, *remove curse*, *wall of fire*, *wizard eye*
- fifth level; *cloudkill*, *extension II*, *feeblemind*, *passwall*, *telekinesis*, *transmute rock to mud*, *wall of force*
- sixth level; *anti-magic shell*, *freezing sphere*, *glasseye*, *legend lore*, *project image*, *repulsion*, *spirit-rack*
- seventh level; *mage's sword*, *phase door*, *power word stun*, *vanish*

The human skeleton is that of Efram, the younger; human magic-user referred to in the bard's song back in Gorby (see the appendix **FORTRESS FORZA, AND THE FORCE OF FOUR** for additional information). If the party is able to communicate with the dead, they can ask questions of the deceased mage. Some answers he might provide, include;

- He was overwhelmed on this spot by a horde of undead.
- He destroyed the creatures with a massive *fireball* spell with the last of his magical strength, but succumbed to his wounds soon after.
- He knows that Marianne Burgesen was lost on the first floor. He also knows that Chester Flix climbed a set of stairs from the first level, but never returned.
- Colonieus Bendis was with him on this level, but they became separated during their battle with the undead.
- The Bone-Hilt grip is located at the top of the citadel, but its entrance is back on the first level.

3. WIGHT NEST

This area is claimed by 3 wights that will attack the party as they come within 50-ft of the corner.

Wight (3): **AC** 5; **MV** 120 ft; **HD** 4+3; **HP** 28; **#AT** 1; **DAM** 1d4, plus level/energy drain; **POS** —

Treasure: 2,000 cp, 1,000 ep, 1,000 gp, ***+1 scimitar, +1 throwing axe***.

CITADEL FORZA; 3RD FLOOR

MISCELLANEOUS ENCOUNTERS

Roll for miscellaneous encounters (1–3 on d6, checked every 2 turns). Each encounter may occur only once.

TABLE 16: MISCELLANEOUS ENCOUNTERS; CITADEL FORZA: THIRD LEVEL

1D6	ENCOUNTER	NOTES
1	3d8 skeletons	They rise up from the floor where they are among the other skeletons within the debris of the floor. **Skeleton:** **AC** 7; **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** 1d6; **POS** long swords
2	1d4 shadows	**Shadow:** **AC** 7; **MV** 120 ft; **HD** 3+1; **HP** 22; **#AT** 1; **DAM** 1d6; **POS** —

Notes:

1D6	ENCOUNTER	NOTES
3	3d8 zombies	**Zombie:** **AC** 8; **MV** 60 ft; **HD** 2; **HP** 15; **#AT** 1; **DAM** 1d8; **POS** —
4	1–3 ghouls	**Ghoul:** **AC** 6; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 3; **DAM** 1d3/1d3/1d6; **POS** —
5	1–2 shadow mastiffs	**Shadow mastiff:** **AC** 6; **MV** 180 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 2d4; **POS** —
6	1 spectre	**Spectre:** **AC** 2; **MV** 150 ft/300 ft flying; **HD** 8+3; **HP** 58; **#AT** 1; **DAM** 1d6+4; **POS** —

The third level of the citadel is barren of any object save the columns, as found on the map. The ceiling is now about 8-ft above the floor.

1. ARMOR OF THE IMMORTALS

Three suits of armor each are mounted on a normal display rack, standing upright on the floor.

Starting from the left, the first suit is of scale mail. The scales are dust-covered, but if the dust is wiped away, the party will find the scales are of brightly polished electrum. The suit is held together with straps of blood-red leather, and a skirt of deep crimson covers the groin. Into some of the scales is etched a portrait. Each portrait is of a different personage; male, female, human, elf, half-elf, dwarf, halfling — all goodly races seem to be represented somewhere upon the scales.

The suit in the middle is of chain mail. It is a full suit which includes shirt, pants, coif, boots (hard soled), and gauntlets. Again, the suit is covered in a fine layer of dust, but if brushed off, it is revealed that the links of the suit are gold. And when the chains are handled, they make a musical chiming as of angelic bells. The sound in fact makes all good-aligned PC's feel somewhat refreshed, and of good spirits.

The third set of armor furthest to the right is of plate mail. The armor looks horribly rusted beneath its layers of dust in the dim light of the party's torches. But blowing away the dust reveals that the armor is actually made of copper, and is colored in deep orange and brown tones. The plates of the suit have been etched into extraordinarily intricate patterns and designs. The designs seem to form a story if one takes the time to examine it thoroughly. Starting at the helmet where a scene depicts a blacksmith at a forge, accompanied by a spell caster working over the blacksmith's work. Following the patterns reveals other scenes of a mail-clad knight engaged in combat, courting maidens, riding horses, participating in jousts, and so fourth. Hundreds of scenes can be identified upon the armor. Only one portion remains undecorated; the left leg below the knee.

All three suits will reveal powerful magical auras. And it is these suits that the columns have been set to protect. For the ten columns closest to the armor will come to life as caryatid columns if any PC actually attempts to remove one of the suits from its rack. The columns will attack until destroyed, or until the party moves back at least 50 ft from the armor, at which point they will return to their places. If the party manages to defeat all ten caryatids, they will be able to remove the armor from their stands. Each suit has different magical enchantments, and descriptions of the ***Armor of the Immortals*** can be found in the appendix NEW MAGIC.

Caryatid Columns (10): **AC** 5; **MV** 60 ft; **HD** 5; **HP** 32; **#AT** 1; **DAM** 2d4; **POS** —

2. THE NIGHT HAG

A night hag has entered the Prime Material Plane at this location to search for selfishly evil humans to bring back to Hades as soul worms.

The hag will attack neutral and good alignments with the object to slay them and make good her escape. She will attempt to capture any evilly aligned creature.

Night Hag (1): **AC** 10; **MV** 90 ft; **HD** 8; **HP** 56; **#AT** 1; **DAM** 2d6; **POS** periapt

3. DEATH PLACE OF COLONIEUS BENDIS

As the party approaches this dark lonely corner of the third level, it should be difficult for the party not to get a sense of the tragedy that must have played out on this spot.

Suspended from the ceiling by a long chain is the plate mail-armored body of knight. The feet of the body dangle just out of reach of the floor. A large hook is embedded in the back of the knight's armor where it was brutally impaled into the back of the armor, probably while the knight was still alive. Ancient dried blood appears where it once flowed down the knight's back and legs. At the knight's feet lay the man's weapon, which appears almost as though it could have been placed here just moments ago, as it completely free of any sign of dust.

The weapon gleams gloriously in the thin light of the party's torches and/or lanterns. It is a leaf-bladed long sword, with a wire-wrapped leather grip. A large sapphire gem stone adorns the pommel (see ***Grimie Disrupter Sword*** in the appendix NEW MAGIC for full details of this enchanted weapon).

Notes:

The armored body is that of Colonieus Bendis; human paladin referred to in the bard's song back in Gorby (see the appendix **FORTRESS FORZA, AND THE FORCE OF FOUR** for additional information). If the party is able to communicate with the dead, they can ask questions of the deceased paladin. Some answers she might provide, include;

- After becoming separated from Efram, the younger, he retreated back down the stairs from the second level, and found the stairs that lead to the third level.
- He knows that Marianne Burgesen was lost on the first floor. He also knows that Chester Flix climbed a set of stairs from the first level, but never returned.
- The paladin fought a terrible battle on this spot with many undead, slaying dozens of the creatures. However, he was eventually overwhelmed by shear numbers. In the end, he was impaled on the hook that even now holds him, while he yet lived. He spent many hours hanging here before finally death took him.
- The Bone-Hilt grip is located at the top of the citadel, but the entrance to its chamber is located on the first level. And, he knows which column opens into the proper staircase.

CITADEL FORZA; 4TH FLOOR

MISCELLANEOUS ENCOUNTERS

Roll for miscellaneous encounters (1–6 on d8, checked every 3 turns). Each encounter may occur only once.

TABLE 17: MISCELLANEOUS ENCOUNTERS; CITADEL FORZA: FOURTH LEVEL

1D4	ENCOUNTER	NOTES
1	3d8 skeletons	They rise up from the floor where they are among the other skeletons within the debris of the floor. **Skeleton:** **AC** 7; **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** 1d6; **POS** long swords
2	3d8 monster zombies	Previously orcs, hobgoblins, and ogres. **Monster zombie:** **AC** 6; **MV** 90 ft; **HD** 6; **HP** 36; **#AT** 1; **DAM** 2d8; **POS** —
3	1–3 ghouls	**Ghoul:** **AC** 6; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 3; **DAM** 1d3/1d3/1d6; **POS** —
4	1–2 shadow mastiffs	**Shadow mastiff:** **AC** 6; **MV** 180 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 2d4; **POS** —

The fourth floor of the citadel may have once been opulent and rich given the elaborate carvings, tapestries and other symbols of wealth, but it now is deteriorating into fetid ruins.

1. THE LORD OF FORZA

At the base of this column (facing northwest so that it faces the stairwell opposite the chamber) a large stone throne has been set into the floor. Sitting upon the throne is a human-sized figure wrapped in soiled, ancient linen bandages. Upon the figure's head rests an iron crown, and across the figure's lap is staff.

The seated figure is in fact Forza, the bold; long dead knight-priest who established the fortress (see the appendix **FORTRESS FORZA, AND THE FORCE OF FOUR** for additional information).

Forza has two items with him to assist against intruders.

First, his crown is in fact a ***helm of telepathy***. Also, his staff is a ***staff of withering***, and contains 20 charges (the staff is not rechargeable).

Forza will remain seated unless he is approached to within 50-ft, attacked from a distance, or, the secret door leading into the treasury vault (***area 3***) is opened. The mummy will use his helm to communicate that he has been watching the party's movements since they left the cemetery, and knows the party's strengths and weaknesses. The creature will base his attacks against the group accordingly.

Mummy (1): **AC** 3; **MV** 60 ft; **HD** 6+3; **HP** 48; **#AT** 1; **DAM** 1d12; **POS** ***helm of telepathy, staff of withering***

2. GUARDIANS OF FORZA

Three bone golems stand here ready to protect the resting place of their master — Forza — located at ***area 1***. They are each armed with ***+2 two-handed swords***.

Bone golem (3): **AC** 5; **MV** 60 ft; **HD** 9; **HP** 40; **#AT** 2; **DAM** 2d6/2d6 or by weapon type; **POS** ***+2 two-handed sword*** each

3. DEATH PLACE OF CHESTER FLIX, AND THE GOLDEN HORDE OF CITADEL FORZA

This hollow chamber within the column is accessed by the trap door from the stairwell whose entrance in on the first level at ***area 2c***. It can also be entered by use of the secret door on the fourth level.

There are two features within this chamber that will capture the party's attention at once.

Notes:

First is the mounds of treasure that gleam and sparkle in the radiance of their lantern and torch light.

Second is the decapitated skeleton that lies at rest against the wall where is set the secret door that leads into the fourth level. Skeleton is dressed in a jerkin of brightly colored satin (which will crumble to dust if touched), leather breeches, and soft boots. A skeletal hand still clutches a short sword, and strapped to the body's back is a cittern of extraordinary craftsmanship.

The form's head is nowhere to be seen.

The body is that of Chester Flix; the lyrist veteran referred to in the bard's song back in Gorby (see the appendix **FORTRESS FORZA, AND THE FORCE OF FOUR** for additional information). As this body is missing its head, no communication with the dead will be possible.

An investigation of the chambers will reveal that a blade is embedded in one side (opposite the secret door), but it would appear the blade is now stuck; several hairs and a smear of dried blood can be seen on the ancient blade.

Note, if the secret door is opened, the creature Forza located at ***area 2*** will move to investigate.

Treasure: 7,000 cp, 10,000 sp, 8,000 ep, 6,000 gp, 10 gems, 6 pieces of jewelry, ***lyrist cittern***[4], ***silversheen*** (1 bottle), ***druid's vestment***, ***potion of healing***.

TABLE 18: AREA 3; GEMS

STONE	SIZE	QUALITY	VALUE (GP)
Pearl	average	fine	75
Black Sapphire	average	average	50
Banded Agate	very large	fine	20
Emerald	very large	very fine	1,000
Chrysoberyl	large	fine	130
Peridot	average	average	100
Banded Agate	very large	fine	60
Topaz	small	imperfect	90
Bloodstone	very small	poor	10
Chalcedony	huge	perfect	550

TABLE 19: AREA 3; JEWELRY

PIECE	METAL	NO. GEMS	STONE	VALUE (GP)
Pendant, cheap	wood, oak	0	—	2
Ring, ornate	silver	4	Sapphire	95
Pendant, simple	steel	0	—	15
Tiara, simple	silver	0	—	25
Brooch	silver	2	Fire Opal	150

[4] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for information on the Lyrist Cittern.

CITADEL FORZA; TOWER LEVEL

The tower level of the citadel is a dark and fearsome place that was once used to imprison enemies of Forza. All the chambers and halls within this section of the tower are constructed in black stone that absorbs the light, instead of reflecting it. The air throughout the tower level is cold; 32° Fahrenheit.

1. CENTRAL TOWER

The stair case from ***area 2a*** of the first level ends in a trap door located in the ceiling of the passage. The trap door is locked, but not trapped.

Once the trap door is opened, the party will be assaulted by the shear coldness of the air in the dark chamber above them. Within the hexagonal chamber, the party will see a pair of guardians. Standing to either side of the trap door, against opposite walls, are two figures carved of ice. The ice golems have been commanded to attack after one of the six trapped doors (***a-f***) have been opened. Otherwise, they will remain motionless.

Ice golem (1): **AC** 2; **MV** 60 ft/30 ft underwater; **HD** 9; **HP** 40; **#AT** 2; **DAM** 2d6/2d6, plus breath weapon; **POS**—

Each of the 10-ft tall tower doors leading out of ***area 1*** is trapped as follows;

1a. Exploding door: The door explodes in a shower of wooden shrapnel, inflicting 2d8 hit points of damage against anyone in a 20-ft diameter who fails a save vs. dexterity. A successful save halves the amount of damage suffered.

1b. Fireball: The door explodes in a ball of fire, inflicting 3d6 hit points of damage against anyone in a 20-ft diameter who fails a save vs. spell. A successful save halves the amount of damage suffered.

1c. Crushing hammer: A huge steel hammer swings down from other side of the door, smashing through the wooden planks, inflicting 2d6 hit points of damage against anyone

Notes:

within 5-ft of the door who fails a save vs. dexterity. A successful save avoids all damage.

1d. Copykat door: The door is actually a copykat creature posing as a door. If approached to be examined, the creature will lash out with a pseudopod to attack.

Copykat (1): **AC** 7; **MV** 30 ft; **HD** 8; **HP** 60; **#AT** 1; **DAM** 3d4, plus glue excretions; **POS** —

1e. Electrical shock: A high voltage shock runs through the door lock, inflicting 3d6 hit points of damage against anyone attempting to pick the lock.

1f. Collapsing ceiling: Opening the door causes the lintel above the door frame to collapse, crushing anyone within a 10-ft diameter of the door, inflicting 2d4 hit points of damage. A successful save vs. dexterity halves the amount of damage suffered.

The doors leading into the cell areas: The doors at the top of each set of steps lead into the tower prison cells. The doors are locked, but not trapped. Each of the doors is constructed out of blackened steel. The locks are complex mechanisms of a type alien to any thief, who will make any attempts to pick them at two levels below their actual level.

2. GELATINOUS MASS

This chamber is filled with a massive gelatinous cube. As soon as the door is opened, the pressure that had been holding the creature within is released, allowed the gelatinous mass to sluggishly flow out the door and down the steps. The mass will be at a rate 90-ft as it slides into ***area 1***. As the cube enters into the hexagonal chamber, it collapses into a thick slime that covers the floor in an area 80-ft diameter, 3-in thick, centered on the trap door.

Gelatinous cube (1): **AC** 7; **MV** 60 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 2d4; **POS** —

3. TRAPPED GENIE

The door leading into this chamber has been engraved with runes of warding. A successful save vs. intelligence will indicate a PC has correctly identified the runes as wards of controlling air; or more specifically creatures of the elemental plane of air. Opening the door releases the creature within, which is a genie. The genie has been trapped here for hundreds of years by the knight-priest Forza. If told of Forza's defeat at area 1 of the fourth level, the genie may choose to aid the party in some small way.

Genie (1): **AC** 4; **MV** 90 ft/240 ft flying; **HD** 7+3; **HP** 54; **#AT** 1; **DAM** 2d8, plus spell use; **POS** —

4. IMPRISONED SHE-DEVIL

The door leading into this chamber has been engraved with runes of warding. A successful save vs. INT will indicate a PC has correctly identified the runes as wards to control devils.

Within the chamber, are a pair of erinyes devils. They were trapped here centuries ago by the knight-priest Forza. The devils have been deprived of their special daggers normally associated with the she-devils. However, having been captive for so long, the devils are furious, and will attack with a combined attack with their two clawed hands instead.

Erinyes devils (2): **AC** 2; **MV** 60 ft/210 ft flying; **HD** 6+6; **HP** 45; **#AT** 2 (see description above); **DAM** 1d4/1d4 (see description above); **POS** —

5. CAPTIVE STORM GIANT

In the center of this chamber sits a large sapphire gem stone approximately 6-in diameter. A close inspection of the gem stone reveals a large imperfection at it the gem's center. A save vs. wisdom indicates that a given PC can identify the imperfection as resembling a human-like figure of bluish complexion.

The gem is actually a magical prison for a storm giant who was trapped in tit by Forza a millennia ago. The giant's name is Trilliam Tempestian and his home is a vast rocky palace located on a sheer mountain face in land far from here. If told of Forza's defeat at ***area 1*** of the fourth level, the giant is likely to aid the party in some small way.

Storm Giant (1): **AC** 7; **MV** 60 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 2d4; **POS** —

6. EMPTY CELL

The door to this cell is open and the chamber is empty.

7. CAPTIVE SUCCUBUS

The door leading into this chamber has been engraved with runes of warding. A successful save vs. intelligence will indicate a PC has correctly identified the runes as wards to control demons. Within the chamber, is a succubus demon. It was trapped here centuries ago by the knight-priest Forza.

Succubus (1): **AC** 0; **MV** 120 ft/180 ft flying; **HD** 6; **HP** 45; **#AT** 2; **DAM** 1–3/1–3; **POS** —

Here ends the party's journey to the remote Fortress Forza. At this time, if playing through the Bone-Hilt Sword campaign, the party should now be in possession of the evil artifact; the Bone-Hilt sword grip. Also, the party should have possession of the Ranger's Brand; long sword of the ranger lord Mandrake Usher. In the mission that follows — Valen'cya's Horde — the party will enter a dragon's lair in order to reforge both weapons in order to destroy the evil of Xerksis, mage-king of Imperium Vallis, forever.

THE LETTER FROM BASCOMB (*area 2*, THE SNOW-BOUND VILLAGE)

Should the party handle the scroll, there is a 65% probability that the parchment will crumble into dust. If the party retrieved the glasses from the orc alchemist in the SHATTERED SKULL module (*area 18*), they will be able to use these glasses to read the note. Otherwise, they must a sage or bard for assistance in translating the note. It is written in an old and now forgotten coded language. If the scroll is not destroyed, it reads as follows;

> Briyon,
> My friend, I have secured this knowledge concerning the Bone-Hilt. The hilt has been removed from the blade and now lies at rest in Fortress Forza. The hilt we believe to be hidden away in one of the 6 towers of Fortress Forza. It certainly will be guarded, but by what I have no information. Be prepared for the worst.
> Use the money enclosed herein to make the necessary travel arrangements to the Imperium. Also, I know now the secret of the Ranger's Brand. The blade is with me, and I shall attach a new hilt to it to try to disguise it from its true nature. I travel now to acquire the real hilt in Usherwood. I shall meet you in Gorby in the Spring.
>
> May Avitori be with you. Yours in truth,
> Bascomb

If the scroll was destroyed, the party can only read these portions;

> Briyon,
> My friend, I have . . . . . knowledge concerning the Bone-Hilt. . . . . been removed from the blade . . . . . rest in Fortress Forza. The hilt we believe to be hidden . . . . . the 6 towers of Fortress Forza. It certainly will be guarded, but by what I have no . . . . . prepared for the worst.
> Use the money enclosed herein to make the necessary travel arrangements to the Imperium. . . . . now the secret of the Ranger's Brand. The blade is with . . . . . a new . . . . . it from its true . . . . . to acquire the real hilt in . . . . . shall. . . . . meet you in Gorby in the Spring.
>
> May . . . . . you. Yours in truth,
> Bascomb

THE STASH OF COINS (*area 14*, THE SNOW-BOUND VILLAGE)

No one, not even a character using the enchanted spectacles found in THE SHATTERED SKULL (if they recovered them), can decipher the language written upon the coins. The image on the face is clearly that of an elven portrait. The reverse seems to be a great sea-going vessel.

Consulting a sage at a cost of 1,000 gp minimum will reveal these coins as commemorating the voyage of Perciful, the elf friend, wherein he saved the population of elves from Parad'yse Isle.

QUESTIONING THE VAMPIRE (*area 4*, THE FROZEN CEMETERY)

Before the casket closes, the PC's may attempt to ask a question before the lid of the casket closes. You as GM may decide how much he may know, and of what he would know.

Suggestions about what the vampire would have knowledge on regarding the party's mission include;

- The Ranger's Brand must be used in combat against the wielder of the Bone-Hilt in order to destroy the bond that joins the wielder to the evil sword.
- The re-forged Ranger's Brand must be wielded by the Usher-Kin in order to reveal all its powers.
- Once the blade of the Ranger's Brand has been re-forged to the original hilt, the weapon will reveal an intelligence and ego that will be very difficult to control by any but the Usher-Kin.
- The Ranger's Brand was once kept in the protection of his (the vampire's) family, but the blade had been hidden long before his birth in order to protect it's identity from those who would seek it, until the identity of the Usher-Kin was made known.
- The Usher-Kin is now here, in this very room, but the gods of lawful good will not allow him to reveal the identity, for that will cause the individual to perhaps act before the time which has been appointed.
- He can identify the exact process by which the hilt must be re-attached to the blade. The process is stated in this cryptic passage; "you must seek out three gems which lie within the lair of the 'Undying Wyrm'; a diamond, a ruby, a black pearl. These gems must be crushed and sprinkled over the broken ends of both the blade and the Ranger's Brand hilt. These can only be reforged together by being subjected to the breath of 'She Who Died, But is Not Dead.'"

If asked about the note found in *area 2* of THE SNOW-BOUND VILLAGE, he can confirm that Bascomb and Briyon are distant cousins to him. Beyond that, he cannot (will not?) elaborate.

QUESTIONING THE WHITE DRAGON (*area 10*, THE LAIR OF THE WHITE DRAGON)

If questioned, Yyaachian'inchh will openly and proudly indicate his instructions come from "Valen'cya herself." He will readily say that Valen'cya is a red dragon of "the most hugest and a most ancient kind." He knows only that Valen'cya makes her lair on the Isle of Valen'cya, but does not know the exact location. He does know that Valen'cya is often in residence at Fortress Forza, though he has never actually met Valen'cya. He is completely unaware of any business to do with the Bone-Hilt, or the Ranger's Brand (he's never even heard of them before), as is the berserker captain, Lars.

THE SILVER DRAGON (CIRCUMVENTING THE LAIR, THE LAIR OF THE WHITE DRAGON)

The silver dragon, who goes by the name Star Flash, is 50% likely to be in human guise when she is encountered by the party. Star Flash prefers to take the form of a human female of average appearance (charisma 9) in order to facilitate her movements through human lands.

She is on a mission to investigate rumors that a group of treasure seekers — five in all; a magic user, a thief, a cleric, and twin fighters — are seeking an ancient artifact of great evil. She is to stop them at all costs. It is possible that Star Flash may erroneously conclude the PCs is this group she seeks if their number is also 5 (save vs. wisdom).

SPECTRAL TROLLS (CIRCUMVENTING THE LAIR, THE LAIR OF THE WHITE DRAGON)

Legend states that spectral trolls are a creation of Xerksis the Mage-King himself. It goes on to state that these trolls were created to search for the hilt and blade of the Bone-Hilt sword.

VAN'TRIEV THE CLERIC (*area 14*, FORTRESS FORZA)

Only the cleric from the treasure seekers encountered in *area 14* of FORTRESS FORZA has any ulterior motives from that which was stated in the encounter. The cleric knows the exact location of the Bone-Hilt grip, and if spared, will promise allegiance with the party, saying that he is only a reluctant companion with the others. If the party makes their quest known to him, he will volunteer his information regarding the evil artifact.

In reality, once the grip is located, he will betray the group in order to gain possession of the item, and return to the Mage-King using a scroll which contains a *word of recall* spell.

VISIONS OF THE BONE-HILT (*area 2b,* CITADEL FORZA; FIRST LEVEL)

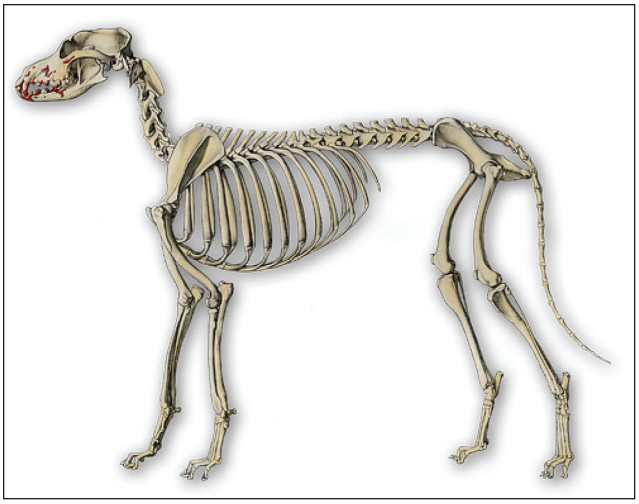
The Bone-Hilt will not provide any clues as to Xerksis, or the Ranger's Brand. If asked of the location of the Bone-Hilt's blade, it will give this image; materializing out of mist, the PC sees a tall thin spire. From the PC's view, they suddenly find themselves flying quickly through the upper-most window of the spire, into a circular chamber. Once there, hovering in the middle of the room, the PC sees a great blade, long and darkly pitted, but the grip is missing. As the party watches, the blade turns so that it is parallel to the ground, and rises above the floor into the rafters of the chamber. Then, with a great flash of light, the image will quickly fade.

IMPRISONED BY THE BONE-HILT GRIP (*area 2b,* CITADEL FORZA; FIRST LEVEL)

If imprisoned through use of the Bone-Hilt grip, the gem that the PC is trapped in will be located in the chamber of Xerksis, the Mage-King in the final book of the BONE-HILT SWORD CAMPAIGN; IN THE HALLS OF THE MAGE-KING.

BONE HOUND

Frequency:	Very rare
No. Encountered:	1d4+1
Size:	M (4½ ft-tall at the shoulder)
Move:	180 ft.
Armor Class:	6
Hit Dice:	3
Attacks:	1
Damage:	2d4
Special Attacks:	howl causes *fear*
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	See below
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	3 / 65+2 per HP



Much like a bone golem, the bone hound is created by a cleric of at least the 8th level of experience using the following spells; *animate dead*, *geas*, *prayer*, *bless*, *shield*, *command*, and *fire resistance*. Also, the material components required to construct the golem will cost at least 5,000 gp. The bone hound is constructed from the bones of any canine standing 3-ft – 4-ft tall at the shoulder. The cleric must have collected enough bones to create a complete skeleton in order to ensure success. Each missing bone will add a 10% (cumulative) likelihood of failure. The bones need not be from the same individual animal, but all the bones used must be from the same species of canine. Construction time takes 3 weeks.

As with other golem constructs, the bone hound is created to protect a specific place or item. Once the bone hound has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the hound to be dispelled, destroying the creature.

Unlike normal skeletons of the undead variety, bone hounds are not truly *undead*, and thus cannot be turned by clerics. Bone hounds are also not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to normal and magic flames, and electrical-based attacks do only 50% damage.

Resurrection spells will destroy the bone hound utterly; causing it to explode into a cloud of bony fragments (the resulting explosion will inflict 1d4 hp damage to all creatures within a 20 ft-radius).

Attacks against the bone hound using bladed weapons will inflict only 50% of the damage rolled. Attacks using crushing weapons will inflict normal damage.

In addition to its biting attack, the bone hound can emit a spine-chilling howl which will cause *fear* in all those within 100 ft-radius who fail their saving throw vs. spell.

Treasure: none

COPYKAT

Frequency:	Very rare
No. Encountered:	1
Size:	S to L
Move:	30 ft.
Armor Class:	7
Hit Dice:	7 to 9
Attacks:	1
Damage:	2d6 or 3d4 or 4d4
Special Attacks:	glue excretion
Special Defenses:	camouflage
Magic Resistance:	Standard
Lair Probability:	None
Intelligence:	Semi- to Average
Alignment:	Neutral
Level/XP:	5 / 345+8 per HP 6 / 550+10 per HP 7 / 900+12 per HP



A close relative of the mimic (qv), the copykat is a protoplasmic grouping of organisms that are capable of forming themselves into the likeness of inanimate objects. The object is replicated

perfectly according to the creature's intelligence. For instance, a large-sized copykat (9 HD, 'Average' intelligence) might imitate a canopy bed, including wooden and gold leafed accents, fabrics, pillows, and all other visable details. But the object to be imitated must be something the creature will have encountered at some point previously. The type of inanimate objects possible are dependent upon the creature's size and intelligence;

7 HD, medium-sized, 'Semi-' intelligent; this smallest copykat can form objects up to 27 cubic-ft in size (3x3x3), or, approximately the size of a large chest, or, the object may be as small as 3.5 cubic-ft., and is 75% undetectable.

8 HD, medium-sized, 'Low' intelligence; this sized copykat can form objects up to 64 cubic-ft in size (4x4x4), or, approximately the size of a child's bed, or, the object may be as small as 8 cubic-ft., and is 85% undetectable.

9 HD, large-sized, 'Average' intelligence; the largest size of copykat can form objects up to 125 cubic-ft (5x5x5), or, approximately the size of a small horse-drawn cart, or, the object may be as small as 27 cubic-ft., and is 95% undetectable.

When attacking, the copykat lashes out with a pseudopod appendage, clubbing its victim for 2d6 (7 HD), or 3d4 (8 HD), or 3d6 (9 HD) HP damage. Further, any creature touching the copykat will be held fast due to the glue-like excretions of the creature. On subsequent rounds, the victim may choose to try and break free of the creature's glue (save vs. STR), however, the victim may not execute any attacks while trying to do so.

All copykats move about their environs constantly in search of living creatures upon which to feed. Copykats will not feed on dead flesh, nor will they consume plants. While traveling, the copykat will appear in its natural form, which appears much like a large, ordinary stone or small boulder. Usually, these will be gray in appearance, with some specimens appearing almost white.

Unlike the mimic, the copykat does retain some treasure of its victims. However, this is primarily due to the fact that the copykat's digestive tract will not dissolve precious and semi-precious metals and gems. Other materials such as leather, parchment, glass, iron, steel, etc., will quickly be dissolved by the creature's digestive juices. Magically enchanted items will be ejected by the creature. Because of these factors, frequently, a trail of coins, gems, and enchanted objects can be found leading to the hiding place of the copykat. Treasure possessed by the copykat is that which is still contained within the creature's body mass.

Treasure; 1d8×100 cp (10%), 1d6×100 sp (15%), 1d4×100 ep (25%), 1d8×100 gp (25%), 1d4×100 pp (15%), 1d6 gems (35%), 1d4 jewelry (20%).

CRYPT SLUG

Frequency: Rare
No. Encountered: 10d10
Size: S (18–24 in-long)
Move: 1 ft.
Armor Class: 10
Hit Dice: 1 HP
Attacks: 0
Damage: See below
Special Attacks: Consumption of internal organs
Special Defenses: None
Magic Resistance: Standard
Lair Probability: None
Intelligence: Non-
Alignment: Neutral
Level/XP: 1 / 5+1 per HP



Crypt slugs are a larger species of the garden variety slug, and feeds on the internal organs of living creatures or freshly deceased corpses. Because the corpse slug is primarily a scavenger, they can be found in greater numbers where the bodies of the freshly deceased are readily available, which provides the genesis of their name. However, the creature will consume living tissue of prone or otherwise incapacitated creatures as well. Unlike the rot grub (qv), the crypt slug does not reside in offal or refuse.

The crypt slug attacks by entering the victim's body through any available orifice; nose, ear, mouth, rectum, open wounds, etc.; generally any place it can squeeze its soft body through. Once in the victim's body, the crypt slug will begin consuming soft tissue at a rate of 1 hit point per turn as it works its way through the victim body.

However, the slug's true hunger is for organ tissue — particularly that of the heart, kidneys, pancreas, ovaries, intestines, and the brain. Should the creature reach any of these vital organs, the damage inflicted increases to 2 hit points per turn (4 hit points per turn if the crypt slug reaches the heart or the brain).

Once the creature is in the body of its victim, it becomes very difficult to detect, as its secretions apply a natural anesthetic as it eats its way through the host body.

After 24 hours, if the creature remains in the body it will spawn 6d4 larva, which will grow to adult size within 48 hours. And each of these creatures will spawn young within 24 hours, and so on, until all the victim's internal organs have been

consumed. At which point, the victim's body will splay open, revealing a hollow shell infested with hundreds of the squirming, grey invertebrates.

The only known means of killing the crypt slug once it is inside the body is the consuming (drinking) of urine, which is deadly poison to them. Within 2d4 turns, as the urine works its way into the bloodstream, any of the creatures inside the body will dissolve and be absorbed by the host body.

If the crypt slug consumes tissue which is tainted with urine, or if urine is poured directly onto the creature, it will dissolve within 1d4 rounds. The crypt slug will not consume bladders, and will avoid any areas of the body which may have urine residue.

When found outside the body, the crypt slug is susceptible to flame as are rot grubs (qv).

Description: The skin of the crypt slug ranges in color from a light, silvery grey to dark, charcoal grey.

Treasure: none.

DOG, ARCTIC

Frequency: Very rare
No. Encountered: 2d4
Size: L (5 ft-tall at the shoulder)
Move: 180 ft.
Armor Class: 5
Hit Dice: 6
Attacks: 1
Damage: 2d4
Special Attacks: Breath weapon
Special Defenses: Impervious to cold-based attacks
Magic Resistance: Standard
Lair Probability: 15%
Intelligence: Average
Alignment: True Neutral (evil tendencies)
Level/XP: 5 / 300+5 per HP



The arctic dog is a vicious canine of evil temperament that inhabits very cold regions. In combat, the arctic dog will use its strong jaws to inflict a chilling bite, or its breath weapon which is a cone of frost that will affect all creatures within 25-ft of its muzzle. This breath weapon will cause 2d4 hit points of damage on any creature failing its saving through vs. breath weapon (a successful save halves the amount of damage inflicted). The arctic dog may only use this breath weapon once every 10 rounds.

Arctic dogs are not harmed by cold-based attacks, and fire-based attacks inflict +1 hit points of damage per die. The arctic is dog fears fire, and will retreat from those brandishing torches, and similarly burning objects.

Arctic dogs have their own language, and can also communicate with worgs. Rare individuals (15% of those encountered) can also communicate using a broken form of the common speech.

Description: The pelt of the arctic dog is glistening white or silvery, and its eyes are very pale blue or silvery gray in day light, and glow red at night. The fur of the creature can be valued at 5,000 gp if properly skinned and cured. The dog stands fully 5-ft tall at the shoulder, and it otherwise resembles a wolf in all other respects.

Treasure: Individual 3d6×1000 pp (30%), 2d10 gems (55%), 1d12 jewelry (50%), any 1 magic item (15%).

DRAGON HORDLING, WHITE

These tormented creatures were first created through the use of magic talismans; artifacts once held by the most ancient and powerful of dragons, hidden secretly by unknown magics. None of these talismans are now known to exist upon the mortal world. These objects—once imbued with powerful magics known only to the dragon lords of old—were the primary tool used to convert humans, humanoids, and demi-humans into the twisted and tormented creatures called dragon hordlings. Once created, the hordlings were forever enslaved to the holder of the talisman. If the holder of a talisman should die, the hordlings enslaved to the talisman enter a state of semi-consciousness, having no mental contact to receive instructions. If the talisman itself is destroyed, the hordlings are released from their enslavement and become free-thinking hordlings.

Aspects of their former race can be distinguished if checked closely (i.e., a half-elf's long pointed ears, and slender digits; a half-orc's brutish features and pig-like snout; etc.).

RESTORING HORDLINGS

Creatures converted to the form of any hordling species may be restored to their former selves through a complicated, and expensive, process involving the destruction of the talisman used to convert them, and the casting of numerous spells, such as *restoration*, *resurrection*, and *remove curse*.

Frequency: Very rare
No. Encountered: 3d6

Size: M (4½ ft-tall)
Move: 90 ft, flying 120 ft. (AE III)
Armor Class: 7
Hit Dice: 3+1
Attacks: 3 or by weapon
Damage: 1d4/1d4/1d4
Special Attacks: Breath weapon
Special Defences: None
Magic Resistance: Standard
Lair Probability: 25%
Intelligence: Low
Alignment: Lawful evil
Level/XP: 3/105+3 per hp

The smallest of the hordling species, white hordlings exist only in cold, arid regions where the annual mean temperature does not exceed 40°. They do not tolerate hot climates well. These creatures tend to be stupid; reacting to a situation before considering the ramifications of their actions. They never act alone, and will always engage enemies en mass.

They attack either through two clawing attacks and a bite, or by weapon type. The bite of a red hordling is 25% likely to result in infection (save vs. poison at +2). A missed saving throw means the area of the body which has been bitten will become swollen and painful to the touch. Left untended, such a wound will turn gangrenous within 1 week, requiring the affected tissue to be amputated. A *cure disease* or *neutralize poison* spell will negate the effects of the infection.

Weapons preferred by them are short swords, scimitars, and daggers (which are sometimes (40%) poisoned), and spiked clubs (treat as morning stars).

They also have a breath similar to that of a white dragon, except that it is far less potent. They may use this weapon three times per day. It is a cone of frost 10 ft-long with a 1 ft-base. The damage suffered by this breath weapon is 1d4. With a successful save vs. breath weapon, damage suffered is halved.

White hordlings are immune to cold-based attacks.

Description: White dragon hordlings resemble pale-skinned, short humans or half-elves, which they can be mistaken for 45% of the time. Their ties to white dragons will be less apparent than those of features of other hordlings. They have wings which span a mere 5 ft. when extended (due to the small size of the white hordling's wings, they are not capable of flight). They also have a tail of approximately 2 ft-long.

FROST FROG, GIANT

Frequency: Rare
No. Encountered: 1d4
Size: S to M (2 ft, 4 ft, or 6 ft in overall length)
Move: 90 ft.
Armor Class: 4
Hit Dice: 3
Attacks: 1
Damage: 3d4
Special Attacks: Radiate cold
Special Defenses: Impervious to cold-based attacks
Magic Resistance: Standard
Lair Probability: 40%
Intelligence: Average (low)
Alignment: Neutral
Level/XP: 2 / 50+2 per HP

These amphibians inhabit cold regions, or else far beneath the surface of the ground. The hop of this giant frog can clear the entirety of its movement distance, and also up to one-third that distance (90 ft horizontal, 30 ft vertical).



In addition to their powerful bite, the frost frog continually radiates an aura of cold which inflicts 1d4+1 hit points of damage to any creature within 10 ft of the creature's body. The creature is particularly susceptible to fire-based attacks, making any saving throws at -2, and all damage inflicted upon them is 150% of that rolled, 200% if the attack fire-based.

The frost frog will always seek to avoid contact with humans and similar creatures. But if cornered, will attack viciously. Similarly, bold display of fire will cause the frog to retreat if possible.

Giant frost frogs have their own language which is a complicated series of croaks and groans.

A giant frost frog complies in all other respects to other species of giant frog (qv).

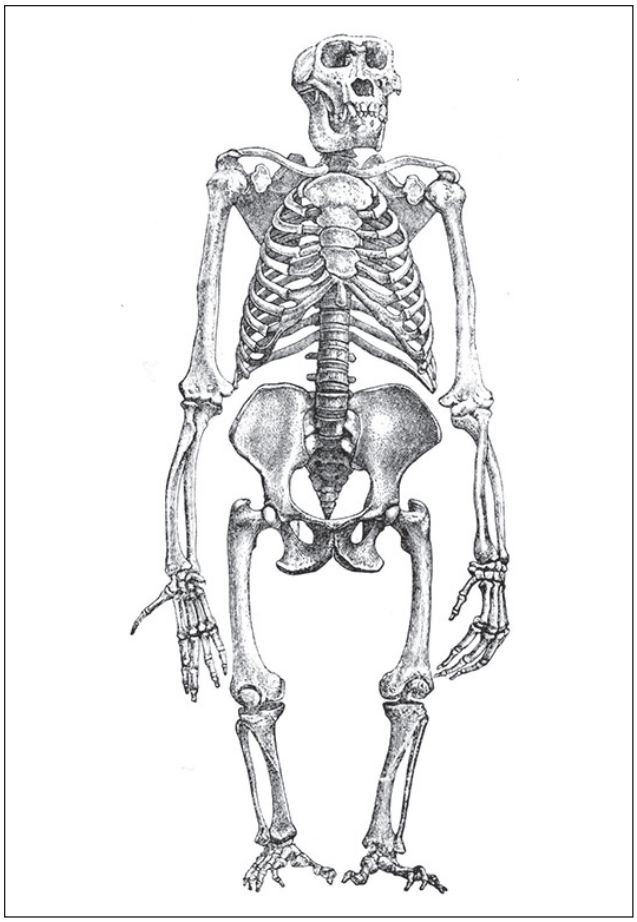
Description: The hide of the giant frost frog is thick and tough, and appears as pure white to powdery-blue or silvery-gray. The skin, when properly cured, makes excellent leather armor (armor class 7), and provides a level of warmth to the wearer in harsh winter climates equal to a heavy, fur-lined coat.

Treasure: Nil.

GOLEM, BONE

Frequency: Very rare
No. Encountered: 1

Size:	L (10 ft – 15 ft-tall)
Move:	60 ft
Armor Class:	5
Hit Dice:	40 HP (9 HD)
Attacks:	2
Damage:	2d6/2d6 or by weapon type
Special Attacks:	See below
Special Defenses:	+1 or better weapon to hit
Magic Resistance:	See below
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7 / 2,180



A bone golem is created by a cleric employing the following spells; *animate dead*, *geas*, *prayer*, *bless*, *shield*, *command*, and *fire resistance*. Also, the material components required to construct the golem will cost at least 25,000 g.p. The golem is constructed from the bones of any humanoid creature standing 10 ft – 15 ft-tall. The cleric must have collected enough bones to create a complete skeleton in order to ensure success. Each missing bone will add a 10% (cumulative) likelihood of failure. The bones need not be from the same individual creature, but all the bones used must be from the same species of creature. Construction time takes 1 month.

As with other golems, the bone golem is created to protect a specific place or item. Once the golem has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the golem to be dispelled, destroying the creature.

Unlike normal skeletons of the undead variety, bone golems are not undead, and thus cannot be turned by clerics. Bone golems are also not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to normal and magic flames, and electrical-based attacks do only 50% damage. *Resurrection* spells will destroy the bone golem utterly; causing it to explode into a cloud of bony fragments (the resulting explosion will inflict 2d8 hit points of damage to any creatures within a 20 ft-radius).

The attack of the bone golem is comprised of either a two-fisted pummeling, or by battle-axe or two-handed sword.

Bone golems can only be struck by weapons of +1 or greater enchantment. Edged weapons of any type do only half damage when striking the golem. Missile weapons (arrows, bolts, darts, sling stones and bullets, and similar missiles) do not harm the bone golem.

GOLEM, ICE

Frequency:	Very rare
No. Encountered:	1
Size:	L (9 ft-tall)
Move:	60 ft/30 ft underwater
Armor Class:	2
Hit Dice:	40 HP (9 HD)
Attacks:	2
Damage:	2d6/2d6 + breath weapon
Special Attacks:	See below
Special Defenses:	edged weapons do ½ damage
Magic Resistance:	See below
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7 / 2,180

An ice golem is created by a cleric of no less than 12th level employing the following spells; *resurrection*, *animate object*, *geas*, *prayer*, *bless*, *shield*, *command*, and *fire resistance*. Also, the material components required to construct the golem will cost at least 15,000 g.p. The creature is created first by the cleric — or by hiring a skilled artisan — in sculpting the likeness of a large 10 ft-tall man from a single block of ice. The ice must be of pure, clean water, and must be free of any impurity or imperfection (i.e., it must be free of any air bubbles, cracks, and debris). Also, the construction of the creature must take place where ambient temperatures are consistently 0° Fahrenheit or below. For every 1° of temperature above 0° there is a 3% cumulative chance that the construction will fail.

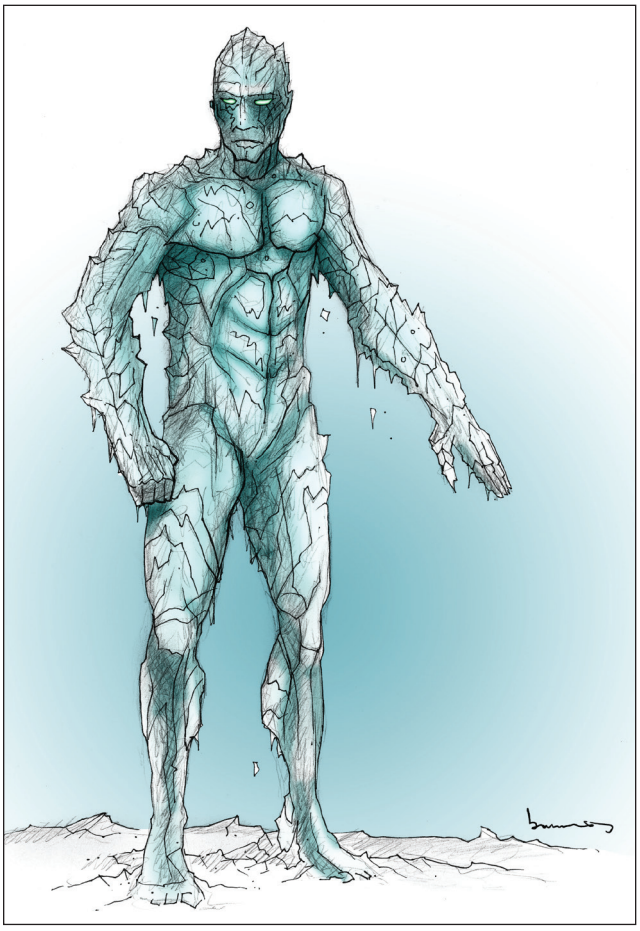
The ice golem is created to protect a specific place or item. Once the golem has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics

giving life to the golem to be dispelled, destroying the creature, causing it to explode in a shower of small icy fragments.

Ice golems can move while underwater, as long as the water is less than 32°. Warmer water will melt the golem at the rate 5 hit points per round of exposure. While underwater, the ice golem is 90% undetectable.

Ice golems are not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to normal flames, and electrical-based attacks. Magical flames will inflict normal damage. *Resurrection* spells will destroy the ice golem utterly, as will the reverse of a *purify water* spell (contaminate water) if cast by a druid of no less than the 9th level.

The attack of the ice golem is comprised of a two-fisted pummeling. The ice golem can also breathe a *cone of cold*, that is 20 ft-long and 10 ft-wide at its base. The cone will inflict 1d6+4 hit points of damage vs. any opponent failing a save vs. breath weapon.



MOUNTAIN MOLD

Frequency: Very rare
No. Encountered: 1
Size: S to L
Move: 1 ft.
Armor Class: 10
Hit Dice: —
Attacks: 1
Damage: 1d4
Special Attacks: —
Special Defenses: Impervious to cold- and lightning-based attacks
Magic Resistance: Standard
Lair Probability: Nil
Intelligence: Non-
Alignment: Neutral
Level/XP: 2 / 100

Mountain mold is a form of brown mold (qv) that grows outdoors at high elevation, preferring shallow, swift flowing streams beds in which to root. However, the mold is also known to grow in dry areas as well.

The fungus feeds off microbial organisms that either swim in shallow waters, or else float freely on the wind.

The attack of the mountain mold is a jet of explosive hot gas if trodden upon for 1d4 hit points of damage. Further, if an open flame is within 5 ft of the area where the outgassing occurred, it is 50% likely that the gases will ignite, causing 1d4 additional damage to anyone within a 10 ft diameter.

If the bed of the mountain mold happens to be in water, it is also possible that the outgassing will be accompanied by spatters of flaming debris which can be launched up to 20 ft.

Description: Mountain mold typically appears as thick layers of silvery, blue-green algae. The algae is known to exist only in high elevations where oxygen levels are low. The plant is alternatively known as 'jack foil', or 'gob gunk' for its tendency to grow in thick, baseball-sized clumps.

Treasure: Nil

SNOW LEOPARD, GIANT

Frequency: Very rare
No. Encountered: 1–2
Size: L (5 ft-tall at the shoulder)
Move: 180 ft.
Armor Class: 5
Hit Dice: 4+4
Attacks: 3
Damage: 1d4/1d4/1d6
Special Attacks: rear claw attacks for 1d4+1/1d4+1
Special Defenses: See below
Magic Resistance: Standard
Lair Probability: 5%
Intelligence: High
Alignment: Neutral
Level/XP: 4 / 155+4 per hp

The giant snow leopard is a distant cousin to the giant lynx (qv), though it is larger and more intelligent. When 2 are encountered it will be a mated pair with 1–3 kittens which have no effective attacks.

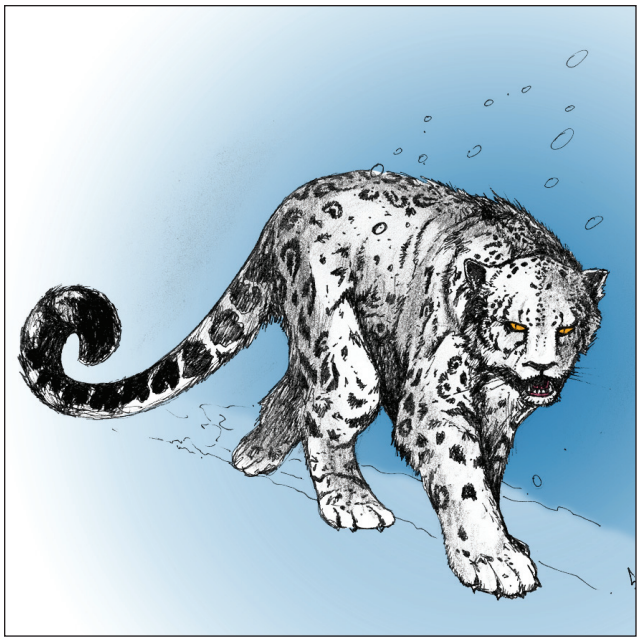
The giant snow leopard is an excellent climber, and can scale cliffs with a 65% incline at half its normal movement rate.

If a giant snow leopard successfully strikes with both fore paws, it gains an additional opportunity to strike the same opponent with both rear claws. Additionally, the cat has a vicious bite. When biting, the leopard will attempt to tear out its victim's throat above other targets if possible.

Giant snow leopards speak their own language which is a series of low growls. Additionally, they can communicate with giant lynx. Very rare individuals that have lived among humans can even gain a rudimentary ability to speak in the common tongue of mankind.

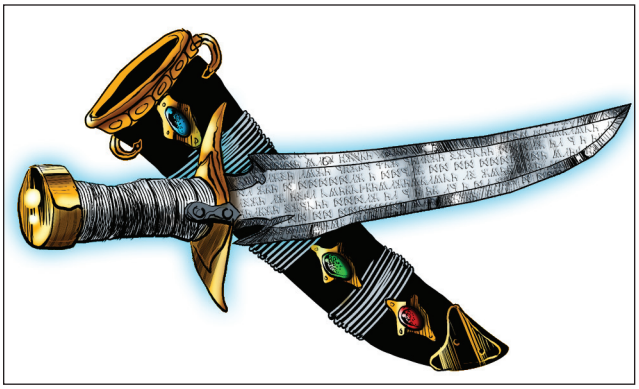
Description: The pelt of the giant snow leopard is glistening white with silvery gray spots. The fur of the creature is highly prized, can be valued at 7,000 g.p. if properly skinned and cured.

Treasure: Nil



Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where "**A**"=assassin, "**C**"=cleric, "**D**"=druid, "**F**"=fighter, "**I**"=illusionist, "**M**"=magic-user, "**P**"=paladin, "**R**"=ranger, "**T**"=thief, "**J**"=jack-of-all-trades, "**Jm**"=jongleur magsman, "**Lp**"=lorist priest, "**Lo**"=lorist ovate, **"Lv**"=lyrist veteran, "**Rb**"=racaraid bard, "**Sm**"=sonneteer magician, "**St**"=sonneteer trickster, and "**Vm**"=verméan monk.

Dagger of Demon Banishment (any): The dagger is inscribed with many images and runes expressing faith in the gods of lawful good followers. It is a +2 dagger, +4 vs. chaotic evil. Further, the weapon is specifically programmed to seek out demons. When it comes within 100 ft of a demon that has greater than 5 hit die, the weapon throbs and emits a blue light (10 ft radius illumination). When on the Prime Material Plane, if the weapon strikes a demon with greater than 5 hit die on an unadjusted 'to hit' roll of 20, the creature will be banished to Hades for 1d00 years (a demonic creature of 5 hit die or less so struck will be slain).



Each successful strike against a demon on an unadjusted 20 'to hit' roll expends 1 charge (the dagger may hold 1d20 charges, and is not rechargable). When all charges have been used, the weapon becomes a relatively ordinary +2 dagger with no other special properties (but will always emit a strong lawful good dweomer).

Evil creatures attempting to touch the weapon will receive an electrical shock which inflicts 3d10 hit points damage. Neutral creatures may use the weapon, but will benefit only from the +2 'to hit'/damage.

EXP/GP value; 1,000/8,000

GRIMIE'S PLATINUM SWORDS

Harald Grimie was an enchanter to ancient holy paladin forces, and assisted in the creation of many weapons; both deadly and holy. Swords of this type are always of the highest craftsmanship, and never require sharpening. The blades are of highly polished steel, but the cross guards and pommels are always platinum. The blades always shine light according to their purpose (see the descriptions below). The sword types these swords may be found in are short (01-05), long (06-25), bastard (26-65), broad (66-90), and two-handed (91-00).

Any evil creatures touching one of these swords will receive 4d6 electrical shock damage. Chaotic neutral and chaotic good creatures touching one of the weapons will receive 2d4 electrical shock damage. Lawful neutral, neutral good, and true neutral creatures may handle the weapons, but will benefit only from a +1 'to hit' and damage bonus from the sword.

Grimie's Platinum Defender (F,P,R,J,Lv,Rb,Vm): These swords function much the same as other *Defender* (qv) swords. Their enchantment varies with a bonus of 1d6. Swords with bonuses of 5 or 6, will always be imbued with intelligence and ego, and are always of lawful good alignment. In the presence of potential enemies, these blades glow blue; the stronger the potential enemy, the brighter the glow becomes.

EXP/GP value; 3,000/15,000

Grimie's Platinum Destroyer (F,P,R,J,Lv,Rb,Vm): The Destroyer swords are always 'programmed' to fight a specific enemy type. Most of these swords (01-65) will be programmed against a type of creature of chaotic evil alignment specifically. The rest will be programmed against a chaotic creature (66-85) or an evil creature (86-00). Typically, the enemy of these swords will be some type of demon or devil, intelligent undead (of at least a 'Very' intelligent rating), dragon, etc. However, the GM can specify any type of creature that falls within the alignment requirements. These swords will never be programmed against a specific entity (demon prince, arch-devil, etc.). Versus their enemy, these swords will function as +4 'to hit' and damage. On an unadjusted 'to hit' roll of 20, these swords steal 1 hit die from its opponent (as an *energy drain*). Against other opponents, these swords function as +2 'to hit' and damage. In the presence of their programmed enemy, Grimie's Platinum Destoryer swords glow red.

EXP/GP value; 2,000/10,000

Grimie's Platinum Disrupter (F,P,R,J,Lv,Rb,Vm): Disrupter swords were specifically created during those struggles that later became known as the Undying Wars. In battle, they are +2 'to hit' and damage against all enemies. However, on a successful hit versus any undead creature, the creature may be blasted out of existence utterly, according to the table below.

On a successful 'to hit', roll 1d20 using the chart to determine disruption of the opponent. Success indicates the undead opponent is completely blasted out of existence. Failure will still inflict normal weapon damage, plus the magical bonus of the sword and any other bonuses the character may have.

UNDEAD TYPE (EXAMPLE)	ATTACKER'S LEVEL*									
	1-2	3-4	5	6	7	8	9	10	11	12+
Type 1 (Skeleton)	15	12	9	6	3	D	D	D	D	D
Type 2 (Zombie)	18	15	12	9	6	3	D	D	D	D
Type 3 (Ghoul)	—	18	15	12	9	6	3	D	D	D
Type 4 (Shadow)	—	—	18	15	12	9	6	3	D	D
Type 5 (Wight)	—	—	—	18	15	12	9	6	3	D
Type 6 (Ghast)	—	—	—	—	18	15	12	9	6	3
Type 7 (Wraith)	—	—	—	—	—	18	15	12	9	6
Type 8 (Mummy)	—	—	—	—	—	20	18	15	12	9
Type 9 (Spectre)	—	—	—	—	—	—	20	18	15	12
Type 10 (Vampire)	—	—	—	—	—	—	—	20	18	15
Type 11 (Ghost)	—	—	—	—	—	—	—	20	20	18
Type 12 (Lich)	—	—	—	—	—	—	—	—	20	20
Type 13 (Fiend)	—	—	—	—	—	—	—	—	—	20

* Attacker's Level assumes that a paladin will be wielding the weapon. In the hands of any other character class, the probability of disruption is made at two levels below the attacker's actual experience level. Non-proficiency penalties apply.
D indicates immediate disruption of the undead opponent on a successful hit.

Within 90 ft of any of the above listed undead creatures, the sword glows silvery-white; the stronger the potential enemy, the more intense the sword will glow. Within 60 ft of a vampire, ghost, or lich, the weapon actually emits a low, throbbing hum.

EXP/GP value; 1,750/17,500

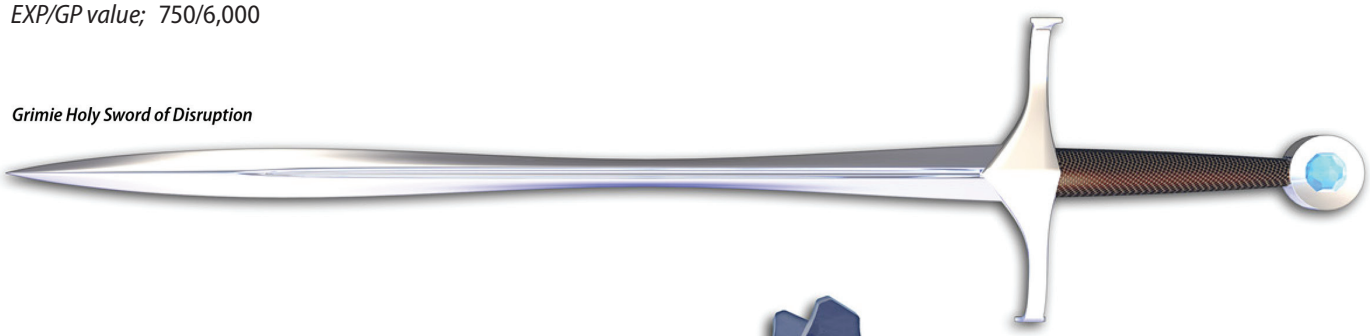
Mace of Radiance (any): This mace is made of a crystalline mineral which resembles quartz. The *mace of radiance* functions as a +3 weapon. The wielder may also command the weapon to cast a *light* spell. This light is twice the brilliance of the first level clerical spell, *light*. Creatures sensitive to light will recoil at the brightness for 1d4 rounds. The mace is as hard as steel, but is breakable. An unadjusted 'to hit' roll of 1 results in a 20% probability that the weapon will shatter. The resulting breakage sparks an eruption of the *light* spell contained within the weapon, causing all within a 60 ft radius to be blinded for 2d6 rounds. A successful save vs. spell will halve the duration of this blindness.

EXP/GP value; 750/6,000

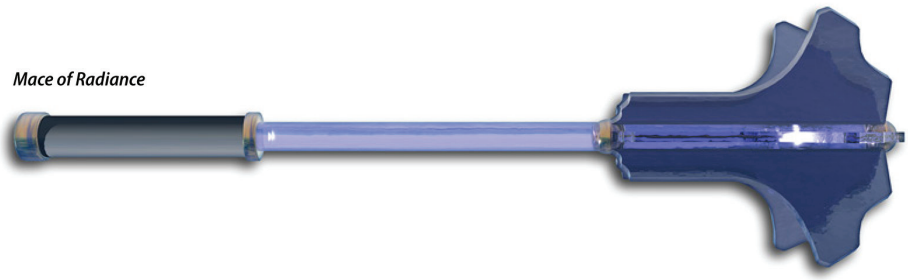
Quarter Staff of Speed: This weapon is a long metal shaft, approximately 1 inch in diameter, and made of an alien metal alloy which is very light. The staff functions in combat as a +2 quarter staff. The wielder may opt to use one of the weapon's bonuses to gain an attack each round. Therefore, it may be used as a +1 weapon, which attacks twice per round, or, it may be used as a +2 weapon with one attack per round. Further, if attacking with the two attacks option, this multiplies even with PC's who already have multiple attack options (effectively, multiplying all such attacks by 2). Therefore, a fighter who has two attacks/round, can fight at four attacks per round with a +1 bonus 'to hit' and damage.

EXP/GP value; 750/6,000

Grimie Holy Sword of Disruption



Mace of Radiance



ARMOR OF THE IMMORTALS

All the suits are considered artifacts, and as such will have side effects from their use. Consult either the **FIRST EDITION DMG**, **OSRIC SRD**, *or the* **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** *for suggested side-effects.*

Copper Plates of Mescagni: This is a full suit of plate mail armor, constructed from sturdy copper plates. The plates have been etched into extraordinarily intricate patterns and designs. The designs seem to form a story if one takes the time to examine it thoroughly. Starting at the helmet where a scene depicts what might seem to be a blacksmith at a forge, accompanied by what might be a magic user casting spells over the blacksmith's work. Following the patterns reveals other scenes of a mail-clad knight engaged in combat, courting maidens, riding horses, being knighted, participating in jousts, and so fourth. Hundreds of scenes can be identified upon the armor. Only one portion remains undecorated; the left leg below the knee. Once donned, the wearer and witnesses, will see a bright spark where the etchings on the copper plates ends. An examination reveals nothing.

Through continued use, the wearer will observe his or her history being engraved into the copper plates.

Through the centuries, it is rumored that the plates have taken a mind and an awareness of their own, and that upon the death of the current owner, the plates teleport themselves to a place of safe-keeping, until such a time a new hero of worthy courage and morals should come to claim the chains as his or her own. Where the hidden location of the plates is remains a mystery.

The suit will fit individuals who share typical proportions of well-muscled humans of average height.

Artifact Powers; performs as +2 armor, but also has the following abilities;

- Fire resistance as the ring of the same name.
- Warmth as the ring of the same name.
- Create fire without any fuel, the flame seeming to spring from the very ground, 3×/day. The fire will be small (1-ft square area), and smokeless, regardless of prevailing weather conditions. However, such fire cannot be created in the absence of oxygen (i.e., the vacuum of space, under water, etc.).
- The wearer may command the suit to burst into magical flame, 1×/day. Any creature engaged in close-quarters combat with the wearer will suffer 1d4 fire damage each round. The flames will last 2d4 rounds.

If the suit is worn before this power is known, the suit will burst into flame, uncontrolled by the wearer, whenever the wearer is engaged in combat. The likelihood of this event is 55%. Once the power is known, the PC may have some control, but still runs the risk of not being able to control the flame 15% of the time. Such uncontrolled bursts may happen at anytime the PC is in an excited or agitated state (GM's discretion), and is not limited to the 1×/day rule.

Alignment opposition; any class ordinarily allowed the use of plate mail armor are may wear the armor, and command its uses as described above.

Chaotic alignments of any type cannot wear the armor. Attempts to do so will cause the plates to constrict upon the wearer, crushing them within. This crushing action will inflict 2d4 hit points of damage per round to the wearer until dead. During the period of crushing, the wearer will be unable to do anything to aid themselves. A remove curse spell cast upon the armor will halt the crushing action for 1d4 rounds. During this period, associates may attempt to remove the plates, which will take 1d4 rounds to do so. Crushing will resume upon conclusion of the remove curse spell.

Good and evil alignments of any type benefit from the armor's protective properties, but cannot command the other abilities.

EXP/GP value; 10,000/15,000

Elven Scales of Pastor: This is a full suit of scale mail armor. Bards sing tales of the lands of Parad'yse Isle. Their descriptions paint the mythical island in shades of peace, and of beauty, and of plenty. But at a time not long before the coming of Perciful the Elf-Friend, they did experience a war as dark as the Abyss. During this time, called by the elfish historians, Ages Dermonoir, the elves developed their strategies for battle. And they created many unique and powerful items. One such item is this suit of exquisite armor.

The Scales are said to be forged from hardened electrum.

The elves at that time were very fond of scale mail armor, though their armor was made more ceremony than its battle properties. Upon each scale is inscribed the portrait of a past owner. Upon the death of the current owner, his or her image is added to one of the scales.

The elven hero, Raltasi dar de Pastor, is said to have created the suit scales for himself. Its scales were strengthened by rare enchantments. Exactly what those enchantments were, has never been confirmed, but eye-witness accounts say that the General had been seen on several occasions flying over battlefields, speaking with birds and using them as war-time spies, and controlling winds to use against invaders.

The ultimate fate of the knight wearing the Scales is ever a debate among scholars, historians, and bards. For on the rare times in battle when the knight is slain, his mortal body remains behind, but the armor mysteriously vanishes, only to return decades, and sometimes centuries later upon the body of another knight. Some say it is the same person, but resurrected

in a new form. Others contest that it is a fate bestowed by the gods; that a mortal has been chosen at time when a hero

is required to perform a task. Others, say, it is just an accident; that the armor is found by happenstance.

Through the great history of the elven peoples, the location of the armor has been lost, though stories of a knight in glittering scales can be found in many different civilizations; human, elven, dwarven, and even halfling among others. All these sources bear several themes; the wearer could fly, speak with birds, and control winds. Several accounts even state the knight was seen to transform himself into a light wispy cloud of vapor. Through the centuries, it is rumored that the scales have taken a mind and an awareness of their own, and that upon the death of the current owner, the scales teleport themselves to a place of safe-keeping, until such a time a new hero of worthy courage and morals should come to claim the scales as his or her own. Where the hidden location of the chains is remains a mystery.

The suit allows itself to be worn by all races, magically adjusting its size to fit the current wearer perfectly.

Artifact Powers; performs as +2 armor, but also has the following abilities;

- Fly as the magic user spell of the same name, 1x/day.
- Wind Walk as the cleric spell of the same name, 1x/day.
- Control Winds as the druid spell of the same name, 1x/day.
- Gaseous Form as the scroll of the same name, 1x/day.
- Communicate with non-fantastical birds, at will.

Alignment opposition; evil alignments of any type cannot wear the armor. Attempts to do so will cause the links to become red-hot, burning through any cloth they come into contact with, heating other metals as the druid spell of the same name, and inflict 2d10 hit points damage should the chain come into contact with bare skin.

Lawful and chaotic alignments benefit from the armor's protective properties, but cannot command the other abilities.

EXP/GP value; 10,000/15,000

Golden Links of Echtel, the Fair: This is a full suit (coif, shirt, and pants) of the most fair golden chain mail ever made. It was made, for a noble's son of Olphinecta named Echtel, the Fair. The Marshall of a neighboring kingdom, in a gesture of goodwill, gifted to Echtel this suit of fine golden chain mail. But before the Marshall could present the gift to young Echtel, the Marshall's own jealous sons thought to curse Echtel for the affections bestowed upon him by their father. And the sons took the golden chain mail to a renowned witch who lived high in the mountains above their kingdom, and their did place upon the chains what the sons thought to be curses of ill omen. But the witch saw into the hearts of the sons of the Marshall. And into the chain mail did she instead pour the Gift of Making, and placed upon the chains magical enchantments to protect the young man from harm, for she knew sure the sons of the Marshall would surely seek their revenge against Echtel.

Through the centuries, it is rumored that the chains have taken a mind and an awareness of their own, and that upon the death of the current owner, the chains teleport themselves to a place of safe-keeping, until such a time a new hero of worthy courage and morals should come to claim the chains as his or her own. Where the hidden location of the chains is remains a mystery.

The suit will fit individuals who share typical proportions of humans of average height.

Artifact Powers; performs as +3 armor, but also has the following abilities;

- Bards receive a bonus of 15% to their ability to charm, 3×/day.
- Non-bards have a base chance of 10% + 1% per point of charisma to successfully use charm 1×/day.
- Bards receive a bonus of 5% to their Decipher Legend and Know Item abilities, 3×/day.
- A bard wearing the armor may command the armor to chime for 3d4 turns 2×/day. The chiming benefits all associates of the bard, who gain a 5% bonus to morale checks (associates must be within 40-ft of the bard for the bonus to take effect). Additionally, enemies of the bard, greater than Animal intelligence but below Average intelligence will suffer -5% to their morale checks during this period (enemies must be within 40 ft. of the bard for the penalty to take effect).

Alignment opposition; evil alignments of any type cannot wear the armor. Attempts to do so will cause the links to become red-hot, burning through any cloth they come into contact with, heating other metals as the druid spell of the same name, and inflict 2d10 hit points of damage should the chain come into contact with bare skin.

Lawful and chaotic alignments benefit from the armor's protective properties, but cannot command the other abilities.

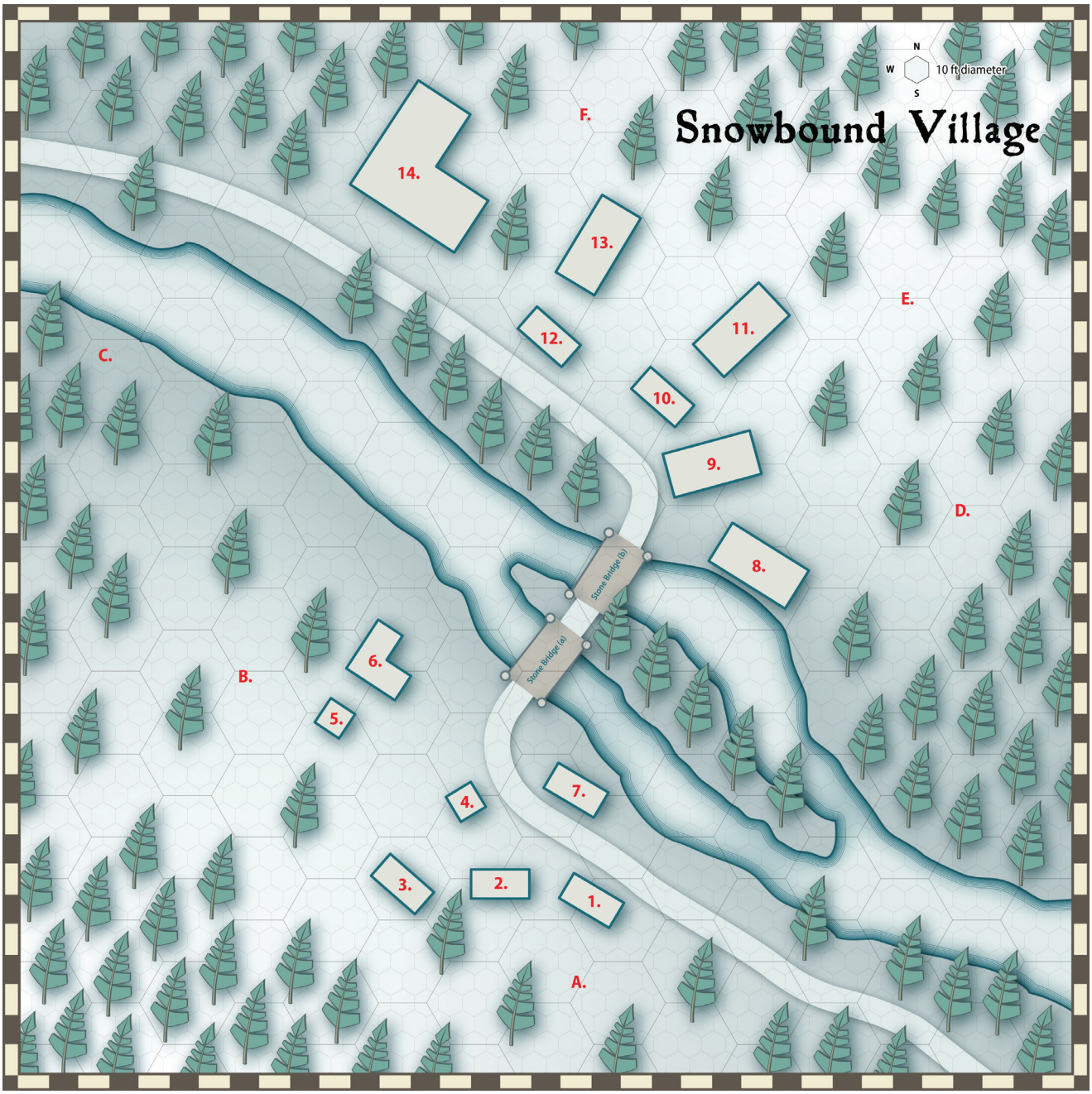
EXP/GP value; 10,000/15,000

THE SNOWBOUND VILLAGE

The village is essentially deserted save for the encounters defined. When rolling for miscellaneous encounters, GM's should feel free to replace those defined encounters with encounters of their, in keeping with the random wilderness charts contained within either the **OSRIC SRD**, or the **FIRST EDITION DMG**.

Including undead encounters is also optional for the GM, particularly when used in the vicinity of ***area 14***, wherein is located the vampiric remains of Homer Gutherie.

High-resolution versions of all the maps in this adventure can be downloaded from the Usherwood Adventures website at **http://www.usherwoodadventures.com/blog/?page_id=559**.

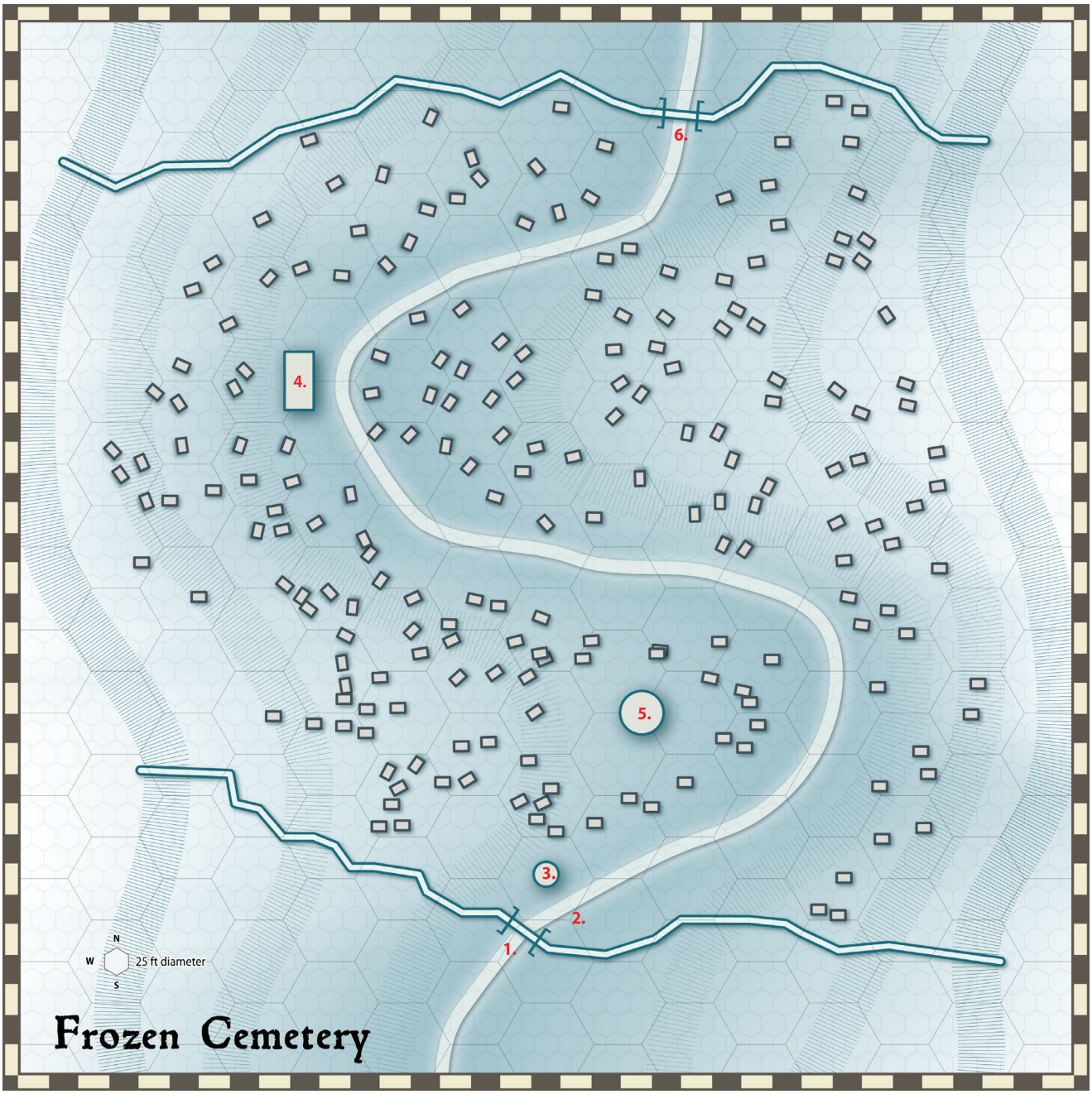


http://www.usherwoodadventures.com/blog/?page_id=559

THE FROZEN CEMETERY

Hoards of undead plague this remote locale. If dealing with a strong party, the GM should feel free to increase the relative strength of the undead they encounter herein.

High-resolution versions of all the maps in this adventure can be downloaded from the Usherwood Adventures website at **http://www.usherwoodadventures.com/blog/?page_id=559**.



http://www.usherwoodadventures.com/blog/?page_id=559

THE LAIR OF THE WHITE DRAGON

This cave complex is carved out of the frozen stone of the mountain pass. Although the party can circumvent the lair, passing through these passages is by far the fastest means of continuing their journey to Fortress Forza.

High-resolution versions of all the maps in this adventure can be downloaded from the Usherwood Adventures website at **http://www.usherwoodadventures.com/blog/?page_id=559**.

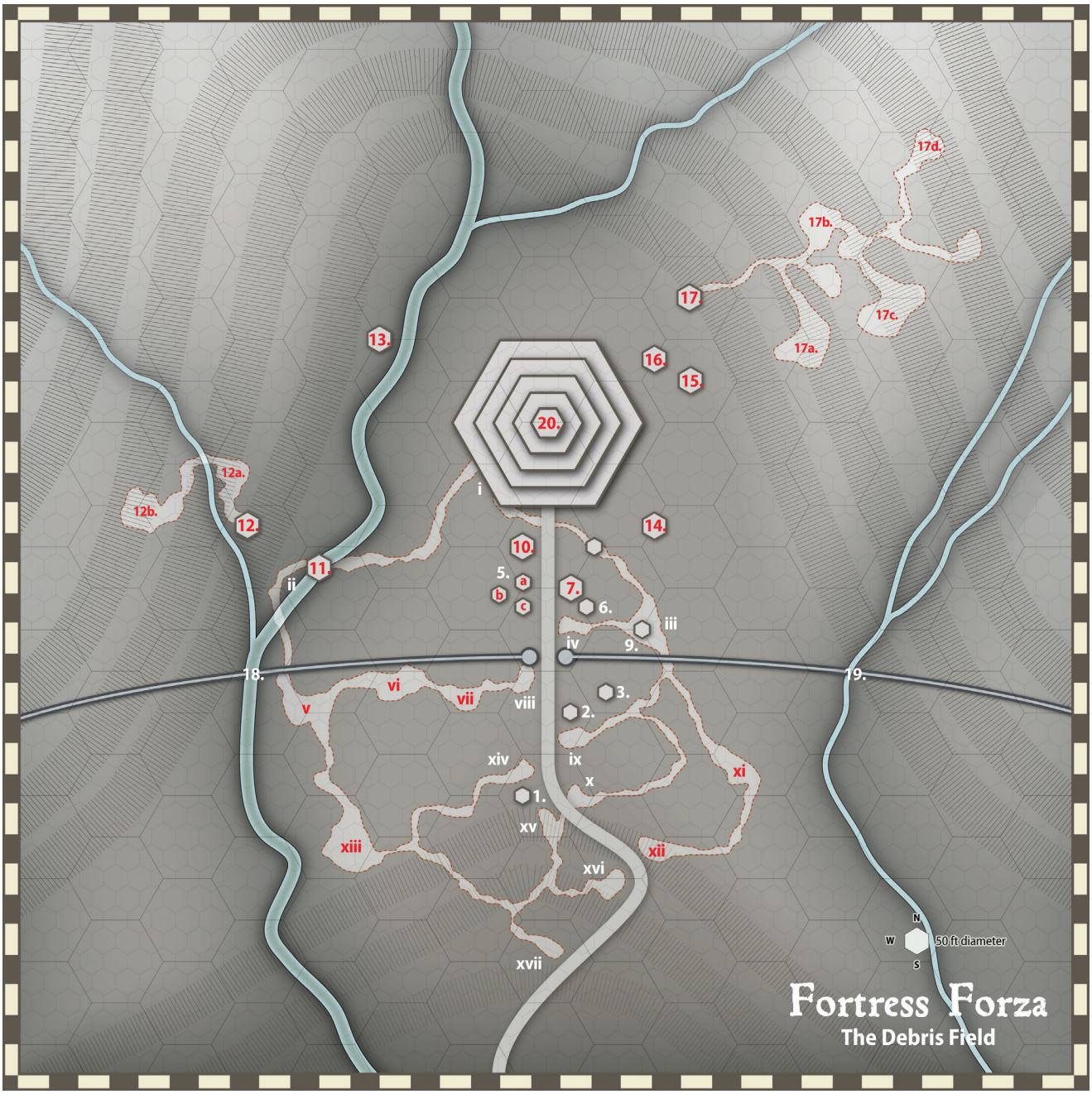


http://www.usherwoodadventures.com/blog/?page_id=559

THE DEBRIS FIELD

Staying on the marked path is not neccessarily the safest route, and the party makes its way through the skeletons of an ancient battle field. Note that the caves indicated on the map occur 5-ft to 10-ft below the surface of the ground. Several of these areas contain exits to the field itself (see area descritpions).

High-resolution versions of all the maps in this adventure can be downloaded from the Usherwood Adventures website at **http://www.usherwoodadventures.com/blog/?page_id=559**.



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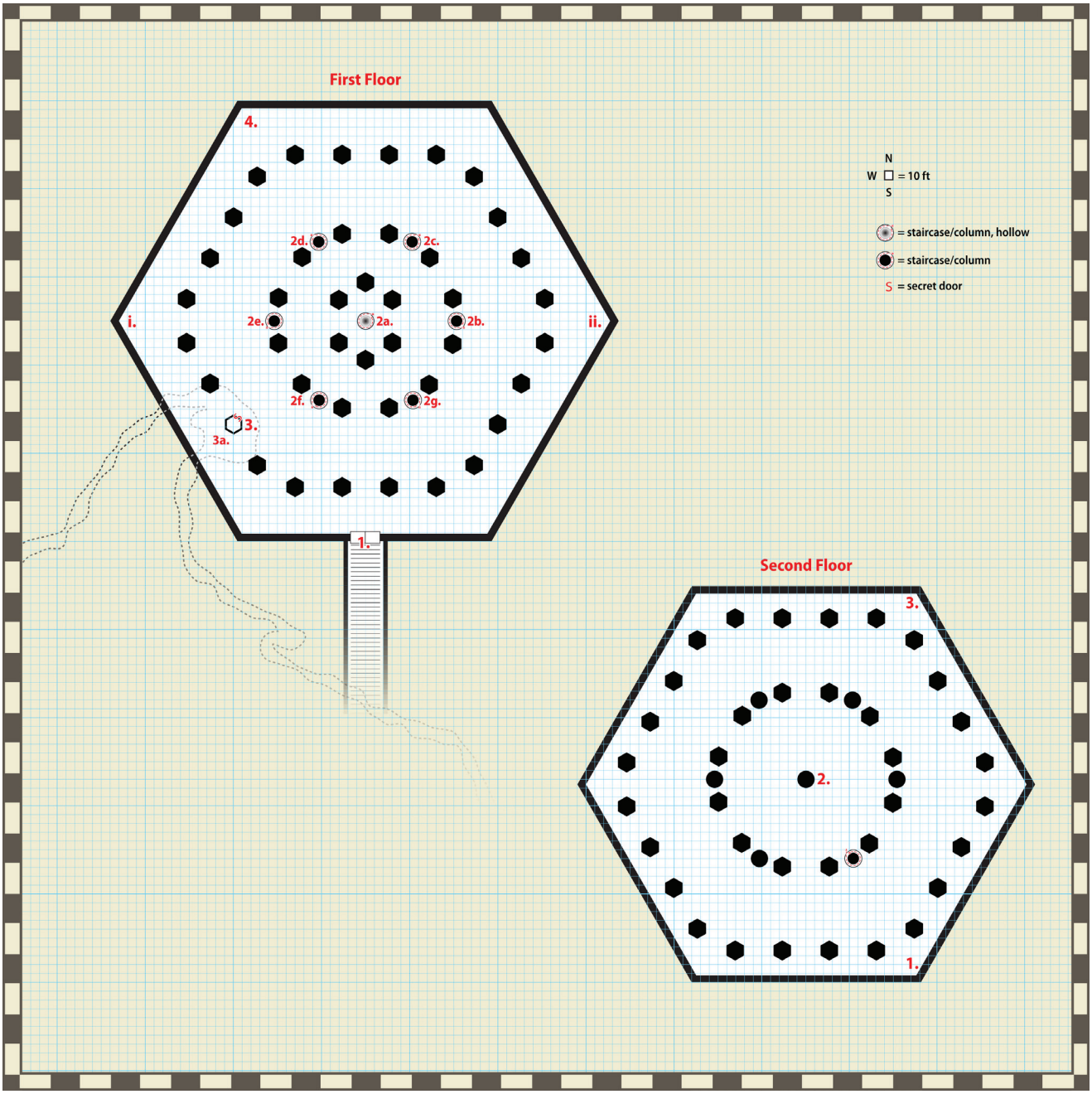
CITADEL FORZA

The remote dark citadel of Forza is an awe-inspiring structure, 200-ft at its summit. Though the imposing structure contains many dozens of forgotten floors — filled innumerable of foul intent — this adventure is concerned with just four of those levels. Moving between the levels is not so straight-forward as finding the one stairs case connecting them all. Moving between the levels can only be achieved accessing the hidden stairs contained within the central columns contained on the first floor. Therefore, a creature on the second floor wishing to move to the fourth floor, must first return to the first floor and access the appropriate column therein (refer to the map on the facing page).

High-resolution versions of all the maps in this adventure can be downloaded from the Usherwood Adventures website at http://www.usherwoodadventures.com/blog/?page_id=559.



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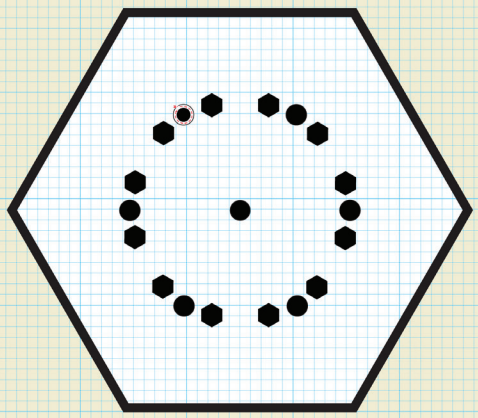
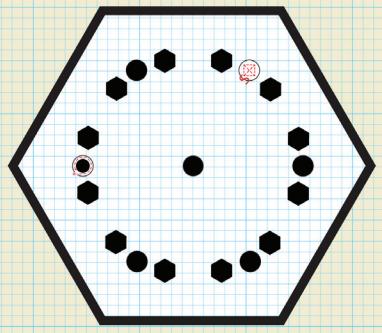
N
W □ = 10 ft
S

= staircase/column, hollow
= staircase/column
S = secret door
= trap door
= stairs down

Third Floor



Fourth Floor



Tower Floor

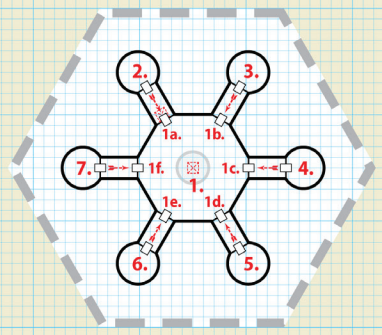
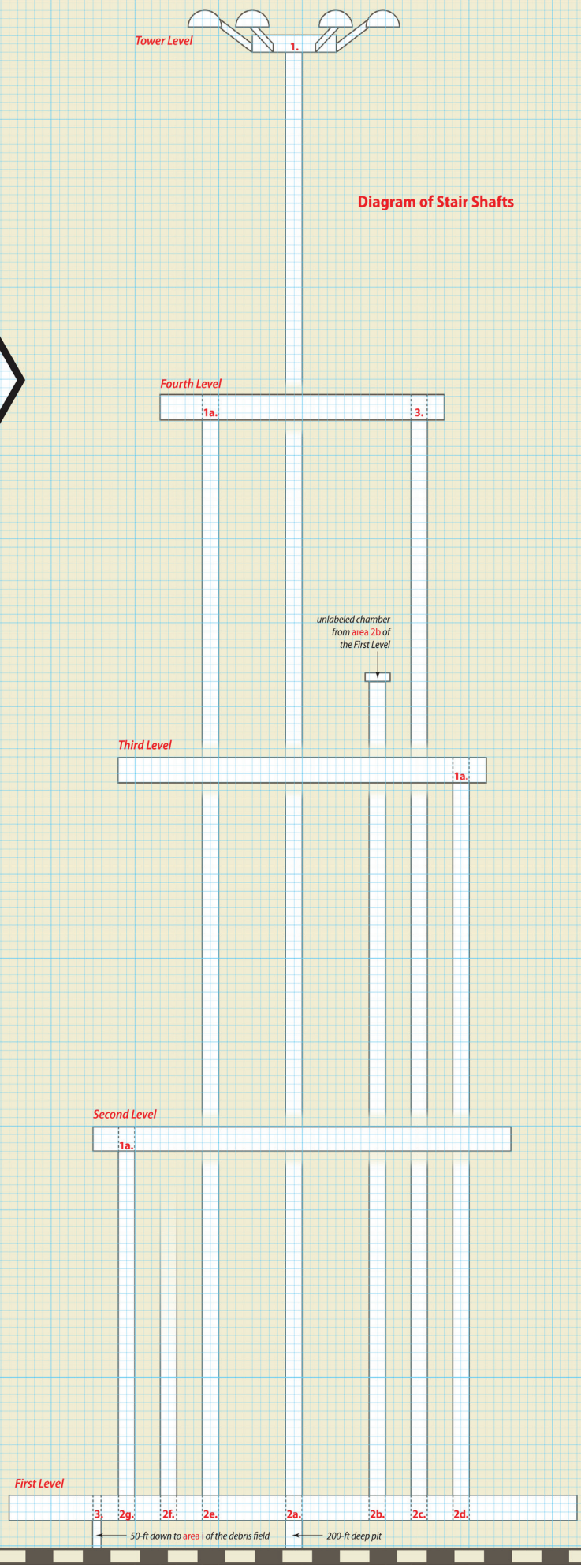


Diagram of Stair Shafts

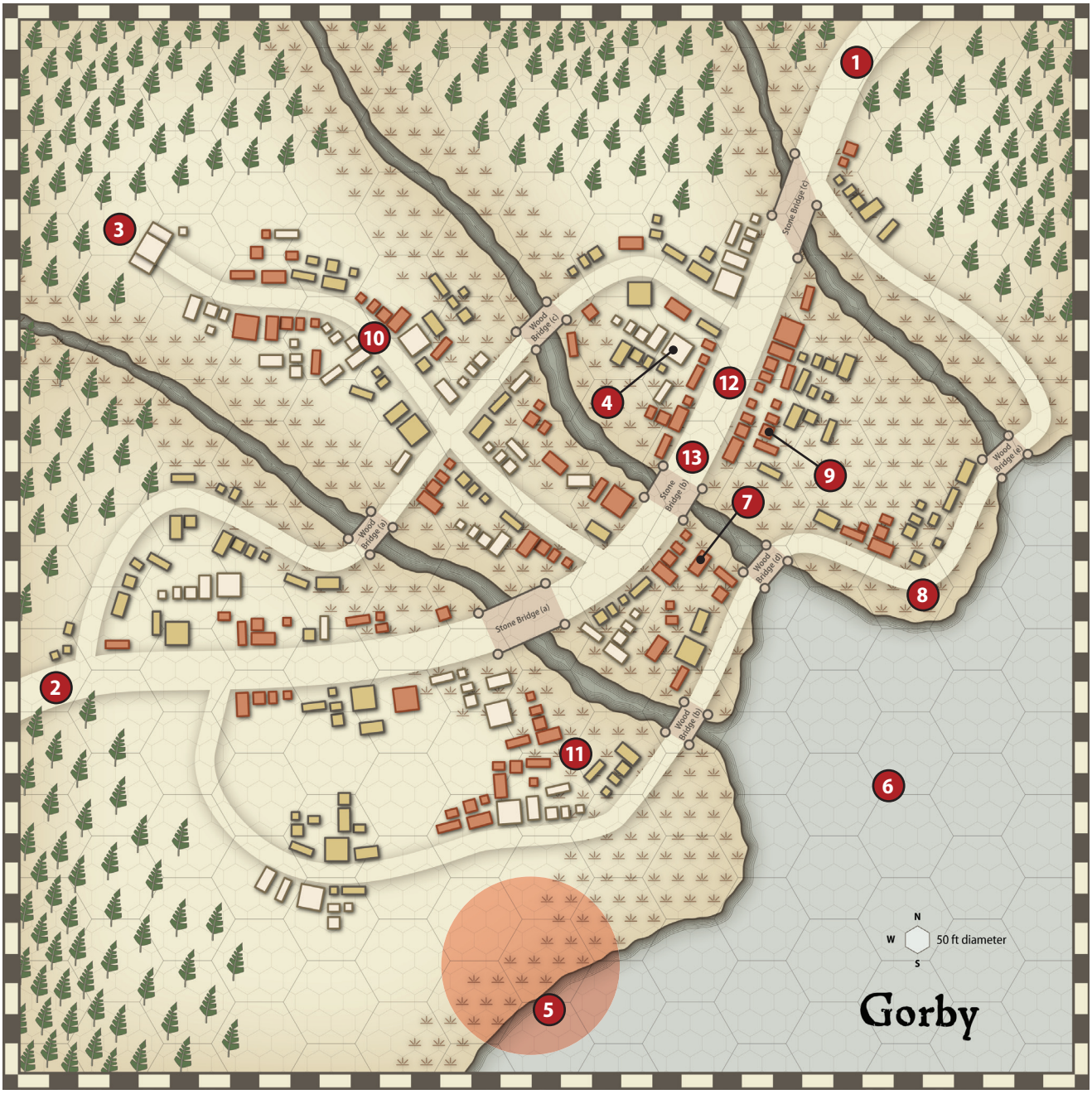


GORBY

Gorby is a tightly packed grouping of poverty-stricken hovels, third-rate taverns, and aging warehouses. The streets are muddy, and small streams flow through most of the avenues. Decaying wooden bridges span the three wide streams that flow into the bay. The village is set into a small bay, but has no harbor to speak of, only a few small aging fishing boats. But the beach in front of the village is wide and muddy. And given the piles and heaps of empty shells about the shoreline, it is plainly obvious the people here enjoy a goodly amount of clams and oysters in their diet.

The village leadership is superficially constructed as a semi-annual democracy. In reality, the village leadership is — mayor, sheriff, cleric, necromancer (sooth-sayer), etc. — are all placed into their positions of power on the approval of the village merchants.

1. **East approach;** the road continues northeast to less populace areas, as well as accessing the Usher Arm Peninsula.
2. **West approach;** the road continues southwest to more populated areas.
3. **Mayoral mansion;**the largest and obviously most opulent building in the village, the mayoral mansion is where the official resides and conducts business. During business hours, it is frequent that members of the merchants' guild



http://www.usherwoodadventures.com/blog/?page_id=559

and frequently the thieve's guild will be found here in consultation with the mayor.

4. **The One-Eyed Dragon;** locally famous tavern and inn, known it's strong, dark barleywine (double the likelihood of intoxication). Also known for the rough reputations of its patrons.
5. **Shell mound;** this 50 ft-high pile of oyster and clam shells attests to the community's primary food source. Local legend says that the Gorby Footpads have buried several well-known and regionally-wealthy victims within the stinking pile of shellfish remains.
6. **Mott Toly Bay;** a shallow bay fished by the locals for much of their diet. The bay is also known for harboring sea creatures of dangerous reputation. It also rumored that communities of locathah, sahauguin, sea elves, and other intelligent sea-dwelling races lurk in the depths, away from the shallows.
7. **Digger's Warehouse;** hide-out of the local thieves' guild known as the Gorby Footpads. The Footpads enjoy protection of either the local mayor, the sheriff, or both. Nobody is quite certain. The guild is lead by a 6th level thief named Roger, the red scarf who is known for the flamboyant red scarf he wears tied about his waist.
8. **Trollers' district;** this avenue along the village's waterfront houses fishing warehouses, several taverns, and the homes of many of the fisherman. It is a rough street seldom travelled by night, except by the hardiest of folk.
9. **Necromantic shop;** Aqatorian's General Supply is a thinly veiled front for this poorly supplied necromancers' shop. The shop specializes in carrying spell components, and only very rarely will have more exotic items (i.e., potions, scrolls, etc.) available for sale. The shop is only likely to have available components for lower level spell casting, and even then, is frequently out of stock. The likelihood of having a particular component is a base 100%, modified down by spell level ×10%. Therefore the chance of finding a component for a first level spell is 90%, and second level spell component is 80%, third level is 70%, and so on.
10. **Merchants' district;** shops on this avenue primarily trade in assorted dry goods.
11. **Tenement district;** this is a collection of dilapidated, low-rent buildings which houses about 65% of the village's population.
12. **Outfitters' and merchants' districts;** in addition to assorted dry goods, several specialty shops (including blacksmiths and other skilled tradesmen) have setup shop in this area.
13. **Toll bridge;** due to its proximity with Digger's Warehouse (*area 7*) this bridge is often the subject of a 'toll' collected by the Gorby Footpads. The toll generally takes the form of whatever amount of coin, treasure, or information the thieves can extract from passersby. If confronted, the group thieves will be 1d4+2 strong, and will be made up of 1d4+1 level thieves.

NORTHERN TERRITORIES

The north lands of the Verméan continent are typified by cold, rainy weather, with temperatures ranging from 80˚ to 90˚ in the summer, and 10˚ to 30˚ in the winter. The exception is in the northern-most reaches near Ice Berg, where summer temperatures rarely rise above 70˚, and the winter averages -20˚.

Tall aspens dominate the landscape throughout the region, where the ground is not locked in a state of permafrost. Common fauna include such beastly creatures as yeti, giant snow leopards, and worgs. White dragons and remorhaz are even known to plague the landscape in the coldest regions.

The locations of the four modules contained in this adventure, and the party's path — **THE SNOWBOUND VILLAGE**, **THE FROZEN CEMETERY**, **THE LAIR OF THE WHITE**, and **FORTRESS FORZA** — is indicated on the map on the following page.

Using the village of Gorby as the party's starting point, the four modules in order are;

1. The Snowbound Village
2. The Frozen Cemetery
3. The Lair of the White Dragon
4. Fortress Forza

During the course of the journey, few miscellaneous encounters are provided for in the module's description. GM's should be at will to provide suitable challenges for the party as they work their way through the four modules. Such encounters can be determined using the Random Wilderness Encounters contained within the **OSRIC SRD**. Alternatively, GM's can also use the same material provided for in the **FIRST EDITION DMG**.

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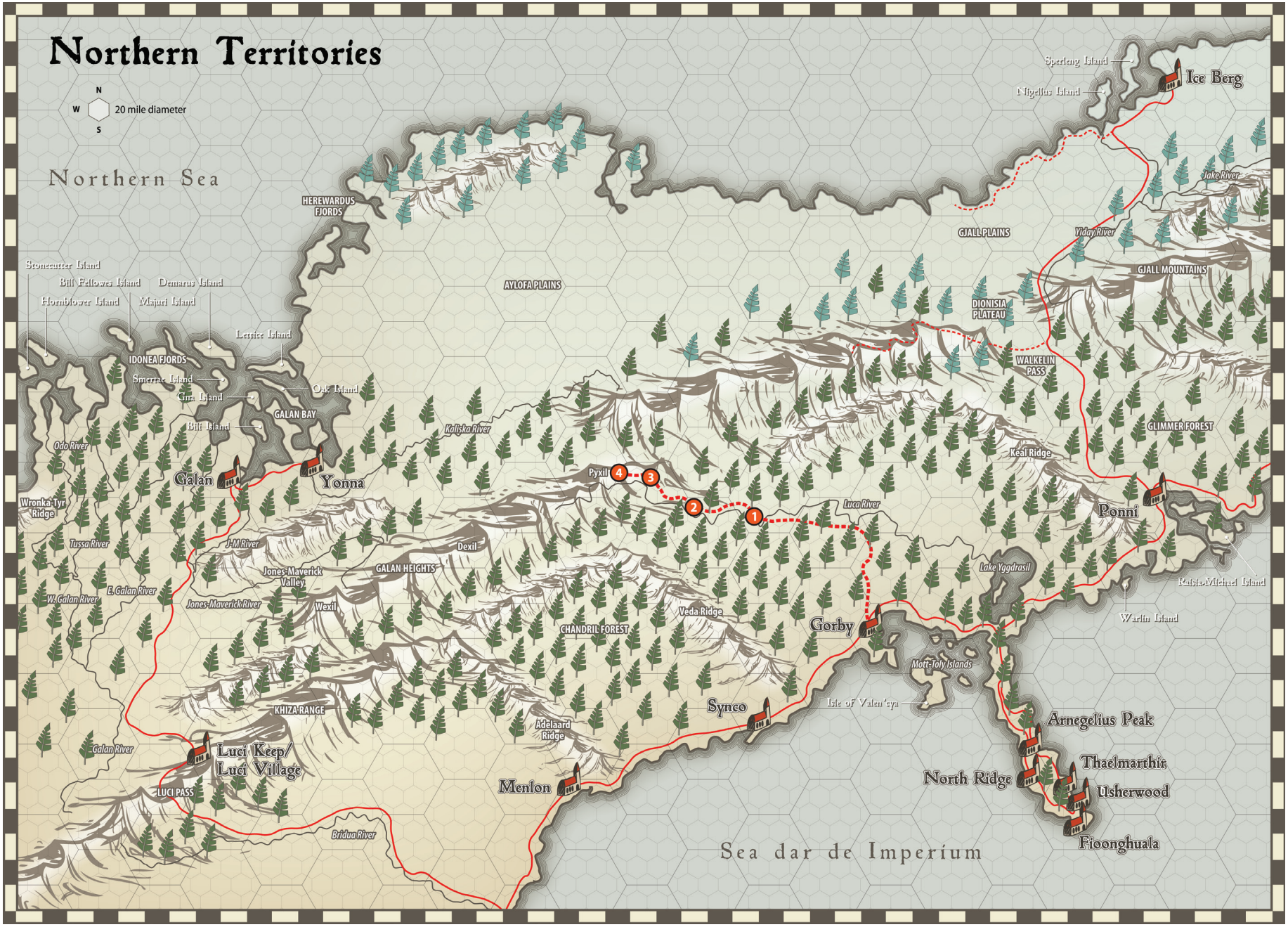
Northern Territories
N
W
20 mile diameter
S
Northern Sea
Sperleng Island
Nigellus Island
Ice Berg
Jake River
HEREWARDUS FJORDS
GJALL PLAINS
Yiday River
GJALL MOUNTAINS
Stonecutter Island
Bill Fellowes Island
Demarus Island
Hornblower Island
Majuri Island
AYLOFA PLAINS
DIONISIA PLATEAU
Lettice Island
IDONEA FJORDS
WALKELIN PASS
Smerrae Island
Gna Island
Oak Island
GALAN BAY
Bill Island
Kaliska River
GLIMMER FOREST
Odo River
Keal Ridge
Galan
Yonna
Pyxil
4
3
2
1
Luca River
Ponni
Wronka-Tyr Ridge
Tussa River
J-M River
Dexil
Jones-Maverick Valley
GALAN HEIGHTS
Lake Yggdrasil
Rafela-Michael Island
E. Galan River
W. Galan River
Jones-Maverick River
Wexil
Veda Ridge
Warlin Island
Gorby
CHANDRIL FOREST
Mott-Tolly Islands
KHIZA RANGE
Synco
Isle of Valen'cya
Arnegelius Peak
Adelaard Ridge
Galan River
Luci Keep/
Luci Village
Thaelmarthir
North Ridge
Usherwood
Menlon
LUCI PASS
Fioonghuala
Bridua River
Sea dar de Imperium

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OPTIONAL RULES

Save vs. Attribute complete process description; ***page viii***.

CREATURES

Arctic Dog complete creature description; ***page 46***.

Bone golem complete creature description; ***page 48***.

Bone hound complete creature description; ***page 44***.

Bone golem complete creature description; ***page 48***.

Copykat complete creature description; ***page 45***.

Crypt slug complete creature description; ***page 46***.

MAGIC ITEMS

Dagger of Demon Banishment complete item description; ***page 51***.

Mace of Radiance complete item description; ***page 51***2

Quaterstaff of Speed complete item description; ***page 52***.

THE FOUNDING OF THE SHADOWED KEEP

High in the Galan peaks, within a lonely box canyon, there came an evil knight-priest named Forza. The Lord Forza hailed originally from the lawful good city-state of Bodibeve, located many hundred miles to the south. The power-hungry, yet charismatic leader attracted many followers who lived on the fringes of Bodibevian society, and these folk were known to be at odds with the structured and ordered sensibilities that are the hallmark of that land.

Forza sought a land wherein he could control the citizenry, and use them to further his evil designs. Through many travels in many foreign lands, the followers of Forza grew to number in the thousands. And in the Northern Territories Forza and his followers established a large encampment high in the mountains. And from here, Forza thought to launch a campaign of terror into the lands to the south. But among the peoples that made the journey with Forza, where also many powerful and evil creatures with designs of their own. And within the Fortress Forza a great and bloody civil war did destroy all who dwelled therein. Even the Lord Forza himself became a prisoner in his own castle. And his own priests did wrap him as a cursed undead monster, before they too were destroyed by the evil that permeated the entire region.

Centuries passed, and the history of the citadel — now referred to in some histories of the fortress as the 'Shadowed Keep' — became legend. And the legends sparked the interests of a leader among men to see if the legend of the evil fortress was true.

Gathering a force of arms behind him, the human general lead a march against Forza, and the forces behind him stretched for many miles through the mountain passes behind. And at a clouded sunset, the general and his force came upon the outer walls of Forza, and the mere sight of the structure caused very many of his followers to flee in terror.

However, the general was undaunted, and he arrayed his forces before the walls of Forza, and awaited the coming dawn.

As the sun arose behind him, the dawn illuminated the citadel before him. Riding to the fore of his army, the general called the denizens of Forza out. And the occupants of the citadel did arise, and its forces included very many humanoids of evil intent. However, more ominously were there creatures of undead existence, giants of foul demeanor, and several creatures known to hail from other planes of existence did bolster the enemy ranks. And at their fore, a creature wrapped in the linens of a long dead creature; Forza himself, now a mummy strode ahead to face the human general, but He did not falter and stood his ground before the ancient Lord.

Knowing his words would accomplish nothing against such an enemy, the general did signal his forces to attack. However, against such creatures, his swordsmen, his bowmen, his artillery had little effect. For though his warriors slew a great many of the evil legions arrayed against them, two would replace each one that was laid low.

In the end, the general himself was slain by the creature Forza. And his lieutenants were forced to order a retreat while such was possible. And on their way out of the mountains, the ragtag army was forced to construct a hasty cemetery located in a narrow valley to bury the dead and the dieing.

THE LEGEND OF THE FORCE OF FOUR

Since the time of Forza's departure from Bodibeve, the city state had grown immensely, and its lawful good citizenry began to see its place in the world as that of spreading the word beliefs, and converting whole societies to their cause. In this effort, the Bodibevian lords established 'fellowships', each fellowship comprising four individuals. These individuals — while not always of lawful good alignment — were devoted to spreading the power of the city beyond its borders. One of the most renown of these fellowships comprised a cleric (Mariann Burgeson), a magic-user (Efram the Younger), a paladin (Colonieus Bendis), and a bard (Chester Flix).

Burgeson was a cleric of the lawful deity Avitori (patron of paladins and lawful good fighters). She wielded a crystaline mace that shone with brilliant light when wielded in battle.

Efram the younger was a magic-user who did not follow a deity. He was a devotee of science, although he dedicated his life to bettering the lives of the citizens of Bodibeve through his science.

The honorable Colonieus Bendis was a just man of arms, who would enforce the laws of Bodibeve with kindness and benevolence. But against evil and chaos, he was terrible to behold; a formidable fighter who would no quarter to creatures dedicated to darkness.

Chester Flix was a fighter within the squadron lead by Bendis who also was skilled at inspiring the greatest of others. As such, he was a member of that rare class of bard known as a lyrist veteran. The bard was assisted in his performing arts a magical cittern that affect friend and foe alike.

Together, these four comrades traveled the land far and wide, and their reputation preceded them, and they were greeted in all but the most hostile societies with cheer and gladness.

Ultimately, the Force of Four found their path to lead them to the Shadowed Keep. And herein, they found their greatest challenge; to cleanse the citadel of its evil undead and other worldly inhabitants. And where a large army failed, the Force of Four very nearly succeeded. For legend states that the fellowship reached far into the citadel itself until they at last located the lair of the mummified creature called Forza. Tragically though, the fellowship found themselves separated within the dark halls of the fortress, where finally the minions of Forza overcame each individually.

Mariann Burgeson it is said meet her fate facing an uncountable number humanoid enemies; orcs, goblins, ogres and creatures more terrible than these. Pierced by very many poisoned arrows, the cleric perished while ensuring none of attackers escaped to harry her compatriots.

The legends state that magic-user Efram the younger was alone and overwhelmed by hoards of undead creatures. Backed against a column facing hundreds of creatures, and without the aid of Mariann Burgeson to turn the evil creatures, Efram determined he would be taken with out a fight. Using the last of energy, the spell caster launched a massive fireball, detonating the immolation right at his own feet, purifying through flame those who would have otherwise destroyed him.

Colonieus Bendis it is said suffered a most horrible death. He too was facing uncountable undead thralls of Forza, though he did not succumb to his enemies. The paladin was impaled on a large iron hook, and suspended until he died, which took many hours.

Chester Flix was the only member of the fellowship slain not by enemy, but by trap. Scaling a lonely ladder in one of the citadel's towers, the bard emerged into a small chamber, only to find out the chamber was protected by a most deadly trap; a blade that would sever the bard's head from neck.

The death of each of the members of the fellowship is recounted in ballad known throughout the lands. The ballad is recounted by bards, though to sing the full tale takes very nearly a full hour in its completeness.

THE LIFE AND UNDEATH TRAGEDY OF HOMER GUTHERIE

Centuries ago, their existed upon cold expanse of the Northern Territories, and noble family by the name von Gutherie. The master of the von Gutherie clan — Hans Detrich von Gutherie — was known far and wide for his generosity to the common folk of his lands. Detrich von Gutherie was fond of using taxation money for public projects instead of lining his own pockets. Frequently, money collected by taxes would even be used to rebuild homesteads or barns destroyed by fire or natural catastrophe. And very little of public money was used for the maintenance of a military force at arms. Instead, von Gutherie financed such needs through his own wealth, earned through trade with southern kingdoms.

The youngest son of Detrich von Gutherie was a precocious lad named Heironymous; known affectionately as Homer among his family. Homer grew to sturdy young manhood, and was trained in martial and business arts as were his five elder siblings.

At the age of 22, Homer was traveling in the Southern Continent on his first trading journey as master. While there, Homer met a beautiful young maiden of 17 summers, and feel madly, deeply in love with the olive-skinned girl. Before his mission of trade was done, he determined to marry the woman, because her father — sultan of one of the many tribal nations — would not allow her to leave as an unmarried woman.

The sultan's castle was a dark place located high atop a lonely plateau, over-looking a vast expanse of desert. Giving no heed to local legends that the castle was haunted, and the family cursed, Homer conceded to spend the first weeks of his marriage at the castle while his new bride made ready to move with him to her new home in the north.

However, the von Gutherie caravan became concerned when they had heard from Homer in the week preceding their planned departure. Confronting the sultan, the caravan was informed that Homer and his bride became suddenly ill several days past, and both died the previous night.

The sorrowful caravan paid a great sum of money to have Homer placed into sealed casket, and prepared to return him home for burial.

What transpired on the road is not known, but it is known that Homer alone returned to his father, seemingly alive and well as he entered the family compound at midnight many weeks later. But the boy who had been the beloved youngest child of a popular lord returned changed. Homer had been cursed to spend the remainder of eternity as one of the living dead, and to wander the night hours as a vampire, always in search of fresh blood to drink. Ultimately, the von Gutherie family was completely destroyed by the vampire, and then countryside surrounding the family compound became a haunted and evil landscape. Ultimately, the tortured soul of Homer Gutherie sought to escape the many bands of angry citizens that chased him at night, and sought his resting places, and he wandered into the frozen north, eventually establishing a small community from those who were unaware of his hidden evil. And there, he cared for the community as farmer cares for his livestock; keeping them healthy, until it was time for the slaughter.

Near the end, word of Gutherie reached the Shadowed Keep, and Forza forced the tormented vampire to protect the road that lead citadel. Thus, attacks like those perpetrated by the human general, and the Force of Four would not happen again.

Eventually, the folk of his village too discovered Homer's dark secret, and during one bright afternoon, a mob stormed the vampire's small mansion, and destroyed the creature, though his soul was doomed to forever be a prisoner of his evil.

Name: **Ewan van Nuys**
Function: Former Lord Constable of Usherwood
Encounter: Setting Up the Adventure
Race / Sex: Human / Male
Class: Fighter
Alignment: Neutral (chaotic tendancies)
EXP / Level: 500,000 / 10
Hit Points: 80
Attributes: **STR** 16, **DEX** 16, **CON** 15, **INT** 14, **WIS** 14, **CHA** 17
Armor Class: 4
Weapons: ***+2 long sword***, light crossbow
Armor: Ring mail, ***+4 bracers of armor***

Notes: If the PCs are able to converse with Valen'cya, they will learn that van Nuys is not what he seems to be; the lawful lord constable of the village of Usherwood. He has in fact become a chaotic mercenary over the course of their campaign. Once a child of the noble family from Usherwood, van Nuys has been perpetrating a deception upon the party—and the village—in his own quest for power since learning of the existence of the Bone-Hilt sword. During the course of the campaign, van Nuys' alignment has moved steadily to a chaotic nature, and is using the party to obtain the weapon he believes will set him up as lord of the Northern Territories. As his alignment changed from good to neutral, he has lost those powers specific to the ranger character class. Should the party confront van Nuys on their return, they will find van Nuys is now supported secretly by a small army of henchmen; 15 6th level fighters, and 5 5th level druids. van Nuys will take whatever action he deems necessary in order to maintain his ruse over the village in his quest for power in the north lands.

Name: **Broadloom**
Function: Bard of the One-Eyed Dragon
Encounter: Setting Up the Adventure
Race / Sex: Human / Male
Class: Racaraide Bard
Alignment: Neutral Good
EXP / Level: 12,500 / 5
Hit Points: 22
Attributes: **STR** 12, **DEX** 14, **CON** 12, **INT** 12, **WIS** 13, **CHA** 18
Armor Class: 9
Weapons: scimitar, short bow
Armor: none

Notes: Broadloom—called 'Toehead' by his friends for his light, golden hair—is in his later 20's, and he specializes in historical ballads, interspersed with bawdy poems, as the entertainment he provides to the inn's patrons. He is not widely travelled, but knows the areas between Synco and Ponni intimately.

He would welcome the idea of travelling with the party, if invited (and paid) to do so. His favored instrument is the harp, though he also proficient with the lute. Broadloom is loose in his devotion to his deity Sol (deity of neutral good).

Name: **William**
Function: Patron of the One-Eyed Dragon
Encounter: Setting Up the Adventure
Race / Sex: Human / Male
Class: Fighter
Alignment: Lawful Neutral
EXP / Level: 35,000 / 6
Hit Points: 52
Attributes: **STR** 17, **DEX** 11, **CON** 16, **INT** 10, **WIS** 14, **CHA** 10
Armor Class: 6
Weapons: ***+1 long sword***
Armor: studded leather and small shield

Notes: William is a long-time resident of Gorby, though his origins are far from here. Nobody in the inn seems to know just exactly where William original came from, though most of the patrons can he arrived in town many years, alone, and would not speak of where he came from. And even then, he came as the battle-scarred man he appears as now.

If asked about the trail leading to Fortress Forza, or of the fortress itself, he will only state that nothing but death awaits those who would follow that path. Something in the manner which he speaks reveals that he knows more than he is saying...much more.

William's sword, if revealed to the party, will show itself to be of high craftsmanship ,and certainly the weapon of a skilled swordsman. He wont comment on how he came by it.

If asked, William will not agree to accompany the party, unless there is a female PC in the group. Only then would he agree to whatever payment the party suggests; his primary motivation to ensure the safety of the women in the party. William is extraordinarily devoted to his deity Caelis, and prays for her 'forgiveness' each morning and evening.

FORTRESS FORZA, *area 14*

The motivation for the individuals that make up this band is nothing short of personal gain. They bear no bond of loyalty to one another to any degree. Only Shmie and Donnor—who are twins, and dress identically save for the red neckerchief worn by the latter—will fight or flee as one.

Name: **Colson**
Function: Adventurer, treasure seeker
Encounter: Fortress Forza, *area 14*
Race / Sex: Human / Male
Class: Magic-user
Alignment: Neutral Evil
EXP / Level: 65,000 / 7
Hit Points: 19
Attributes: **STR** 8, **DEX** 9, **CON** 10, **INT** 14, **WIS** 10, **CHA** 16
Armor Class: 9
Weapons: dagger, quarter staff
Armor: ***+1 ring of protection***

Spells: first level; *burning hands, charm person, magic missile, protection from good* | second level; *chant, hold person, speed poison* | third level; *mirror image, scare, web* | third level; *chant blink, invisibility, 10 ft-radius* | fourth level; *fire trap*

Name: **Donnor**
Function: Adventurer, treasure seeker
Encounter: Fortress Forza, *area 14*
Race / Sex: Human / Male
Class: Fighter
Alignment: True Neutral
EXP / Level: 35,000 / 6
Hit Points: 42
Attributes: **STR** 12, **DEX** 14, **CON** 11, **INT** 12, **WIS** 10, **CHA** 10
Armor Class: 7
Weapons: ***+1 bastard sword***, dagger
Armor: ring mail

Name: **Ibhrahim**
Function: Adventurer, treasure seeker
Encounter: Fortress Forza, *area 14*
Race / Sex: Human / Male
Class: Thief
Alignment: Neutral Evil
EXP / Level: 50,000 / 7
Hit Points: 28
Attributes: **STR** 11, **DEX** 16, **CON** 10, **INT** 14, **WIS** 13, **CHA** 16
Armor Class: 6
Weapons: pair of daggers, sling with bullets
Armor: padded armor, ***+1 cloak of protection***

Name: **Van'triev**
Function: Adventurer, treasure seeker
Encounter: Fortress Forza, *area 14*
Race / Sex: Human / Male
Class: Cleric
Alignment: Chaotic Evil
EXP / Level: 80,000 / 7
Hit Points: 44
Attributes: **STR** 11, **DEX** 14, **CON** 13, **INT** 10, **WIS** 16, **CHA** 9
Armor Class: 6
Weapons: ***+2 footman's mace***, hammer
Armor: scale mail

Spells: first level; *curse, cause light wounds, protection from good* | second level; *hold person, resist fire, spiritual weapon* | third level; *cause disease, speak with dead* | fourth level; *cause serious wounds*

Name: **Shmie**
Function: Adventurer, treasure seeker
Encounter: Fortress Forza, *area 14*
Race / Sex: Human / Male
Class: Fighter
Alignment: True Neutral
EXP / Level: 17,500 / 5
Hit Points: 29
Attributes: **STR** 14, **DEX** 17, **CON** 12, **INT** 9, **WIS** 8, **CHA** 9
Armor Class: 3
Weapons: bastard sword, ***+1 dagger***
Armor: ring mail

See also the section entitled **VAN'TRIEV, THE CLERIC** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Karshem**
Race / Sex: Human / Male
Class: Cleric
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: **STR** 10, **DEX** 12, **CON** 13, **INT** 11, **WIS** 16, **CHA** 9
Armor Class: 4
Armor: Chain mail, small shield
Weapon: Heavy mace
Wealth: 235 gp
Caste: Magic-user (*magic missile*, *detect magic*)
Spells: cleric | first level; *command, cure light wounds, sanctuary* | second level; *detect charm, slow poison*

Name: **Richard**
Race / Sex: Human / Male
Cleric: Paladin
EXP / Level: 10,000 / 3
Hit Points: 24
Attributes: **STR** 16, **DEX** 9, **CON** 9, **INT** 9, **WIS** 13, **CHA** 17
Armor Class: 3
Armor: Plate mail
Weapon: Bastard sword, heavy mace
Wealth: 210 gp

Name: **Dar'lean**
Race / Sex: Half-elf (nubian) / Male
Class: Druid
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: **STR** 12, **DEX** 16, **CON** 9, **INT** 9, **WIS** 16, **CHA** 15
Armor Class: 8
Armor: None
Weapon: Club, sling (score stones)
Wealth: 175 gp
Spells: driud | first level; *animal friendship, faerie fire, pass without trace* | second level; *cure light wounds, fire trap*

Name: **Gordo**
Race / Sex: Halfling / Male
Class: Thief
EXP / Level: 10,000 / 5
Hit Points: 42
Attributes: **STR** 9, **DEX** 17, **CON** 9, **INT** 10, **WIS** 12, **CHA** 10
Armor Class: 5
Armor: Padded
Weapon: Short sword, sling (score bullets)
Wealth: 210 gp



Karshem Richard Dar'lean Gordo

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Stu'yrt**
Race / Sex: Dwarf / Male
Class: Fighter
EXP / Level: 10,000 / 4
Hit Points: 32
Attributes: **STR** 16, **DEX** 12, **CON** 12, **INT** 9, **WIS** 10, **CHA** 9
Armor Class: 5
Armor: Mail hauberk
Weapon: Hand-axe, heavy mace, light crossbow
Wealth: 350 gp

Name: **Gondars**
Race / Sex: Human / Male
Class: Ranger
EXP / Level: 10,0000 / 4
Hit Points: 32
Attributes: **STR** 12, **DEX** 16, **CON** 14, **INT** 13, **WIS** 14, **CHA** 14
Armor Class: 6
Armor: Leather
Weapon: Long sword, dagger, long bow
Wealth: 140 gp

Name: **Aaonæ**
Race / Sex: Elf / Female
Class: Magic-User
EXP / Level: 10,000 / 3
Hit Points: 11
Attributes: **STR** 9, **DEX** 10, **CON** 9, **INT** 16, **WIS** 10, **CHA** 14
Armor Class: 10
Armor: None
Weapon: Quarter staff, dagger
Wealth: 105 gp
Spells: magic-user | first level; *charm person, push, shocking grasp* | second level; *invisibility*

Name: **Junée**
Race / Sex: Human / Female
Class: Lorist Priest
EXP / Level: 10,000 / 4
Hit Points: 20
Attributes: **STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 13
Armor Class: 7
Armor: Studded Leather
Weapon: Quarter staff, flail
Instrument: Harp
Wealth: 140 gp
Spells: cleric | first level; *bless, cure light wounds* | second level; *resist fire, slow poison*



Stu'yrt Gondars Aaonæ Junée

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Græydon**
Race / Sex:	Gnome / Male
Class:	Illusionist
EXP / Level:	10,000 / 4
Hit Points:	12
Attributes:	**STR** 8, **DEX** 16, **CON** 8, **INT** 15, **WIS** 10, **CHA** 9
Armor Class:	8
Armor:	None
Weapon:	Dagger, darts (10)
Wealth:	140 gp

Spells: illusionist | first level; *change self, dancing lights, wall of fog* | second level; *improved phantasmal force, misdirection*

Name:	**Snargu**
Race / Sex:	Half-Orc / Male
Class:	Assassin
EXP / Level:	10,000 / 4
Hit Points:	20
Attributes:	**STR** 14, **DEX** 16, **CON** 14, **INT** 11, **WIS** 8, **CHA** 8
Armor Class:	6
Armor:	Leather
Weapon:	Broad Sword, dagger
Wealth:	165 gp

Name:	**Joahan**
Race / Sex:	Half-Hordling (blue) / Male
Class:	Verméan Monk
EXP / Level:	10,000 / 4
Hit Points:	24
Attributes:	**STR** 15, **DEX** 15, **CON** 11, **INT** 9, **WIS** 15, **CHA** 9
Armor Class:	6
Armor:	None
Weapon:	Scimitar, dagger
Wealth:	140 gp

Name:	**Whilem**
Race / Sex:	Human / Male
Class:	Racaraide Bard
EXP / Level:	10,000 / 4
Hit Points:	20
Attributes:	**STR** 12, **DEX** 13, **CON** 12, **INT** 12, **WIS** 12, **CHA** 15
Armor Class:	7
Spells:	None
Armor:	Studded leather
Weapon:	Long sword, dagger, short bow
Instrument:	Lyre
Wealth:	140 gp



Græydon Snargu Joahan Whilem

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Greenleaf**
Race / Sex: Human / Male
Class: Lorist Ovate
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: **STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 15
Armor Class: 8
Armor: Leather
Weapon: Club, sling (score bullets)
Instrument: Mandolin
Wealth: 140 gp
Spells: druid | first level; *detect pits and snares, speak with animals* | second level; *cure light wounds, trip*

Name: **Smithee**
Race / Sex: Human / Female
Class: Sonneteer Magician
EXP / Level: 10,000 / 4
Hit Points: 24
Attributes: **STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 12, **CHA** 12
Armor Class: 8
Armor: Leather
Weapon: Scimitar, dagger
Instrument: Harp
Wealth: 160 gp
Spells: magic-user | first level; *jump, magic missile* | second level; *ESP, shatter*

Name: **Edelbrock**
Race / Sex: Human / Male
Class: Lyrist Veteran
EXP / Level: 10,000 / 4
Hit Points: 30
Attributes: **STR** 16, **DEX** 10, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class: 6
Armor: Scale mail
Weapon: Mace, short sword, light crossbow
Instrument: Cittern
Wealth: 140 gp

Name: **Buckley**
Race / Sex: Human / Female
Class: Jongleur Magsman
EXP / Level: 10,000 / 4
Hit Points: 18
Attributes: **STR** 9, **DEX** 16, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class: 6
Armor: Leather
Weapon: Long sword, dagger
Instrument: Violin
Wealth: 160 gp



Greenleaf Edelbrock Smithee Buckley

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Vinzini**
Race / Sex:	Human / Male
Class:	Sonneteer Trickster
EXP / Level:	10,000 / 4
Hit Points:	15
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 15, **CHA** 9
Armor Class:	8
Armor:	Padded
Weapon:	Scimitar, dagger
Instrument:	Lute
Wealth:	90 gp

Spells: illusionist | first level; *dancing lights, hypnotism* | second level; *improved phantasmal force, magic mouth*

Name:	**Clint**
Race / Sex:	Human / Male
Class:	Jack-of-All-Trades
EXP / Level:	10,000 / 3
Hit Points:	24
Attributes:	**STR** 13, **DEX** 12, **CON** 14, **INT** 11, **WIS** 14, **CHA** 9
Armor Class:	8
Armor:	Leather
Weapon:	Bastard sword, morning star, dagger
Wealth:	170 gp

JoAT Abilities: first level; *hide in shadows, tracking* | second level; *alert against surprise*



Vinzini Clint

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SUMMARY MATRIX

ID	CHARACTER	CLASS	RACE/SEX	LVL	EXP	ATTRIBUTES STR | DEX | CON | INT | WIS | CHA	HP	AC
01								
02								
03								
04								
05								
06								
07								
08								
09								
10								
11								
12								
13								
14								
15								

WEAPONS MATRIX

ID	STR MODS "TO HIT"	STR MODS DAM.	DEX MODS ATTACK	DEX MODS A.C.	RACE/CLASS MODS. "TO HIT"	RACE/CLASS MODS. DAM	WEAPON IN HAND	WEAPON MODS "TO HIT"	WEAPON MODS DAM	DAMAGE S-M	DAMAGE L
01											
02											
03											
04											
05											
06											
07											
08											
09											
10											
11											
12											
13											
14											
15											

COMBAT MATRIX

ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.	ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.	ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.
01					04					07				
02					05					08				
03					06					09				

SUMMARY MATRIX

"TO HIT" A.C.																				PLAYER	PHONE/EMAIL
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

WEAPONS MATRIX

SECONDARY WEAPON	WEAPON MODS		DAMAGE		MISSILE WEAPON	WEAPON MODS		DAMAGE	
	"TO HIT"	DAM	S-M	L		"TO HIT"	DAM.	S-M	L

COMBAT MATRIX

ID	ENEMY				ID	ENEMY				COMBAT NOTES
	CREATURE	A.C.	VS. A.C.	DAM.		CREATURE	A.C.	VS. A.C.	DAM.	
10					13					
11					14					
12					15					

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SAVING THROW MATRIX

ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)	
01							06							11						
02							07							12						
03							08							13						
04							09							14						
05							10							15						

TURN UNDEAD MATRIX

ID	TYPE 1 (e.g., skeleton)	TYPE 2 (e.g., zombie)	TYPE 3 (e.g., ghoul)	TYPE 4 (e.g., shadow)	TYPE 5 (e.g., wight)	TYPE 6 (e.g., Ghast)	TYPE 7 (e.g., Wraith)	TYPE 8 (e.g., Mummy)	TYPE 9 (e.g., Spectre)	TYPE 10 (e.g., Vampire)	TYPE 11 (e.g., Ghost)	TYPE 12 (e.g., Lich)	TYPE 13 (e.g., fiend)

THIEVING MATRIX

ID	PICK POCKETS	OPEN LOCKS	FIND/REMOVE TRAPS	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES

SPELL MATRIX (memorized)

ID	SPELL	SPELL CAST	ID	SPELL	SPELL CAST

NAME:	EXP*:	AGE:	WEAPON IN HAND:
CLASS(es):	HP:	HEIGHT:	SECONDARY WEAPON:
ALIGNMENT:	AC:	WEIGHT:	MISSILE WEAPON:
RACE:	LVL*:	SEX:	OTHER:
*Multi-classes:			

ATTRIBUTES	MODIFIERS			
STR:	'To Hit':	Damage:	Minor Test:	Major Test:
DEX:	Surprise Bonus:	Missile Bonus:	AC Adjust:	
CON:	HP:	Minor Test:	Major Test:	
INT:	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
WIS:	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
CHA:	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

SAVING THROWS

AIMED MAGIC ITEM:	DEATH, PARALYSIS, POISON:	SPELLS:	NOTES:
BREATH WEAPON:	PETRIFACTION, POLYMORPH:		

'TO HIT' vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
UNADJUSTED d20 ROLL:																					

Notes:

ARMOR

ARMOR:	SHIELD:	OTHER:	AC:

Notes:

WEAPONS	DAMAGE vs S/M:	DAMAGE vs L:	RANGE:	ENCUMBRANCE:
WEAPON IN HAND:				
SECONDARY WEAPON:				
MISSILE WEAPON:				
OTHER:				

Notes:

WEALTH & TREASURE

CP:	SP:	OTHER (gems, jewelry, etc.):
EP:	GP:	
PP:		

Other magical or unique:

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EQUIPMENT

SPELLS

CAST	LEVEL	SPELL	CAST	LEVEL	SPELL

OTHER (hirelings, henchmen, etc)

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CAMPAIGN SETTING NOTES

DEITY:

REGION OF ORIGIN:

RACIAL NOTES:

CLASS ABILITIES NOTES

OTHER

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contributing author
Ken Perry

featuring art by
Peter Szmer

Valen'cya's Horde

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James D. Kramer

contributing author *featuring art by*

Ken Perry ***Peter Szmer*** *with Hugh Vogt & Dimitri Bielak*

Color application in all art by James D. Kramer

Design, layout, and cartography by

James D. Kramer

Edited by

Ron Redmond

MID LEVELS

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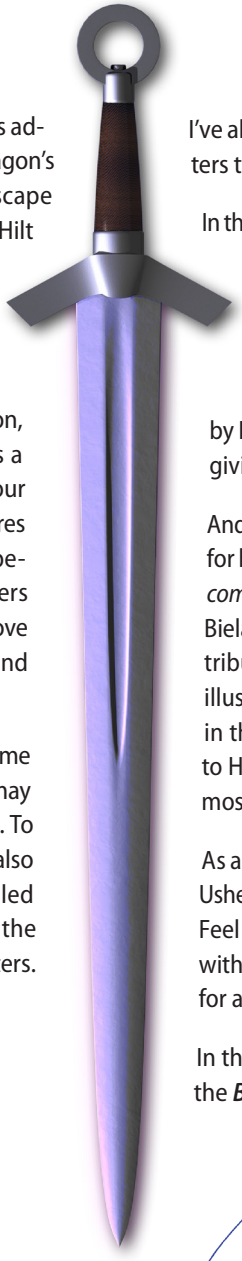
PUBLISHER'S NOTE



To those who would brave *Valen'cya's Horde*: this adventure is a good old-fashion dungeon delve into a dragon's lair to defeat the evil wyrm, and make good your escape with her treasure. But as the fourth book in the Bone-Hilt Sword campaign, it is also the deadly first step to the finale that takes place in the fifth adventure, ***In the Halls of the Mage-King***.

Although the primary plot device (in the campaign) is to reforge the ***Ranger's Brand*** and destroy the dragon, the journey to the dragon's lair has been laid out as a 'sandbox' type of approach. This ought to provide your players with lots of opportunities for side trek adventures should they choose not to follow the path I've laid before them. The creative GM should afford such players all the freedom they desire. I only hope the pirates prove to be as formidable and challenging as the dragon and her minions.

In either case, while the recommended levels for this game are 4 through 6, there are several encounters which may be well beyond the capabilities of such mid-level PC's. To this, I can only say, ***bonne chance!*** However, it should also be noted that several items of power, and high-leveled allies of the party, have been sprinkled throughout the adventure, and may offer assistance in those encounters. I've also tried to offer a means around such deadly encounters that would prove much less…'final'.

In this adventure, I have tried something new for Usherwood Publishing, and that is enlisting the aid of a contributing author. I would very much like to thank Ken Perry for his creative input and contributions in seeing this project done. I was many months (neigh, years?) in a creative block with this adventure. Spurred by Ken in December 2011, the creative juices came swiftly, giving the project renewed life.

And as usual, special thanks to my go to guys, Ron Redmond for his editorial services, and Peter Szmer (*www.peterszmer.com*) for his artistic talents. I should also recognize Dimitri Bielak (*bielakdimitri.canalblog.com*) for his illustrative contributions to the project as well (see the impressive spot illustrations for the giant marine iguana and salamander in the **NEW CREATURES** appendix). And, as well, thanks to Hugh Vogt (*www.hughvogt.com*) for the addition of his most-excellent character portraits in Appendix H.

As always, GM and player input on the games produced by Usherwood Publishing is crucial to continued improvement. Feel free to email me at *kramer@usherwoodadventures.com* with your honest thoughts and opinions so that I may strive for a higher bar in future releases.

In the meantime, until next I see you in the conclusion of the ***Bone-Hilt Sword***, good gaming!



James D. Kramer
publisher, author, designer
Usherwood Publishing



PREFACE

All Usherwood adventures use the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented in the adventure;

AC: or *armor class;* the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: or *charisma;* the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution;* the measure of a character's general state of health and stamina.

d# / #d#: or *dice;* a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / Dmg: or *damage;* the measure of damage inflicted by a given type of attack.

DDG: or *Deities & Demigods;* refers to either the First Edition or Third Edition rules systems by the same names, a selection of divine beings and pantheons both fantastic and mythical.

DEX: or *dexterity;* the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: or *Dungeon Masters Guide;* refers to the First Edition rules system, provides detailed information to a GM regarding many aspects of conducting a successful game.

GM: or *game master;* also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. It is advised to the players to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience;* the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD: or *First Edition;* refers to First Edition fantasy-based roleplaying game system texts originally published by TSR, Inc., c.1978-82. Although it is the policy of Usherwood Publishing to publish specifically to the **OSRIC SRD**, occasionally these texts will be referenced. *See also Dungeon Masters Guide* (DMG), *Fiend Folio* (FF), *Monster Manual* (MM), *Monster Manual II* (MMII), and *Players Handbook* (PHB).

FF: or *Fiend Folio;* refers to the First Edition rules system, a collection of creatures most baleful.

HD: or *hit die;* the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points;* the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence;* the measure of a character's reasoning power (also, I.Q.).

MM / MM2: or *Monster Manual*, and *Monster Manual II;* refers to the First Edition rules system, a collection of creatures, baleful and benign, arranged in two volumes.

OGC: or *Open Game Content;* that portion of this work which may be used by publishers of content covered by the OGL (see below)

OGL: or *Open Game License;* developed and distributed by Wizards of the Coast, Inc., allows for distribution of third-party content under these rules as allowed by compliance restrictions.

OSRIC: or *Old-School Reference and Index Compilation;* a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, *OSRIC SRD*.

PC: or *player character;* the persona adopted by players within a game.

PHB: or *Players Handbook;* refers to the First Edition rules system, describing the process for players to develop personalities to use in the game.

STR: or *strength;* the measure of a character's muscle and physical brawn.

TH: or *"to hit";* die score require to strike an opponent in order to do damage.

WIS: or *wisdom;* the measure of a character's insight, willpower, commonsense, intuition.

READER AIDS

There a number of visual reader cues provided to convey specific types of information;

> GM narratives provide you with recommended text to read verbatim to the players to set-up specific situations.

Creature stats blocks: these will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

Kobold leader (1): **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon; **POS** short sword, 15 sp

Where: **AC** = Armor Class; **MV** = Movement Rate; **HD** = Hit Dice (or relative strength); **HP** = Hit Points; **#AT** = number of attacks; **DAM** or **DMG** = damage inflicted on a successful hit; **SA** = special attacks; **SD** = special defenses; **POS** = possessions (of the group of creature type encountered)

Miscellaneous information the GM may find useful is provided within note boxes.

SAVE VS. ATTRIBUTE

Certain circumstances may require a Save vs. Attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute, while a result of '3' will always indicate success.

CAMPAIGN NOTES

This game is designed for play as both a stand-alone module, or as part of the five-part campaign; The Bone Hilt Sword. In order to maintain its playability as a stand-alone adventure, many campaign-specific notations and descriptions have been moved into the appendix, CAMPAIGN NOTES. This material contains many clues for the party playing through the campaign, alternative or more in-depth descriptions of certain items, and additional information for some encounters.

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UNDERSTANDING THE MODULE

The GM should read through the module completely to understand the various encounters and module setups before beginning play. If you have any questions regarding the module — why certain encounters are written as they are, or, to point out where you feel improvements in the manuscript might be made — feel free to write the publisher at *kramer@usherwoodadventures.com*.

RESOURCES

The following publications and resources are either required else are recommended for use with this adventure;

OSRIC SRD (required): the OSRIC SRD is available as a free PDF download at *http://knights-n-knaves.com/osric*. The PDF can also be downloaded from the Usherwood Adventures website at *http://www.usherwoodadventures.com/downloads/osric.pdf*.

The OSRIC SRD is also available as a print-on-demand product through Lulu.com, or through Black Blade Publishing.

An A5 trim size of the SRD is also available exclusively from Usherwood Publishing as POD through Lulu.com at *http://www.lulu.com/product/paperback/osric-(a5)/16663197*.

Usherwood Adventures Expansion for OSRIC (optional): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com.

If you purchased this adventure without realizing the requirement for this expansion volume, and do not wish to purchase the entire volume, contact the publisher at *kramer@usherwoodadventures.com* to request those materials needed to run this adventure.

Usherwood Adventures website (*http://www.usherwoodadventures.com*)**:** the website expands on setting-specific information—deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

First Edition TSR publication (optional): if you do not have access to the OSRIC SRD, the adventure is completely compatible with the First Edition rules books.

VALEN'CYA'S HORDE

Wild tales spoken in hushed tones over half-filled mugs of strong ale fill the adventurer's ears of a dragon so ancient, she is said to be literally decaying from old age. And what treasures would such a creature have amassed? Adventurers have long dreamed of the riches that must be held within her caverns located in the volcano know as Adskut.

And for the band of hearty souls who braved the journey to Fortress Forza; a long time these events have been in preparation, and now they at last come to their conclusion. For in the depths of Adskut the heroes must take the Bone-Hilt into the lair of a great dragon of legendary power and malice. For it is there, or so the legends say, that the Bone-Hilt may be destroyed, and the Ranger's Brand be reforged.

Across the waters of Valen'cya's Cauldron, the answers to these questions lie. And one more mystery awaits. For it is the doom of men, that they should forget…

INCORPORATING THIS MODULE INTO YOUR GAME

VALEN'CYA'S HORDE takes the party to a small archipelago of volcanic islands located off the west coast of the Usher Arm Peninsula within the continent of Vermé, if you are playing within the Usherwood Adventures campaign setting. It may be used as a standalone adventure, however, it was designed as the fourth mission of a five part campaign.

If playing in your own campaign setting, you may place the locales in a landscape located in similarly remote and desolate islands.

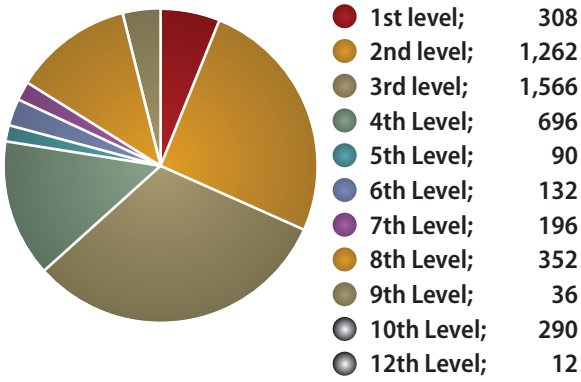
The adventure is made up of three specific adventuring sections; a sea voyage, an overland trek (which can be short or long, depending on the players' actions), and a cavern descent.

RE-LEVELING TO SUIT YOUR GAMING GROUP

This module is designed for characters of mid-levels to upper-levels, and is recommended for 4th to 6th level characters, a may prove suitably challenging to 7th and 8th level characters in small groups. For large groups, or for groups with experienced players, the referee may consider doubling the number of creatures numbers for each encounter. The GM could as well add additional stronger monsters for more difficult challenges..

You can us the following chart to gauge the PCs' relative strength against the creatures they will be encountering within the adventure.

LEVEL DISTRIBUTION OF MONSTER ENCOUNTERS



RACES AND CLASSES

Any of the standard character races available in **OSRIC** can be used. GM's may include their own races and classes as they deem appropriate. Races and classes unique to the Usherwood Adventures campaign setting may also be included, with no special restrictions. Refer to the appendix **PRE-GENERATED PCS** for a selection of ready-to-play character templates. The group will require at least one thief for the many locked and trapped doors that occur throughout the adventure.

SETTING UP THE ADVENTURE

The GM may devise his or her own hook to draw the players into the module, or use one of the optional methods to start the players on their road to the adventure; **CAMPAIGN START** (use only if playing the full Bone Hilt Sword campaign) or **QUICK START** (use if playing this module as a stand-alone adventure).

Notes:

CAMPAIGN START

Review the appendix, **WITHIN THE TOMB OF MANDRAKE USHER** from **THE SHATTERED SKULL**. The party should now be in possession of the ***Ranger's Brand*** as described therein. If the party did not locate the ***Ranger's Brand*** previously in either **THE SHATTERED SKULL** or **THE SHADOWED KEEP**, the GM will need to provide a suitable encounter at the beginning of this module.

Also, the party must be in possession of the ***Bone-Hilt grip*** (refer to the ***Bone-Hilt's*** properties in the section **PROPERTIES OF THE BONE-HILT** in **THE SHADOWED KEEP**; *see also*, **VISIONS OF THE BONE-HILT GRIP** and **IMPRISONED BY THE BONE-HILT GRIP** in **THE SHADOWED KEEP** for additional information regarding this powerful artifact).

After returning to the village of Usherwood, the party obtains the following information (see below for the truth/untruth of each account) regarding their mission to locate and destroy the ***Bone-Hilt sword***:

- Only the Usher-Kin wielding the restored ***Ranger's Brand*** can destroy the ***Bone-Hilt sword***.

  Half truth. After both weapons have been restored, the Usher-Kin can strike the ***Ranger's Brand*** at the ***Bone-Hilt sword*** ('to hit' armor class 0). On a 'to hit' roll that is 2 better than that required, the evil magics of the ***Bone-Hilt sword*** will be completely dispelled. However, other persons who are not the Usher-Kin, but are of goodly alignment, may also attempt this destructive blow, though they will require an unadjusted 20 on their 'to hit' roll. Note that parrying blows between the two weapons in combat will not have the same effect. The character wielding the ***Ranger's Brand*** must specifically state their intention to attack the ***Bone-Hilt sword***.

  Other methods to destroy the sword are detailed in the next adventure in the campaign; **IN THE HALLS OF THE MAGE-KING**.

- The ***Ranger's Brand*** must be reforged and blessed within the caverns of Valen'cya or its power to destroy the ***Bone-Hilt*** will be lost.

  Half truth. The party hears of a chamber within the caverns of Valen'cya called the *Golden Cave* (see ***area 23***). Therein lies a pool of 'cool radiance'. Here, if the ***Ranger's Brand*** is bathed in the pool, and the broken ends of the blade are joined, the weapon will be fully restored.

  Alternatively, if a blacksmith working with a magic-user of at least 16th level casting *mending* and *permanency*, along with a cleric of goodly alignment, and of at least 8th level casting *bless*, may restore the weapon.

- The ***Bone-Hilt*** must be reforged so that the ***Ranger's Brand*** can fully destroy both blade and grip.

  False. The grip of the ***Bone Hilt*** can be destroyed as previously described, without reforging the blade. It can also be destroyed by any of the following alternative methods;

  - place the grip at the bottom of the Arcuis Sea
  - cause the grip to be consumed by the formless mass of Zineblix
  - bathe the grip in the blood of a qilin with no less than 100 hit points
  - attack the grip with *fireballs* and/or *lightning bolts* totaling 50d6 damage, and inflicting at least 250 hit points of damage
  - drop the grip into a ***sphere of annihilation***

- The blade of the ***Bone-Hilt*** is located within the caves of Valen'cya.

  False. The blade is located in the last module of this campaign; **IN THE HALLS OF THE MAGE-KING**.

- The blade of the ***Bone-Hilt*** is powerless without the grip.

  True. The magics contained within the blade cannot be awoken without the grip.

- If the ***Bone-Hilt sword*** is reforged and retrieved by the Mage-King, he will be all-powerful.

  Unknown. The lich will certainly become far more powerful with the weapon than he would ever be without it.

- Xerksis, the Mage-King can only be slain by the Usher-Kin.

  False. He is a strong undead monster, but he can be defeated by any of the party members using any method normally required to slay a lich.

- Xerksis is to be found in the lair of Valen'cya.

  False. He is many hundreds of miles away in the Imperium Vallis. However, the entrance to his lair is to be found within Valen'cya's caves.

Notes:

In a meeting with the ranger lord Ewan van Nuys in the village blacksmith (*see* **YRCHYN, THE TYRANT**), the party is given the original blade of the ***Ranger's Brand*** (*see* **THE SHATTERED SKULL, IN THE TOMB OF MANDRAKE USHER**), which is now wrapped in rich fabrics, and tied with a golden cord. At this time also, van Nuys informs the Usher-Kin of their fate, as it is known; they will make the ultimate sacrifice in the final battle with Xerksis, the Mage-King.

> As your discussion with van Nuys continues, the ranger lord requests to see the Ranger's Brand. Taking the weapon in his hands, he turns to the blacksmith standing near at hand.
>
> "Smithy, do your duty," van Nuys says as he passes the weapon to the burly man.
>
> Before anyone in the can react, the blacksmith places the weapon into his furnace. The guards restrain you as you gasp in astonishment. It is not long before the blade becomes red-hot. Drawing out the blade, the smith's apprentice places the weapon on the anvil in the center of the room. And with dull ringing, the smith hammers the blade with a chisel, and breaks off the blade, creating a ragged break just below the cross-guard.
>
> Quenching the now bladeless grip unceremoniously in a barrel of water, the smith hands the grip to van Nuys, who hands it back to the party.
>
> "Good journey," are the ranger lord's parting words to you.

After the ranger departs, one of his assistants leaves you with your final instructions. In 2 days time, you are to depart Usherwood and travel up the west coast of the Usher Arm Peninsula to the fishing village of Pelican Bay. There you are to locate Captain Leary; skipper of the vessel 'Arcuis Queen'. You are to use the small sack of coins handed to you (500 gp) for passage to the Isle of Valen'cya. Once there, you will travel overland to Adskut, and accomplish the following tasks;

- locate the Golden Cave, and there, reforge the ***Ranger's Brand*** with its original blade.
- locate the blade of the ***Bone-Hilt***, and discover the secret to reforge the weapon so that it may be destroyed
- immediately upon reforging the ***Bone-Hilt sword***, destroy it
- locate Xerksis, and slay him
- if Valen'cya is encountered destroy her

REWARD AND EXPERIENCE AWARDS

The successful party will be allowed to keep any and all treasure they bring out of Adskut. In addition, the village of Usherwood (and the other communities in the region) will provide each character with a reward of 5,000 gp, and 400 acres of land for them to lord over.

In addition each surviving member of the party should receive an experience point award above and beyond that collected through the slaying of monsters at the GM's discretion. The author recommends 1,000 experience per character per task that is successfully completed.

QUICK START

The following summary may be used to kick-off the adventure if the game is being played outside **THE BONE-HILT SWORD** campaign;

> As your party enjoys the sounds, sights, and flavors within the Golden Hippogriff tavern, located in the sleepy fishing village of Pelican Bay, you overhear the conversation of a pair of grizzled, old fisherman. The conversation recounts tales of a vast horde of treasure to be found in caves on the Isle of Valen'cya; a large volcanic island just 2 days' sail west of the village.

If questioned, the old men relate the following information;

- the seas surrounding the island are rumored to be home to countless kinds of creatures of vile temperament
- the island itself is a dead place where nothing grows that is green and happy
- there are no settlements on the Isle of Valen'cya, but there is a small village on one of the outlying islands called Aquila
- the island houses an active volcano called Adskut, also called Hell's Furnace
- the treasures of which they speak are located within Adskut, but the 'Furnace is reputed to be the home of a dragon
- the dragon's slaves are said to be a hideous form of life that is part man and part dragon
- they point to a ship captain among the tavern's patrons, and identify him as Captain Leary—skipper of a fishing boat

Notes:

called the 'Arcuis Queen'—who would be a good choice to inquire about passage to the island

ADDITIONAL ADVENTURE SET-UP

Captain Leary: when approached with questions regarding the Isle of Valen'cya, his curiosity will be piqued at once. And almost immediately, will produce a map of the archipelago (see the map on ***page 55***). He listens to the party's talk about the island with excited interest, and points to the best places to make land; all on the opposite side of the island from Adskut itself. He'll refuse any suggestions about making landfall nearer the volcano than the area known as *Tsith Shadag* due to the danger of attacks by everything from sharks and psionic rays, to armies of sahuagin and merqueens.

A failed reaction check against the party member making the plea for passage will determine whether Leary will accept the fare or not.

Should the party press the skipper to get them any closer to Adskut, he'll refuse the fare. However, he will suggest a friend of his in the village of Aquila located on Gaufridius Ioco Island. His friend's name is Duke Grainger, but warns the party that Duke is known to be less cautious than many situations would ordinarily warrant. If Captain Leary refuses the passage to the Isle of Valen'cya, he'll offer to make the passage to Aquila for 500 gp.

See the appendix **NPCs** *for more information on* **CAPTAIN LEARY**.

Duke Grainger a rogue and mercenary, always on the look out for a fast buck, or an exciting adventure. Grainger is Captain Leary's friend, and fellow sea captain. Hiring Grainger does not require a reaction check like it does for Captain Leary, although Grainger will insist on 2,000 gp (or a share of the profits to be made from the adventure) for the passage to the island.

See the appendix **NPCs** *for more information on* **DUKE GRAINGER**.

LIMB BREAKAGE

Several encounters in this adventure cause broken bones due either to falling stones, or from a long drop. The following table can be used to determine the damage inflicted as a result of such encounters where 'crushing' damage is specified;

1D6	LIMB	NOTES
1-2	left arm/ right arm	The limb is rendered useless. Infection will result in 24 turns if the limb is not splinted, or other healing rendered. If attacking with an non-dominant limb hereafter, attacks will be at –2 'to hit' and damage. Attack forms requiring both arms will not be possible.
3-4	left leg/ right leg	The limb is rendered useless. Infection will set in if the limb is not splinted, or other healing rendered within 24 turns. Attacks will be at –2 'to hit' and damage, movement reduced one-half, and AC adjustments due to dexterity is nullified.
5	skull fracture	Character is rendered unconscious for 2d4 turns. They will be dazed and confused for another 3d6 turns. If the victim does not receive healing within 24 turns, they will lapse back into unconsciousness. If no healing is administered within the following 3d8 turns, death will result.
6	rib cage	Character suffers 1d4 broken ribs. The PC can engage in melee combat at -1 'to hit' penalty. If healing is not received before combat, it is 65% likely per round that the broken ribs will puncture a lung, inflicting another 1d4 hit points of damage, plus 1–2 hit points of damage, plus 'to hit' and damage rolls are now made at -2 every round thereafter, due to internal bleeding unless, healing is administered.

THE JOURNEY

The party will need to engage in some land and water travel during their journey to the site of the volcano. The region has been broken down into regions of miscellaneous encounters, as defined in the following sections. A simplified map (for printing) is provided on the adventure's website (*http://www.usherwoodadventures.com/blog/?page_id=187*) so you can plot your party's route before beginning. This should be of assistance when generating the random encounters

PELICAN BAY

Pelican Bay is a small fishing village with fewer than 500 full-time residents (who are all of human racial stock). The village is constructed on the side of a hilly region that slopes down to a narrow, log-strewn beach. The buildings are all braced against the seasonal mud slides with logs and boulders. Streamlets continually

Notes:



flow with rain run-off from the heights above, making the town's street clogged with mud and large puddles.

The small harbor is choked with fishing boats, both large and small. Frequently, sailors can move to a boat located many hundred yards off the beach simply by walking across all the others which are nestled next to each other.

There are several inns in the town, the most popular of which is the *Golden Hippogriff*, and it's there that most of the fishing captains will be located when not on their boat.

Captain Leary alone would even consider landing at the Isle of Valen'cya, let alone sailing through its waters.

AQUILA

Aquila is a remote village whose citizenry prefers the privacy that the relative isolation provides them. It is located on the sand-covered Gaufridius Ioco Island (see also the section detailing the island under the heading **THE SAVED ISLANDS OF MOTT TOLY**), north of Pelican Bay. The buildings of the village are built up on high stilts on the wide, shallow beach. At low-tide, the buildings end up 10-ft above the beach, and the children in the village can be frequently found clamming in the mud-flats. But at high-tide, the waves lap at the undersides of the buildings. At these times, the citizens can all be found fishing and crabbing.

Notes:

The buildings are all connected with rope bridges and several swings. Also, all the buildings have ladders leading down to the mud flats below.

A wide half-mile long wooden ramp leads up to the village from the higher dry grounds beyond. This wooden boulevard also serves as a market place where farmers and craftsmen who do not live in the village-proper may come to sell their wares.

Fishing boats are all left several hundred yards off shore, to avoid becoming beached when the waters recede.

RUMOR

Whether starting out from Pelican Bay, or from Aquila, the following rumors can be planted in the party's consciousness through conversations with villagers;

- An unknown treasure beyond value exists upon the peak of Rhanmu. The heights of Rhanmu though are haunted.
- A pirate band makes safe harbor on Lagott Island, and holds sway over all the waters of the archipelago.
- Arthur Eunice Island, final resting place of a paladin of great renown, holds treasures both holy and powerful.
- An evil race of sea dwelling humanoids makes traveling the Tuhlimeh Sodkhar a fool-hearty prospect.
- A hidden entrance into Valen'cya's lair is located on the western slopes of Adskut.

TRAVERSING THE WATERS AND ISLANDS

Use the following three sections to establish encounters along the party's selected path to the caves of Valen'cya. There are plenty of opportunities provided herein for the group to experience side trek adventures and distractions, which may become a small campaign in and of themselves.

THE WATERS

Once leaving the coastline immediately west of the Usher Arm Peninsula, the waters surrounding the Isle of Valen'cya are dangerous, and filled with all manner of deadly sea life and equally deadly pirates.

Refer to the maps on ***pages 7*** when establishing the party's path, and their encounters along the way.

Unless otherwise noted, all pirates are the equivalent of 3rd level fighters.

A. Waterway north of Ija Krau and Skuthdra

Primarily a fishing area used by the peoples of Gorby; a village on the main continent located some 20 miles west of Ija Krau. There is a tentative truce between the fisher-folk of Gorby, and the pirate band housed on Lagott Island, whereby the fishermen provide a tribute of 50% of all their catch, or else 35% of all their money earned from fishing, in exchange for 'protection' from the buccaneers.

Check for encounters every 6th turn. 1–4 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY A

D00	ENCOUNTER	NOTES
01–35	1d6+13 pirates (ship-borne), plus captain	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp **Captain (4th lvl fighter): AC** no armor (10); **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** by weapon (long sword and dagger); **POS** 3d6 gp **Treasure:** 7,500 sp, 4,500 gp, 8 pieces of jewelry, map (GM's discretion), +1 long sword, +2 dagger (+3 vs. chaos)
36–40	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
41–45	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
46	1 giant octopus	**Giant octopus: AC** 7; **MV** 180 ft; **HD** 8; **HP** 56; **#AT** 7; **DAM** 1d4+1(x7)/4d4; **SA** constriction
47	1 giant squid	**Giant squid: AC** 3/7; **MV** 180 ft; **HD** 12; **HP** 72; **#AT** 9; **DAM** 1d6(x8)/5d4; **SA** constriction
48	1 giant sea turtle	**Giant sea turtle: AC** 2/5; **MV** 10 ft (150 ft swimming); **HD** 15; **HP** 90; **#AT** 3; **DAM** 4d4; **SA** overturn boats
49–51	2d10 locathah	**Locathah: AC** 6; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (trident (50%), or net and dagger (50%))
52–55	3d6 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
56	1 sea serpent	**Sea serpent: AC** 5; **MV** 120 ft; **HD** 10; **HP** 65; **#AT** 2; **DAM** 1d6/3d6; **SA** poison/constriction
57	1 roc	**Roc: AC** 4; **MV** 30 ft (flying 300 ft); **HD** 18; **HP** 125; **#AT** 1 or 2; **DAM** 4d6 or 3d6/3d6
58–75	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
76–90	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
91–00	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

Notes:

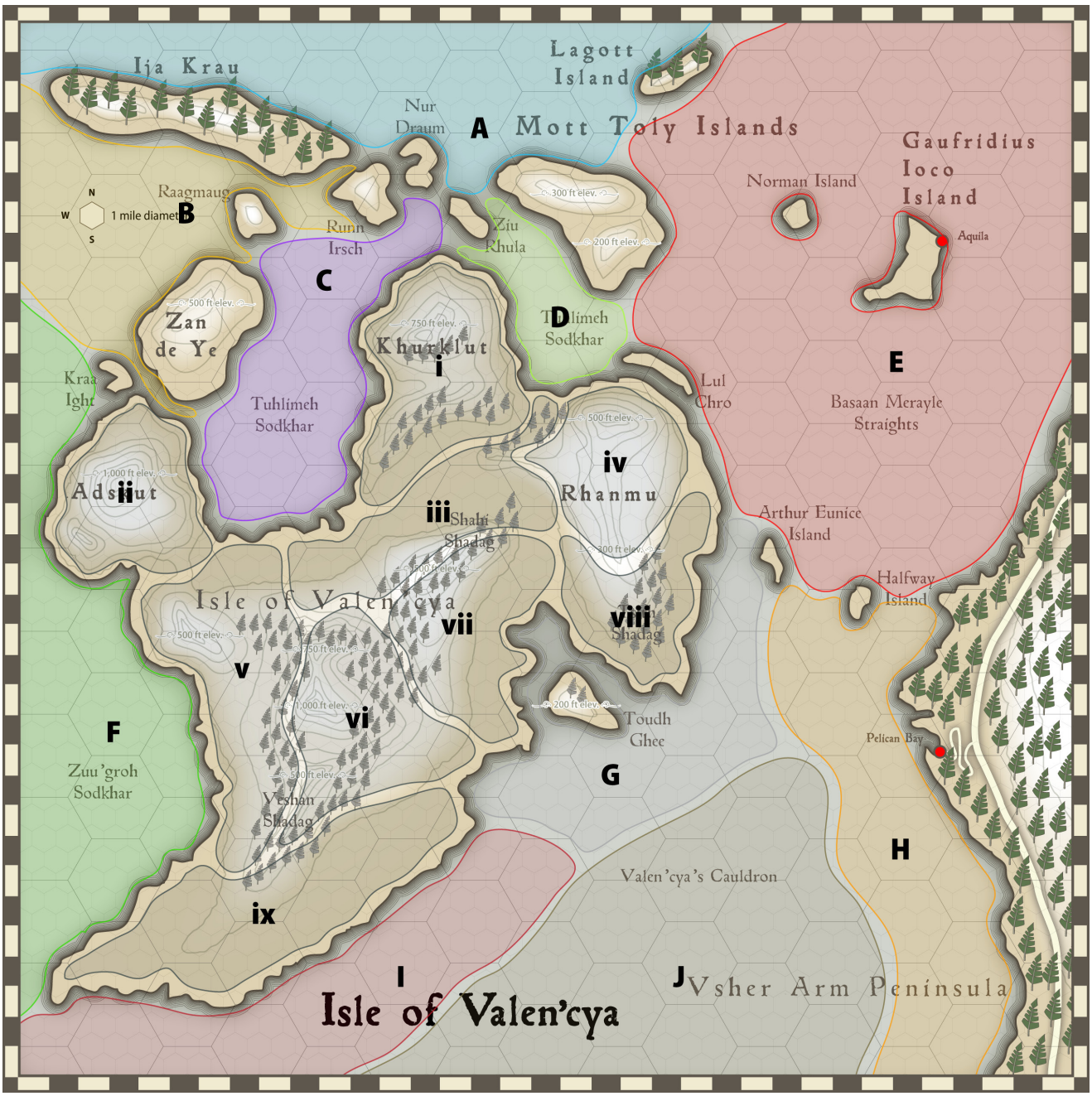
B. Waterway south of Ija Krau

Only slightly less safe than waterway A, this region is fished by the folk of Gorby only when stocks run low in other favored areas.

Check for encounters every 6th turn. 1–4 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY B

D00	ENCOUNTER	NOTES
01–15	1d6+13 pirates (ship-borne), plus captain	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp **Captain (4th lvl fighter): AC** no armor (10); **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** by weapon (long sword and dagger); **POS** 3d6 gp **Treasure:** 1,000 sp, 6,500 gp, 4 pieces of jewelry, +1 ring of protection
26–35	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
36–40	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
41	1 giant octopus	**Giant octopus: AC** 7; **MV** 180 ft; **HD** 8; **HP** 56; **#AT** 7; **DAM** 1d4+1(x7)/4d4; **SA** constriction
42	1 giant squid	**Giant squid: AC** 3/7; **MV** 180 ft; **HD** 12; **HP** 72; **#AT** 9; **DAM** 1d6(x8)/5d4; **SA** constriction
43	1 giant sea turtle	**Giant sea turtle: AC** 2/5; **MV** 10 ft (150 ft swimming); **HD** 15; **HP** 90; **#AT** 3; **DAM** 4d4; **SA** overturn boats
44–45	2d10 locathah	**Locathah: AC** 6; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (trident (50%), or net and dagger (50%))



D00	ENCOUNTER	NOTES
46–47	3d6 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
48	1 sea serpent	**Sea serpent: AC** 5; **MV** 120 ft; **HD** 10; **HP** 65; **#AT** 2; **DAM** 1d6/3d6; **SA** poison/constriction
49	1 roc	**Roc: AC** 4; **MV** 30 ft (flying 300 ft); **HD** 18; **HP** 125; **#AT** 1 or 2; **DAM** 4d6 or 3d6/3d6
50–65	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
66–80	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
81–85	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack
86–00	1d8 whale	**Whale: AC** 4; **MV** 180 ft; **HD** 18; **HP** 80; **#AT** 1 bite or 1 tail; **DAM** 10d4 (bite) or 3d8; **SA** swallow victims whole

C. Bay of Tuhlimeh Sodkhar

Without question, the most dangerous waterway in the region. Though its waters are sheltered from the strong westward currents of the open seas to the south, the bay teams with all manner of sea life of ill temperament, and evil nature. A large sahuagin lair is established in the southern waters, and a locathah complex exists on the western reaches of waterway D, bordering these regions.

Check for encounters every 6th turn. 1–6 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY C

D00	ENCOUNTER	NOTES
01–05	1d6+13 pirates (ship-borne), plus captain	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp **Captain (4th lvl fighter):** AC no armor (10); MV 120 ft; HD 4; HP 24; #AT 1; DAM by weapon (long sword and dagger); POS 3d6 gpTreasure: 8,000 sp, 4,000 gp, +1 dagger
06–25	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
26–30	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
31	1 giant octopus	**Giant octopus: AC** 7; **MV** 180 ft; **HD** 8; **HP** 56; **#AT** 7; **DAM** 1d4+1(x7)/4d4; **SA** constriction
32	2d4 psionic ray	**Psionic ray: AC** 6; **MV** 120 ft; **HD** 3; **HP** 24; **#AT** 1; **DAM** 3d4; **SA** constriction
33–40	2d10 locathah	**Locathah: AC** 6; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (trident (50%), or net and dagger (50%))
41–70	3d8 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
71–80	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
81–90	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
91–00	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

D. Straight of the Tuhlimeh Sodkhar, south of Skuthdra

This narrow interior passage teams with several tribes of locathah that battle continually for domination of the region. The largest of these clans exists in the far western passage, south of the Ziu Rhula.

Check for encounters every 6th turn. 1–6 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY D

D00	ENCOUNTER	NOTES
01	1d6+13 pirates (ship-borne), plus captain	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp **Captain (4th lvl fighter): AC** no armor (10); **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** by weapon (long sword and dagger); **POS** 3d6 gp
02–15	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
16–20	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
21	1 giant octopus	**Giant octopus: AC** 7; **MV** 180 ft; **HD** 8; **HP** 56; **#AT** 7; **DAM** 1d4+1(x7)/4d4; **SA** constriction
22	1 giant squid	**Giant squid: AC** 3/7; **MV** 180 ft; **HD** 12; **HP** 72; **#AT** 9; **DAM** 1d6(x8)/5d4; **SA** constriction
23–60	2d10 locathah	**Locathah: AC** 6; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (trident (50%), or net and dagger (50%))
61–70	3d8 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
71–80	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
81–90	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
91–00	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

Notes:

E. Basan Merayle Straights, and the northeast waters

These waters that surround Gaufridius Ioco Island team with all manner of sea life, and provide the fisher folk with their living and a substantial portion of their diet. Encounters with intelligent sea-dwellers are few and far between amid these waters, although pirates are far from uncommon.

Check for encounters every 6th turn. 1–4 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY E

D00	ENCOUNTER	NOTES
01–45	1d6+13 pirates (ship-borne), plus captain	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp **Captain (4th lvl fighter): AC** no armor (10); **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** by weapon (long sword and dagger); **POS** 3d6 gp **Treasure:** 8,000 sp, 4,000 gp, 6 pieces of jewelry, +1 dagger
46–50	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
51–55	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
56	1 giant octopus	**Giant octopus: AC** 7; **MV** 180 ft; **HD** 8; **HP** 56; **#AT** 7; **DAM** 1d4+1(x7)/4d4; **SA** constriction
57	2d10 locathah	**Locathah: AC** 6; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (trident (50%), or net and dagger (50%))
58	2d4 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
59–80	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
81–90	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
91–00	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

F. Zuu'groh Sodkhar, and the open ocean west

The open ocean lies west of the Isle of Valencia, and during the autumn months these waters can be difficult and dangerous to ply with strong winds, and waves can easily reach 40- to 50-ft.

Check for encounters every 6th turn. 1–4 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY F

D00	ENCOUNTER	NOTES
01–25	1d6+13 pirates (ship-borne), plus captain	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp **Captain (4th lvl fighter): AC** no armor (10); **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** by weapon (long sword and dagger); **POS** 3d6 gp **Treasure:** 1,000 sp, 6,500 gp, 4 pieces of jewelry, +1 ring of protection
26–35	3d6+10 sea elfs	**Sea elf: AC** 5; **MV** 30 ft, 150 ft swimming; **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d8 or by weapon (trident (50%), trident and net (50%))
36–45	3d4+10 triton, plus equal number of hippocampus	**Triton: AC** 4; **MV** 150 ft (150 ft swimming); **HD** 3; **HP** 20; **#AT** by weapon; **DAM** by weapon (trident and dagger (50%), crossbow and dagger (25%), net and javelin and dagger (25%)) **Hippocampus: AC** 5; **MV** 180 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 1d4
46–50	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
51–55	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
56–60	1 giant squid	**Giant squid: AC** 3/7; **MV** 180 ft; **HD** 12; **HP** 72; **#AT** 9; **DAM** 1d6(x8)/5d4; **SA** constriction
61–63	1 giant sea turtle	**Giant sea turtle: AC** 2/5; **MV** 10 ft (150 ft swimming); **HD** 15; **HP** 90; **#AT** 3; **DAM** 4d4; **SA** overturn boats
64–66	1 dragon turtle	**Dragon turtle: AC** 0; **MV** 90 ft; **HD** 13; **HP** 80; **#AT** 3; **DAM** 2d6/2d6/4d8; **SA** breath weapon
67–70	2d6 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
71–73	1 sea serpent	**Sea serpent: AC** 5; **MV** 120 ft; **HD** 10; **HP** 65; **#AT** 2; **DAM** 1d6/3d6; **SA** poison/constriction
74–78	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
79–85	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
86–95	1d4 birds (giant)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
96–00	1d8 whale	**Whale: AC** 4; **MV** 180 ft; **HD** 18; **HP** 80; **#AT** 1 bite or 1 tail; **DAM** 10d4 (bite) or 3d8; **SA** swallow victims whole

G. Waters west of the Toudh Ghee and the Tsith Shadag, and south of Arthur Eunice Island

These waters are largely devoid of creatures larger than small game fish. Bonita are the largest fish to be found here. Sentient creatures seldom venture here for this reason.

Check for encounters every 6th turn. 1–2 on d20 indicates an encounter from the following table.

Notes:

RANDOM ENCOUNTERS: WATERWAY G

D00	ENCOUNTER	NOTES
01–02	2d10 locathah	**Locathah: AC** 6; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (trident (50%), or net and dagger (50%))
03–05	2d4 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
06–15	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
16–20	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
21–40	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
41–75	1d4+3 ocean trolls	**Ocean troll: AC** 3; **MV** 30 ft (swimming 150 ft); **HD** 6+6; **HP** 45; **#AT** 3; **DAM** 1d4/1d4/1d8+8; **SA** attack multiple targets
76–90	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
91–00	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

H. Western coastline of the Central and Southern Usher Arm Peninsula

Safe calm waters are the hallmark of these coastal fishing areas. Few of the boats that call Pelican Bay home venture west of this area. Most will travel south along the coast to the tip of the Usher Arm Peninsula before leaving the safety of the coast.

Check for encounters every 6th turn. 1–2 on d12 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY H

D00	ENCOUNTER	NOTES
01–05	2d4+8 pirates (ship-borne), plus captain	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp **Captain (4th lvl fighter): AC** no armor (10); **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** by weapon (long sword and dagger); **POS** 3d6 gp **Treasure:** 1,000 sp, 2,500 gp
06–15	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
16–20	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
21–60	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
61–90	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
91–00	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

I. Waters southeast the Szatadkor, and the open ocean south

The eastern coastal region of the Isle of Valen'cya teams with sentient life in the form of sea elfs and mermen. Neither takes kindly to surface vessels, and both will seek to capsize any ships they encounter.

Check for encounters every 6th turn. 1–5 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY I

D00	ENCOUNTER	NOTES
01–20	3d6+10 sea elfs	**Sea elf: AC** 5; **MV** 30 ft, 150 ft swimming; **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d8 or by weapon (trident (50%), trident and net (50%))
21–30	1d4+1 ocean trolls	**Ocean troll: AC** 3; **MV** 30 ft (swimming 150 ft); **HD** 6+6; **HP** 45; **#AT** 3; **DAM** 1d4/1d4/1d8+8; **SA** attack multiple targets
31–45	3d4+10 triton, plus equal number of hippocampi	**Triton: AC** 4; **MV** 150 ft (150 ft swimming); **HD** 3; **HP** 20; **#AT** by weapon; **DAM** by weapon (trident and dagger (50%), crossbow and dagger (25%), net and javelin and dagger (25%)) **Hippocampus: AC** 5; **MV** 180 ft; **HD** 4; **HP** 28; **#AT** 1; **DAM** 1d4
46–55	2d6 sharks (med.)	**Shark: AC** 6; **MV** 240 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 2d4
55–65	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
66–70	1 giant squid	**Giant squid: AC** 3/7; **MV** 180 ft; **HD** 12; **HP** 72; **#AT** 9; **DAM** 1d6(x8)/5d4; **SA** constriction
71–75	1 giant sea turtle	**Giant sea turtle: AC** 2/5; **MV** 10 ft (150 ft swimming); **HD** 15; **HP** 90; **#AT** 3; **DAM** 4d4; **SA** overturn boats
76–85	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
86–95	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
96–00	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

J. Valen'cya's Cauldron

The Cauldron is a glacial trench of unknown depth. The fullness of its waters have never been explored, even by those creatures capable of doing so. Mariners tell wild tales of unknown fears and monsters that call its darkness home.

Notes:

Check for encounters every 6th turn. 1–4 on 1d12 indicates an encounter from the following table.

RANDOM ENCOUNTERS: WATERWAY J

D00	ENCOUNTER	NOTES
01–10	1d6+13 pirates (ship-borne), plus captain	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp **Captain (4th lvl fighter): AC** no armor (10); **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** by weapon (long sword and dagger); **POS** 3d6 gp **Treasure:** 1,000 sp, 6,500 gp, 4 pieces of jewelry, +1 ring of protection
11–15	3d6+10 ocean (aquatic) elfs	**Ocean (aquatic) elf: AC** 5; **MV** 30 ft (150 ft swimming); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d8 or by weapon (spear and dagger (50%), trident (50%))
16–20	3d4+10 triton, plus equal number of hippocampus	**Triton: AC** 4; **MV** 150 ft (150 ft swimming); **HD** 3; **HP** 20; **#AT** by weapon; **DAM** by weapon (trident and dagger (50%), crossbow and dagger (25%), net and javelin and dagger (25%)) **Hippocampus: AC** 5; **MV** 180 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d4
11–25	1d4 sharks (large)	**Shark: AC** 6; **MV** 240 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 3d4
26–30	1 giant squid	**Giant squid: AC** 3/7; **MV** 180 ft; **HD** 12; **HP** 72; **#AT** 9; **DAM** 1d6(x8)/5d4; **SA** constriction
31–35	1 giant sea turtle	**Giant sea turtle: AC** 2/5; **MV** 10 ft (150 ft swimming); **HD** 15; **HP** 90; **#AT** 3; **DAM** 4d4; **SA** overturn boats
36–40	1 dragon turtle	**Dragon turtle: AC** 0; **MV** 90 ft; **HD** 13; **HP** 80; **#AT** 3; **DAM** 2d6/2d6/4d8; **SA** breath weapon
41–45	2d6 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
46–50	2d10 locathah	**Locathah: AC** 6; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (trident (50%), or net and dagger (50%))
51–55	1 sea serpent	**Sea serpent: AC** 5; **MV** 120 ft; **HD** 10; **HP** 65; **#AT** 2; **DAM** 1d6/3d6; **SA** poison/constriction
56–60	1d4 nereids	**Nereid: AC** 10; **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 0; **DAM** 0; **SA** blinding spittle, infatuation
61–65	1–3 sea hags	**Sea hag: AC** 7; **MV** 90 ft (150 ft swimming); **HD** 3; **HP** 20; **#AT** 2 or by weapon; **DAM** 1–3+3/1–3+3/ or by weapaon +3 (dagger); **SA** horror plus spell-like abilities
66–70	3d8+10 mermen	**Merman: AC** 7; **MV** 10 ft (180 ft swimming); **HD** 1+1; **HP** 8; **#AT** by weapon; **DAM** by weapon (trident and dagger (50% also carry grappling hooks))
71–75	1d4+2 ocean trolls	**Ocean troll: AC** 3; **MV** 30 ft (swimming 150 ft); **HD** 6+6; **HP** 45; **#AT** 3; **DAM** 1d4/1d4/1d8+8; **SA** attack multiple targets
76–80	1d8 whale	**Whale: AC** 4; **MV** 180 ft; **HD** 18; **HP** 80; **#AT** 1 bite or 1 tail; **DAM** 10d4 (bite) or 3d8; **SA** swallow victims whale
81–85	1–2 elasmosaurus	**Elasmosaurus: AC** 6; **MV** 150 ft; **HD** 16; **HP** 90; **#AT** 1; **DAM** 4d8; **SA** swallow victims whole
86–90	1–3 mosasaurus	**Mosasaurus: AC** 6; **MV** 150 ft; **HD** 12; **HP** 80; **#AT** 1; **DAM** 4d8
91–95	1–3 plesiosaurus	**Plesiosaurus: AC** 6; **MV** 150 ft; **HD** 20; **HP** 150; **#AT** 1; **DAM** 5d4
96–99	1d10 Portuguese man o' war, giant	**Giant Portuguese man o' war: AC** 9; **MV** 10 ft; **HD** 4; **HP** 300; **#AT** 1; **DAM** 1d10; **SA** paralyzation
00	1 kraken	**Kraken: AC** 5/0; **MV** 210 ft; **HD** 20; **HP** 140; **#AT** 9; **DAM** 2d6(8x)/5d4; **SA** crushing, spell use

THE SAVED ISLANDS OF MOTT TOLY

257 years ago, the mayor of Pelican Bay—Mott Toly—launched a failed attempt to free the archipelago from the cloud of evil created by the presence of the dragon in Adskut, and the proliferation of pirates in the surrounding waters. The mayor and the small navy he assembled for the task experienced several small victories during the campaign, freeing several islands from the clutches of deadly enemies. However, ultimately the mayor and his fleet were defeated, though the islands saved by the mayor are still safe to this day, with the exception of Lagott Island, which recently fell back into the hands of a pirate band.

Where encounters are suggested, these should be taken as the author's recommendations only, to serve as a guideline. GM's should feel free to alter the encounters as best fits the needs of their game group. The random encounter tables in the **OSRIC SRD** (**CHAPTER IV: DUNGEONS, TOWNS, AND WILDERNESSES**) are also good sources to explore for random encounters.

ARTHUR EUNICE ISLAND

Said to be the final resting place of Sir Arthur Eunice; holy warrior of great renown from the era known as the *Undying Wars*. It is reported that within the knight's tomb exists a treasure beyond worth. However, although the island is small, no sign of the tomb has ever been found. Though, relics from the age of the Undying Wars have been found here from time to time.

Suggested encounters: the small island is home only to relatively ordinary animals, of the variety that would make home on such a place with low-lying sand dunes, few palm trees, and low scrub. GM's who opt to provide their players with a tomb to explore, such a complex would be simple, contain little treasure, save for perhaps the tools of a heroic paladin figure, committed to a vow of poverty.

Notes:

GAUFRIDIUS IOCO ISLAND

The location of the island chain's only permanent settlement—Aquila—provides a rugged existence for the hardy souls that call the island home. The waters surrounding Gaufridius are shallow, and provide the people of Aquila with their primary source of food; enormous swaths of oyster beds which carpet the short distance to Norman Island to the west.

The island has been denuded of trees, creating the need to travel to the Usher Arm Peninsula in order to acquire building lumber. The center of the island provides the villagers of Aquila with their farming land, although no live stock is found here.

Suggested encounters: Gaufridius Ioco Island is lorded over by the island chain's only permanent settlement; Aquila. As a result, the island is well populated throughout its land mass. The party will encounter a variety of farming homesteads. Most of the people to be found here are quite suspicious and distrustful of outsiders. Thieves do not stay long on the island, as they tend to be driven away; being unable to find anonymity among large crowds.

HALFWAY ISLAND

This small, nondescript island is nothing more than a wide expanse of unpopulated sand dunes.

Suggested encounters: the small island is home only to relatively ordinary animals, of the variety that would make home on such as place with low-lying sand dunes.

LAGOTT ISLAND

Goodly fisher folk avoid this rocky island whenever possible, for it is known to be the home of a blood-thirsty band of brigands. The island is riddled with caves beyond counting. Few fisherman report visiting the island and leaving unscathed. Those few who do, bring back tales of the cruelest tortures and treatments visited upon one human by another. The wildest tales report that it is not a mere man who commands the pirates of Lagott Island.

Suggested encounters: tales of the pirate inhabitants are all too true. If making landfall on this rock-strewn landscape, the party will first find the captain of their vessel and most deckhands will refuse to accompany them, although there is a 1–2 on d10 chance that there will be 1d4 deckhands who will volunteer to go. These deckhands are associates of the pirates on Lagott Island, and will betray the party to the pirates at first opportunity.

The island itself is home to 150 buccaneers (pirates). These pirates will always be encountered in groupings of 3d4 individuals. Also among their numbers are the following individuals;

- Three 5th level fighters
- One 6th level fighter
- One 8th level fighter (leader), and a 7th level fighter who is his lieutenant
- One 12th level cleric

Pirates (150): AC no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (01–50 scimitar, 51–75 scimitar and light crossbow, 76–90 long sword and short bow, 91–00 bastard sword); **POS** 3d6 sp

Pirates (5th level fighters) (3): AC leather armor (8); **MV** 120 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** by weapon (broad sword); **POS** 3d6x2 sp

Pirate (6th level fighter) (3): AC studded leather armor (7); **MV** 120 ft; **HD** 6; **HP** 40; **#AT** 1; **DAM** by weapon (broad sword and short bow); **POS** 3d6x3 sp

Pirate (8th level fighter, leader) (1): AC chain mail (5); **MV** 120 ft; **HD** 8; **HP** 60; **#AT** 1; **DAM** by weapon (***+2 long sword*** and ***+1 dagger***); **POS** 3d6x3 gp

Pirate (7th level fighter, lieutenant) (1): AC scale mail (6); **MV** 120 ft; **HD** 7; **HP** 45; **#AT** 1; **DAM** by weapon (***+1 long sword*** and dagger); **POS** 2d6 gp

Pirate (12th level cleric) (1): AC no armor (10); **MV** 120 ft; **HD** 12; **HP** 55; **#AT** 1; **DAM** by weapon (***+2 hammer***); **POS** 2d6 gp; **Spells** first level: *create water, curse, detect magic, light, resist cold, sanctuary*: second level: *chant, detect charm, silence 15 ft radius, slow poison, speak with animals*: third level: *continual light, glyph of warding, feign death, prayer, remove curse*: fourth level: *cause serious wounds, cure serious wounds, detect lie*: fifth level: *commune, quest*: sixth level: *blade barrier, find the path*

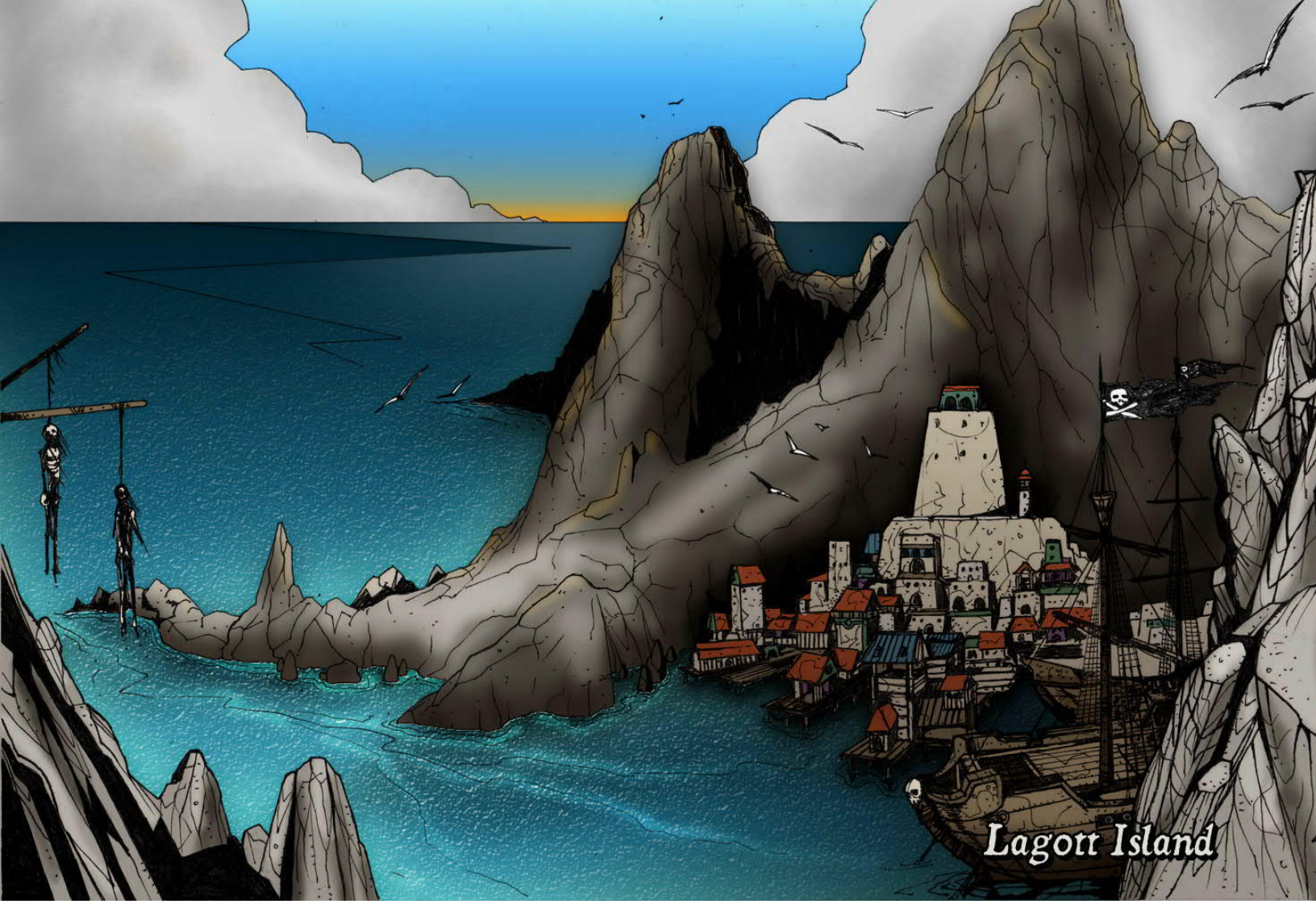
Treasure: 15,000 gp, 2,000 pp

Check for encounters every 3rd turn. 1–3 on d10 indicates an encounter from the following table.

RANDOM ENCOUNTERS: LAGOTT ISLAND

D12	ENCOUNTER	NOTES
01–06	1d6+4 pirates	(see stats above)
07	1d6+2 giant blow flies	**Giant blow fly: AC** 6; **MV** 90 ft (flying 300 ft); **HD** 3; **HP** 15; **#AT** 1; **DAM** 1d8+1; **SA** disease; **SD** jump
08	1d4 warthogs (boar)	**Warthog: AC** 7; **MV** 120 ft; **HD** 3; **HP** 20; **#AT** 2; **DAM** 2d4/2d4
09	3d6 giant bats	**Giant bat: AC** 8; **MV** 10 ft (240 ft flying); **HD** 1d4 hp; **HP** 3; **#AT** 1; **DAM** 1–2
10	3d4 giant rats	**Giant rat: AC** 7; **MV** 120 ft; **HD** 1d4 hp; **HP** 2; **#AT** 1; **DAM** 1–3; **SA** disease
11	10d4 giant ants	**Giant ant (soldier): AC** 3; **MV** 180 ft; **HD** 3; **HP** 18; **#AT** 2; **DAM** 2d4/3d4; **SA** poison
12	1d4 huge scorpion	**Huge scorpion: AC** 4; **MV** 120 ft; **HD** 4+4; **HP** 30; **#AT** 3; **DAM** 1d8/1d8/1–3; **SA** poison

Notes:



NORMAN ISLAND

This small island located 10 miles west of Gaufridius Ioco Island is a sun-beaten, unbroken landscape of sand. The island is known as a restful haven for pirates, though no permanent settlements exist here.

Suggested encounters: Norman Island has no full-time residents, save for the sea birds and the odd sea lion or sea turtle that uses the coastline for rest and refuge. However, there is a 50% likelihood that a pirate ship will be moored offshore. If so, the ship will have a crew of 35 deck hands (pirates). In addition, the ship will have a captain (7th level fighter), his lieutenant (4th level fighter), and a 5th level magic-user.

Pirates (35): AC no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp

Captain (7th level fighter) (1): AC leather armor (8); **MV** 120 ft; **HD** 7; **HP** 50; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6x2 sp

Pirate (4th level fighter, lieutenant) (1): AC no armor (10); **MV** 120 ft; **HD** 4; **HP** 30; **#AT** 1; **DAM** by weapon (scimitar and club); **POS** 3d6 sp

Pirate (5th level magic-user) (1): AC no armor (10); **MV** 120 ft; **HD** 5; **HP** 18; **#AT** 1; **DAM** by weapon (*+2 dagger* and staff); **POS** 2d6 gp; **Spells** first level: *burning hands, charm person, shocking grasp*: second level: *invisibility, scare*

THE LOST ISLANDS OF MOTT TOLY

The campaign of the mayor of Pelican failed to free the following islands from the oppression of the dragon on the Isle of Valen'cya, and the continued threat from pirate raiders.

Notes:

Where encounters are suggested, these should be taken as the author's recommendations only, to serve as a guideline. GM's should feel free to alter the encounters as best fits the needs of their game group. The random encounter tables in the **OSRIC SRD** (**CHAPTER IV: DUNGEONS, TOWNS, AND WILDERNESSES**) are also good sources to explore for random encounters.

IJA KRAU

The east coast of this island is a broad expanse of sand that is the nesting ground of millions of sea birds and similarly huge numbers of sea lions. Consequently, the waters off the east coastline are also teaming with sharks.

The rugged peaks of the west coast and island's central regions are home to large birds of prey, which use the tall peaks to hunt the waters surrounding the island, and especially the prey-rich east coast.

History records that near the tallest peak at the center of the island is an entrance to a cave complex that once housed an ancient civilization. And within this complex can be found wonders lost to contemporary peoples.

Suggested encounters: the island teams with animal life (particularly avian), both normal and fantastical.

Check for encounters every 3rd turn. 1–2 on d6 indicates an encounter from the following table.

RANDOM ENCOUNTERS: IJA KRAU

D20	ENCOUNTER	NOTES
01	1 roc	**Roc: AC** 4; **MV** 30 ft (flying 300 ft); **HD** 18; **HP** 125; **#AT** 1 or 2; **DAM** 4d6 or 3d6/3d6
02–05	10d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
06–08	5d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
09–11	2d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack
12	1d4+1 axe beaks	**Axe beak: AC** 6; **MV** 180 ft; **HD** 3; **HP** 20; **#AT** 3; **DAM** 1–3/1–3/1d4
13	1d4 giant badgers	**Giant badger: AC** 4; **MV** 60 ft (30 ft swimming); **HD** 3; **HP** 20; **#AT** 3; **DAM** 1–3/1–3/1d6
14	10d10+10 bats	**Bats: AC** 8; **MV** 10 ft (240 ft flying); **HD** 1–2 hp; **HP** 2; **#AT** 1; **DAM** 1; **SA** swarm
15	1d10+2 wild boars	**Wild boar: AC** 7; **MV** 150 ft; **HD** 3+3; **HP** 24; **#AT** 1; **DAM** 3d4
16	4d4+4 wild dogs	**Wild dog: AC** 7; **MV** 150 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** 1d4
17	1 giant snapping turtle	**Giant snapping turtle: AC** 0/5; **MV** 30 ft (120 ft swimming); **HD** 10; **HP** 60; **#AT** 1; **DAM** 6d4; **SA** surprise
18	1d4 giant weasel	**Giant weasel: AC** 6; **MV** 150 ft; **HD** 3+3; **HP** 20; **#AT** 1; **DAM** 2d6; **SA** blood drain
19	1d4 basilisks	**Basilisk: AC** 4; **MV** 60 ft; **HD** 6; **HP** 38; **#AT** 1; **DAM** 1d10; **SA** petrifaction
20	1d6+4 giant bee (honeybee worker)	**Giant worker honeybee: AC** 6; **MV** 90 ft (300 ft flying); **HD** 3+1; **HP** 20; **#AT** 1; **DAM** 1–3; **SA** poison

KRAA IGHT

This small, desolate bit of volcanic land located off the north shore of Adskut (a.k.a. Hell's Furnace) is occupied only by minions of Valen'cya. The landscape is a broken plateau of lava fields where only small patches of stunted, and sickly grass manages to scratch out a living.

Suggested encounters: the creatures to be encountered—primarily dragon hordlings, hell hounds, and a few scaly devils—are mean, vicious, ill-tempered, and will generally attack any creatures encountered on sight.

Check for encounters every 4th turn. 1–2 on d8 indicates an encounter from the following table.

RANDOM ENCOUNTERS: KRAA IGHT

2D12	ENCOUNTER	NOTES
01–04	3d4 red dragon hordlings	**Red dragon hordling: AC** 4; **MV** 90 ft (flying 120 ft); **HD** 4+1; **HP** 28; **#AT** 3 or by weapon (long sword); **DAM** 1d4/1d4/1d4 or by weapon; **SA** poison and breath weapon
05–07	1d4+1 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 6; **HP** 36; **#AT** 1; **DAM** 1d10; **SA** breath weapon
08	1d4 red scaly devils	**Red scaly devil: AC** 1; **MV** 180 ft (180 ft flying); **HD** 4+2; **HP** 36; **#AT** 1 (short sword); **DAM** (1d4+1)x2; **SA** spell-like abilities
09	1–2 chimæra	**Chimæra: AC** 4; **MV** 90 ft (180 ft flying); **HD** 9; **HP** 60; **#AT** 6; **DAM** 1–3/1–3/1d4/1d4/2d4/3d4; **SA** breath weapon
10–13	2d4+2 giant fire beetles	**Giant fire beetle: AC** 4; **MV** 120 ft; **HD** 1+2; **HP** 8; **#AT** 1; **DAM** 2d4
14	1 aurumvorax	**Aurumvorax: AC** 0; **MV** 90 ft (30 ft burrowing); **HD** 12; **HP** 80; **#AT** 1; **DAM** 2d4; **SA** grapple; **SD** half damage from blunt weapons
15–17	1–2 basilisks	**Basilisk: AC** 4; **MV** 60 ft; **HD** 6; **HP** 38; **#AT** 1; **DAM** 1d10; **SA** petrifaction

Notes:

2D12	ENCOUNTER	NOTES
18	1 garnet dracolisk	**Garnet dracolisk: AC** 4; **MV** 90 ft (150 ft flying); **HD** 6+3; **HP** 45; **#AT** 3; **DAM** 1d6/1d6/2d4; **SA** breath weapon
19	1 hydra (7 heads)	**Hydra: AC** 5; **MV** 90 ft; **HD** 7; **HP** 56; **#AT** 7; **DAM** 1d8x7
20	1 lamia	**Lamia: AC** 3; **MV** 240 ft; **HD** 9; **HP** 65; **#AT** 1; **DAM** 1d4; **SA** spell use, wisdom drain
21–24	1–2 giant fire lizards	**Giant fire lizard: AC** 3; **MV** 90 ft; **HD** 10; **HP** 60; **#AT** 3; **DAM** 1d8/1d8/2d8; **SA** breath weapon

LUL CHRO

This island is not much more than a broad sandbar off the north coast of Rhanmu, although is does have somewhat more vegetation for its small size than does most of the other islands in the archipelago. Primarily, these trees are palms, coconut, guava, mango, and the like.

Suggested encounters: aggressive sea birds make up the extent of the islands fauna.

NUR DRAUM

The west coast of this sandy island is the nesting ground of hundreds of sea lions, and no small number of sea birds. Consequently, the waters off the east coastline are also teaming with sharks.

Suggested encounters: the roc and other giant birds of prey nesting on the peaks of Ija Krau also make this their hunting ground periodically.

Check for encounters every 6th turn. 1 on d6 indicates an encounter from the following table.

RANDOM ENCOUNTERS: NURR DRAUM

D12	ENCOUNTER	NOTES
01	1 roc	**Roc: AC** 4; **MV** 30 ft (flying 300 ft); **HD** 18; **HP** 125; **#AT** 1 or 2; **DAM** 4d6 or 3d6/3d6
02–05	10d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
06–09	5d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
10–11	2d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack
12	1 giant snapping turtle	**Giant snapping turtle: AC** 0/5; **MV** 30 ft (120 ft swimming); **HD** 10; **HP** 60; **#AT** 1; **DAM** 6d4; **SA** surprise

RAAGMAUG

This is a desolate, rock-strewn landscape with little life; plant or animal. The only creatures calling this land home are the varied lizards and scurrying things that scratch out an existence within the cracks and fissures which break up the landscape.

Suggested encounters: mostly unseen, except for glimpses throughout the sunlit hours, the land is populated by lizards and snakes which feed off insects, and each other. Sea birds great and small also call this island home, as they feed off the smaller creatures.

During day light hours, check for encounters every 6th turn. 1–2 on d12 indicates an encounter from the following table. During nighttime hours, check for encounters every 3rd turn. 1–3 on d6 indicates an encounter from the following table.

RANDOM ENCOUNTERS: RAAGMAUG

D00	ENCOUNTER	NOTES
01–04	2d6+2 large centipedes	**Large centipede: AC** 9; **MV** 210 ft; **HD** 1 hp; **HP** 1; **#AT** 1; **DAM** nil; **SA** poison
05–07	2d4 huge centipedes	**Huge centipede: AC** 9; **MV** 150 ft; **HD** 1–2 hp; **HP** 2; **#AT** 1; **DAM** nil; **SA** poison
08–09	1d4 giant centipedes	**Giant centipede: AC** 5; **MV** 180 ft; **HD** 3; **HP** 15; **#AT** 1; **DAM** 1–3; **SA** poison
10–13	1d6 large scorpions	**Large scorpion: AC** 5; **MV** 90 ft; **HD** 2+2; **HP** 15; **#AT** 3; **DAM** 1d4/1d4/1–2; **SA** poison
14–16	1d4 huge scorpions	**Huge scorpion: AC** 4; **MV** 120 ft; **HD** 4+4; **HP** 30; **#AT** 3; **DAM** 1d8/1d8/1–3; **SA** poison
17–18	1–3 giant scorpions	**Giant scorpion: AC** 3; **MV** 150 ft; **HD** 5+5; **HP** 40; **#AT** 3; **DAM** 1d10/1d10/1d4; **SA** poison
19–22	1d4 giant snake (adder)	**Giant snake (adder): AC** 5; **MV** 120 ft; **HD** 4+2; **HP** 25; **#AT** 1; **DAM** 1d4; **SA** poison
21–22	1–3 giant snake (amphisbaena)	**Giant snake (amphisbaena): AC** 3; **MV** 120 ft; **HD** 6; **HP** 40; **#AT** 2; **DAM** 1d4/1d4; **SA** poison
23–32	1d6 large spiders	**Large spider: AC** 6; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d4; **SA** poison
33–42	1d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 14; **#AT** 1; **DAM** 1d6; **SA** poison
43–52	1–3 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison, webs
53–62	2d4 giant ticks	**Giant tick: AC** 4; **MV** 30 ft; **HD** 3; **HP** 20; **#AT** 1; **DAM** 1d4; **SA** blood drain and disease
63–65	1–2 giant fire lizards	**Giant fire lizard: AC** 3; **MV** 90 ft; **HD** 10; **HP** 60; **#AT** 3; **DAM** 1d8/1d8/2d8; **SA** breath weapon
66–75	10d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack

Notes:

D00	ENCOUNTER	NOTES
76–85	5d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
86–95	2d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack
96–98	1–2 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 6; **HP** 36; **#AT** 1; **DAM** 1d10; **SA** breath weapon
99–00	1–2 red dragon hordling	**Red dragon hordling: AC** 4; **MV** 90 ft (flying 120 ft); **HD** 4+1; **HP** 28; **#AT** 3 or by weapon (long sword); **DAM** 1d4/1d4/1d4 or by weapon; **SA** poison and breath weapon

RUNN IRSCH

The sand dunes of this island are strewn with volcanic rocks, and contains little vegetation, save for seaweed which drifts up to its steep shorelines. Little sign of animals call this island home, save for the occasional sea lion and the abundance of birds.

Suggested encounters: the island teams with animal life (particularly avian), both normal and fantastical.

Check for encounters every 3rd turn. 1–2 on d6 indicates an encounter from the following table.

RANDOM ENCOUNTERS: IJA KRAU

D20	ENCOUNTER	NOTES
01	1 roc	**Roc: AC** 4; **MV** 30 ft (flying 300 ft); **HD** 18; **HP** 125; **#AT** 1 or 2; **DAM** 4d6 or 3d6/3d6
02–08	10d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
09–15	5d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
16–19	2d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack
20	1 giant snapping turtle	**Giant snapping turtle: AC** 0/5; **MV** 30 ft (120 ft swimming); **HD** 10; **HP** 60; **#AT** 1; **DAM** 6d4; **SA** surprise

SKUTHDRA

This island is dominated by a pair ragged peaks and a valley with shear cliffs, many hundreds of feet high slicing through the central region, as though cut by a knife. Exploring the island reveals many signs of human habitation with the finding of crude wall paintings and carvings from a primitive hand. Many totems are also to be found, and obviously portend warnings of "no trespassing." Evidence of fishing activities can also be witnessed on the shores where the party will locate poles, rough netting, and stone tools scattered across the sands. Carcasses of sea lions, and other large sea dwellers are also evidenced.

Suggested encounters: the central valley of the island plays home to a tribe of cannibalistic tribesmen. The village located on the slopes of the northern wall is comprised of several crude structures, like teepees, built under a stone overhang. In addition to the numbers indicated in the random encounters table below, the village itself houses 90 tribesmen. There will also be the following individuals present in the village; leader (6th level fighter), 4 body guards (4th level fighters, shaman (8th level druid). The tribe holds no treasure of measurable worth to the party. What wealth they do possess is limited to a collection of shells of varying sizes. Some of these are used as horns for warnings, battle calls, etc.

Check for encounters every 3rd turn. 1–3 on d10 indicates an encounter from the following table.

RANDOM ENCOUNTERS: SKUTHDRA

D20	ENCOUNTER	NOTES
01–08	4d4 tribesmen (hunting party)	**Tribesmen: AC** 8; **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (spears, 50% will also have short bows) In addition, there will be one 4th level fighter present (**HP** 30; **#AT** 1; **DAM** by weapon (spear and stone axe (treat as a mace)))
09–12	10d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
13	5d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
14	2d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack
15–20	4d4 tribesmen	**Tribesmen: AC** 7; **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (spear and stone axe (treat as a mace))); **POS** each warrior is also equipped with a wooden shield In addition, there will be one 6th level fighter present (**HP** 50; **#AT** 1; **DAM** by weapon (spear and stone axe (treat as a mace))). War party, only occurs after the party has encountered other tribesmen on the island previous to this result.

TOUDH GHEE

This small, sandy island is bears no signs of habitation, nor is there any flora or fauna to be found.

Check for encounters every 3rd turn. 1–3 on d10 indicates an encounter from the following table.

Notes:

RANDOM ENCOUNTERS: TOUDH GHEE

D20	ENCOUNTER	NOTES
01–10	1d4 giant marine iguanas	**Giant marine iguana: AC** 4; **MV** 30 ft (120 ft swimming); **HD** 6; **HP** 50; **#AT** 1; **DAM** 3d4; **SA** disease
11–12	1d4+2 ocean trolls	**Ocean troll: AC** 3; **MV** 30 ft (swimming 150 ft); **HD** 6+6; **HP** 45; **#AT** 3; **DAM** 1d4/1d4/1d8+8; **SA** attack multiple targets
13–16	10d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
17–19	5d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
20	2d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

XAN DE YE

This island is dominated by a tall spire of jagged volcanic rock. Though the island is deserted of animal life, it lies perilously close to a sahuagin village located deep within the Tuhlimeh Sodkhar.

Check for encounters every 3rd turn. 1–3 on d10 indicates an encounter from the following table.

RANDOM ENCOUNTERS: XAN DE YE

D20	ENCOUNTER	NOTES
01–30	3d8+7 sahuagin	**Sahuagin (warrior): AC** 5; **MV** 120 ft (240 ft swimming); **HD** 2+2; **HP** 16; **#AT** 1; **DAM** by weapon (dagger and spear (50%), or dagger trident, and net (50%))
31–70	5d4 birds (normal)	**Bird (normal): AC** 6; **MV** 90 ft (flying 360 ft); **HD** 1; **HP** 6; **#AT** 3; **DAM** 1–2/1–2/1; **SA** diving attack
71–90	2d4 birds (huge)	**Bird (huge): AC** 5; **MV** 90 ft (flying 360 ft); **HD** 2; **HP** 12; **#AT** 3; **DAM** 1d4/1d4/2; **SA** diving attack
91–00	1d4 birds (giant)	**Bird (giant): AC** 4; **MV** 90 ft (flying 360 ft); **HD** 4; **HP** 24; **#AT** 3; **DAM** 1d6/1d6/2d6; **SA** diving attack

ZIU RHULA

This island is not much more more than a broad sandbar off the north coast of Khurklut, although it does have somewhat more vegetation for its small size than do many of the other islands in the archipelago. Primarily, these trees are palms, coconut, guava, mango, and the like.

Suggested encounters: aggressive sea birds make up the extent of the islands fauna.

THE ISLE OF VALEN'CYA

When planning the party's landing and crossing of the Isle of Valen'cya, use the suggested encounters provided in the following section to plan their trip accordingly. Refer to the map on *page 7*.

If the party manages to hire Captain Leary, he will only make landfall at the sheltered bay northwest of the Toudh Ghee. He will then return to Pelican Bay, agreeing to return to the same location to pick up the party on a mutually agreed-upon time-table.

If the party hires Duke Grainger, he will plot a course north of Skuthdra, then heading southwest into Tuhlimeh Sodkhar, making landfall northwest of Shah Shadag.

Any other ship captains the party may chance to hire will only make landfall on the Isle in coastal areas that border *water ways D*, *E*, *G*, and *I* (see the map on *page 7*).

If not hiring Leary or Grainger, there is a 75% probability that they will unknowingly be hiring a band of pirates, seeking to maximize their profits. There is a further 50% likelihood that the pirates hired will be associated with those making residence on Lagott Island (see hereafter).

i. Khurklut

This extinct 1,200-ft high volcano rules the northern region of the island. The jagged basaltic stones that predominate the steep slopes will make short work of all soft-soled footwear. Heavy lug-soled boots will be required if extensive exploration of the region is desired.

The central valley is home to a tribe of cavemen that maintains a large cavern complex. The tribe has a population of 100. In addition to this general population, are the following individuals; leader (5th level fighter), 4 body guards (4th level fighters), and a shaman (3rd level cleric).

A small chamber within the complex contains the cavemen's treasure horde; a large uncut diamond that will be valued at 5,000 gp.

ii. Adskut (Hell's Furnace)

The western peninsula of the island is dominated by a 1,000 ft tall active volcano. There are three active lava flows; one on the eastern slope, and two on the western slope. The southwest region of the peninsula holds a 2,500-ft tall cinder cone that is honey-combed with shallow caves and steam vents, though it has no active lava flows.

Notes:

The entrance to Valen'cya's complex is located on the eastern slope at an elevation of 4,000-ft (see the section **THE COMPLEX** on ***page 22***). A narrow pathway is clearly visible beginning on the plains east of the volcano; a winding path up the east slopes to the front doors of the dragon's lair (see ***area 1***). Should the party explore the western slopes of the volcano, they will find an infrequently traveled path hidden among the rubble-strewn heights. This path leads the party among many lava pools and and open tubes up to a back entrance to the dragon's lair (see ***area 26***).

Check for encounters every 3rd turn. 1–4 on d12 indicates an encounter from the following table.

RANDOM ENCOUNTERS: ADSKUT (HELL'S FURNACE)

D00	ENCOUNTER	NOTES
01–25	3d4 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3; **DAM** 1d4/1d4/1d4; **SA** breath weapon, infectious bite
26–28	1d4+1 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
29–33	1 giant fire lizard	**Fire lizard: AC** 3; **MV** 90 ft; **HD** 10; **HP** 60; **#AT** 3; **DAM** 1d8/1d8/2d8; **SA** breath weapon The lizard's lair will be a large cave located no more than 1 mile distant, with the standard probability of treasure as listed in **OSRIC**.
34–37	1 giant monitor lizard	**Monitor lizard: AC** 5; **MV** 60 ft; **HD** 8; **HP** 50; **#AT** 3; **DAM** 2d6/2d6/3d6; **SA** automatic attacks The lizard's lair will be a large cave located no more than 1 mile distant, with the standard probability of treasure as listed in **OSRIC**.
38–50	5d4 mongrelmen	**Mongrelman: AC** 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **SA** thief skills The mongrelmen will not have a nearby lair.
51–55	2d6 large spiders	**Large spider: AC** 6; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d4; **SA** poison
56–60	2d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6; **SA** poison
61–65	1d4 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison
66–70	3d10 stirges	**Stirge: AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1–3;**SA** blood drain
71–80	2d8 vulchlings	**Vulchling: AC** 7; **MV** 60 ft (30 ft flying); **HD** 1; **HP** 6; **#AT** 1 or 2; **DAM** 1d4+1 or 1d4/1d4
81–90	1–3 wyverns	**Wyvern: AC** 3; **MV** 60 ft (240 ft flying); **HD** 7+7; **HP** 54; **#AT** 2; **DAM** 1d6/2d8; **SA** poison The wyverns' lair will be a large cave located high up on the volcano, with the standard probability of treasure as listed in **OSRIC**.
91–95	1–2 xorn	**Xorn: AC** -2; **MV** 90 ft; **HD** 7+7; **HP** 54; **#AT** 4; **DAM** 1–3/1–3/1–3/6d4; **SA** surprise The xorn's lair will be a small cave located no more than a few hundred yards distant, with the standard probability of treasure as listed in **OSRIC**.
96–00	1 chimæra	**Chimæra: AC** 4; **MV** 90 ft (180 ft flying); **HD** 9; **HP** 60; **#AT** 6; **DAM** 1–3/1–3/1d4/1d4/2d4/3d4; **SA** breath weapon The chimæra's lair will be a large cave located no more than 1 mile distant, with the standard probability of treasure as listed in **OSRIC**.

iii. Shahi Shadag northwestern lowlands

This coastal valley is bordered by Khurklut to the north, the forested peaks of the Shahi Shadag to the south, and the haunted pinnacles of Rhanmu to the east. Its coastal areas in the southwest are occupied by ragged high cliffs that shelter a few scattered beaches suitable for landing by ship. The land itself hosts limited flora, save for diseased grasses, and a few stunted trees.

Check for encounters every 6th turn. 1–4 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: SHAHI SHADAG NORTHWESTERN LOWLANDS

D00	ENCOUNTER	NOTES
01–15	3d4 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3; **DAM** 1d4/1d4/1d4; **SA** breath weapon, infectious bite
16	1d4+1 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
17–26	2d4 velociraptors	**Velociraptor: AC** 6; **MV** 150 ft; **HD** 6; **HP** 36; **#AT** 1; **DAM** 3d4
27–30	1 tyrannosaurus	**Tyrannosaurus: AC** 5; **MV** 150 ft; **HD** 20; **HP** 120; **#AT** 1; **DAM** 3d10
31–35	3d4 dimetrodon	**Dimetrodon: AC** 7; **MV** 90 ft; **HD** 5; **HP** 32; **#AT** 1; **DAM** 1d10
36–40	4d12 archaeopteryx	**Archaeopteryx: AC** 10; **MV** 300 ft flying; **HD** <1; **HP** 2; **#AT** 1; **DAM** 1–2
41–45	1d4+1 anklyosaurus	**Ankylosaurus: AC** 0; **MV** 60 ft; **HD** 9; **HP** 60; **#AT** 1; **DAM** 3d6
46–50	2d6 large spiders	**Large spider: AC** 6; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d4; **SA** poison
51–55	2d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6; **SA** poison
56–60	1d4 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison
61–65	3d10 stirges	**Stirge: AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1–3; **SA** blood drain
66–70	2d8 vulchlings	**Vulchling: AC** 7; **MV** 60 ft (30 ft flying); **HD** 1; **HP** 6; **#AT** 1 or 2; **DAM** 1d4+1 or 1d4/1d4
71–75	1–3 wyverns	**Wyvern: AC** 3; **MV** 60 ft (240 ft flying); **HD** 7+7; **HP** 54; **#AT** 2; **DAM** 1d6/2d8; **SA** poison The wyverns' lair will not be located in this vicinity.

Notes:

D00	ENCOUNTER	NOTES
76–95	1d10+10 cavemen	**Cavemen: AC** 8; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (spear and stone axe (50%), spear and club (50%)); **SA** +1 to damage rolls Hunting party from the tribe located in Khurklut.
96–00	1 chimæra	**Chimæra: AC** 4; **MV** 90 ft (180 ft flying); **HD** 9; **HP** 60; **#AT** 6; **DAM** 1–3/1–3/1d4/1d4/2d4/3d4; **SA** breath weapon The chimæra's lair will be a large cave located no more than 1 mile distant, with the standard probability of treasure as listed in OSRIC.

iv. Rhanmu

"The Haunted Pinnacles of Rhanmu" are purported to be the resting place of those who died during the campaign of Mott Toly to extinguish the flame of evil that once weighed like an iron fist over the entire archipelago. The mountain is a steep landscape of razor sharp rocks which will shred all but the sturdiest of footwear.

The top-most peak of the mountain, rising 1,500-ft above the Valen'cyian plains, is dominated by a ruined temple, wherein is rumored to be a "treasure of incalculable worth." The truth of this assertion awaits the brave and the fool-hearty. Within the circular stones of the ancient temple, the party will find naught but a single large stone block.

Guarding the block is a ghost. The ghost will not pursue the party if they leave the vicinity of the temple.

The stone, which is carved from black basaltic rock, appears to be seamless. However, close inspection by a PC with the ability to locate secret doors will find that the top is a slab placed atop the box. Removing the slab involves sliding the top to the east, by the light of the full moon.

Once opened, an evil wind stirs the temple, and the howling of some unknown creature breaks the silence. All PC's must make a saving throw vs. paralyzation, or else be frozen in terror for 3d6 turns. Within the box the party can observe nothing besides the pitch blackness which is utter emptiness and despair.

Within 3d4 rounds of opening the block, 5 shadows fly out of the block, seeking to slay the party, and draw their souls into the void of blackness.

The interior is as actually a gateway to the Void, and those touching the interior of the block will be drawn irrevocably within, as with a ***sphere of annihilation***.

Check for encounters ascending the mountain every 6th turn. 1–2 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: SLOPES OF RHANMU

D00	ENCOUNTER	NOTES
01–05	1d4+1 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3; **DAM** 1d4/1d4/1d4; **SA** breath weapon, infectious bite
06–10	1–3 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
11–25	3d4 pterodactyls	**Pterodactyl: AC** 8; **MV** 240 ft; **HD** 1+2; **HP** 10; **#AT** 1; **DAM** 1d6
25–35	1d6 ghasts	**Ghast: AC** 4; **MV** 150 ft; **HD** 4; **HP** 28; **#AT** 3; **DAM** 1d5/1d4/1d8
36–45	3d4 ghouls	**Ghoul: AC** 6; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 3; **DAM** 1–3/1–3/1d6
46–50	4d12 archaeopteryx	**Archaeopteryx: AC** 10; **MV** 300 ft flying; **HD** <1; **HP** 2; **#AT** 1; **DAM** 1–2
51–60	2d6 large spiders	**Large spider: AC** 6; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d4; **SA** poison
61–65	2d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6; **SA** poison
66–70	1d4 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison
71–85	3d10 stirges	**Stirge: AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1–3;**SA** blood drain
86–90	2d8 vulchlings	**Vulchling: AC** 7; **MV** 60 ft (30 ft flying); **HD** 1; **HP** 6; **#AT** 1 or 2; **DAM** 1d4+1 or 1d4/1d4
91-00	1d4 wights	**Wight: AC** 5; **MV** 120 ft; **HD** 4+3; **HP** 32; **#AT** 1; **DAM** 1d4; **SA** level drain

v. Szatadkor lowlands

The western coastal region of the Isle of Valen'cya is veritably the "door mat" to the ancient dragon's lair within Adskut. Its beaches, though rugged, can be accessed by ship. However, the lands team with minions of Valen'cya, and will prove dangerous for anyone attempting to travel through it at length.

Check for encounters every 4th turn. 1–6 on d12 indicates an encounter from the following table.

RANDOM ENCOUNTERS: SZATADKOR LOWLANDS

D00	ENCOUNTER	NOTES
01–15	3d4 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3; **DAM** 1d4/1d4/1d4; **SA** breath weapon, infectious bite
16–20	1d4+1 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
21–35	5d4 mongrelmen	**Mongrelman: AC** 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **SA** thief skills The mongrelmen will not have a nearby lair.
36–45	2d4 velociraptors	**Velociraptor: AC** 6; **MV** 150 ft; **HD** 6; **HP** 36; **#AT** 1; **DAM** 3d4
46–50	1 tyrannosaurus	**Tyrannosaurus: AC** 5; **MV** 150 ft; **HD** 20; **HP** 120; **#AT** 1; **DAM** 3d10

Notes:

D00	ENCOUNTER	NOTES
51–60	3d4 dimetrodon	**Dimetrodon: AC** 7; **MV** 90 ft; **HD** 5; **HP** 32; **#AT** 1; **DAM** 1d10
61–70	4d12 archaeopteryx	**Archaeopteryx: AC** 10; **MV** 300 ft flying; **HD** <1; **HP** 2; **#AT** 1; **DAM** 1–2
71–75	1d4+1 anklyosaurus	**Ankylosaurus: AC** 0; **MV** 60 ft; **HD** 9; **HP** 60; **#AT** 1; **DAM** 3d6
76–80	2d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6; **SA** poison
81–85	1d4 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison
86–90	3d10 stirges	**Stirge: AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1–3;**SA** blood drain
91–00	2d8 vulchlings	**Vulchling: AC** 7; **MV** 60 ft (30 ft flying); **HD** 1; **HP** 6; **#AT** 1 or 2; **DAM** 1d4+1 or 1d4/1d4

vi. Szatadkor

The tallest peak on the Isle of Valen'cya, the Szatadkor rises 2,000-ft above sea level. The rubble-strewn slopes host a ragged forest of sickly trees. The thin streams that course over the denuded ground is toxic, and unfit for consumption. Mosses and molds cover the stones that litter the ground throughout the region.

Check for encounters every 6th turn. 1–4 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: SZATADKOR

D00	ENCOUNTER	NOTES
01–10	3d4 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3; **DAM** 1d4/1d4/1d4; **SA** breath weapon, infectious bite
11–15	1–2 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
16–20	5d4 mongrelmen	**Mongrelman: AC** 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **SA** thief skills The mongrelmen will not have a nearby lair.
21–25	3d4 dimetrodon	**Dimetrodon: AC** 7; **MV** 90 ft; **HD** 5; **HP** 32; **#AT** 1; **DAM** 1d10
26–30	4d12 archaeopteryx	**Archaeopteryx: AC** 10; **MV** 300 ft flying; **HD** <1; **HP** 2; **#AT** 1; **DAM** 1–2
31	1d4+1 anklyosaurus	**Ankylosaurus: AC** 0; **MV** 60 ft; **HD** 9; **HP** 60; **#AT** 1; **DAM** 3d6
32–36	2d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6; **SA** poison
37–41	1d4 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison
42–46	3d10 stirges	**Stirge: AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1–3;**SA** blood drain
47–50	2d8 vulchlings	**Vulchling: AC** 7; **MV** 60 ft (30 ft flying); **HD** 1; **HP** 6; **#AT** 1 or 2; **DAM** 1d4+1 or 1d4/1d4
51–55	2d6+2 large centipedes	**Large centipede: AC** 9; **MV** 210 ft; **HD** 1 hp; **HP** 1; **#AT** 1; **DAM** nil; **SA** poison
56–60	2d4 huge centipedes	**Huge centipede: AC** 9; **MV** 150 ft; **HD** 1–2 hp; **HP** 2; **#AT** 1; **DAM** nil; **SA** poison
61–65	1d4 giant centipedes	**Giant centipede: AC** 5; **MV** 180 ft; **HD** 3; **HP** 15; **#AT** 1; **DAM** 1–3; **SA** poison
65–70	1d6 large scorpions	**Large scorpion: AC** 5; **MV** 90 ft; **HD** 2+2; **HP** 15; **#AT** 3; **DAM** 1d4/1d4/1–2; **SA** poison
71–75	1d4 huge scorpions	**Huge scorpion: AC** 4; **MV** 120 ft; **HD** 4+4; **HP** 30; **#AT** 3; **DAM** 1d8/1d8/1–3; **SA** poison
76–80	1–3 giant scorpions	**Giant scorpion: AC** 3; **MV** 150 ft; **HD** 5+5; **HP** 40; **#AT** 3; **DAM** 1d10/1d10/1d4; **SA** poison
81–90	1d4 giant snake (adder)	**Giant snake (adder): AC** 5; **MV** 120 ft; **HD** 4+2; **HP** 25; **#AT** 1; **DAM** 1d4; **SA** poison
91–00	1–3 giant snake (amphisbaena)	**Giant snake (amphisbaena): AC** 3; **MV** 120 ft; **HD** 6; **HP** 40; **#AT** 2; **DAM** 1d4/1d4; **SA** poison

vii. Shahi Shadag eastern lowlands

This coastal regions areas in the east are occupied by ragged sloping cliffs and wide beaches suitable for landing by ship. The land itself hosts diseased grasses, and a few stunted trees.

Check for encounters every 6th turn. 1–4 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: SHAHI SHADAG EASTERN LOWLANDS

D00	ENCOUNTER	NOTES
01–15	3d4 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3; **DAM** 1d4/1d4/1d4; **SA** breath weapon, infectious bite
16	1d4+1 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
17–26	2d4 velociraptors	**Velociraptor: AC** 6; **MV** 150 ft; **HD** 6; **HP** 36; **#AT** 1; **DAM** 3d4
27–30	1 tyrannosaurus	**Tyrannosaurus: AC** 5; **MV** 150 ft; **HD** 20; **HP** 120; **#AT** 1; **DAM** 3d10
31–35	3d4 dimetrodon	**Dimetrodon: AC** 7; **MV** 90 ft; **HD** 5; **HP** 32; **#AT** 1; **DAM** 1d10
36–40	4d12 archaeopteryx	**Archaeopteryx: AC** 10; **MV** 300 ft flying; **HD** <1; **HP** 2; **#AT** 1; **DAM** 1–2
41–45	1d4+1 anklyosaurus	**Ankylosaurus: AC** 0; **MV** 60 ft; **HD** 9; **HP** 60; **#AT** 1; **DAM** 3d6
46–50	2d6 large spiders	**Large spider: AC** 6; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d4; **SA** poison
51–55	2d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6; **SA** poison
56–60	1d4 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison

Notes:

D00	ENCOUNTER	NOTES
61–65	3d10 stirges	**Stirge: AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1–3;**SA** blood drain
66–70	2d8 vulchlings	**Vulchling: AC** 7; **MV** 60 ft (30 ft flying); **HD** 1; **HP** 6; **#AT** 1 or 2; **DAM** 1d4+1 or 1d4/1d4
71–75	1–3 wyverns	**Wyvern: AC** 3; **MV** 60 ft (240 ft flying); **HD** 7+7; **HP** 54; **#AT** 2; **DAM** 1d6/2d8; **SA** poison The wyverns' lair will not be located in this vicinity.
76–95	1d10+10 cavemen	**Cavemen: AC** 8; **MV** 120 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** by weapon (spear and stone axe (50%), spear and club (50%)); **SA** +1 to damage rolls Hunting party from the tribe located in Khurklut.
96–00	1 chimæra	**Chimæra: AC** 4; **MV** 90 ft (180 ft flying); **HD** 9; **HP** 60; **#AT** 6; **DAM** 1–3/1–3/1d4/1d4/2d4/3d4; **SA** breath weapon The chimæra's lair will be a large cave located no more than 1 mile distant, with the standard probability of treasure as listed in OSRIC.

viii. Tsith Shadag

The Tsith Shadag on the island's east coast would seem to the most conducive to landing by boat, with gentle tides and wide beaches. However, the beach is also an area where dangerous creatures from the sea occasionally will crawl and slither up to the low slopes of the mountains beyond.

Check for encounters every 6th turn. 1–4 on d12 indicates an encounter from the following table.

RANDOM ENCOUNTERS: VESHAN SHADAG

D00	ENCOUNTER	NOTES
01–10	1d4 giant marine iguanas	**Giant marine iguana: AC** 4; **MV** 30 ft (120 ft swimming); **HD** 6; **HP** 50; **#AT** 1; **DAM** 3d4; **SA** disease
11–20	1d4+2 ocean trolls	**Ocean troll: AC** 3; **MV** 30 ft (swimming 150 ft); **HD** 6+6; **HP** 45; **#AT** 3; **DAM** 1d4/1d4/1d8+8; **SA** attack multiple targets
21–25	5d4 mongrelmen	**Mongrelman: AC** 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **SA** thief skills The mongrelmen will not have a nearby lair.
26–30	2d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6; **SA** poison
31–35	1d4 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison
36–40	3d10 stirges	**Stirge: AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1–3;**SA** blood drain
41–45	2d8 vulchlings	**Vulchling: AC** 7; **MV** 60 ft (30 ft flying); **HD** 1; **HP** 6; **#AT** 1 or 2; **DAM** 1d4+1 or 1d4/1d4
46–50	2d6+2 large centipedes	**Large centipede: AC** 9; **MV** 210 ft; **HD** 1 hp; **HP** 1; **#AT** 1; **DAM** nil; **SA** poison
51–60	2d4 huge centipedes	**Huge centipede: AC** 9; **MV** 150 ft; **HD** 1–2 hp; **HP** 2; **#AT** 1; **DAM** nil; **SA** poison
61–65	1d4 giant centipedes	**Giant centipede: AC** 5; **MV** 180 ft; **HD** 3; **HP** 15; **#AT** 1; **DAM** 1–3; **SA** poison
65–75	1d6 large scorpions	**Large scorpion: AC** 5; **MV** 90 ft; **HD** 2+2; **HP** 15; **#AT** 3; **DAM** 1d4/1d4/1–2; **SA** poison
76–85	1d4 huge scorpions	**Huge scorpion: AC** 4; **MV** 120 ft; **HD** 4+4; **HP** 30; **#AT** 3; **DAM** 1d8/1d8/1–3; **SA** poison
86–00	1–3 giant scorpions	**Giant scorpion: AC** 3; **MV** 150 ft; **HD** 5+5; **HP** 40; **#AT** 3; **DAM** 1d10/1d10/1d4; **SA** poison

ix. Veshan Shadag

The southern peninsula of the Isle of Valen'cya hosts a broad range of animal life of non-fantastic life-forms, but is nonetheless also filled danger around every corner. The beaches along both the eastern and western coastlines are gentle, sloping expanses of fine black sand.

Check for encounters every 6th turn. 1–2 on d20 indicates an encounter from the following table.

RANDOM ENCOUNTERS: VESHAN SHADAG

D00	ENCOUNTER	NOTES
01–10	3d4 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3; **DAM** 1d4/1d4/1d4; **SA** breath weapon, infectious bite
11–15	1–2 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
16–20	5d4 mongrelmen	**Mongrelman: AC** 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **SA** thief skills The mongrelmen will not have a nearby lair.
21–25	3d4 dimetrodon	**Dimetrodon: AC** 7; **MV** 90 ft; **HD** 5; **HP** 32; **#AT** 1; **DAM** 1d10
26–30	4d12 archaeopteryx	**Archaeopteryx: AC** 10; **MV** 300 ft flying; **HD** <1; **HP** 2; **#AT** 1; **DAM** 1–2
31	1d4+1 anklyosaurus	**Ankylosaurus: AC** 0; **MV** 60 ft; **HD** 9; **HP** 60; **#AT** 1; **DAM** 3d6
32–36	2d4 huge spiders	**Huge spider: AC** 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6; **SA** poison
37–41	1d4 giant spiders	**Giant spider: AC** 4; **MV** 30 ft (120 ft in web); **HD** 4+4; **HP** 28; **#AT** 1; **DAM** 1d8; **SA** poison
42–46	3d10 stirges	**Stirge: AC** 8; **MV** 30 ft (180 ft flying); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1–3; **SA** blood drain
47–50	2d8 vulchlings	**Vulchling: AC** 7; **MV** 60 ft (30 ft flying); **HD** 1; **HP** 6; **#AT** 1 or 2; **DAM** 1d4+1 or 1d4/1d4
51–55	2d6+2 large centipedes	**Large centipede: AC** 9; **MV** 210 ft; **HD** 1 hp; **HP** 1; **#AT** 1; **DAM** nil; **SA** poison
56–60	2d4 huge centipedes	**Huge centipede: AC** 9; **MV** 150 ft; **HD** 1–2 hp; **HP** 2; **#AT** 1; **DAM** nil; **SA** poison

Notes:

D00	ENCOUNTER	NOTES
61–65	1d4 giant centipedes	**Giant centipede: AC** 5; **MV** 180 ft; **HD** 3; **HP** 15; **#AT** 1; **DAM** 1–3; **SA** poison
65–70	1d6 large scorpions	**Large scorpion: AC** 5; **MV** 90 ft; **HD** 2+2; **HP** 15; **#AT** 3; **DAM** 1d4/1d4/1–2; **SA** poison
71–75	1d4 huge scorpions	**Huge scorpion: AC** 4; **MV** 120 ft; **HD** 4+4; **HP** 30; **#AT** 3; **DAM** 1d8/1d8/1–3; **SA** poison
76–80	1–3 giant scorpions	**Giant scorpion: AC** 3; **MV** 150 ft; **HD** 5+5; **HP** 40; **#AT** 3; **DAM** 1d10/1d10/1d4; **SA** poison
81–90	1d4 giant snake (adder)	**Giant snake (adder): AC** 5; **MV** 120 ft; **HD** 4+2; **HP** 25; **#AT** 1; **DAM** 1d4; **SA** poison
91–00	1–3 giant snake (amphisbaena)	**Giant snake (amphisbaena): AC** 3; **MV** 120 ft; **HD** 6; **HP** 40; **#AT** 2; **DAM** 1d4/1d4; **SA** poison

THE COMPLEX

Within the caverns of Valen'cya's lair, also known as Adskut, the mean temperatures remain a constant and oppressive 110°. In areas within 50-ft of one of the various lava pits, the temperature raises to a scorching 150°. Any person without protection from normal fires will not be able to come within 25-ft of any such pit without experiencing debilitating discomfort. Any thus unprotected character will suffer 1-3 hit points damage for each round they are closer than 50-ft to a lava pit. Similarly, the ambient temperature is so hot throughout, that those PC's with infravision will find their ability to see in the dark completely negated.

The stone throughout the complex is black basalt and granite.

CROSSING THE LAVA

At several places throughout the complex, the party will be required to cross the rivers of lava, which flow from northeast to southwest. There are three types of crossing mechanisms indicated on the map; stone bridge, steel zipline, and ledge. Each crossing is detailed below. Any place on the map where lava flow is indicated that does not have one of these three mechanisms can be crossed via a thief's climb walls attribute, and similar means. However, the stone, although rough, and providing many good hand-holds, is nonetheless hot to the touch due to the continuous flow of lava below. This requires to thieves to make their ability check at a -10% penalty, unless they are wearing protective hand-coverings.

Where a fall into the lava is indicated, death is instant, unless the PC is appropriately protected.

i. STONE BRIDGE

This 3-ft wide stone bridge is well traveled, and seems to have been repaired many times, over many years, by many different hands; skilled and unskilled.

ii. LEDGE

This 2-ft wide ledge is 5-ft off the cave floor. It is a solid surface, and provides the adventurers with a relatively easy path to cross the lava at this point. Those attempting to cross are required to make a successful save vs. dexterity (at +3) every 20-ft, or fall into the lava.

iii. LEDGE

This barely-there ledge averages between 1-ft and 3-ft wide, and is a mere 1-ft off the cave floor. The stones are loose, making footing treacherous. Those attempting to cross are required to make a successful save vs. dexterity (at -2) every 20-ft, or fall into the lava.

iv. STONE BRIDGE

This 3-ft wide stone bridge is well traveled, and seems to have been repaired many times, over many years, by many different hands; skilled and unskilled.

v. LEDGE

This 2-ft wide ledge is 3-ft off the cave floor. It is a solid surface, and provides the adventurers with a relative easy path to cross the lava at this point. Those attempting to cross are required to make a successful save vs. dexterity every 20-ft, or fall into the lava.

vi. LEDGE

This 2-ft wide ledge is 3-ft off the cave floor. It is a solid surface, and provides the adventurers with a relative easy path to cross the lava at this point. Those attempting to cross are required to make a successful save vs. dexterity (at +3) every 20-ft, or fall into the lava. However, the quickly flowing lava at this point splashes against the rock at the party's feet as they try to cross the narrow pass. There is a 1 on d6 possibility each round that a gob of lava will be projected onto them, inflicting 1d4 hit points of burning damage. Each time a PC is struck by the lava, they must make a saving throw vs. dexterity or risk falling.

Notes:

vii. LEDGE

This 2-ft wide ledge is 5-ft off the cave floor. It is a solid surface, and provides the adventurers with a relative easy path to cross the lava at this point. Those attempting to cross are required to make a successful save vs. dexterity (at +3) every 20-ft, or fall into the lava.

xi. STEEL ZIPLINE

The zipline is comprised of a 10-ft high pole on either side of the lava. A heavy steel cable is secured between them. Attached to the cable is a pulley system that allows one to hold onto the pulley and slide across the span. However, both the cable and the pulley system are hot to the touch, and require the use of some kind of insulation in order to hold it. There does not seem to be any sort of mechanism to send the pulley back and forth across the span. The pulley currently is at rest mid-span.

x. LEDGE

This 2-ft wide ledge is 7-ft off the cave floor. It is a solid surface, and provides the adventurers with a relative easy path to cross the lava at this point. Those attempting to cross are required to make a successful save vs. dexterity (at +3) every 20-ft, or fall into the lava.

xi. LEDGE AND ZIPLINE

This 2-ft wide ledge is 10-ft off the cave floor. It is a solid surface, and provides the adventurers with a relative easy path to cross the lava at this point. Those attempting to cross are required to make a successful save vs. dexterity (at +3) every 20-ft, or fall into the lava.

The zipline is comprised of 15-ft high pole on either side of the lava. A heavy steel cable is secured between them. Attached to the cable is a pulley system that allows one to hold onto the pulley and slide across the span. However, the both the cable and the pulley system are hot to the touch, and require the use of some kind of insulation in order to hold it. There does not seem to be any sort of mechanism to send the pulley back and forth across the span. The pulley currently is at rest mid-span. Due to length of the span, the party can clearly see the cable dipping toward the lava at mid-span, where the cable glows an unhealthy deep-red. The more weight is carried across the span, the closer to the lava surface the cable will be drawn;

WEIGHT ON CABLE	DISTANCE TO LAVA SURFACE
less than 100 lbs.	10-ft
101 to 150 lbs.	8-ft
151 to 185 lbs.	6-ft
186 to 225 lbs.	3-ft
226 to 250 lbs.	1-ft
greater than 250 lbs.	0-ft

xii. STONE BRIDGE

This 4-ft wide stone bridge is falling into disrepair, and seems to be crumbling even as the party looks upon it. As each party member crosses the bridge, loose stones drop heavily into the flowing lava. Each PC must make 2 saving throws vs. dexterity at +3 or fall to the ground of the bridge. Such a fall is 25% likely to cause a complete collapse of the bridge, tumbling anyone currently thereupon into the lava.

xiii. LEDGE

This 2-ft wide ledge is 3-ft off the cave floor. It is a solid surface, and provides the adventurers with a relative easy path to cross the lava at this point. Those attempting to cross are required to make a successful save vs. dexterity (at +3) every 20-ft, or fall into the lava. However, the quickly flowing lava at this point splashes against the rock at the party's feet as they try to cross the narrow pass. There is a 1 on d6 possibility each round that a gob of lava will be projected onto them, inflicting 1d4 hit points of burning damage. Each time a PC is struck by the lava, they must make a saving throw vs. dexterity or risk falling.

xiv. STEEL ZIPLINE

The zipline is comprised of 10-ft high pole on either side of the lava. A heavy steel cable is secured between them. Attached to the cable is a pulley system that allows one to hold onto the pulley and slide across the span. However, the both the cable and the pulley system are hot to the touch, and require the use of some kind of insulation in order to hold it. There does not seem to be any sort of mechanism to send the pulley back and forth across the span. The pulley currently is at rest mid-span.

RANDOM ENCOUNTERS

The following encounter list applies to passages and ***areas 3*** through ***38*** only. Check for encounters every 6th turn. 1–5 on d20 indicates an encounter from the following table.

Notes:

RANDOM ENCOUNTERS: THE COMPLEX, PART 1

D00	ENCOUNTER	NOTES
01–10	1d4+1 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 (or by weapon; **scimitar** (50%), spiked club (treat as morning star, 50%)); **SA** breath weapon, infectious bite
11–15	1–2 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
16–25	3d4 piercers	**Piercer: AC** 3; **MV** 10 ft; **HD** 3; **HP** 18; **#AT** 1; **DAM** 3d6; **SA** surprise
26–30	2d6 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 (or by weapon; **scimitar** (50%), spiked club (treat as morning star, 50%)); **SA** breath weapon, infectious bite
31	1d4 red scaly devils	**Red scaly devil: AC** 1; **MV** 180 ft (180 ft flying); **HD** 4+2; **HP** 36; **#AT** 1 (short sword); **DAM** (1d4+1)x2; **SA** spell-like abilities
32–40	3d4 giant fire beetles	**Giant fire beetle: AC** 4; **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 2d4
41–45	2d4 mongrelmen	**Mongrelman: AC** 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **SA** thief skills
46–50	1d4 red dragon hordlings, plus 1d6 + 1 mongrelmen	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 (or by weapon; **scimitar** (50%), spiked club (treat as morning star, 50%)); **SA** breath weapon, infectious bite **Mongrelman: AC** 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **SA** thief skills
51–55	2d4 mongrelmen	**Mongrelman: AC** 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **SA** thief skills
56–58	3d4 pirates (explorers)	**Pirate: AC** no armor (10); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon (scimitar); **POS** 3d6 sp The pirates will be led by a 6th level fighter (**HP** 36). They entered via the back entrance (*area 26*) and are treasure seekers. Ignore this result after first encounter.
59–65	1d6 pirates (escapees)	**Pirate: AC** no armor (10); **MV** 90 ft; **HD** 1; **HP** 2; **#AT** 1; **DAM** by weapon (none) Escapees from the prison caves (*area 6*) and are seeking the nearest exit. Ignore this result after first encounter.
66–70	fire lizard	**Fire lizard: AC** 3; **MV** 90 ft; **HD** 10; **HP** 60; **#AT** 3; **DAM** 1d8/1d8/2d8, plus breath weapon; **POS** —
71–75	1–2 giant lizards	**Giant lizard: AC** 5; **MV** 150 ft; **HD** 3+1; **HP** 20; **#AT** 1; **DAM** 1d8 + 1; **POS** —
76–80	1d4 violet fungi	**Violet fungi: AC** 7; **MV** 10 ft; **HD** 3; **HP** 20; **#AT** 1d4; **DAM** rotting; **POS** —
81–85	1–2 ettercap	**Ettercap: AC** 6; **MV** 120 ft; **HD** 5+1; **HP** 30; **#AT** 3; **DAM** 1d4/1d4/1d8, plus poison; **POS** —
86–90	1 fire elemental	**Fire elemental: AC** 2; **MV** 120 ft; **HD** 8; **HP** 50; **#AT** 1; **DAM** 3d8; **POS** — Result may occur only once.
91–95	1d4 coeurl	**Coeurl: AC** 2; **MV** 150 ft; **HD** 6+6; **HP** 58; **#AT** 2; **DAM** 2d4/2d4; **POS** — Result may occur only once.
96–00	Kerrie the houseless, and Christof	Ignore this result if Kerrie has already been encountered in her chambers at *area 13*. Result may occur only once. Get stats in the appendix, NPCs.

The following encounter list applies to passages and *areas 39* through *40* only. Check for encounters every 3rd turn. 1–4 on d20 indicates an encounter from the following table. Optionally, the GM may wish to add one or more results from this table to *areas 47* and *48* for an added challenge to the party.

RANDOM ENCOUNTERS: THE COMPLEX, PART 2

D00	ENCOUNTER	NOTES
01–15	1–2 hell hounds	**Hell hound: AC** 4; **MV** 120 ft; **HD** 4; **HP** 26; **#AT** 1; **DAM** 1d10; **SA** breath weapon
16–25	3d4 piercers	**Piercer: AC** 3; **MV** 10 ft; **HD** 3; **HP** 18; **#AT** 1; **DAM** 3d6; **SA** surprise
26–50	2d6 red dragon hordlings	**Red hordling: AC** 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 24; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 (or by weapon; **scimitar** (50%), spiked club (treat as morning star, 50%)); **SA** breath weapon, infectious bite
51–60	1d4 red scaly devils	**Red scaly devil: AC** 1; **MV** 180 ft (180 ft flying); **HD** 4+2; **HP** 36; **#AT** 1 (short sword); **DAM** (1d4+1)x2; **SA** spell-like abilities
61–70	3d4 giant fire beetles	**Giant fire beetle: AC** 4; **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 2d4
71–75	fire lizard	**Fire lizard: AC** 3; **MV** 90 ft; **HD** 10; **HP** 60; **#AT** 3; **DAM** 1d8/1d8/2d8, plus breath weapon; **POS** —
76–80	1–2 giant lizards	**Giant lizard: AC** 5; **MV** 150 ft; **HD** 3+1; **HP** 20; **#AT** 1; **DAM** 1d8 + 1; **POS** —
81–90	1d4 violet fungi	**Violet fungi: AC** 7; **MV** 10 ft; **HD** 3; **HP** 20; **#AT** 1d4; **DAM** rotting; **POS** —
91–98	1–2 ettercap	**Ettercap: AC** 6; **MV** 120 ft; **HD** 5+1; **HP** 30; **#AT** 3; **DAM** 1d4/1d4/1d8, plus poison; **POS** —
99–00	1 fire elemental	**Fire elemental: AC** 2; **MV** 120 ft; **HD** 8; **HP** 50; **#AT** 1; **DAM** 3d8; **POS** — Result may occur only once.

1. ENTRANCE HALL

The outer double-doors leading into this chamber are closed, and trapped (though, they are not locked). The trap is deadly, but easily disarmed (+10% on a thief's roll). The mechanism is a chute which opens directly above the floor where the two doors join. When the door is opened, lava pours out of the chute to

Notes:

cover any PC standing within a 30-ft radius of the center of the doors. Any PC struck by the lava will suffer 4d4 hit points of damage in the first round, and 2d4 hit points of damage each round thereafter until the lava is cooled (1d6 rounds), or scrapped off. Any offensive cold-based spell cast over the lava will subject the victim to the spell's ill effects as normal. A successful save vs. dexterity allows the PC to dodge the lava spill and avoid all damage.

The doors, as the rest of the complex, are carved of black basalt. A bas relief is carved onto doors, which are elaborately manufactured, and of high quality and craftsmanship. They depict the image of a great dragon reared up on its hind legs over a cowering fighter. Flames have been carved into the walls, and frame the entire door. The door is warm to the touch.

2. GRAND FOYER

Beyond the doors, the party enters a 40-ft × 40-ft chamber; a 20-ft wide hall extends beyond the chamber.

The ceiling, walls, and floor are made of the same black basalt as the doors, and are polished to a high sheen. Within the chamber, to either side of entry doors, and resting against the wall are a pair of glittering human-like statues, seemingly constructed of many large faceted gems. The chamber guardians are twin jeweled monstrous constructions[1]. The constructions are programmed to attack any intruders that move into the hall beyond the chamber 6 rounds after entering the hall.

Jeweled monstrous construction (2): AC 1; **MV** 90 ft; **HD** 14; **HP** 70; **#AT** 1; **DAM** 2d4, plus limited spell use; **POS** —

*These constructs were created by Kerrie, the houseless (see area **13.b**).*

The room and hall beyond are completely unlighted.

2.a. Entry hall: the entire length of this hall from ***area 2*** to ***area 2.b*** has a *continual darkness* spell cast upon it. No light source can penetrate the inky blackness until a *dispel magic* spell is cast within the hall.

2.b. Second doors: these doors are absolutely smooth, and devoid of any obvious mechanism to open them; only the faintest of hairline seams reveals the point at which the doors meet. At the center of the doors, 4-ft off the floor is a deep impression whose depth is obscured by a *continual darkness* spell. The diameter of the recess will just allow a human-sized hand to squeeze through. Several inches into the door is located a rod which is attached to the locking mechanism. To open the door, the rod must be moved from a vertical position, to a horizontal position. However, the rod is trapped, but due to its recessed position in the door, the trap is not difficult to find, but is difficult to disarm (-15% to a thief's ability check).

If the trap is not disarmed, then as the rod is turned, a blade inside the door drops, severing the character's hand halfway up the forearm (inflicting 3d4 hit points of damage). If the trap is successfully disarmed, the blade drops, effectively blocking access to the rod, foiling the party's attempt to open the door.

However, if the party conducts an extensive search of the door near the ceiling (assuming they have been able to dispel the *continual darkness* of the hall) they will be able to eventually locate a small retractable handle. If they pull on this handle, it will raise the blade out of the way so that someone can reach in and properly rotate the rod to unlock the door.

3. THE PROTO-MAGMA GOLEM

This 15-ft wide × 40-ft long cave is the laboratory of a magic-using servant of Valen'cya; Louthiam of Rhanmu. The chamber contains several tables that are a confused array of tools, jars, parchments, crusty ink wells and spent quills. On the wall, directly opposite the entrance, is a small straw cot. The person who uses this cot must be rather short of stature, as it is a mere 5-ft in length. An examination of the straw mat proves the individual wets the bed frequently, as the aroma of urine is pungent and over-powering within a couple of feet. The magic-user at this time is located in ***area 48***.

A search of the parchments scattered throughout the chamber reveals them to be written in the common tongue, and contain very many misspellings, and poor use of common rules grammar. The writings reveal the author's attempts at creating a golem of lava and stone. Most of the notes speak to the very many failures of the author, and indicate his great frustration at his unsuccessful attempts. More recent writings though speak of successes at maintaining animated life in his creation;

[1] See the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for a complete description of the monstrous construction.

Notes:

At long last I am creyating the creatyre that is becoming my legacie. A man made of stone and lava. Thoh it is being slow and unable to remember the direkshuns given to it at the least it is moving. I am hope full that the dragon will grant me the favor of an awediance to assist in further magiks that will embew the neccessary lifes. The creatyre will be known as *Louthiam's Creatyre of Stone and Magma that Throws Lava Balls*. A grand moniker that will in still fear and awe in all who here its name spoken allowed.

Also among the items contained on the tables, the party will find; ***potion of healing***, ***potion*** (poison, save vs. poison or die in 2 rounds, *neutralize poison* spell cast during this time will save the victim, though they will suffer 2d4 hit points of damage), ***potion of fire resistance*** (3 vials), ***potion of undead control***, ***cold ring*** (see the appendix, **NEW MAGIC**, for a complete description).

A pile of dirty clothing under one of the tables obscures a small wooden chest. The chest is locked, and trapped. The trap takes the form of a spray of acid that forms a cone 3-ft long and 1-ft wide at the terminus, and inflicts 1d6 hit points of damage, no saving throw possible. The chest contains a satchel with 250 gp. It also contains the owner's spell book, which contains the following spells: first level; *affect normal fires*, *burning hands*, *floating disk*, *protection from good*, *read magic*, *unseen servant*, *write*; second-level; *audible glamour*, *false trap*, *knock*, *pyrotechnics*, *stinking cloud*, *strength*, *web*, *wizard lock*; third-level; *blink*, *fireball*, *flame arrow*, *hold person*, *infravision*, *phantasmal force*, *slow*, *suggestion*; fourth-level; *fire charm*, *fire shield*, *fire trap*, *ice storm*, *polymorph other*, *wall of fire*, *wall of ice*; fifth-level; *conjure elemental*, *contact other plane*, *monster summoning III*, *teleport*; sixth-level; *freezing sphere*, *legend lore*, *transformation*.

At the far end of the cave stands a vaguely human-like figure of rock, although cracks in the surface of the figure reveal glowing heat beneath. The floor surrounding the figure is covered with several piles of cooled and hardened slag, or lava rock, making the floor within 15-ft of the figure unstable, and difficult to traverse. This will slow movement to ½ or cause the individual to save vs dexterity or risk falling to the ground as the stone cracks and turns under foot.

Approaching within 10-ft of the figure reveals heat being radiated by the figure. Touching the figure will inflict minor but painful wounds, as its surface is in excess of 200˚; redness and blistering to the skin will quickly become apparent. Touching the figure in any way will causes the proto-golem to activate. It will attack the nearest creature immediately, focusing all its attention on that target until slain. It will then move to the next nearest target, until it is slain or until it runs out of victims to attack.

Proto-Magma Golem (1): AC 6; **MV** 30 ft; **HD** 5; **HP** 30; **#AT** 2; **DAM** 1d4/1d4; **POS** —; **Notes** see creature description in the appendix **NEW CREATURES**

3.a. Entrance to *area 3*, *The Proto-Magma Golem*: the entrance to Louthiam's laboratory is protected by a trap of questionable effectiveness. The passage itself is low (about 3-ft high), and narrow (about 2-ft wide). When the first party member crosses the threshold into the narrow passage leading into ***area 3***, the trap (a pressure plate located in the floor of the passage) is supposed to collapse the ceiling directly over the pressure plate (burying the creature that set off the trap, and inflicting 3d8 hit points of crushing damage). However, there is a 20% likelihood (01-20) of the collapse occurring ahead of the trap (sealing off the passage), or a 25% likelihood (21-46) of the collapse occurring behind the trap, sealing the passage behind the trap, and inflicting 3d4 hit points of crushing damage to any creature within 20-ft of the entrance.

See the optional **LIMB BREAKAGE** *table on* ***page 5***.

4. A GATHERING PLACE OF GUARDS

The chamber is filled with the refuse of apparently months (or possibly years) of accumulation. Also here in are 18 red dragon hordlings.

Red dragon hordlings (18): AC 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** scimitar each

5. LOUTHIAM'S EXPERIMENTS

One of Louthiam's (see ***area 3***) many strange experiments enabled him to imbue an aura of Valen'cya's dragon fear into an inanimate object. This object—a faintly glowing red stone, with a diameter of approximately 1-in—is set in the center of this room's ceiling, approximately 15-ft off the floor. It gives off the same aura of dragon fear as Valen'cya herself (see the appendix **NEW CREATURES** for the effects of the dracolich's dragon fear).

Notes:

The stone can be destroyed by physical attacks made against it. Such attacks are made against armor class 0. Edged weapons inflict ½ damage. Arrows and bolts inflict no damage, unless an unadjusted "to hit" roll of 20 is made. Sling bullets inflict normal damage, while sling stones do not damage it. Metal crushing weapons (mace, morning star, etc.) do full damage, while other types of crushing weapons (clubs, staves, etc.) do no damage.

The stone's *fear* effect is used to keep unwanted visitors out of ***areas 5b*** and ***5c*** (see below).

Red dragon hordlings avoid this area at all costs, as to them it feels as if Valen'cya is somehow nearby, waiting to consume another of their number in order to further fuel her existence.

5a. Louthiam's storage area: This area contains most of the varied ingredients necessary to create a magma golem (see the appendix **NEW CREATURES**) strewn across tables throughout the chamber, shelves and workbenches; approximately 500 pounds of gold ore, separated out into rough approximations of a human form, rune inscribed armatures to help shape the body, empty scroll tubes, blocks of cooled lava, etc.

The gold ore and other materials would be worth about 7,500 gp, if they could somehow be safely removed from the caverns.

5b. Louthiam's magical item workshop: A small table occupies this area; the place where Louthiam has attempted to create and/or recharge magical wands. The broken and discarded lengths of wood, bone and ivory seem to indicate a certain lack of success in this regard.

A *detect magic* spell will reveal that one of the wands—a jet black length of obsidian—is in fact a ***wand of fire*** with 41 charges remaining in it. Close inspection will show a small pictograph of fire on its base, giving a clue as to its command word of 'Flame'.

6. PRISONER CAVES

This high-ceilinged cave (30-ft, floor to dim ceiling) is the guard chamber to the three prisoner caves that branch off of it. The guards in this area are four red dragon hordlings, with a fire giant task master.

The fire giant, Grunris, is currently arguing with the four hordlings about how best to distribute the newly acquired treasure, recently taken from their captives. It is mostly odds and ends, but in the pile there is also a long sword of exquisite craftsmanship (Captain Runi's sword, see ***area 6.a***) and a ***wand of ice*** (38 charges, command word of "Algid" written in runes on the wand).

If the PC's do not make too much noise, there will be a good chance the party will be able to surprise the guards, intent as they are upon their argument (+1 to surprise roll).

Red dragon hordlings (4): AC 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** scimitar each

Fire giant (1): AC 3; **MV** 120 ft; **HD** 11+1d4+1; **HP** 70; **#AT** 1; **DAM** 5d6; **POS** 250 g.p. ruby, 65 g.p., 3 p.p.

6.a. Prisoner cave, Captain Runi: The single occupant of this cell is Captain Runi[2]. If the PCs are successful in defeating the guards, he will attempt to get the party to come to his cell first. He will then explain that he is in fact a privateer, hired by local merchant interests to prey upon the various true pirates in the neighboring waters. Runi will relate the tale of his last skirmish with pirates that brought him too close to this accursed place. Between the ship-to-ship battle and the hordling attack, his vessel was lost with all hands (including his magic-using partner).

Runi appears to be in rather good shape himself, and this is due to the fact that the very non-descript looking rings on his hands are in fact a ***+2 ring of protection*** and a ***ring of regeneration***. He is quite charming and will request that his sword be returned to him, proclaiming it to be a family heirloom, naming it 'Fortune'. Fortune is in fact a ***luck blade***, and Runi knows that it has but a single wish left.

Normally quite quixotic by nature, Runi will be motivated by a desire for a larger payment from his employers for ridding the area of the dangers of this island, along with, of course, a desire for a share of any treasure. Runi's rings and sword grant him some rather extraordinary luck, but this doesn't always seem to rub off on his companions. Once he's in possession of Fortune again though, Runi will not hesitate to use his last wish to extricate himself from any seemingly hopeless or life-threatening situation. Depending on how the party has treated him up to that point will dictate whether or not Runi includes them in his wish to safety, or not.

Captain Runi: AC 4; **MV** 120 ft; **HD** 5; **HP** 40; **#AT** 1; **DAM** by weapon; **STR** 15, **DEX** 18, **CON** 16, **INT** 12, **WIS** 11, **CHA** 15; **POS** ***ring of protection***, ***ring of regeneration***, ***luck blade***

[2] See the appendix **NPCs** for details on Captain Runi.

Notes:

6.b. Prisoner cave, pirates: Inside this cell are five pirates. Eager to escape, they will tell any tale in order to be released. If all else fails, they will beg for mercy, hinting at the dark fate which surely awaits them if they are left locked up. They are also eager for revenge against Runi, the man they believe most responsible for their current plight, and will spin any manner of story in order to paint him in the worst light possible.

Pirate (5): AC 10 (no armor); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon; **POS** —

6.c. Prisoner cave, pirates: Inside this cell are seven more pirates. They are from the same crew as the pirates in ***area 6.b***, and the PCs will have to be very careful in how and when they are released, as the pirates may be emboldened by suddenly being in a group which outnumbers the PCs, throwing caution to the wind in order to gain gear, treasure, and a better chance to escape the island.

Pirate (7): AC 10 (no armor); **MV** 120 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** by weapon; **POS** —

7. THE LIVING CORPSES

This remote corner of the complex contains a large pile of rotting human corpses. Beneath the corpses, the adventurers see the hopeful promises of wealth as several gold and platinum coins lay scattered about the ground.

If disturbed in anyway, the corpses will animate as 14 coffer corpses.

Coffer corpse (14): AC 8; **MV** 60 ft; **HD** 2; **HP** 14; **#AT** 1; **DAM** 1d6; **POS** —

Beneath the creatures lays the following treasure; 2,500 cp, 1,000 sp, 2,000 ep, 1,500 gp, 500 pp, 4 gems (500 gp fire opal, 200 gp opal, 65 gp jasmine, 150 gp topaz), 4 pieces of jewelry (300 gp gold coif (emerald center stone), 10 gp iron bracelet, 5 sp steel ring, 350 gp electrum necklace (tourmaline center stone)), and a ***+2 scimitar***.

8. IRON BARRIER

This marks a boundary in the complex's distant past. It is an iron wall that was erected between different factions, competing for the same living space before Valen'cya took occupancy at the end of the Third Dragon War.

The guardians on the east side of the barrier are three hell hounds and their ogre master. The hell hounds are secured to the wall by 10-ft long steel chains. The chains are attached to the wall at 10-ft, 15-ft, and 20-ft intervals from the door. The chains are each secured to the wall by an iron rod. To release the animals, the ogre must remove the rods by use of a large hammer that sits leaning against the cave wall near the door. Should the ogre choose to use the hammer as a weapon, it will deal 2d8 damage with a successful hit.

Hell hound (3): AC 4; **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1, plus breath weapon; **DAM** 1d10; **POS** —

Ogre (1): AC 5; **MV** 90 ft; **HD** 4+1; **HP** 30; **#AT** 1; **DAM** 1d10 or by weapon; **POS** —

8.a. Barrier Door: the barrier door is locked but not trapped.

8.b. Monstrous Construction: The guardian on the west side of the barrier is a stone monstrous construction[3]. The construction is a tool of Kerrie, the houseless (see ***area 13***). The construction will pursue enemies through the door.

Stone monstrous construction (1): AC 6; **MV** 60 ft; **HD** 10; **HP** 50; **#AT** 2; **DAM** 3d4/3d4, plus gas bellows; **POS** —

9. CAVERN OF THE LAVA MEPHITS

In the north-most wall of this chamber there exists a circular, golden frame (much like a picture frame). The frame is attached to the stony cave wall by four large iron spikes; it is 2-ft off the floor of the cave, and is approximately 3-ft in diameter. The frame is decorated in carvings of demonic images and tortured humans which writhe around its entire surface. The frame also pulsates with dark, evil magic, emitting an uneasy feeling in all who approach it.

On the floor before the frame is a roughly 20-ft diameter circle painted on the floor, and surrounded by hundreds of holy symbols. Also, the residue as of thousands of candles is to be found covering the floor.

The chamber is used by Louthiam (see, ***area 3***) to speak at long distances with creatures from the lower planes.

[3] See the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for a complete description of the monstrous construction.

Notes:

See also the campaign note, **LOUTHIAM'S MAGIC PORTAL**, *in the appendix* **CAMPAIGN NOTES**.

If the party touches the frame, or treads within the magical circle painted on the floor, 8 lava mephits will come charging through the frame/portal within 3 rounds. The mephits will not enter into the portal painted the floor, but they may attempt to strike the party using their breath weapon (note that a single creature standing at the exact center of the circle can avoid the mephit breath weapon as they are out of range). Injured mephits are likely to retreat to the lava stream at the entrance to the cavern to receive healing.

Lava mephit (8): AC 6; **MV** 120 ft / 240 ft flying; **HD** 3; **HP** 20; **#AT** 2; **DAM** 1 +1d8 HP of heat damage, plus breath weapon; **POS** —

9.a. Locked Door: this wooden door is locked and trapped. The trap involves a *fire trap* spell cast on the door itself (as opposed to the lock), which will inflict 1d4+12 hit points of damage on all creatures within the area of effect. A successful saving throw halves the damage inflicted.

10. CAVE OF THE GARNET DRACOLISK

The magic-user Lothiam (see ***area 3***) has conducted several experiments to breed basilisks and red dragons in order to develop a new species. The resultant creature is known as a garnet dracolisk.

The passage leading into this cave does not have a door, nor any type of gate. However, there are many sharpened spikes lining the walls, floor, and ceiling which face in toward the cave (i.e., away from the main passage). The creature in this cave is the pride of Louthiam's attempts. It is a full-strength, mature specimen. It is free to move about the chamber, but will not pass through the passage to the main hall due to the many iron spikes.

Garnet dracolisk (1): AC 4; **MV** 90 ft; **HD** 6+3; **HP** 50; **#AT** 3; **DAM** 1d6/1d6/3d4, plus breath weapon and gaze; **POS** —

10.a. Dracolisk foodstuffs: the magic-user Louthiam comes periodically each week to leave food for the dracolisk. These items—comprising fish, hordlings, mongrelmen, and the occasionally deer—are dumped here. Their rotting carcasses have created a fetid mound of putrid flesh. This of course has attracted the attentions of hundreds of rot grubs.

Rot grub (100): AC 9; **MV** 10 ft; **HD** <1; **HP** 1; **#AT** 0; **DAM** —; **POS** —

11. SECRET PASSAGE

This is one of several secret passages required to move deeper into Valen'cya's complex. This location is guarded by a clay golem, with commands to attack any creature that is not one of Valen'cya's lieutenants or red dragon hordlings.

Clay Golem (1): AC 7; **MV** 70 ft; **HD** 11; **HP** 50; **#AT** 1; **DAM** 3d10; **POS** —

11.a. Secret Door: the secret door to the passage beyond is locked, but not trapped.

11.b. Secret Passage: the passage is a tight fit for human-sized creatures (2-ft tall by 2½-ft wide). The floor is damp and slick, and is covered in a thick layer of algae and slimy growth. The ceiling also drips continually with warm water. The primary hazard comes if the characters fail to clean the slimy water off their hands when emerging from the other side. The remaining residue is likely to cause the characters to loose their grip on their weapons if in a combat situation (a failed save vs. dexterity + strength with each attempted 'to hit' indicates the character has lost their grip on their weapon). This effect lasts until the first combat situation, or until the player has indicated they have cleaned their hands, whichever occurs first.

11.c. Secret Passage exit: the egress from ***area 11.b*** is not locked nor concealed. A pair of red dragon hordlings guards the cavern-side of the door.

Red dragon hordlings (2): AC 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** scimitar each

12. SECURITY TO DEEP CAVES

This doors serve to guard the deepest caves in Valen'cya's domain from unwelcome intruders.

12.a. Door to the Deep Caves: The door leading into ***area 32*** is triple-locked and trapped;

Notes:

- **Lock 1: fiery ball trap.** The trap releases a series of 6 flaming tar balls from concealed holes located in the east wall of the cave. The flaming balls will stick to the victim (up to 6 victims within 10-ft of the door randomly by the GM; a successful save vs. dexterity avoids being struck). Once struck, the victim will suffer 1d4 hit points of burning damage for each ball that struck them. The balls will burn for 1d4+1 rounds unless extinguished.
- **Lock 2: laser trap.** The magic-user—Louthiam (see ***area 3***)—has been experimenting with projecting high-intensity *color spray* spells through clear gems (like diamonds) in order to harness powers he believes exists within light of all types. However, this trap is of questionable effectiveness, as his experiments are in their infancy. While the magic-user's intent is to fry the brains of intruders with the trap, if the trap is released, a bight, multi-colored light will flash momentarily from the lock. Any creature within 40-ft facing the door at the time of the flash of light must save vs. spell, or become blinded for 3d6 turns (01–40), or hypnotized for 4d4 turns (41–00). A creature subjected to the effects of hypnosis will be susceptible to suggestions made by others, but will not perform an act that will lead to harming himself, nor will he perform an act diametrically opposed to his nature (i.e., a paladin cannot be made to perform an act of chaos nor of evil). If a thief successfully disarms this trap, a 100 g.p. diamond will drop out of the lock.
- **Lock 3: boulder drop.** Any creature standing within 15-ft of the door will suffer 3d4 hit points of crushing damage unless a successful saving throw vs. dexterity is rolled. If the save is successful, the character will reduce this damage by half. Any damage in excess of one half of the PC's current hit points will result in a broken limb according to the **LIMB BREAKAGE** table on ***page 4***.

13. CHAMBERS OF KERRIE, THE HOUSELESS

This chamber is filled items indicating it to be the living chamber of what be a tinkerer, or sage (or even a combination of the two). Plush bedding, welcoming sofas and chairs, and large richly decorated tables and other furnishings are neatly arranged throughout the cave. The east wall of the chamber holds large book shelves containing very many books, of dozens of diverse subjects; everything from sword fighting techniques, to healing arts, thieving practices, astronomy and other sciences, magic use (though no spell books are to be fund), and very many books on history are to be found. On the west wall can be found a large wardrobe. The wardrobe contains outfits designed for traveling, formal gatherings, gardening and other activities. All, designed for a rather slim woman—a human woman given the size of the garments. Also in the wardrobe are several swords, daggers, two thin scimitars, and an immaculately carved short bow of obvious elfish manufacture.

Under the bed, the party will locate a large wooden chest that is locked, and trapped. The trap involves a man-catcher which snaps shut over the hands of anyone attempting to open the chest, securing the hands to the heavy chest, and inflicting 1d4 hit points of damage due to the tightly bound wrist-bands. Opening the chest reveals a small stash of coins (75 cp, 50 sp, 200 gp, 75 pp), 2 gems (50 gp ruby, 25 gp emerald), 3 pieces of jewelry (ornate silver earrings (set with eye agate gem stones, 130 gp), pair of simple silver bracers (no gem stone, 40 gp), electrum wheel brooch (jade center stone, 225 gp)), two scrolls (*cure serious wounds*, *mending*), 1 potion (*gaseous form*).

Also in the chest is a third scroll that contains a letter to a person named Kerrie from an author reporting to be this person's father. The letter is old—perhaps several years—and relates to the recipient the demise of the recipient's brothers when they dared to challenge Valen'cya in her caves. The author begs the recipient to not seek revenge because the challenge is too great, even for one with so many talents as 'Kerrie' possesses.

From the passage to the south, the party can hear the sounds of a hammer beating metal. The noise is constant, pausing only briefly before resuming again. During such periods of relative quiet, a reddish glow is seen to illuminate the cavern walls to the south.

13.a. Workshop of Kerrie, the Houseless: Rounding the u-turn in this passage, a workshop is revealed. It is complete with a large wooden table on the west wall, and a blacksmith's furnace at the dead-end. All along the walls are all manner of tools; hammers, chisels, axes, anvils, pliers and more are carefully organized into neat rows, within easy reach. Also contained upon racks throughout the chamber are swords of all types, apparently made by the pair currently at the smith's forge. At the forge, with their backs to the party, are a human female with a long braid of golden hair, and a copper dragon hordling that appears to have more human blood in it than the others the party has encountered so far[4].

[4] See the appendix **NPCs** for details on both Kerrie and the hordling, Christof.

Notes:

The human is Kerrie, the houseless. The hordling is a half-dragon hordling named Christof[5].

If attacked, the pair will grab the closest weapon within reach and defend themselves, attempting to escape, and retreat to ***area 8.b***.

If the party manages a parley with Kerrie, they will discover she is employed by Valen'cya as a deception in her attempt to exact her revenge against the dragon for the death of her brothers. If Kerrie is convinced that the party also intends to destroy the dragon, she is likely to assist them. She can provide details regarding the complex, and can provide instructions to disarm any of the traps found in the complex with 75% success.

Refer also to the heading **KERRIE, THE HOUSELESS** *in the appendix,* **CAMPAIGN NOTES** *for additional information.*

Because the NPC Kerrie is very powerful in relation to the individual party members, it is unlikely (01–15 on d%) that she will choose to accompany the party upon the completion of this mission, preferring to return to her family. GM's may wish to use her as a tool to spin the party off on sidetreks to other adventures of their own creation.

14. BARRIER DOOR TO THE GOLDEN CAVE

A flesh golem guards this door to the inner sanctum of the Golden Cave.

Flesh golem (1): AC 9; **MV** 80 ft; **HD** 9; **HP** 40; **#AT** 2; **DAM** 2d8/2d8; **POS** —

14.a. Door: This iron-clad door is triple-locked and trapped. Each of the three locks must be removed for the door to open.

- **Lock 1: explosive bolts trap.** The iron bolts holding the iron plating to the door will explode outward, inflicting 1d4 hit points of damage to any creature standing within 20-ft of the door. This will be followed by 2d4 iron plates falling away from the wooden timbers beneath.
- **Lock 2: spiked pit trap.** The trap releases a trap door, dropping victims into a 10-ft deep pit, the bottom of which is lined with razor-sharp basalt rocks. Victims will suffer 2d6 hit points of damage.
- **Lock 3: spring-door trap.** The door violently swings open on a 1-ton spring, smashing into any creature within 5-ft of the door, inflicting 3d4 hit points of crushing damage.

[5] See the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC: CHARACTER RACE OPTIONS** for details on the half-dragon hordling character race.

15. SECRET PASSAGE

This centrally located guard station leads to one of several secret passages required to move deeper into Valen'cya's complex. This location is guarded by a clay golem at ***area 15.a***, with commands to attack any creature that approaches the secret door.

This chamber is also guarded by a chimæra. The creature is chained to the floor by heavy iron rings secured to an iron plate in the center of the chamber. The monster has free-reign to move about the chamber, but its chains will not allow it to move into the three passage that lead away from it.

Clay golem (1): AC 7; **MV** 70 ft; **HD** 12; **HP** 50; **#AT** 1; **DAM** 3d10; **POS** —

Chimæra (1): AC 4; **MV** 90 ft (180 ft flying); **HD** 9; **HP** 60; **#AT** 6; **DAM** 1–3/1–3/1d4/1d4/2d4/3d4, plus breath weapon; **POS** —

15.a. Secret Door: The secret door to the passage beyond is locked, but not trapped.

15.b. Secret Passage: The passage is a tight fit for human-sized creatures (2-ft tall by 2½-ft wide). The floor is damp and slick, and is covered in a thick layer of algae and slimy growth. The ceiling also drips continually with warm water. The primary hazard becomes known if the characters fail to clean the slimy water off their hands when emerging from the other side. These remaining residue is likely to cause the characters to loose their grip on their weapons if in a combat situation (a failed save vs. dexterity + strength with each attempted 'to hit' indicates the character has lost their grip on their weapon). These effects last until the first combat situation, or until the player has indicated they have cleaned their hands, whichever occurs first.

11.c. Secret Passage exit: The egress from ***area 11.b*** is not locked nor concealed. Six mongrelmen guard the cavern-side of the door.

Mongrelmen (6): AC 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **POS** —

16. BARRIER DOOR TO THE GOLDEN CAVE

A clay golem guards this door to the inner sanctum of the Golden Cave.

Notes:

Clay golem (1): AC 7; **MV** 70 ft; **HD** 11; **HP** 50; **#AT** 1; **DAM** 3d10; **POS** —

16.a. Door: The trap releases a trap door, dropping victims into a 10-ft deep pit, the bottom of which is lined with razor-sharp basalt rocks. Victims will suffer 2d6 hit points of damage.

17. SECRET PASSAGE TO VALEN'CYA'S LAIR

This chamber marks a secret 'backdoor' into Valen'cya's cave. It used by Valen'cya's vassals and high ranking lieutenants, so that they can avoid the traps and circuitous route through the Great Hall (***areas 41*** through ***46***).

The guardian of the chamber, and of the concealed door and hidden passage beyond is an iron golem. The golem is facing the east entrance into the cavern, and has very specific instructions; "Guard against intruders from the east entrance". Therefore, creatures coming upon the golem having emerged from the **CONCEALED PASSAGE** will not attract the golem's ire unless they attack it (in which case the golem will defend itself).

Iron Golem (1): AC 3; **MV** 60 ft; **HD** 18; **HP** 80; **#AT** 1; **DAM** 4d10; **POS** —

17.a. Secret door to the Concealed Passage: The door leading into the hall beyond is locked and trapped. The trap causes the door to explode in a shower of stoney fragments, inflicting 4d4 hit points of damage to all creatures within 20-ft of the door. A successful save vs. dexterity halves the amount of damage inflicted. The door close of its own accord (unless forced to remain open) within 1 round of the last character entering therein.

17.b. Concealed passage: Once both doors have returned to a closed position, the hall will be engulfed in total darkness, unless they company has light sources of their own.

If lighted, every square inch of the hallway is revealed to be covered in frescoes depicting battles between dragons of all species against humans and demi-humans. Hundreds of dragon hordlings in all their chromatic species (black, blue, green, red, and white) can also be seen throughout the paintings.

If playing within the Usherwood Adventures setting, these paintings can be identified as depicting the battles known as the First, Second, and Third Dragon Wars.

Once the party reached the center point of the hall, they will begin to hear the screeching of a swarm of bats. Quickly thereafter, they will see the images of the hordlings peeling themselves away from the wall, ceiling, and floor. The painted images begin fluttering throughout the darkness, dive bombing, and nipping at the characters. For the purposes of combat and flight, the images are treated as normal bats.

Fresco Hordlings (normal bats, 100): AC 8; **MV** 10 ft/240 ft flying; **HD** less than 1; **HP** 2; **#AT** 1; **DAM** 1; **POS** —

17.c. Door into Valen'cya's lair: The door from the hall-side is triple locked, and each lock is trapped. Each of the three locks must be removed for the door to open.

- **Lock 1: poison needle trap:** Save vs. poison or die immediately.
- **Lock 2: magma rain trap:** Magma drips from the ceiling, 10 ft before the door for a period of 1d4 rounds. Creatures within the area affect suffer 3d4 hit points of damage for each round of exposure.
- **Lock 3: hammer drop trap:** A 2,000-lbs hammer swings down from the ceiling to smash the character unlocking the door for 4d6 hit points of crushing damage.

The door from the side of Valen'cya's chamber is not locked, nor trapped.

18. SECONDARY PRISONER CELLS

These cells hold special prisoners of Valen'cya; those with special powers, or holding information of an important nature. The guard in this area are four ogres.

Ogre (4): AC 5; **MV** 90 ft; **HD** 4+1; **HP** 26; **#AT** 1; **DAM** 1d10 or by weapon; **POS** —

18.a. Titan captive: This 18-ft tall nude human-like figure appears crammed into the relatively low-ceiling cave (10-ft on average). A cage-like contraption encloses the figure's head, and manacles secure the wrists and ankles. The cage on the figure's head glows with a faint blue light. The titan will make any promises needed to secure his freedom. However, when freed, he will enter an æthereal state at his earliest possible opportunity.

Notes:

Titan (1): AC 2; **MV** 210; **HD** 17; **HP** 35 (of 120); **#AT** 1; **DAM** 7d6; **POS** —

18.b. Gynosphinx captive: the female gynosphinx is a recent captive. Her wounds are fresh; purple bruising, and many superficial cuts attest to the torment she has endured at the hands of her captors. She is manacled to the cave wall at both paws and her neck. If freed, she would gladly assist the party in their battle against Valen'cya and her minions.

Gynosphix (1): AC 0; **MV** 150 ft / 240 ft flying; **HD** 7; **HP** 15 (of 50); **#AT** 3; **DAM** 1d6/1d6/1d12; **POS** —

19. INTERIOR GUARD

Four red dragon hordlings guard this iron door.

Red dragon hordlings (4): AC 4; **MV** 90 ft/120 ft flying; **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** scimitar each

19.a. Door: the wooden door is locked but not trapped. Like the door at ***area 20.b***, it is barred from the inside. The bar is secured by two pins that must be removed from the inside.

20. INTERIOR BACK ENTRANCE GUARD

This passage is dark, and seldom used. The walls and ceiling are covered in thick sticky webbing, slowing movement to 50% of normal. Among the webs, are the carcasses and skeletal remains of countless small animals, humans, demi-humans, and humanoids.

At the center of the passage, hidden in the dark recesses of the ceiling, are 3 huge spiders. Scattered about the passage are the following items; 70 sp, 50 ep, 60 gp, 2 gems (60 gp moonstone, 10 gp turquoise).

Huge spider (3): AC 6; **MV** 180 ft; **HD** 2+2; **HP** 16; **#AT** 1; **DAM** 1d6, plus poison; **POS** —

20.a. Door: See ***area 19.a***.

20.b. Barred door: the inside of the outer door is loosely barred. This allows the door to be able to be opened 6 inches. The bar is secured by two pins that must be removed from the inside.

20.c. Secret Entrance: this secret passage is a means to by-pass the main doors without the use of keys.

21. EXTERIOR BACK ENTRANCE GUARD

Six red dragon hordlings make up the primary guard at this secret back entrance. The door is triple locked, but not trapped.

Red dragon hordlings (6): AC 4; **MV** 90 ft/120 ft flying; **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4/1d4 or by weapon; **POS** scimitar each

21.a. Guards' cots: three straw mattresses line the walls in this small chamber.

22. STUNJELLY WALL

The furthest portion of the cave wall is currently occupied by a large stunjelly.

Stunjelly (1): AC 8; **MV** 30 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 2d4; **POS** —

23. THE GOLDEN CAVE

Door: The wooden door to this cave is locked and trapped. The lock is extremely complex, and thieves making their *open locks* attempt do so at a -10% penalty. The trap is unusual in that it does not seek to harm the intruder, but rather to make the door more difficult to open.

If triggered, the trap will cause a loud sound, as of the dropping of a large metal object against the stone of the ground to be clearly heard from the other side of the wooden door. When the door is opened, and set of heavy iron bars will have dropped across the opening to the chamber.

If they have been dropped, the iron bars will be found to be extraordinarily heavy, requiring a successful major strength test by one of the characters. Unless the character attempting to lift the bars is wearing leather or silk gloves (or similar non-conductive material), a successful strength test will release a powerful surge of electricity to flow through the bars, inflicting 3d6 hit points of electrical damage to anyone touching the bars.

Unless secured by the party, the bars will drop into place again if released by the successful character lifting them. The electrical attack noted above can occur only once every 6 hours as the electricity will require such time to recharge.

Cave: the walls, floor, and ceiling of this small chamber sparkle with golden lights, and holds a small pool of clear water. The golden 'sparkles' are actually crystalline fragments in the natural stone that reflects the yellow light of the party's torches.

Notes:

The pool (which is approximately 10-ft in diameter) appears to be about 2-ft deep. However, the clarity of the water creates an optical illusion, because the depth is in actuality 12-ft. The water is cool, fresh, and contains unusual healing properties. If poured on an open wound, the wound will close, leaving no scar behind. Also, 2d12 hit points of physical damage will be healed. Note that this healing does not extend to hit points lost due to poison, disease, and electricity, but will affect damage due to fire, cold, and acid. Healing will only work once on each creature so treated in any 24 hour period. If removed from the cave, the healing properties of the water will dissipate (loosing 1 hit point of healing potential per hour), though it will remain fresh, potable water indefinitely.

'Reforging' the Ranger's Brand: to reforge the ***Ranger's Brand*** sword, the sword and the hilt must be submerged in the pool—the broken ends firmly pressed together—for no less than 6 full rounds. Any attack upon a character holding the pieces in the water will restart the required period of time to reforge the sword.

Two rounds after the party first submerges the pieces of the sword into the pool, 7 red dragon hordlings will appear running through the passage leading to the golden cave, and attack the party at once.

Red dragon hordlings (7): AC 4; **MV** 90 ft/120 ft flying; **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** scimitar each

Powers of the reforged Ranger's Brand: once reforged, the ***Ranger's Brand*** will become a powerful weapon. The sword will have the following attributes;

Combat:	+2 to hit and damage
	+3 to hit and damage vs. undead
Intelligence:	16
Ego:	15
Communication:	Speech; common, elf, sarngoch[6]
Capabilities:	Detect undead, 120-ft range, 3x per day
	X-ray vision, 40-ft range, once per day
Special Purpose:	Destroy the reforged ***Bone-Hilt*** sword[7]

[6] Replace with an appropriate language from the GM's campaign setting, if not playing within the **USHERWOOD ADVENTURES** campaign world.

[7] If not playing within the **BONE-HILT SWORD CAMPAIGN**, delete this special purpose and remove 6 points from the sword's ego, or, replace with another special purpose of the GM's choosing.

Ranger's Brand as an NPC: as with other powerful weapons, the ***Ranger's Brand*** has an equally powerful personality[8]. If the character is a lawful good ranger, the character may add 5 points to their personality score when calculating their conflict with the weapon. The sword will seek to force the character into combat versus all powerful undead creatures (i.e., those with 5 or more hit die). However, if the character is a lawful good ranger, the weapon will not do so.

Though not 'mouthy', the sword, if drawn from its scabbard, will interject its thoughts of right and wrong, just and unjust, in all situations.

24. CHAMBER OF THE FALSE POOL

The door to this cavern is plated in gold, and bears a bas relief of a handsome human figure bearing a sword, the blade of which is broken off several inches below the hilt. The door is locked, but is not trapped.

The cave walls within are painted a dead black; as the party walks through the passage, their feet break through the crust of black paint to reveal the ordinary stone and soil beneath their feet. As the party traverses the curving passage, they come to a circular pool. The liquid within appears welcoming in the torch light, as it shimmers within the golden bricks that make up the well.

The water however is nothing but an illusion that conceals the spirit naga that resides within.

Spirit naga (1): AC 4; **MV** 120 ft; **HD** 9; **HP** 60; **#AT** 1; **DAM** 1d3; **POS** — ; **Spells** clerical: *cause fear, command, curse* — magic-user: *enlarge, fireball, protection from good, push, ray of enfeeblement, shield, web*

25. THE GIANT SPIDERS

This entire section of the cavern complex has been abandoned, given over to its new masters, a clutch of giant spiders.

The caverns leading up to this cave are littered with the desiccated, web-shrouded corpses of a variety of creatures—humans, hordlings, mongrel men, giant lizards, etc.

So far, the spiders have been quite content to stay within this area, almost as if they have been kept well fed for just such a purpose.

[8] See the **OSRIC SRD, A BATTLE OF THE WILLS: SWORDS VS. CHARACTERS**.

Notes:

Five of the hideous creatures patrol this section, with the sixth and largest holing up in the large cave across the lava river. The spiders have somehow adapted quite well to the heat of the caverns—so much so that they are not affected adversely at all by it, even when close to the rivers of lava.

Amongst the dried up corpses in the cave can be found 1,000 sp, 2,000 ep and a ***+3 short sword*** that gives off a faint bluish glow if anyone or anything of evil alignment is within 50-ft.

Spider, Giant (6): AC 4; **MV** 30 ft / 120 ft in web; **HD** 4+4; **HP** 24; **#AT** 1; **DAM** 1d8; **SA** poison

26. BACK ENTRANCE

A pair of sleeping ogres, who are part of the back entrance guard, snore loudly as they sit propped against the passage wall. They are likely to be awakened as the party passes (1–3 on d6 per party member) unless a successful *move quietly* ability check is made. Two large clubs rest against the cave wall between the ogres. The clubs inflict 3d4 hit points of damage.

One of the pair of ogres has a chain attached to its belt that holds a large number of keys. These keys will unlock all the locks in the complex, but will not by-pass the traps.

Ogre (2): AC 5; **MV** 90 ft; **HD** 4+1; **HP** 30; **#AT** 1; **DAM** 1d10 or by weapon; **POS** —

27. EXPLOSIVE CHEST

In the center of the cave is a large wooden chest. Around the base of the chest are four large L-shaped brackets that secure the chest to the ground (one on each side) by large iron rivets.

The chest is locked, however, the lock is a very simple mechanism (+20% to a thief's ability check).

The chest is also trapped, however, the trap is specifically geared on the lid's hinges.

When a thief attempts to detect and disarm traps on this chest, the PC must specify where on the chest they are performing the check.

When the lid is opened, very loud grinding (as of metal on stone) is heard from the lid's hinges at the back of the chest. The grinding sound is actually igniting a fuse that burns down the back of the chest, and then beneath it. Characters positioned behind the chest can see this fuse burn, and have 1 segment to take action to extinguish it. If a PC indicates they attempt to extinguish the fuse, they must perform a save vs. dexterity. A successful save disrupts the fuse.

If the fuse successfully burns to the base of the chest, then within 1 segment more, the chest and the ground around to a distance of 5-ft explodes violently, inflicting 3d8 hit points of damage to any creature within 20-ft of the chest. A successful save vs. dexterity halves the amount of damage inflicted.

27.a. Dragon hordlings at rest: Six red dragon hordlings occupy this small cave, consuming the remains an unidentifiable creature. If the chest at ***area 27*** is exploded, the hordlings will charge into the larger cave to attack.

Red dragon hordlings (6): AC 4; **MV** 90 ft/120 ft flying; **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** scimitar each

28. GNOLL ENCAMPMENT

This large cavern has been taken over by a group of gnolls from the Weeping Skull tribe. After contacting Lothiam, they arrived on the island by way of the *Xerksis Portal* (see ***area 48.b***), bringing with them treasure in order to pay tribute to Valen'cya and also an offer of alliance from their master.

After delivering their treasure and their message to Valen'cya, they were ushered to this cavern by way of the secret passage at ***area 28.c*** to await her decision.

There are currently 18 gnolls at rest here, and, unlike others of their kind, they are arrayed in strict precision and order. Their armor is well cared for and of a uniform black color. All of this is because their leader, a flind named Malik, expects no less from them.

Malik is known to his troops as "The Beloved," and anyone able to understand the braying speech of gnolls will hear him referred to as such. Their devotion to Malik goes above and beyond that which is normally shown to flinds by gnolls, and this is mostly due to the high esteem in which Malik himself is held by their ultimate master. Malik himself is an exception among flinds; treat as a flind leader in regards to strength bonus (18 strength, +1 'to hit' and +2 damage) and gnoll reaction (18 charisma) and with an armor class of 2 due to the superior armor gifted to him by his patron.

Malik is protected by three gnoll bodyguards (treat as gnoll chieftans wielding two-handed swords) and the tribe's standard bearer.

Notes:

While the standard bearer is alive and holding aloft their emblem (a gruesome banner depicting a smiling human skull with tears of blood), all gnolls will fight with a +1 on their 'to hit' rolls.

If attacked, Malik will direct the gnolls into combat first in order to wear down his opponents and only then will he enter into melee with his bodyguards.

Malik uses a *flind-bar* to great effect in combat, and will concentrate on disarming any opponents who appear to be wielding magical weapons.

If hard-pressed and faced with death, Malik will attempt to escape by fleeing further into the complex, and ***not*** by retreating into Valen'cya's chambers — the risk of appearing weak before the dragon is something he will not risk. He will, however, sacrifice the gnolls under his command as well as his guards, and they will sacrifice themselves without hesitation in order to ensure his survival.

The remainder of the gnoll delegation's treasure is located in 2 chests towards the southwest end of the cavern; 200 sp, 300 pp, 16 gems (base 100 gp value) and 3 potions of *healing*.

Gnolls (18): AC 5; **MV** 90 ft; **HD** 2; **HP** 9; **#AT** 1; **DAM** by weapon; **POS** long sword, 3 gp

Gnoll Standard Bearer (1): AC 3; **MV** 90 ft; **HD** 3; **HP** 20; **#AT** 1; **DAM** by weapon; **POS** long sword, standard (+1 to hit for all gnolls in group while alive), 4 gp

Gnoll Bodyguards (3): AC 3; **MV** 90 ft; **HD** 4; **HP** 22; **#AT** 1; **DAM** by weapon; **POS** two-handed sword, 8 gp

Flind "Malik" (1): AC 3, **MV** 120 ft; **HD** 4; **HP** 25; **#AT** 2; **DAM** by weapon; **POS** flind-bar (on successful hit save vs. aimed magic items or be disarmed); **SA** leader (+1 'to hit', +2 damage, 18 charisma to gnolls)

28a. Secret Entrance to Valen'cya's Chambers: This entrance into Valen'cya's chambers appears to be nothing more than a plain cavern wall and is so cunningly made and magically protected that no attempt to locate it can ever be greater than 1 on d6. Further, there is a permanent illusion over it making it appear as if it is in fact nothing more than a plain wall. If detected and touched, the illusion will temporarily fade revealing a 3-ft × 5-ft grid of red stones. If a thief successfully makes a *detect traps* ability check he will notice faint wear marks around the stones in the following locations (see darker squares in the matrix below):

If these five stones are pressed in any order, forming the letter "V," the entrance will open and no alarm will sound in Valen'cya's chamber.

After any five stones are pressed, the door will open, but an alarm will sound in Valen'cya's chamber, and precautions will be taken against the unauthorized visitors accordingly.

28b. Secret Passage Valen'cya's Chambers: If the correct pattern is pressed on the door at ***area 28.a*** then nothing unusual will happen.

If the correct pattern was not pressed on the door at ***area 28.a*** then everyone who moves through this passageway will be subjected to the effects of an especially powerful *faerie fire* spell. The PCs will be outlined by an aura that makes them visible in darkness and easier to hit (+2) for 2d6 turns.

28c. 'Secret' Entrance from Valen'cya's Chambers: This door is clearly visible and framed in stonework by a bas relief of a red dragon. The dragon's head looms over the center of the doorway, with its two front claws down low by the threshold. If the two claws are pressed down before opening the door (forcing the entrant to go down on a knee to perform obeisance to the dragon), everything works as expected and the door opens without delay.

If this procedure is not followed, flames shoot out of the dragon's mouth filling the area in front of the door and causing 4d4 damage to any creature within 20-ft of the door (a successful save vs. breath weapon halves the damage inflicted).

Any PC closely observing the head of the dragon may notice the fire-blackened state of the sculpture's mouth, and may offer a hint as to the nature of the trap.

29. GNOLL PATROLS

Twelve gnolls from Malik's delegation (see ***area 28***) patrol this area and give advance warning to any who would approach their leader.

Unfortunately, some of them have grown bored and annoyed by their assigned duty, resenting the fact that they've been forced to be away from Malik. Six of them are currently engaged in an odd game of gambling involving a human skull, 10 gems (25 gp each) and various unsavory foodstuffs, and so are likely to be surprised (1–5 on d6) by anyone emerging from the secret passageway at ***area 29.a***.

The other six gnolls randomly patrol the rest of the area between ***area 28*** and the lava river to the north.

Notes:

If attacked, all of the gnolls will fight to the death except for one in order to give him time to run back and warn the main encampment at ***area 28*** of the danger.

Gnolls (12): AC 5; **MV** 90 ft; **HD** 2; **HP** 9; **#AT** 1; **DAM** by weapon; **POS** long sword, 3 gp

29a. Secret Passage: A concealed door hides the entrance to this passageway, once a go between for the servants of Valen'cya to pass from one section of the complex to another, but now largely unused. Hidden mostly by years of not being used, a red dragon hordling skull hanging on the wall marks its location, and a simple twist will cause the door to open.

29b. Secret Passage: A simple passageway between areas of the complex, completely dark but relatively short.

29c. Secret Passage: Similar to ***area 29.a***, a concealed door hides the entrance to this passageway, part of a go between for the servants of Valen'cya to pass from one section of the complex to another. A red dragon hordling skull hanging on the wall marks its location, and a simple twist will cause the door to open. Directly inside the doorway is a pressure plate that used to trigger a deadfall trap, but it no longer functions other than to cause loud clicking sounds to be heard once stepped upon.

30. GHOULISH GUARDIANS

The stone bridge leading into this cave (***area xii***) has a curious sigil carved into it on the north side. A magic-user making a save vs. intelligence, or a cleric saving vs. wisdom will be able to identify it as a minor rune of *protection from undead*.

It was placed here by Louthiam (see ***area 3***) as a way to keep the guardians of this area securely penned in.

Thirteen ghouls and one ghast have been given the run of the area.

In a heap of gruesome refuse located in ***area 30.a*** are the following magic items (still worn or held by partially eaten corpses): a ***hat of disguise***, 4 ***javelins of the raptor*** and a ***shield +2***.

Ghoul (13): AC 6; **MV** 90 ft; **HD** 2; **HP** 9; **#AT** 3; **DAM** 1–3/1–3/1d6; **POS** —
Ghast (1): AC 4; **MV** 90 ft; **HD** 4; **HP** 19; **#AT** 3; **DAM** 1d4/1d4/1d8; **POS** —

30.a. Secret door: Opening this secret door from ***area 30*** is accompanied by a 'whooshing' of stale, fetid air, as though the chamber had been sealed for centuries; the air within having long ago become a vacuum.

31. KEEPERS OF THE HAUNTED PASSAGE

Peering into this chamber from either secret door entrance, the floor is strewn with countless human and humanoid bones. In fact, the floor cannot even be seen through all the bones.

As the first creature enters into the chamber, the bones will assemble themselves, and animate into 18 skeletons, each armed with a rusted scimitar.

Skeletons (18): AC 7; **MV** 120 ft; **HD** 1; **HP** 8; **#AT** 1; **DAM** 1d6; **POS** scimitar each

31.a. Buried treasure: In this alcove, buried beneath the heaps of bones, the party will find a set of ancient chain link armor. Though crusted with centuries of grime, the chains appear to be of high craftsmanship. This set of mail is in fact ***+2 chain mail*** to fit an elfish figure.

31.b. Buried treasure: Moving away the countless bones, the party will find a rather plain looking long sword. However, any PC that has a sword proficiency will recognize the weapon, for all its plainness, as being of extraordinarily high craftsmanship. It is in fact a ***sword of the berserker, +2***.

31.c. Buried treasure: Digging though the heaps of ancient bones, the party amazingly locates an intact, nearly pristine (if a bit dirty) robe. The robe obviously once belonged to a spell-caster, given the designs covering the entire surface. The robe is a ***robe of vermin***, though attempts to identify it will call it a ***robe of protection +4***.

32. INOPPORTUNE TIMING ON THIS SIDE OF THE DOOR

As the party opens the door leading into this passage (or, if they are approaching from the northeast or southwest passages), they come across a planar worm[9] emerging from the basaltic ground right before the door. The worm will attack the nearest PC immediately. If the worm successfully swallows any PC, it will immediately assume ætherealness, and return to its nest on the Elemental Plane of Earth. It will only attack until it has either swallowed a victim, or until it has lost half of its hit points.

[9] See the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details on the planar worm.

Notes:

Planar Worm (1): AC 6; **MV** 90 ft; **HD** 10; **HP** 70; **#AT** 1; **DAM** 2d8; **POS** —

33. THE OTYUGH

Approaching this area, the party will notice a rank, foul smell that seemingly permeates the very rock walls around them.

This section of the complex has become, by default, the cave system's garbage midden — and the absolute lord and master of it — is a large otyugh.

This foul creature is kept well-fed by, regularly feasting on the refuse and offal generated by the occupants, and has no desire to move beyond its limited domain.

It can usually be found hiding amongst the mounds of garbage, hoping to catch anyone delivering wastes unawares, and will attack a party of wandering adventurers as well.

Lesser Otyugh (1): AC 3; **MV** 60 ft; **HD** 7; **HP** 32; **#AT** 3; **DAM** 1d8/1d8/1d4+1; **POS** —

34. A HOARD OF HORDLINGS

This cavern contains a host of red dragon hordlings. Totaling 15 in number, the creatures will attack the party on sight. Also in this chamber, should the party be able to search, are the following items; 1,500 cp, 500 sp, 1,000 gp, 150 pp, +1 'to hit' sling (and a small pouch of ***+2 damage bullets*** (15)), and a wooden box containing 6 +2 darts of venom (inject poison on a successful 'to hit'; save vs. poison +2 or die).

35. SALAMANDER CAVE

Sounds of excavation can be heard from the South-East corner of this cave. The source of the activity is two Salamanders using their metal spears in an attempt to dislodge what appears to be a large raw ruby from the cave wall.

The salamanders were summoned here from the Elemental Plane of Fire by Louthiam in order to destroy a sword that was left behind by a previous adventurer. The sword is in a stone case near the salamanders. Curiously, even in this place, the stone case remains cold to the touch. The salamanders are not particularly happy with having to handle the case, and instead are rather focused on the gem they're working to mine from the cavern wall. In fact, as the party rounds the corner, they have just succeeded in removing it from the wall.

If one of the salamanders is slain, the other will retreat to the lava river located to the northwest in order to return to its home plane. If forced to retreat, they will first make sure they have the gem, and only then will they worry about the sword case on the ground. Having not been particularly well rewarded for this task, they have not given it a high priority.

Ruby: large and raw, worth approximately 3,000 gp, though it will have to be worked by a gemologist to realize that value.

Sword: "Shard", a ***frost brand bastard sword, +3, +6 vs. fire using creatures or creatures dwelling in fire***, treat wielder as if wearing ***ring of fire resistance***, sword has a 50% chance of extinguishing fire in a 10 ft radius, including magical fires such as a *wall of fire*, but not fire-based attacks such as breath weapons or *fireball* spells. Its name is written in runes along its blade.

Salamanders (2): AC 5/3; **MV** 90 ft; **HD** 7+7; **HP** 40; **#AT** 2; **DAM** by weapon, plus 1d6/2d6; **POS** spear

36. THE HAMMER OF BEN'GARIS

The center of this chamber is occupied by the figure an armored man. The figure is seated cross-legged on the floor of the cavern, before a low stone table. Upon the table is resting a light war hammer. The plate armor worn by the figure is ancient in appearance, and would seem to be covered in a layer of fine dust, as though the occupant has not moved from this spot in many years. The figure is the corporeal remains of a knight once named Ben'garis, the bold. However, his mortal form is long gone, and all that remains is a juju zombie contained within the knight's magical armor. If either the knight or the armor is touched in any fashion, the zombie will animate and attack immediately. The armor worn by the zombie (***+2 plate armor***) gives it an effective armor class of 1. Further, the armor requires a weapon of +1 enchantment or better to inflict damage against the zombie.

Once animated, the zombie will attack with a single, ungauntleted hand, clawing for its normal attack routine, although the party will note that the figure's right arm has been amputated above the elbow. The zombie will not attempt to employ the hammer resting on the table.

Juju zombie (1): AC 6; **MV** 90 ft; **HD** 3+12; **HP** 30; **#AT** 1; **DAM** 2d6+1; **POS** —

Notes:

Both the armor worm by the zombie and the hammer are enchanted items. The armor (which is human-sized) is ***+2 plate mail***. However, it also grants an unusual protection in that the wearer can only be struck by weapons of at least +1 enchantment (or else by creatures of at least 7 hit dice).

The hammer, however, is a deceptive item of a magical nature. The weapon is a ***+2 light war hammer***. However, when used in combat the weapon will, on a first successful 'to hit' attempt, graft itself permanently to the wielder's arm, physically becoming part of the limb. The only means of separating the hammer from the PC being a *remove curse* spell, or amputation of the arm above the elbow.

The curse however, also has its benefits. First, as the weapon is physically part of the PC, the character may use a second weapon of less than 36 inches in length (i.e., dagger, hand axe, short sword, etc) without a penalty. Also, the owner may employ a *cause light wounds* spell in combat 3 times per day in combination with an attack using the hammer.

37. NEW EXCAVATIONS

A work gang comprised of 20 mongrelmen, 5 red dragon hordling whippers, and 2 ogres are working the four tunnels branching off from this location. In the center of the main chamber are the two ogres and one of the red dragon hordlings. The rest of the creatures are dispersed as indicated below. Both ogres carry large clubs (capable inflicting 3d4 hit points of damage), each hordling has a whip and a mace. Each of the mongrelmen carries a pick (treat as a hand axe for combat).

Any commotion at the main chamber will call all the creatures from ***areas 37.a*** through ***37.d***.

Ogre (2): AC 5; **MV** 90 ft; **HD** 4+1; **HP** 30; **#AT** 1; **DAM** 1d10 or by weapon; **POS** club each

Red dragon hordlings (5): AC 4; **MV** 90 ft/120 ft flying; **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** mace and whip each

Mongrelmen (20): AC 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **POS** pick each

37.a. Excavation: 5 mongrelmen and 1 red dragon hordling.

37.b. Excavation: 7 mongrelmen and 2 red dragon hordlings.

37.c. Excavation: 3 mongrelmen and 1 red dragon hordling.

37.d. Excavation: 5 mongrelmen. It is 50% likely that at any outbreak of combat in the main chamber, these mongrelmen will seek to escape through the door at ***area 32***.

38. SLIMY PASSAGE

The door leading into the concealed passage is iron-plated, and is small; 36 inches wide and 40 inches high.

38.a. Door to concealed passage: the iron door leading into the concealed passage beyond is not locked, but is trapped. The door on the chamber-side (***area 38***) bears the unmistakable sign of having been struck many times as from a large bladed or pointed object (bearing the signs of many repairs thereafter). This is due to the trap built into the door. When opened, 1d4+1 large spears are launched at the door from the stalactite directly opposite the door. The spears inflict normal damage if successfully hitting a victim (note that spears are fired in a straight line toward the door; therefore, only creatures stranding directly in front of, or inside the door can be struck; probability of being hit is as though the spear is being thrown by a 10 hit die monster, remove armor class adjustments for having a high dexterity).

The spears, however, are poisoned with a disease not unlike the bubonic plague. If a PC fails his saving throw vs. poison, he will contract the deadly disease, which is highly communicable. Within 48 hours of contracting the disease, the afflicted PC will begin to break out in pox colored fiery red to dark purple. This is accompanied by a high fever, vertigo, and severe nausea. As a result, the PC will also have the following attributes affected; strength -1d4+3, dexterity -1d4+2, constitution -1d4+4. All those within 20-ft of the infected person will have a 5% per turn cumulative chance of contracting the disease. Any PC having contracted the disease will have a chance, 10% per day cumulative, of recuperating from the disease (assuming they engage in light, to no, activity). Conversely, infected PC's have a 5% per day cumulative chance of dieing from the disease (roll for death only after a failed recuperation roll). A *cure disease* spell will cure the victim immediately.

38.b. Concealed passage: this passage is quite narrow and low, being but 30-in wide × 36-in tall, and is carved from the basaltic stone of the volcano. Near the mid-point of the passage is a 5-ft long patch of green slime on the ceiling.

Green slime (1): AC 10; **MV** 0 ft; **HD** 2; **HP** 14; **#AT** nil; **DAM** nil; **POS** —

38.c. Door to concealed passage: as the party emerges from the secret passage, the cave they emerge into smells slightly of ozone.

Notes:

39. CAVE OF THE FINAL GUARDIAN

Laying in wait in this cavern is a swarm of 24 volt. They cling to the cave ceiling, and will drop upon the party 3 rounds after they emerge from ***area 38.c***. If the party enters the area via ***area 40***, the volts will not be aware of their presence unless they actually pass into ***area 39***.

Volt (24): AC 3; **MV** 60 ft; **HD** 2+1; **HP** 15; **#AT** 1; **DAM** 1d4, plus 2d6 electrical; **POS** —

40. ENTRANCE INTO THE GREAT HALL

To guard the 'public' entrance into her lair, Valen'cya has made certain agreements with the lords of the Elemental Plane of Earth. These agreements provide her with an adult uraninite dragon every 100 years. In exchange, Valen'cya allows minions from the Elemental Plane of Earth free travel to the Prime Material Plane via her complex.

The uraninite dragon[10] currently on guard at this door is ancient by uraninite reckoning, being nearly 200 years old, and near the end of its time on this plane. The creature is in constant pain and torment as its body slowly decomposes; as much prisoner as it is guardian.

The dragon currently lies against the north wall of the cave, though it is not asleep. This dragon speaks a broken form of common, and frequently curses.

Uraninite dragon (1): AC 6; **MV** 45 ft / 10 ft burrowing; **HD** 7+1; **HP** 50; **#AT** 3; **DAM** 1–3/1–3/2d4, plus breath weapon; **POS** —

40.a. Lead-plated iron door: The triple-locks on this door have long ago decayed and fallen off, having become victims of the radioactive dragons which guarding the secret passage. To the left of the door, before entering into the 3-ft tall × 3-ft wide passage, is a small black cauldron that contains about 1 pound of old hardened bees wax.

40.b. Secret passage: Once either door into this passage have been opened, an ear-shattering screeching can be heard coming from within. To creatures within 100-ft of the passage, the screeching has the effect of the magic-user *symbol of insanity*.

If the party uses the bees wax to stuff into their ears, they can avoid the effects of the screeching.

[10] See the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for details on the uraninite dragon.

40.c. Iron door: This door is triple locked, but not trapped. To the left of the door, before entering into the 3-ft tall × 3-ft wide passage, is a small black cauldron that contains about 1 pound of old hardened bees wax.

41. THE HAUNTED PASSAGE

Both the secret door from ***area 31*** and the iron door near ***area 40.c*** are triple-locked, but not trapped. The door frame around both doors appears to have been sealed with ancient, molten lead, and bears very many holy symbols of evil design around their entire circumference. Among the symbols are *explosive runes*.

This long-forgotten hallway shows no obvious signs of the recent passage of any creature; a thick layer of dust and cobwebs lies undisturbed across the entire floor. If examined, the floor, walls, and ceiling are seen to be carved out of the solid basaltic stone, and once may have been polished to a high sheen.

The only debris in the dark passage is a pile of bones at the 90 degree bend. Here are the remains of a human figure; possibly female given the garments, however, these could just as easily be the tunic of a holy man. Upon the right hand of the figure, the party can see a gold ring bearing a diamond center stone. Clutched in the left hand of the figure is a mace, covered in a fine layer of dust. If checked, the bones radiate a strong aura of evil.

If the remains are disturbed in any way, a ghost will materialize directly over the skeletal figure. It is the ghost of a human female, her name is *Eleanor, the harlot*. If the party is somehow able to communicate with the undead figure, they will learn she was once a cleric serving the living red dragon Valen'cya. The dragon had her imprisoned here in this hidden hall, to perish in utter anonymity. Her transgression against the dragon; unknown, else, Eleanor is unwilling to reveal it.

Now that she has been released from her endless sleep, the ghost will seek to exact revenge upon Valen'cya and her minions, starting with the adventurers. If turned, or if combat is going against her, she will escape through the door the party entered in through (the protective runes locking her herein having been broken), and will move at once to Valen'cya's chamber.

The ring is a ***ring of wisdom***, and the mace is a ***mace of curses*** (see the appendix, **NEW MAGIC**, for complete descriptions of both items). The mace contains 23 charges, and cannot be recharged.

Ghost (1): AC 0; **MV** 90 ft; **HD** 10+4; **HP** 70; **#AT** 1; **DAM** whither, plus *magic jar*; **POS** —

Notes:

GREAT HALL

This 500-ft long hall was constructed to weaken the will of any creature foolish enough to attempt to gain an audience with Valen'cya. Each section within the hall attempts to attack five of the intruders' attributes; strength, dexterity, constitution, intelligence, and wisdom.

42. HALL OF STRENGTH

Scattered the length of the hall are many broken timbers blocking the PCs path to the next door. These must be moved in order for the PCs to be able to move through the hallway. Although there are many more timbers than this, the party need only move 10 timbers out of their way, each requiring a successful minor strength test in order to do so. The timbers are normal wood, and may be burned if desired, although this will create a thick pall of smoke and much heat for a period of 10d4×10 turns.

42.a. Wooden door: The door is not locked or trapped, but it is stuck fast within the door jamb. A PC will need to successfully attempt a major test for strength in order to force the door open. The PC who successfully opens the door, will be immediately struck by a *weaken* spell (reverse of the magic-user spell *strength*), no save possible. This will lower the PCs effective strength by 1d4+2, for 4d4×4 turns. The PC will not be aware of this until they attempt their next test of strength, or until revealed in combat.

Alternatively, the PCs may batter the door down, by inflicting 20 hit points of structural damage. If this is the case, the last PC to inflict damage upon the door before it collapses will be the target of the spell mentioned above. The door, though wood, appears to be impervious to fire; normal or magical.

43. HALL OF DEXTERITY

Running the length of this hall is a narrow tree trunk, spanning the 100-ft distance to the door at the opposite end. The trunk averages 1-ft in diameter through its entire length. The spans to either side of the tree are an open pit that drops 20-ft to a bed of jagged rocks. Any creature falling into the pit will suffer 3d8 hit points of damage.

Due to its length and relatively narrow diameter, the trunk has a tendency to bounce as the party crosses it. PCs must make a save vs. dexterity every 20-ft at +2, or fall into the pit. If more than 1 PC at a time is attempting to traverse the trunk, the bouncing motion of the trunk increases, causing those making their dexterity saves to do so at -1 for each PC on the trunk.

43.a. Steel door: This door is triple-locked and trapped.

- **Lock 1: poison needle trap.** save vs. poison or die immediately.
- **Lock 2: boulder drop.** Any creature standing within 15-ft of the door will suffer 3d4 hit points of crushing damage unless a successful saving throw vs. dexterity is rolled. If the save is successful, the character will reduce this damage by half. Any damage in excess of one half of the PC's current hit points will result in a broken limb according to the **LIMB BREAKAGE** table on *page 4*.
- **Lock 3: poisoned spear trap.** A spear is released from the ceiling, targeted at the creature picking the locks, inflicting 2d4 hit points of damage. The spear is tipped with a poison that causes the victim to loose 1d4+2 dexterity points, unless a successful save vs. poison is made.

44. HALL OF CONSTITUTION

For the entire length of the hall, at 10-ft intervals, there are narrow pipes protruding approximately 6-in from the wall on each side. The pipes are made of iron, and are highly corroded. As the first party member reaches the mid-point of the hall, they will begin to hear hissing within the hall. A quick study will prove the hissing sound is coming from the short lengths of pipe. This indicates a colorless, orderless chemical is being released into the hallway. Each PC must make a successful save vs. constitution, or become violently ill for 2d6 rounds, and will loose 1–3 hit points. Any PC who becomes ill will loose 1d4+2 points of constitution for 12 turns. A successful save avoids loss of constitution points, but not the hit point loss.

44.a. Iron door: The door is neither locked nor trapped.

45. HALL OF INTELLIGENCE

Once the party gets past the illusions at *area 45.a*, and enter into the hallway beyond, the first PC to cross the threshold into the hallway will get blasted with a *feeblemind* spell.

45.a. Golden door: This door is clad in a shimmering plating of gold, with an intricate bas relief depicting an elaborate, if fanciful, image of a red dragon rearing up on its hind legs. The door, which appears to be unlocked and free of traps, is in fact an illusion. Once the PCs manage to dispel this illusion, a second illusion takes its place; that of the vacuum of space, complete with an alien star field. At the same time this illusion appears, an *audible glamour* as of wind can be heard throughout *area 44*.

Notes:

This is also accompanied by an actual breeze, blown from a fan in the ceiling, blowing toward ***area 45.a***. The ceiling fan has the same probability of discovery as that of a concealed door.

46. HALL OF WISDOM

Crossing the threshold of this door without checking for traps, can be considered a very foolish action. A hairline wire has been placed across the threshold. Breaking this wire will fire 6 tiny darts from within the doorjamb. These darts do not inflict any damage, other than the feeling of a small pinprick. However, the PC breaking the wire, and crossing into ***area 46*** must save vs. poison or become highly intoxicated for 10d4 turns, reducing their effective wisdom to 5.

46.a. Platinum door: This platinum-plated door has one very obvious, distinguishing characteristic about it; a large, red button placed dead center in the door. Other than this, the door has no other distinguishing features save an iron plate on the floor, placed directly in front of it. The iron plate has a large bull's-eye painted crudely on it in red paint.

If any party member presses the red button while avoiding the iron plate, then all creatures located in ***area 45*** will be teleported back to ***area 2***; all traps will be reset, all locks relocked, all slain creatures restored to life. The party will also find all their treasure accumulated within the complex to be returned to their original positions.

The author understands some GM's reticence of potentially dividing the party, and even forcing them to restart the game all over again (though secretly, he chuckles silently to himself as he writes this passage). If you find yourself in this position, feel free to simply have the door explode in a shower of molten platinum fragments, inflicting 3d6 hit points of damage to any creature within 50-ft of the door.

If any party member presses the red button while standing directly on the iron plate, then the door into ***area 46*** will swing silently open on well-oiled hinges.

CHAMBERS OF VALEN'CYA

This huge chamber is divided in the middle by a wide lava flow, traveling east to west. The heat in the chamber is overwhelming to any creature not acclimated to such conditions, or else, protected against them; magically, or otherwise.

Those creatures not protected against the heat will find their strength, dexterity, and constitution attributes sapped, as each is reduced 3–6 points (1d4+2).

The author recommends this reduction in attribute points be done over sequential turns (i.e., the first point after 1 turn, the second point after the 2 turns, and so on).

Another prominent feature of this chamber is the fact that it is open to the sky. Looking up, the party will see the afternoon (or nighttime) sky through the volcano shaft. The opening to the outside is 500-ft above the floor of the chamber.

The chamber is lighted only by the thin stream of sunlight (or moonlight) from the shaft above, and from the glowing lava in the center of the chamber. These conditions give thieves in the party a +20% advantage to *hide in shadows*, so long as they remain against the walls. Even non-thieves may attempt to keep to the shadows in these conditions. With a successful save vs. dexterity, and non-thief can attempt to *hide in shadows* as a first level thief.

47. VALEN'CYA'S HORDE/HOARD

On this side of the chamber are gathered a large number of the dragon's minions; 35 red dragon hordlings (wielding an array of scimitars, short swords, long swords, and maces), 7 ogres (each equipped with a large club which inflicts 3d4 hit points of damage), and 15 mongrelmen (unarmed).

Ogre (2): AC 5; **MV** 90 ft; **HD** 4+1; **HP** 30; **#AT** 1; **DAM** 1d10 or by weapon; **POS** club each

Red dragon hordlings (5): AC 4; **MV** 90 ft/120 ft flying; **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** mace and whip each

Mongrelmen (20): AC 5; **MV** 90 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** 1d10; **POS** pick each

The crowd of creatures is generally occupying the center of this area. If combat breaks out here, the hordlings at ***area 48*** will fly across the lava stream to assist in the battle.

47.a. Valen'cya's treasure horde: This chamber contains the dragon's vast mound of wealth, accumulated through centuries of hoarding; 30,000 cp, 100,000 sp, 40,000 ep, 60,000 gp, 5,000 pp, 100 gems (see below), 40 pieces of jewelry, 4 magic items (***candle of invocation (lawful good)***, ***cape of the mountebank***, ***cloak of***

Notes:

resistance +2, ***thunder spear***, 8 potions (***fire resistance*** (x4), ***invulnerability***, ***speed***, ***super-heroism***), and 4 scrolls (***ward of demons***, ***ward of elementals***, ***ward of magic***, ***ward of undead***). Also among Valen'cya's vast pile of treasure is a cobalt jar which is sealed with a leaded plug. The lead has been inscribed with runes of protection. A *detect magic* spell will reveal a strong aura of magic, and *detect evil* will reveal a powerful evil contained within the jar.

Refer also to the heading **VALEN'CYA, THE UNDEAD RED DRAGON** *in the appendix,* **CAMPAIGN NOTES** *for additional information.*

GEM	VALUE (GP)	GEM	VALUE (GP)	GEM	VALUE (GP)	GEM	VALUE (GP)
Zircon	70	Rock Crystal	150	Onyx	100	Sardonyx	20
Coral	60	Star Rose Quartz	300	Peridot	450	Citrine	300
Jade	60	Chrysoberyl	300	Ruby	30000	Emerald	8000
Amber	300	Emerald	700	Lapis Lazuli	30	Obsidian	60
Moss Agate	60	Moonstone	150	Emerald	1300	Amethyst	4000
Fire Opal	1600	Lapis Lazuli	30	Jacinth	3500	Alexandrite	80
Bloodstone	75	Sapphire	3000	Blue Quartz	14	Jasper	55
Rock Crystal	10	Topaz	1500	Amber	750	Carnelian	100
Star Sapphire	3000	Fire Opal	1500	Spinel	275	Onyx	25
Jade	600	Jacinth	2500	Moonstone	200	Moss Agate	11
Opal	1500	Peridot	450	Fire Opal	21000	Topaz	200
Oriental Topaz	6000	Jade	200	Hematite	210	Opal	300
Star Ruby	200	Blue Quartz	50	Citrine	10	Chalcedony	80
Diamond	100	Emerald	3000	Garnet	1500	Garnet	1000
Tourmaline	80	Jade	70	Alexandrite	30	Onyx	150
Jet	300	Malachite	13	Jasper	35	Emerald	2500
Eye Agate	2	Rock Crystal	150	Sapphire	1100	Emerald	2000
Amethyst	6000	Moss Agate	60	Tiger Eye	5	Chalcedony	70
Sapphire	1400	Star Rose Quartz	45	Rhodochrosite	2	Onyx	60
Spinel	2750	Rock Crystal	550	Jacinth	6000	Sapphire	400
Star Rose Quartz	10	Jasper	65	Tiger Eye	30	Azurite	5
Banded Agate	9	Black Opal	6000	Star Sapphire	800	Banded Agate	5
Sapphire	3000	Topaz	900	Diamond	10000	Bloodstone	60
Turquoise	60	Black Sapphire	30000	Fire Opal	1400	Chrysoberyl	600
Amethyst	400	Turquoise	210	Amethyst	3000	Onyx	80

JEWELRY DESCRIPTION	GEM STONE(S)	VALUE (GP)	JEWELRY DESCRIPTION	GEM STONE(S)	VALUE (GP)
Fibula, ornate	Coral	272	Pendant, grande	Moonstone	1,533
Chaplet, grande	Black Opal	2,296	Clasp, simple		96
Bracer, grande	Spinel	2,562	Necklace, simple		14
Pendant, cheap		5	Bracelet, cheap		12
Coronet		58	Ring, grande	Jade	1,900
Ring, cheap		2	Morse, ornate	Topaz	185
Buckle, simple		56	Bracelet, cheap		1
Tiara, simple		29	Buckle, ornate, platinum	Diamond	10,599

Notes:

JEWELRY DESCRIPTION	GEM STONE(S)	VALUE (GP)	JEWELRY DESCRIPTION	GEM STONE(S)	VALUE (GP)
Earrings, simple		61	Brooch, cluster	Azurite	85
Pendant, cheap		1	Chaplet, simple		86
Pendant, simple		14	Clasp, ornate	Jade	2,950
Chaplet, ornate	Star Sapphire	654	Necklace, simple		19
Clasp, simple		31	Bracelet, cheap		5
Clasp, simple		102	Brooch, wheel	Fire Opal	597
Morse, simple		68	Necklace, simple		49
Ring, cheap		4	Necklace, ornate	Sardonyx	275
Clasp, ornate	Smoky Quartz	1,590	Bracer, ornate	Carnelian	989
Earrings, grande	Topaz	1,246	Coronet		28
Pendant, cheap		13	Necklace, simple		8
Tiara, grande	Amethyst	16,083	Earrings, simple		36

47.b. Guardian of the north zipline: The alcove to the north-east — directly opposite the zipline (*area xiv*) — is completely obscured in an unnatural darkness. This darkness is actually the result of a *continual darkness* spell cast the alcove's single occupant; a succubus in servitude to Valen'cya.

If the party attempts to cross the lava stream for *area 47.b*, the succubus will wait until at least one character is engaged in crossing before attacking. If the party is crossing from *area 48.a*, she will wait for the first party member to touch ground at *area 47.b* before attacking.

Succubus (1): AC 0; **MV** 120 ft (180 ft flying); **HD** 6; **HP** 40; **#AT** 2; **DAM** 1–3/1–3 + energy drain; **POS** —

48. VALEN'CYA'S CHAMBER

This southern side of the lava stream is occupied by an enormous rotting corpse of an animated, undead dragon; Valen'cya. The creature is speaking (in barely understandable common speech) with a human in the robes of a spell-caster; Louthiam of Rhanmu (see *area 3*, refer to the appendix NPCs for additional information). The pair are discussing the magic-user's progress in creating his magma golem. The details the party can make out if they listen closely are;

- Success is close at hand
- The proto-magma creation is animated, but not as strong as Valen'cya's master requires
- Louthiam's assistant has gone ahead through the portal to attempt creating one such creature for Valen'cya's master in his tower

Valen'cya's actions: The dracolich will attempt to engage the party in conversation while she appraises the party's strength and weaknesses. Thinking herself superior to all living creatures, her concerns remain focused on which party member will prove to be the tastiest morsel.

See also the section entitled **THE KNOWLEDGE OF VALEN'CYA** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

Louthiam's actions: the magic-user is a natural-born coward. At the first hint of trouble, Louthiam will attempt to make an escape through the concealed passage at *area 28.b*.

Kerrie, the Houseless' actions (if present): If the Jack-of-All-Trades accompanied the party, she will first pursue Louthiam in an attempt to prevent his escape. If Louthiam's escape is prevented in anyway, she will move to engage the ogre magi at *area 48.b*, to prevent them from summoning additional support through the Xerksis Portal.

Ogre and hordling actions: The ogres will attack any creature that approaches to attack Valen'cya. The hordlings will take flight to attack any intruders.

Also on this side of the chamber are Valen'cya's personal guard; 5 ogres and 25 red dragon hordlings.

Valen'cya; dracolich (1): AC -1; **MV** 90 ft (240 ft flying); **HD** 17; **HP** 126; **#AT** 3; **DAM** 1d8/1d8/3d10 + breath weapon, plus energy drain; **POS** —

Notes:

Louthiam (1): AC 6; **MV** 90 ft; **HD** 12; **HP** 40; **#AT** 1; **DAM** by spell or weapon; **POS** *staff of wizardry, dagger of venom*

Ogre (5): AC 5; **MV** 90 ft; **HD** 4+1; **HP** 30; **#AT** 1; **DAM** 1d10 or by weapon; **POS** club each

Red dragon hordlings (25): AC 4; **MV** 90 ft (120 ft flying); **HD** 4+1; **HP** 28; **#AT** 3 or by weapon; **DAM** 1d4/1d4/1d4 or by weapon; **POS** long sword each

48.a. Guardian of the south zipline: The pole supporting this south end of the zipline (***area xiv***) is carved into the likenesses of three life-size intertwining salamanders, each holding a halberd. The creatures represented on the pole are actually three separate caryatid columns which will animate if approached to within 20-ft. If animated, the columns will first attack the zipline with their weapons, attempting to sever it before the party can use the zipline. The columns must attack the cable as though attacking AC 2. Five successful hits (regardless of the total hit points inflicted) will be required to break the zipline cable. Only after breaking the cable, will the columns turn their attention to any attackers.

The columns are capable of crossing the lava stream at a movement rate of 30-ft per round.

Caryatid Column (3): AC 5; **MV** 60 ft; **HD** 5; **HP** 40; **#AT** 1; **DAM** 2d4; **POS** —

48.b. The Xerksis Portal: This small alcove is guarded by 5 ogre magi. These magi will not leave their post guarding the portal for any reason; even at the command of Valen'cya herself. These guardians follow the command of the master of the portal only. If the portal is approached to within 50-ft by any creature—even Valen'cya—they will attack. Should the tide of combat be going against the magi, all survivors will step through the portal's mirrored surface to escape.

Each is armed with a, ***+1 two-handed sword***.

Ogre magi (5): AC 4; **MV** 90 ft (150 ft flying); **HD** 5+2; **HP** 35; **#AT** 1; **DAM** 1d12 or by weapon; **POS** —

The object that is the focus of the ogre magis' attention is the Xerksis Portal. The portal is a large 10-ft tall by 4-ft wide mirror. The image the mirror projects is a disturbing reflection of alternate reality. Therefore, masculinity appears feminine, short appears tall, handsome appears ugly, and so on. So disturbing is the reflected image on the viewer, that a failed save vs. combined wisdom+constitution (i.e., roll 7d6) will cause the viewer to become paralyzed with fear 3d6 rounds.

The frame into which the mirror is set is platinum, and is carved into horrific images which writhe and flow over the entire surface. The images are those of tortured humans and demi-humans which scream and cry out in agony and torment. At the top of the frame is the figure of a human-like figure dressed all in robes; a cowl obscuring the face, though skeletal hands extend from the robe's sleeves. The figure keeps its arms out-stretched in a beckoning manner, as the head continually moves side to side as though observing the other figures on the frame.

The mirror and frame cannot be broken, and leans against the alcove wall. In order to move the portal, the party would need to be capable of lifting and moving the equivalent of 12,000 lbs.

Refer to the heading **THE XERKSIS PORTAL** *in the appendix,* **CAMPAIGN NOTES** *for additional information if you are playing this in the context of* **THE BONE-HILT SWORD** *campaign. Otherwise, continue with the information below.*

The Xerksis Portal is a means for the portal's master to convey his minions and messages across great distances. However, the correct commands words must be known in order to travel to a specific destination. If no command word is spoken, the traveler will be teleported to the last destination of the previous user.

- If the party follows immediately on the heals of an escaping ogre magi, they will find themselves in a palatial castle inhabited by dozens of the magi.
- If the party follows a salamander through the portal, they will find themselves within the Elemental Plane of Fire.
- If the party follows behind a fire giant, they will be within a thunderous volcano, faced by 3d4+3 fire giants.
- If the party follows gnolls through the portal, they will emerge in a blazing hot desert, in the midst of a force of 10d4 gnolls.

In each of these cases, the portal will also be present in the party's new location. However, without the command word to return to Valen'cya's lair specifically, the resultant location must

Notes:





be randomly determined. This randomization method should also be used if the party is not following a specific creature through the portal, but is simply experimenting with it;

D%	LOCATION
01–50	Randomly determined location on the Prime Material Plane
51–60	Magic jarred into a vessel in the chamber of a powerful lich (return portal not present)
61–65	Elemental Plane of Fire
66–70	Elemental Plane of Earth
71–75	Elemental Plane of Air
76–80	Elemental Plane of Water
81–85	Cast at the feet of his/her deity (return portal not present)
86–90	Submerged at the deepest trench of the deepest ocean
91–95	Randomly determined outer plane of existence
96–99	Magic jarred into the pommel of a magic sword; sword takes personality of the victim until freed (return portal not present)
00	The Void (return portal not present)

These results are merely suggestions, and GM's are welcome to determine their own random results should they better fit into their specific gaming needs.

If the party can manage to get one of the aforementioned creatures (ogre magi, salamander, fire giant, gnoll (leader only)) to reveal the command words, they can use the portal to travel to any destination of their choice, without error. However, in doing so, there is a 5% cumulative chance per use that the portal will explode in a detonation which would obliterate everything within a 5 mile radius, trapping the traveler(s) within The Void.

Here ends the party's quest into Valen'cya's lair to reforge the Ranger's Brand and destroy the Bone-Hilt Sword. So what's missing? The Bone-Hilt Sword. After the party steps through the Xerksis Portal, they will be whisked at once to the Mage-King's tower. Therein, they will find the blade of the Bone-Hilt. And only there can the sword truly be destroyed. The destruction of the sword within the chambers of Valen'cya is a lie and a deception by the Mage-King himself. Although the Mage-King knows that only in his tower can the sword be truly destroyed, he also knows that to possess the power he truly desires, he must have the sword himself. Wise characters will realize that the entire mission has been a ploy to get the party to deliver the evil hilt to Him directly.

Notes:

LOUTHIAM'S MAGIC PORTAL (*area 9*)

If the party attempts to use this magical device, they will be confronted by a shadowy, robed figure from within it. The image fills all characters who see it with an overpowering sense of fear and dread, and must make a saving throw vs. death or lose 1 experience level (characters lose only enough experience points to take them to the next lower level).

This shadowy figure is Xerksis, and having beheld the party, he now knows their number and their kind, and may prepare himself for their arrival accordingly in the next adventure; **IN THE HALLS OF THE MAGE-KING**.

KERRIE, THE HOUSELESS (*area 13.a*)

The Jack-of-All-Trades, Kerrie, has no information regarding the ***Ranger's Brand***, nor of the ***Bone-Hilt sword***. She is unaware of a connection between the mage-king Xerksis and the dragon Valen'cya. At the GM's discretion, if the party performs well in their final battle with Xerksis (see *areas 47* and *48*, it is 50% likely that she will accompany the party through the portal at *area 48.b*.

THE KNOWLEDGE OF VALEN'CYA (*area 48*)

If the Usher-kin is present, Valen'cya will quickly become angered, seeking to destroy that character before all others.

If the party is able to question Valen'cya regarding the Bone-Hilt sword, she will feign to have no knowledge, but in fact she does know that the blade currently rests in the top-most chamber of the tower of the Mage-King, Xerksis. She also knows that only there in the tower can the Bone-Hilt sword be reforged, and subsequently destroyed. If properly bribed or tricked, she can also reveal;

- A wall of moving pictures will prove to be the entry to the chamber of the Mage-King
- The chamber of the Mage-King holds many foes of Him, and if these foes can be released, success is assured
- Turn the carpet to escape the Mage-King's chamber
- Ewan van Nuys (the party's contact in the village of Usherwood) is in fact in league with the Mage-King to retrieve and reforge the Bone-Hilt sword (see the appendix **VAN NUYS THE TRAITOR** in book 5 **IN THE HALLS OF THE MAGE-KING**)

VALEN'CYA, THE UNDEAD RED DRAGON (*area 48*)

Valen'cya is the dragon thought slain by Mandrake Usher. When discovered by the villagers of Usherwood, her undying carcass was not destroyed, but was rather entombed within her lair. Many years later, her caves were re-discovered by a cleric and follower of a cult which venerated dragon-kind; particularly, evil dragons. Learning of the legend of the slain red dragon on the Usher Arm Peninsula (refer to the appendix, **THE VILLAGE OF USHERWOOD** in book 1, **YRCHYN, THE TYRANT**), the dragon cult sent an expedition to discover the lair. Many trials assailed the party who set out, so that at the time the party made the discovery of Valen'cya's caves, only the cleric, and a small retinue of henchmen survived. The cleric—understanding the power that yet slept in the old bones of the dragon—gathered up the remains, and returned them to the Isle of Valen'cya, which was then called, *Neesh Zai* ('the dead land'). Deep in the dark depths of Adskut, the cleric performed evil and forgotten rituals over the monster's remains, until at the last, he re-animated the bones of the dragon, and Valen'cya's spirit once more walked the earth, though in an undead state.

To serve the dragon, the cleric betrayed his followers and henchmen, and through evil magics, transformed them into dragon hordlings (refer to **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**, by Usherwood Publishing). However, the cleric was in turn betrayed by Valen'cya, who feared treachery by the cleric, and imprisoned him in a cobalt jar which Valen'cya keeps secured among her horde (see *area 47.a*).

Role-playing Valen'cya: Valen'cya is an evil soul, tormented and twisted by her undying state. She has existed, in both living and undying forms, for several millennia. She exists now in a constant state of pain, anger, anguish, regret, and corruptible desire. She no longer has the ego of mortal dragons, and cannot be manipulated by desire for treasure. She seeks only a means to end her pain. She will certainly see the introduction of prey, other than the hordlings and other creatures she enslaves, too great a temptation to ignore. She will seek to have the party captured alive if at all possible, for she would wish to consume their living flesh. Any human fighters (rangers in particular if they can be identified) she will attempt to destroy outright.

vs. the Usher-Kin: Valen'cya will know the Usher-Kin (see *page 2*) as soon as he or she enter her chambers (see *areas 47* and *48*), as she will 'know the blood' of the one who took her life so long ago (refer to the appendix **THE VILLAGE OF USHERWOOD** from **YRCHYN, THE TYRANT**). She will attempt to parley, but only to discover what brings him/her here with an 'armed escort', and will attempt to engage the Usher-Kin in 1-on-1 combat, to settle her old score.

THE XERKSIS PORTAL (*area 48.b*)

The Xerksis Portal is a teleportation device that will immediately teleport any creature touching the mirrored surface to *area 1* of **IN THE HALLS OF THE MAGE-KING**.

If the party will not be moving immediately on to **THE MAGE-KING** adventure, GM's should feel free to use the randomization chart at *area 48.b*, and include the portal at a later time to teleport the party back into the **BONE-HILT SWORD** sequence.

Should the party avoid the portal, GM's are encouraged to try different tactics in order to get the party to investigate it further.

DRACOLICH

(turned as type 12)

Frequency:	Very rare
No. Encountered:	1
Size:	Large; per ancient dragon species
Move:	per ancient dragon species
Armor Class:	per ancient dragon species, -3
Hit Dice:	per ancient dragon species, +50%
Attacks:	3
Damage:	per ancient dragon species
Special Attacks:	breath weapon, level drain
Special Defences:	enhanced *dragon fear*, immune to *charm*, *fear*, *sleep*, *poison*, *cold*, *electrical*, and *death*-based spells, immune to acid
Magic Resistance:	Standard
Lair Probability:	99%
Intelligence:	Genius
Alignment:	Evil
Level/XP:	10 / 10,000+16/hp



The dracolich is the result of an ancient, evil dragon going through similar dark magics as that of a lich. Generally, the dragon does so against its will, but occasionally, the dragon does so with similar desires as those of the evil being who becomes a lich. Whichever their origins, the dracolich abhors living creatures, and seeks to destroy them except where they live to serve the undead monstrosity.

The lair of a dracolich is a warren located in the most extreme environments, and is always located deep beneath the earth. Such lairs will be filled with servants to protect the dracolich from the outside world, which would seek to destroy it.

Dracoliches have the same claw/claw/bite routine as do their mortal cousins, and they also retain the breath weapon common to their species. However, dracoliches can also paralyze a victim on a successful attack (victims must save vs. paralyzation or remain frozen to the spot for 3d6 turns). Further, the dracolich's aura of *fear* affects all creatures less than 7 hit dice unless they make a successful save vs. magic, and creatures below 5 hit dice get no such saving throw against the aura of *fear*.

Should a dracolich successfully attack a single creature in a single round of combat with all three of its physical attacks (claw/claw/bite), it will drain 1 level of experience from the victim.

The dracolich appears as a huge skeletal dragon, upon which cling the rotting remains of the flesh and muscle it possessed in life. Within the rib cage of each dracolich can be found the bellows which fuels its breath weapon. If this great fetid bag can be punctured (inflicting at least 10 hit points of damage with an edged weapon in a single attack, treat as armor class -2), the dracolich will explode in a shower of the remains of that weapon (i.e., a red dracolich will be a fireball, a green dracolich will be a cloud of chlorine gas, etc.), dealing full damage of the breath weapon ×2 (saving throw applicable) to all creatures in a 50-ft diameter area, destroying the creature. If the creature has already used up its thrice daily uses of the breath weapon, the explosion will inflict 50% of the possible damage; none with a successful save vs. breath weapon; and the dracolich will not be destroyed, but will suffer 4d8 hit points of damage.

Dracoliches can see all invisible creatures and objects.

No metallic dragon species have ever been known to become dracoliches, though through the magics involved, it would possible to achieve.

Treasure: 100% of all possible for ancient dragon species.

DRACOLISK, GARNET

Frequency:	Very rare
No. Encountered:	1–2
Size:	Large (15-ft)
Move:	90 ft
Armor Class:	4
Hit Dice:	6+3
Attacks:	3
Damage:	1d6/1d6/3d4
Special Attacks:	See below
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	60%
Intelligence:	Low
Alignment:	Chaotic evil
Level/XP:	7/1,000 + 10/hp



Garnet dracolisks are the result of the pairing of a red dragon and a basilisk. They most resemble their dragon parentage, and are armored with thick reddish-black scales. As with the more familiar (black) dracolisk (qv), they also have six powerful clawed limbs and two small wings. Garnet dracolisks are never found to be capable of speech of any sort.

The wings of the garnet dracolisk are much too small to allow for flight.

The garnet dracolisk is able to make use of two powerful clawing attacks with its forelimbs, inflicting 1d6 hit points of damage with each successful strike. They are also able to attack by biting their enemy for 3d6 hit points of damage. However, they prefer to use their breath weapon or gaze attack before entering melee. Up to three times per day, a garnet dracolisk is capable of breathing a cone of fire 50-ft long with a radius of 5-ft at its terminus; this causes damage equal to one half of the creature's total hit points, though a successful saving throw vs. breath weapon reduces this by half. Additionally, a victim within 30-ft of a garnet dracolisk, and meeting its gaze must make a saving throw vs. petrifaction or be turned to stone. As with its basilisk parent, the gaze attack of the garnet dracolisk extends into the astral and æthereal planes and those who seek to avoid looking directly at the beast, attack with a -4 penalty.

Treasure: 1d10×1,000 cp (25%), 1d8×1,000 sp (25%), 1d6×1,000 gp (25%), 1d6×100 pp (25%), 3d6 gems (50%), 3d4 jewelry (50%) and any three magic items (25%)

ELF, AQUATIC

	Lake elf	Ocean elf	Aquælf
Frequency:	Rare	Uncommon	Rare
No. Encountered:	6d6	12d20	See below
Size:	Man-sized	Man-sized	12-ft long
Move:	30 ft, 150 ft swimming	30 ft, 150 ft swimming	240 ft swimming
Armor class:	5	5	5
Hit dice:	1+1	1+1	4+1
Attacks:	1	1	1
Damage:	1d8 or by weapon		
Special attacks:	+1 to hit with spear	+1 to hit with trident or net	+2 to hit with trident, spell use, tail slap
Special defences:	See below.		
Magic resistance:	90% to *sleep* or *charm*		
Lair probability:	10%	10%	25%
Intelligence:	High	Very to high	High
Alignment:	Chaotic good	Chaotic neutral to chaotic good.	
Level/XP:	2/30+1/hp	2/30+1/hp	4/235+4/hp

Lake elves are the freshwater variety of aquatic elf; faerie counterparts to mermen. Their bodies above the waist are elven, and below the waist are trout-like, with a vertical tail. Lake elves are mischievous, though their mischief is never malicious except against creatures known to be evil.

For every 12 lake elves in the group there will be a fighter of level 1d3+1. For every 20, there will also be a fighter/magic-user of level 1d3+1 in each class. If there are 30 or more, there will be a fighter/magic-user of level 4/5, and if there are 50 or more, there will be a fighter/magic-user of level 5/7. There will be an equal number of males and females. Because elves reproduce so slowly, only about 5% of the couples will have children at any one time.

Lake elves breathe air, but they need breathe only once every half-hour. They wear mollusc-shell armor that is equivalent to scale, but does not encumber them in water, and are typically armed with spears.

Lake elves have their own language, and can also speak the tongues of the ocean elves, merfolk, batrachians and locathah. Their lifespan is approximately 500 years.

Treasure: 1d6pp per individual. Fighter/magic-user types will have a 15% chance per magic-user level of possessing a magic item of some kind they can use.

Ocean elves are the saltwater variant. They dwell in sargassoes and seaweed forests. According to rumor, the larger seaweed forests far from land are shared between ocean elves and the oceanides, which are aquatic counterparts to dryads (qv); rumor suggests these are powerful magic-users. Ocean elves are as playful as aquatic elves, but can be less ethical, and their mischief can run to unpleasantness. They enjoy the company of dolphins and seals.

For every 12 ocean elves in the group there will be a fighter of level 1d3+1. For every 20, there will also be a fighter/magic-user of level 1d3+1 in each class. If there are 30 or more, there will be a fighter/magic-user of level 4/5, and if there are 50 or more, there will be a fighter/magic-user of level 5/7. If there are more than 100, there will be a fighter/magic-user/cleric of level 5/11/9 with an assistant fighter/magic-user/cleric of level 4/7/6. There will be an equal number of males and females. Because elves reproduce so slowly, only about 5% of the couples will have children at any one time.

Ocean elves breathe water, and can survive only a few minutes in air. They wear crustacean-shell armor that is equivalent to scale, but does not encumber them in water, and are typically armed with tridents and nets.

When encountered in open waters, ocean elves will frequently be riding hippocampi (qv), whom they train as faithful steeds.

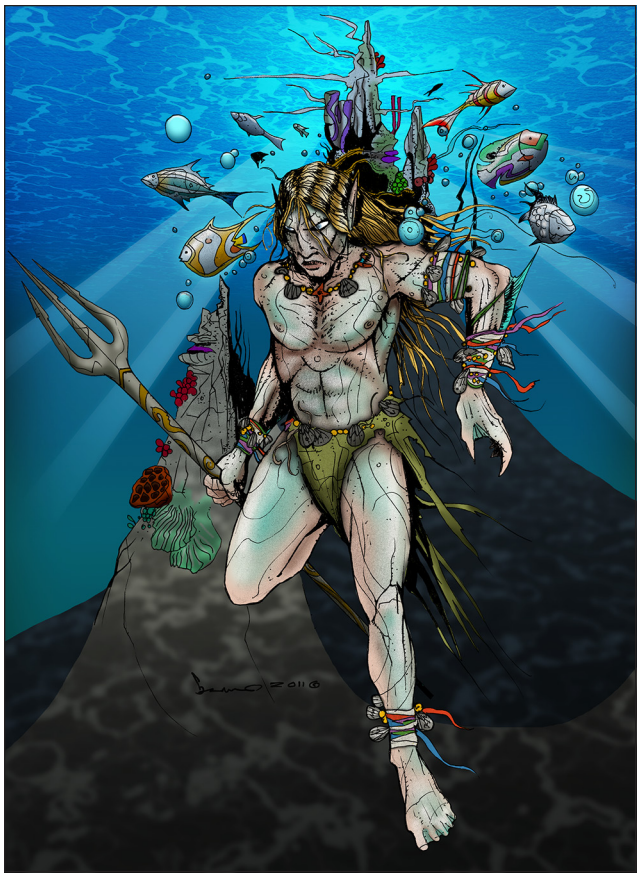
Ocean elves have their own language, and can also speak the tongues of the lake elves, merfolk, sahuagin and locathah. Their lifespan is at least one thousand years.

See also aquælf hereafter.

Treasure: 1d6pp per individual. Fighter/magic-user and fighter/magic-user/cleric types will have a 15% chance per magic-user level of possessing a magic item of some kind they can use.

Aquælf (fish-færie): The aquælf is a close relative of the ocean elf, and is found to exist in ocean elf tribes of 100 or more individuals. In such cases, there will be 1 aquælf for every 50 ocean elfs encountered, each being a magic-user equal to 1d4+4 experience levels.

Aquælfs prefer to attack using large tridents which occasionally (35% of the time) are enchanted with a 1d4 bonus. The aquælf can hurl these weapons up to 100-ft underwater with incredible accuracy (+2 'to hit'). They can also attack using their large posterior fin, inflicting 1d8 hit points of damage. When attacking at the water's surface, the aquælf may 'slap' victims with this powerful tail. An unadjusted 'to hit' score of 20 against the victim renders the target unconscious for 1d4 turns.



When encountered in an ocean elf lair, the lair will be led by a powerful aquælf (6+1 hit dice), who is able to cast spells as a 10th level magic-user.

The aquælf appears identical to other ocean elfs, save for their giant greenish-gold fish tail that replaces the legs at the creature's waist. The aquælf is a swift swimmer, moving at a maximum rate of 240-ft underwater.

Treasure: 1d10×1,000 cp (25%), 1d8×1,000 sp (25%), 1d6x×1,000 gp (25%), 1d6×100 pp (25%), 3d6 gems (50%), 3d4 jewellery (50%) and any three magic items (25%)

GOLEM, MAGMA

Frequency:	Very rare
No. Encountered:	1
Size:	M (6-ft tall)
Move:	60 ft
Armor Class:	2
Hit Dice:	40 HP (9 HD)
Attacks:	2
Damage:	2d4/2d4 + lava balls
Special Attacks:	See below
Special Defenses:	impervious to fire-based attacks
Magic Resistance:	See below
Lair Probability:	None
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	7 / 2,180

A magma golem is created by a magic-user of no less than 12th level employing the following spells; *fire charm*, *magic jar*, *pyrotechnics*, *conjure elemental*. Additionally, the magic-user must be accompanied by a cleric of at least the 12th level employing the spells; *geas*, *prayer*, and *command*. Also, the material components required to construct the golem includes 500 pounds of gold ore which is roughly shaped into a human-like form, the center of which is hollowed out at the chest where the human heart would ordinarily be located. Additional materials will cost at least 10,000 g.p. The creature is created by first summoning a fire elemental. The elemental is then trapped into the figure by use of the *magic jar* spell.

As with other golems, the magma golem is created to protect a specific place or item. Once the golem has been given its commands, such instructions cannot be changed. Such an attempt will cause the magics giving life to the golem to be dispelled, destroying the creature, causing it to explode in a shower of stoney fragments and balls of magma.

Magma golems can move through lava at its full rate of movement. It can also move through solid stone at 50% its normal rate.

Magma golems are not affected by *charm*, *sleep*, and *fear* based spells. They are also impervious to all heat- and fire-based attacks. Electrical attacks inflict 50% damage. Magical flames will inflict normal damage. *Resurrection* spells will do not affect the golem, and *stone-to-mud* spells slow the golem by 50%. Cold-based attacks slow the golem by 50% its movement rate for a number of rounds equal to the damage inflicted

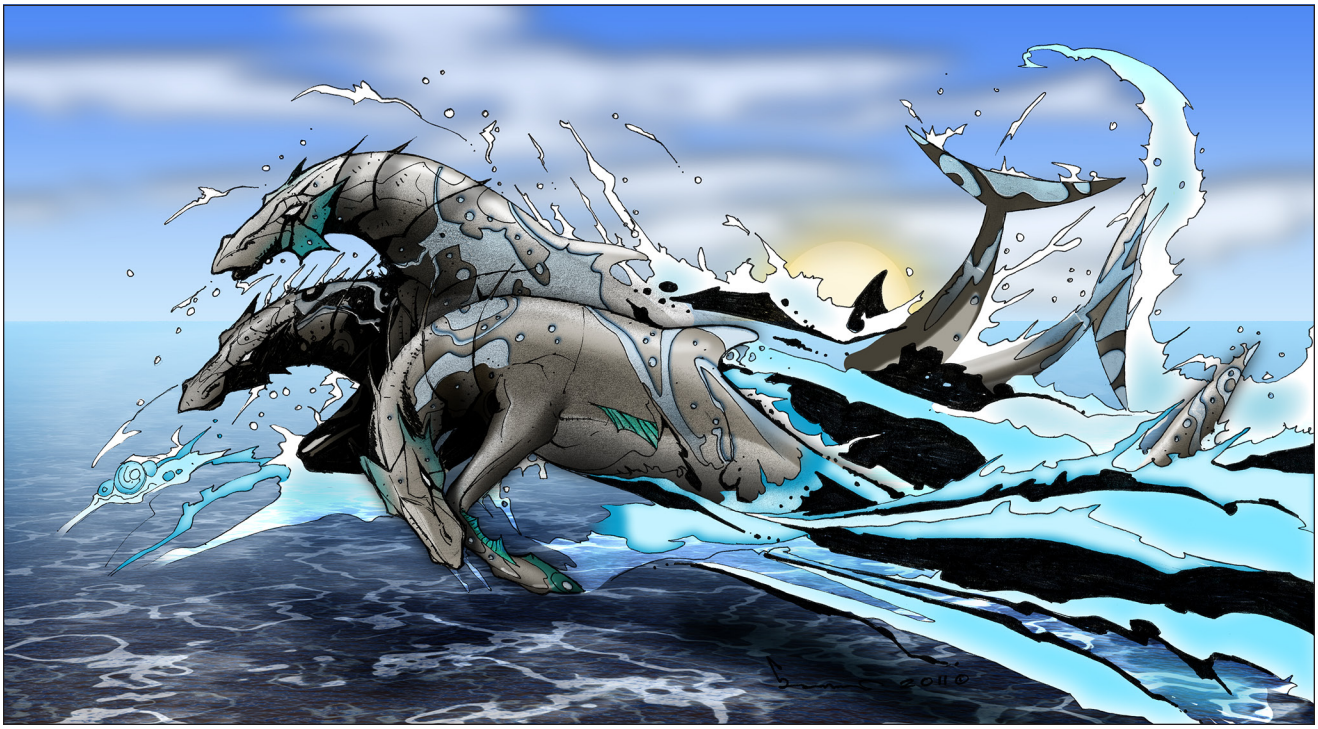
The attack of the magma golem is comprised of a two-fisted pummeling. The magma golem can also throw grapefruit-sized balls (2 per round) of lava up to 40-ft, inflicting 3d4 hit points of damage. Flammable materials struck by the ball will burst into flame.

Proto-Magma Golem: The creature described in ***area 3*** is an incomplete golem, currently being constructed by the magic-user, Louthiam. As its magics are incomplete, it is one half its potential strength, and cannot throw its lava balls. Its attacks are not controlled by its creator's commands. So, it is just as likely to attack those creatures known to it (hordlings, the magic-user himself, etc.) as it is to attack intruders into its lair.

HIPPOCAMPUS

Frequency:	Rare
No. Encountered:	2d4
Size:	Large
Move:	180 ft swimming
Armor Class:	5
Hit Dice:	4
Attacks:	1
Damage:	1d4
Special Attacks:	None
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	None (no lair)
Intelligence:	Average
Alignment:	Chaotic good
Level/XP:	4/400+5/hp

The oceanic equivalent of the pegasus (qv) is the hippocampus, a creature with the front half of a horse and the rear half of a cetacean. The hippocampus breathes water and cannot survive long without it. They live for about 50 years, and have their own language.

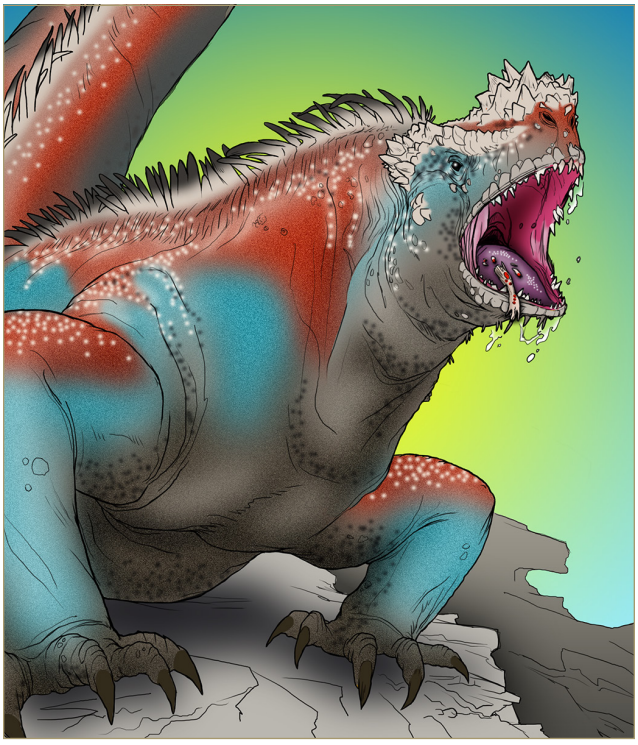


If correctly persuaded, they may volunteer to become steeds, in which case they will prove courageous and reliable. They are also steadfast and faithful, and once they allow themselves to be ridden, they will only serve that individual creature until the pair are separated by death.

Treasure: None.

MARINE IGUANA, GIANT

Frequency:	Very rare
No. Encountered:	1d4
Size:	Large (20-ft long)
Move:	30 ft; 120 ft swimming
Armor Class:	4
Hit Dice:	6
Attacks:	1
Damage:	3d4
Special Attacks:	Disease
Special Defences:	None
Magic Resistance:	Standard
Lair Probability:	None (no lair)
Intelligence:	Animal
Alignment:	Neutral
Level/XP:	5/400+6/hp



The giant marine iguana is an amphibian which lives in salt waters, near wide sandy beaches where they are prone to sunning themselves while digesting their recent kill. Though slow and lumbering on land, they are quick and agile in the ocean. On an unadjusted "to hit" of 20, the marine iguana has grabbed hold of its victim in its powerful jaws, and inflict an automatic 2d4 hit points of damage on all subsequent rounds until the victim is freed or slain, or the creature is destroyed. Once the iguana has grabbed a victim, it will attempt to drag the victim to the water and drowned them. The iguana will not consume live victims, preferring to eat its victims dead. It will prefer to scavenge previously killed food if presented in large quantities.

Giant marine iguanas are excellent climbers, and may scale sheer cliffs at their full rate of movement. They have been known to capsize small vessels; fishing boats being particularly at risk, as the iguana attempts to scavenge a catch of fish.

Any creature bit by a giant marine iguana will contract a disease unless a successful save vs. poison is made.

Treasure: None.

SALAMANDER

Frequency:	Very rare
No. Encountered:	1d4
Size:	Medium (6 to 7-ft)
Move:	90 ft
Armor Class:	5/3
Hit Dice:	7+7
Attacks:	2
Damage:	By weapon/2d6
Special Attacks:	Heat damage
Special Defenses:	+1 weapon or better to hit
Magic Resistance:	Standard
Lair Probability:	75%
Intelligence:	High
Alignment:	Chaotic evil
Level/XP:	7/1,000 + 10/hp

Salamanders originate on the Elemental Plane of Fire. They will occasionally come to the material plane on errands known only to them, and also sometimes when summoned by magic-users. Salamanders despise the cold and generally prefer temperatures of at least 300°F (if not hotter), and they can only suffer temperatures lower than that for a few hours. Their lairs are generally 500°F at a minimum, and any treasure that they possess will be of the type that can survive in such an environment.

The upper portion of a Salamander's body is vaguely human-like and has an armor class of 5. From the waist down they are snake-like and scaled, with an armor class of 3.

A salamander will usually attack using a metal spear for 1d6 damage, plus another 1d6 of damage due to the intense heat generated by these creatures. They will also attempt to lash out with their tails in order coil around their opponent and deliver 2d6 damage due to constriction, with an additional 1d6 damage from heat. Fire resistant creatures will not suffer the additional heat damage.

Salamanders can only be harmed by magical weapons and spells, or by creatures of great strength. They are, obviously, immune to all fire based attacks, as well as to sleep, charm and hold spells. Cold based attacks will cause an additional 1 point of damage per attack die.



Salamanders are cruel and capricious by nature, and respect only strength and force. They can sometimes be bargained with using gems of great value, especially if the gems are rubies.

Salamanders appear as a strange amalgamation of man and snake, with copper, orange and dark red hues being most common. Their eyes glow a deep yellow and are visible as such even in the midst of the hottest fires.

Treasure: 1d10×1000 gp (40%), 1d8×100 pp (35%), 3d10 gems (25%), 1d10 jewelry (10%) and any three magic items (30%)

TROLL, AQUATIC

	Freshwater	Ocean
Frequency:	Very rare	
No. Encountered:	1d6	1d8
Size:	Medium (7-ft tall)	Large (9-ft tall)
Move:	30 ft, 150 ft swimming	
Armor class:	5	3
Hit dice:	5+5	6+6
Attacks:	3	
Damage:	1d4+1/1d4+1/3d4	1d4/1d4/1d8+8
Special attacks:	See below	
Special defences:	See below	
Magic resistance:	Standard	
Lair probability:	20%	
Intelligence:	Low	Average (low)
Alignment:	Chaotic evil	
Level/XP:	6/525+8/hp	6/725+10/hp

Aquatic trolls are an amphibious form of troll (qv). They inhabit large bodies of water, where food is plentiful. They are frequently located near human, demi-human, or humanoid settlements where they are known to invade late at night to take victims. Aquatic trolls regenerate hit points and limbs as do normal trolls.

The aquatic troll can breath both below and above water. However, the creature's skin must be kept damp at all times, so they will not frequently travel far from their territorial waters under normal circumstances. If the aquatic troll remains out of the water for more than 4 hours in a dry climate, they will begin loosing hit points at a rate of 1 point each round until they can fully immerse themselves in the water of their normal habitat. Hit points lost in this way are regenerated at the troll's normal rate beginning 1 turn following immersion. Aquatic trolls reduced to 0 hit points through drying-out are destroyed utterly.

As with other trolls, they can also be completely destroyed through immolation by fire, or immersion in acid.

Aquatic trolls do not favor bright sunlight, and will make efforts to avoid it. Aquatic trolls caught in bright sunlight will have movement slowed to one-half, and will always attack last in any round of melee. Light through spell, or that sunlight shed on a cloudy day do not adversely affect the aquatic troll.

The lair of an aquatic troll will have 3d4 individuals. These are encountered at depths from 20-ft to 100-ft deep. The lair itself will be a complex of 3–6 large caverns which may or may not be submerged in water. Any treasure held by the creatures will be contained within a fully submerged cave.

There are two species of aquatic troll; freshwater and ocean.

Freshwater troll: small as compared with other species of troll, the freshwater troll has fish-like scales similar in color and pattern to trout and salmon. Their claws are less potent weapons than those of other trolls, however, their jaws are lined with hundreds of needle-like teeth. The freshwater troll can attack 3 opponents simultaneously.

Freshwater trolls are hermaphroditic, and reproduce by injecting fertilized eggs into a victim via a hypodermic-like protrusion located below the troll's abdomen. Any freshwater troll is 10% likely to be ready to reproduce in this method. To successfully inject its fertilized fluids, the troll must successfully strike a victim with both claws, indicating the victim has been grappled. On the following round, the troll's reproductive organ will jab into the victim's prone body, inflicting 1 hit point of damage, and injecting millions of fertilized eggs. Unless physically removed from the victim, the eggs will mature into 2d6×10 tadpole-like creatures, 4 in long. These will burst forth from the victim's body in 2 month's time (killing the victim). Unless immediately immersed in clean, freshwater, the tadpoles will die within 2d4 turns. Tadpoles grow quickly, taking only 6 months to reach maturity.

Treasure: 2d6×1,000 cp (20%), 1d6×1,000 sp (35%), 1d4×1,000 ep (15%), 1d4×1,000 gp (15%), 1d4×100 pp (10%), 1d6 gems (25%), 1d4 jewelry (25%), 1–3 rings (10%), 1d4 potions (10%)

Ocean troll: these sea-dwelling creatures are covered in thick scales that are patterned in black and shades of green to grayish-green, with patches of beige and blood-red. The mouth of the ocean troll is huge, and able to inflict tremendous damage. In general, they appear much like a bipedal marine iguana.

As with the freshwater variety, the ocean troll is hermaphroditic, but they do lay eggs several times during their lifespan. The eggs are large spheres, approximately 6 in diameter. These eggs are attached to underwater cave walls, and are guarded fiercely by the troll community. Once hatched, the fry very closely resemble small, green manta rays. These disperse immediately upon hatching, and swim to great depths to grow and mature. Only upon taking on their mature, bipedal form will they return to coastal areas to establish a lair.

Ocean troll lairs will also include 3d4 giant marine iguanas. When raiding villages, the ocean trolls will be accompanied by 2d4+1 giant marine iguanas.

Treasure: 2d6×1,000 cp (20%), 1d6×1,000 sp (35%), 1d4×1,000 ep (15%), 1d4×1,000 gp (15%), 1d4×100 pp (10%), 1d6 gems (25%), 1d4 jewelry (25%), 1–3 rings (10%), 1d4 potions (10%)



Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where "A"=assassin, "C"=cleric, "D"=druid, "F"=fighter, "I"=illusionist, "M"=magic-user, "P"=paladin, "R"=ranger, "T"=thief, "J"=jack-of-all-trades, "Jm"=jongleur magsman, "Lp"=lorist priest, "Lo"=lorist ovate, "Lv"=lyrist veteran, "Rb"=racaraid bard, "Sm"=sonneteer magician, "St"=sonneteer trickster, and "Vm"=verméan monk.

Cold Ring (any): an electrum ring which functions similarly to a ***ring of warmth***, except; the wearer maintains normal body temperature in conditions of extreme heat (up to 300˚), regenerate heat- or fire-based damage by 1 hit point per round, +2 to all saving throws vs. heat, flame, or flame-based attacks, and reduces damage inflicted by such attacks by 1 point per die.

Experience / g.p. value: 1,000 / 5,000 g.p.

Mace of Curses (C,Lp,P): in combat, the mace bestows +2 "to hit" and damage. This powerful weapon can also be used by the character to *curse* the target victim. Before striking a victim, the wielder must proclaim the *curse* they will bestow according to the options below;

CHARGES	CURSE
(see curse description)	for each charge expended, the wielder will cause the victim to attack at a -1 "to hit" penalty (maximum -4 "to hit") for 4d4 rounds
2	lower the victim's armor class by 1d4 for 6 rounds
3	the victim will make all saving throws at -2 for 2d4 rounds
4	permanently lower any one of the victim's attributes by 1 point
5	completely drain any one magic item held by the victim (selected at random by the GM, no saving throw)

Successful attacks without declaring a *curse* do not expend any charges. If a *curse* was announced by the player, but the hit was not successful, 1 charge will be expended.

Other character classes may use the mace, but will benefit only from a +1 "to hit" and damage bonus. Once all charges have been expended, the weapon becomes a +1 weapon only.

Experience / g.p. value: 2,000 / 12,500 g.p.

Ring of Wisdom (any): although this ring can be used by any character class, it is most effective if used by a cleric. Worn on the hand of a single-classed cleric, it will increase the wisdom attribute to 18, or, add 2 points to the wisdom attribute, whichever is greater. Worn by any other class, or multi-classed character, it will raise the wisdom attribute by 1 points, to a maximum of 18.

If removed, the wisdom bonus is lost until it is once again donned.

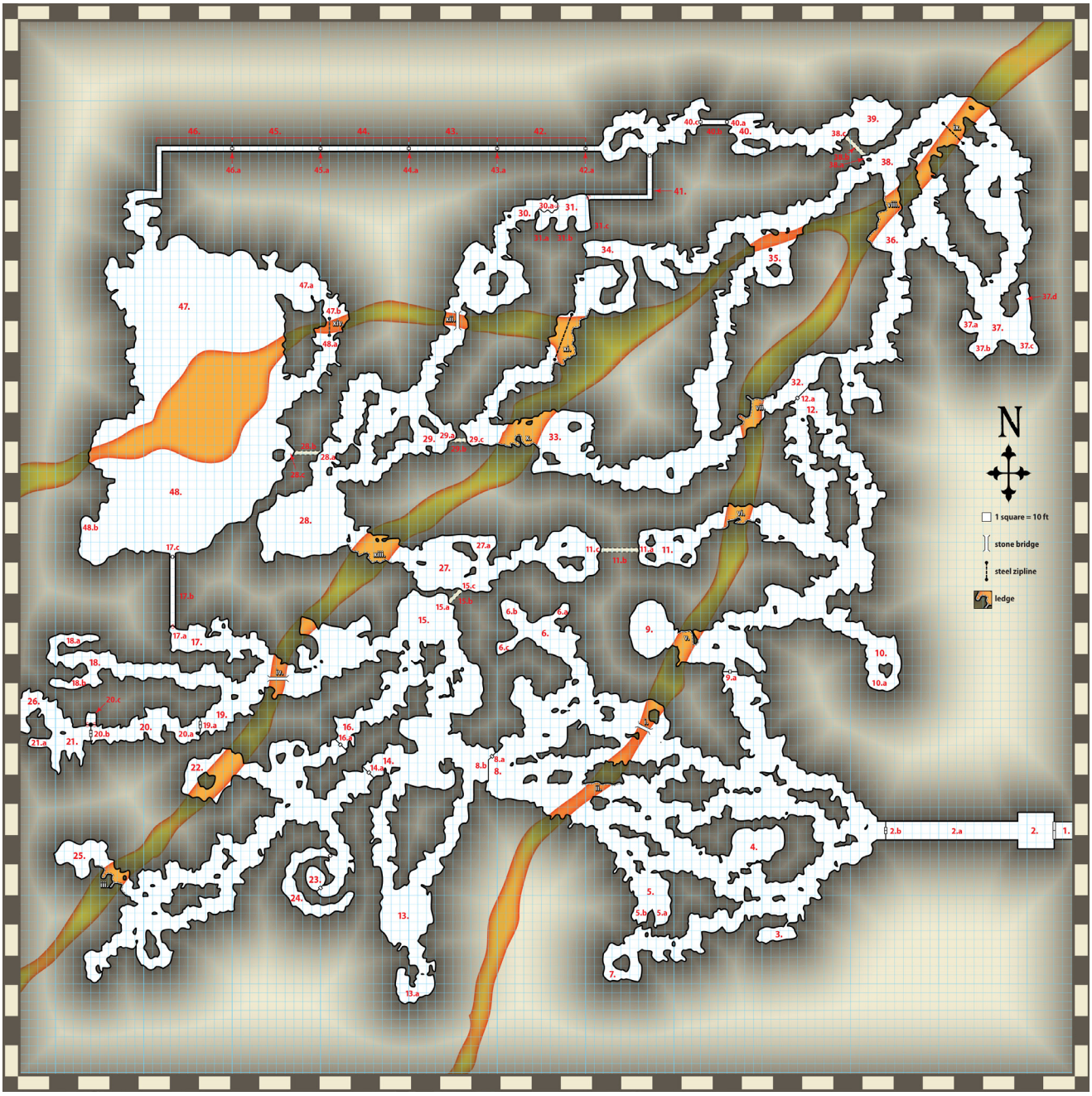
Experience / g.p. value: 2,000 / 10,000 g.p.

ADSKUT; VALEN'CYA'S LAIR

Within the caverns of Valen'cya's lair, also known variously as Adskut and Hell's Furnace, the mean temperatures remain a constant 100 degrees. In areas within 100-ft of one of the various lava pits and streams, the temperature raises to a scorching 150˚. Any person without protection from normal fires will not be able to come within 75-ft of any such pit without experience debilitating discomfort. Any thus unprotected character will suffer 1–3 hit points of damage for each round they are closer than 25-ft to a lava pit.

The stone of the complex is utterly black; whether through the nature of the stone, or from having been subjected to centuries of the oppressive heat cannot be determined.

High-resolution versions of all the maps in this adventure can be downloaded from the Usherwood Adventures website at **http://www.usherwoodadventures.com/blog/?page_id=187**.



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ISLE OF VALEN'CYA

A volcanic island. Long considered to be deserted and barren of life. An active volcano, Adskut has been continuously erupting rivers of molten lava for hundreds of years, slowly increasing the island's size. Long ago, it was rumored to be the birthplace of red dragons, and other hellish beasts of legend.

The seas to the north and west of the island are largely devoid of fish and plant life, though the south and east provide good fishing for the more courageous fisher-folk of the Usher Arm Peninsula. Halfway Island, located in the channel between the Usher Arm Peninsula and the Isle of Valen'cya is frequented by great flocks of sea birds, and has high sea cliffs which protect its coast line. Scaling the cliffs provides the infrequent visitor with encounters of rare and exotic sea birds of all sorts. Not all prove to be tame or friendly.

Additional descriptions for other land and water areas within the Mott Toly Islands archipelago begin on page 6. Map of miscellaneous encounters for the Mott Toly Islands can be found on *page 7*.



Valen'cya's Horde

Full-size adventure maps can be downloaded from http://www.usherwoodadventures.com/blog/?page_id=187

PELICAN BAY

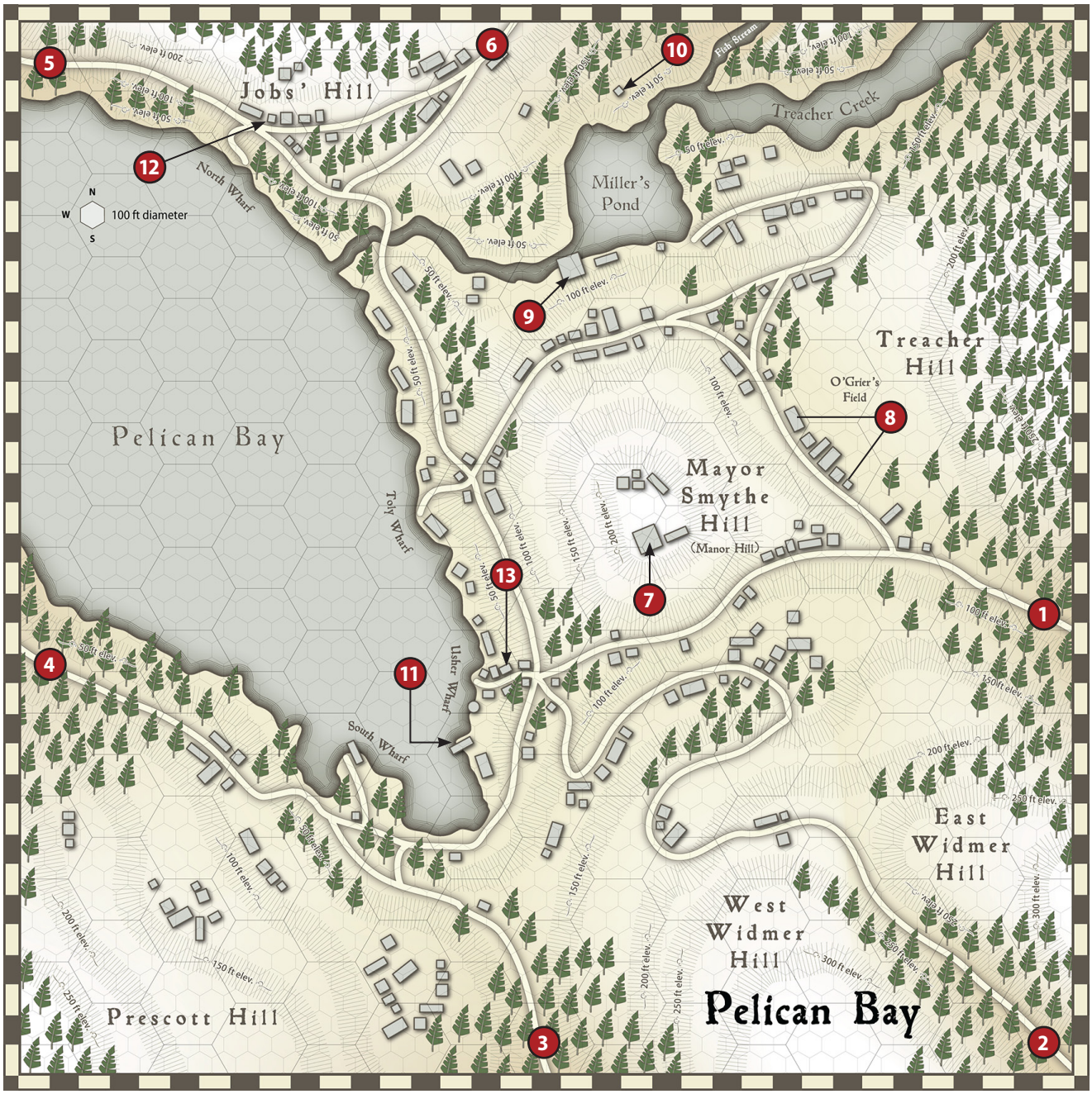
Pelican Bay is a small fishing village with fewer than 500 full-time residents (who are all of human racial stock). The village is constructed on the side of a hilly region that slopes down to a narrow, log-strewn beach. The buildings are all braced against the seasonal mud slides with logs and boulders. Streamlets continually run with rain run-off from the heights above, making the town's street continually clogged with mud and large puddles. The village is built on six hills; Jobs' Hill, Treacher Hill, Mayor Smythe Hill (a.k.a. Manor Hill), Prescott Hill, and the West and East Widmer Hills.

The small harbor is choked with fishing boats, both large and small. Frequently, sailors can move to a boat located many hundred yards off the beach simply by walking across all the others which are nestled next to each other.

The climate of the region is typically cool and cloudy, and frequently light rain passes through the coastal areas several times per week.

The map below includes general descriptions of specific ares of the village required for the adventure. GM's are fully encouraged to populate the remaining areas of the map as may be required for their game.

Jobs' Hill: the seedier places in town can be found on Jobs' Hill. The homes and businesses on the slopes of this hill (which rise to 300 ft) are largely ramshackle, very many of which seem to be barely standing of their own accord. The folk who occupy area are most likely of the deck class of sailor who works abord the varied



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fishing vessels that make Pelican Bay their home port. Inns and taverns here are inexpensive and rough; citizens on patrol in the village regularly find themselves breaking up drunken brawls.

Mayor Smythe Hill: the center of the village is dominated by this low rise which climbs to 200 ft. The crest of the hill is presided over by the mayor's mansion, mayoral and citizen on patrol buildings, and a single large inn.

Treacher Hill: this hill climbs up 500 ft to the main road on the Usher Arm Peninsula. The hill is thickly forested, leaving the only means of traveling back to the main road (5 miles) is by way of the east road (see below).

Prescott Hill: this rubble-strewn slope plays host the majority of the villages sailors, and ship masters. Also, those businesses catering to the fishing trades will be located here.

Widmer Hill, East: those permanent residents of Pelican Bay who regard themselves as wealthy will be found residing on East Widmer Hill, although, there is great rivalry with those who reside on West Widmer Hill. The homes here are large and ostentatious. Most of the families here employ housekeeping staffs of 3 to 8 people.

Widmer Hill, West: this hill also boasts a large, and generally wealthy population, and the residents here regard themselves as being above those of East Widmer Hill.

Fish Stream: this small stream feeds into Miller's Pond by a 50 ft tall waterfall located at the west terminus of Treacher Creek. Fish Stream has its origin at a large pond located several miles to the northeast, and is known for supporting a large population of trout, and similar small fish species.

Miller's Pond: a favored swimming hole for the local residents, the pond is also used to wash cloths and as a source of fresh drinking water. The pond is dominated by the large miller's wheel located on its southwest corner, where the pond empties by a 30 ft waterfall to Pelican Bay.

Pelican Bay: a small natural harbor that is protected from the open waters of Valen'cya's Cauldron to the west by the rocky cliffs of Prescott Hill. The bay drops quickly to an average depth of 150 ft. No large species of fish, or other sea life, are known to inhabit the bay.

Treacher Creek: this is the main source for fresh water in the village. It has its origins in the mountains 50 miles to the east. Trout and other small species of fresh water fish are know to inhabit the stream several miles to the east, though they are rare closer to the village.

North Wharf: the vessels that operate out of this area are generally poorly maintained, and reputable fishermen avoid laying anchor here whenever possible.

South Wharf: this area specializes in servicing the needs of small trade vessels which bring all manor of wares and consumable products not related to fishing specifically. It is dominated by a single large warehouse which is operated and managed by the community.

Toly Wharf: this is the main wharf area used by the fishermen to unload their daily catches.

Usher Wharf: this area is predominantly used to sell those fish caught. All folk looking to purchase sea food of all variety will be found walking amongst the dozens of vendors selling fresh catches and also cooked dishes, ready to eat.

1. East Road: winds 5 miles up Treacher Hill to the main road to the east. The road is generally safe to travel, though the occasional small band of thieves do plague the area. Carts are not generally found traveling this road due to step climbs.

2. Southeast Road: winds 10 miles through rough and rugged hills to the main road to the east. Carts are never found on this road due to its unevenness.

3. South Road: a smooth and well-maintained road that winds its way 25 miles to the main road to the southeast. All carts bearing goods that are headed to areas to the south will be found using this road. Thieves are a common nuisance.

4. West Road: this road winds its way 30 miles to the coast. A number of small settlements exist along this narrow, coastal path.

5. Northwest Road: this road winds its way 50 miles to the coast. A number of small settlements exist along this narrow, coastal path.

6. North Road: a smooth and well-maintained road that winds its way 30 miles to the main road to the northeast. All carts bearing goods that are headed to areas to the north will be found using this road. Thieves and the occasional orc band, are a common nuisance.

7. Manor House: the mansion in the village dominates the center of town, and is given over to the acting mayor during his 5 year term of service.

8. O'Grier: wealthy merchant Simon O'Grier runs several businesses within the village, including; stable, blacksmith, inn, and dry goods general store, among other things.

9. Miller: the operator of the mill also secretly supplies the Pirate Guild with information of cargo coming into and heading out of Pelican Bay.

10. Hovel of Captain Leary: this small humble shack is the home of Captain Leary.

11. Toly Fish Warehouse: largest fish warehouse in the village. Also, a cover for small thieves guild.

12. Pirate Guild: secret base of operations on the mainland for the pirates who operate out of Laggott Island.

13. Golden Hippogriff: party's starting point. Captain Leary will be located here.

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AQUILA

This water-borne village lies on the remote island of Gaufridius Ioco Island. The village itself is constructed on large pilings in the long, slow mud flats on the northeast coast of the island. The population is self-sufficient, having little commercial trade outside of its two mainland neighbors; Gorby and Pelican Bay.

The tides surrounding the village leave the large platforms that make up the village's foundation leave the buildings 10- to 30-ft above the mud flats at low tide, and 5-ft or less above the water at high tide.

The climate of the island is predominantly warmer and frequently dryer than that of the Usher Arm Peninsula to the east.

The map below includes general descriptions of specific ares of the village required for the adventure. GM's are fully encouraged to populate the remaining areas of the map as may be required for their game.

1. Dock Road: the wide ramp and main thoroughfare of the village. This road is constructed of the heaviest timbers the group has ever seen. It is 250-ft wide, stained nearly black by the near-constant traffic, and heavily rutted. Horses, and other beasts of burden are not allowed on the Dock Road, and thereby, are not allowed in the village. Such animals and live stock must remain in the Farmer's Market (see *area 2*).



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2. Farmer's Market: the farmers' market contains numerous buildings and stalls where farmers from across the island come to sell their wares. Several blacksmiths and stables can also be found among the beach-side vendors.

3. Piers: there are five large piers to which the village's populace may anchor boats. The two northerly and southerly piers on the outside perimeter of the village are reserved for large vessels that pay a monthly fee. These boats are predominantly fishing vessels, though a few personal yachts are also found among them.

The three piers located within the center of the village are for public use, on a first come, first served basis. A maze of piers and gantries exist beneath the village that the villagers can use to get to and from these "underground" piers. However, this network beneath the platforms is frequently haunted by the local thieves' guild, particularly at night during low tides.

4. The Mall: this platform houses the village's mayoral offices, sheriff, jail house, and other buildings of official use. A low, wooden palisade (6 feet high) separate this area from the surrounding platforms. A guard house is posted at the gate in the northwest corner of the wall. However, this post is only manned during day light hours.

5. Apartment of Duke Grainger: the humble apartment of the fishing captain is located on the 3rd floor of a rundown structure that seems on the verge of collapse. The single room studio is 15 ft by 25 ft, and is equipped with a cot, a small table with a single rickety chair. The refuse and offal of innumerable rats and mice are obvious through the room. Under the cot, Grainger keeps his singular piece of treasure in small wooden chest. The chest is unlocked and is not trapped. Inside is large a ruby, with a street value of 500 gp. Grainger believes the gem able to grant a single *wish* (per the magic-user spell). He acquired the gem in the Omanthrid Archipelago on his first long sea voyage.

However, the gem is nothing more than a normal, if rather valuable, gem stone.

6. Slip 94: birth of The Majestic; Duke Grainger's fishing vessel. The boat is a small, 60 foot fishing boat, manned by Grainger, and his crew of eight.

7. The Dancing Tarpon: a run-down, seedy tavern, this is where the party will find Duke Grainger, if they have come to Aquila looking for him. Though Grainger will gladly invite the party to his table to enjoy ale and a good meal (once her has learned they were sent by Captain Leary), he will refuse to discuss 'business' at the tavern. He will instead insist the party returns with him to his apartment (see ***area 5***).

8. Herbalist: the herbalist shop is a front for a secret nercomantic supply shop. If the party has obtained a secret password, the shop owner will the lead them into a secret pantry located beneath the shop where all manner of spell component can be obtained. Other items such as potions and scrolls may also be obtained at the GM's discretion.

9. Market platform: if the party is looking to equip themselves, they will be directed to this platform. All the shops located here are owned by the same individual; Mary Quickling. However, Mary Quickling is also a member in good standing of the Coral Anvil (see ***area 10***). While charming and disarming, Quickling will sell the party all the supplies they require, while at the same time sizing them up for whatever of their possessions may be added to the Anvil's coffers.

See the appendix **NPCs** *for more information on* **MARY QUICKLING**.

10. Gray's Warehouse: headquarters of the village's only thief's guild; the Coral Anvil. This band disguises their true nature by being actively involved in the village's law enforcement efforts. Many of their members actually being members of the sheriff.

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USHERWOOD

Usherwood is a village which hosts 1,000 full-time residents (who are all of human racial stock). Although, the population exists outside the village's immediate boundary is not known. The village is constructed into a small valley that opens into a small horbor. The bay is frequented by fishing boats, but due to the bay's shallow depth, larger vessels must anchor a half mile off shore.

The climate of the region is typically cool and cloudy, and frequently light rain passes through the coastal areas several times per week. Severe windstorms pummel the village each fall and spring.

The map below includes general descriptions of specific ares of the village which may be required for the adventure. GM's are fully encouraged to populate the remaining areas of the map as may be necessary for their individual game.

Goldenrod Hill: gently rolling hills rise to 400 feet to the west and north of the village.

Eol's Rise: a steep and rocky defiles that rises quickly to heights of 200 to 300 feet to the south of the village.

Allegoric Creek: this small stream originates many miles to the north, near the elven kingdom of Thaelmarthir. Large schools of salmon use the stream to migrate inland to their spawning grounds. An agreement between Usherwood and Thaelmarthir provides that the salmon are not fished until they have reached



Full-size adventure maps can be downloaded from http://www.usherwoodadventures.com/blog/?page_id=187

a broad expanse of river 50 miles north of Usherwood, so that both communities may share in the yearly catch.

Bay of Usher: this small harbor serves the fishing trade for the entire southern reaches of the peninsula. Larger vessels that have a deep draft must anchor a half mile off shore due to the extremely wide shelf that lies to the east of the village.

Constable Pond: the main gathering place of the village. When it is required that the constables must address all the residents of the village, the populace will gather around the pond's shores while the announcement is made from a grandstand located on the peninsular-like beach across from the Constabulary.

1. Constabulary; All members of the local force of constables reside, train, and hold court within this large structure. Prison cells are located in the building's basement.

2. Druid Temple; No druid's actually make their residence within the village, but the order does maintain this large, tree-born structure. The temple comprises man buildings built amid the tree-tops. The structures have been carefully tended over hundreds of years from the living boughs themselves. Only those of the druid caste may enter the buildings, except on special dispensation by the Peninsula's singular High Druid.

3. Druid Grove; a place of mysterious ritual upon the full moon. Only druids are ever permitted to enter within, and they never speak of the rites that take place. Other secret groves are located deep in the forests several miles distant from the village.

4. Usher's monument; statue of the ranger that founded this settlement, and the village's namesake; Mandrake Usher. The statue is facing south, holding a sword pointed forward in a defensive stance.

5. The Second Supper; a locally famous tavern, and favored watering hole for adventurers. The 'Supper' is run by a highly respected halfling, and known for its prize-winning mushroom stew.

6. McSweeney's Warehouse; the warehouse is actually a front for the village's only known thief's guild. Called the *Silent Obtrude*, it is run by an elven thief and his top lieutenant; a rather roguish human bard.

7. Usher Hall; mausoleum where the remains of famed ranger Mandrake Usher are interred.

8. Public market; open air market available to any one with something to sell. Almost anything can be found here.

9. Temple of Sol, goddess of good neutrality; the largest and most lavish temple in the village. Though far from being grand in any sense, it does enjoy the largest following in the area.

10. Temple of Caelis, goddess of lawful neutrality; second only in religious power on the Peninsula to the Temple of Sol. The followers of Sol view the followers of Caelis with some level of suspicion due to Caelis' legendary rivalry with Sol, over Sol's consort, Lilubré.

11. Temple of Orvvite, goddess of chaotic goodness; a richly accented façade and comfortably appointed interior set this temple to the goddess of chaotic good apart from the other temples in the village. Priestesses to Bolc will have a minimum charisma attribute of 15.

12. Temple of Bolc, god of chaotic neutrality; this is a crude log cabin where the temple's representative in the village resides. The actual temple is located deep in the forest several miles to the west. It is rumored that the Silent Obtrude actually provides much funding to the temple, but these accusations have not been proved.

13. Temple of Avitori, god of lawful goodness; the lawful good community in the region is small, but growing. The temple is managed by a 6th cleric who is assisted by a 4th level paladin.

14. Temple of Id, god of absolute neutrality; the structure is but a shell sitting over an excavated cave system dedicated to the god of neutrality. The labyrinthine tunnels beneath structure run many miles into the forest to the southwest. All of which terminate in a single huge cavern. Monthly services are held here in dedication to the neutral god. Rumor has it hat stone giants oversea the rituals carried forth herein.

15. North Road; 5 miles northwest to the human settlement of West Hills. Some 100 miles further north up the Peninsula are the halfling village of North Ridge, the dwarven kingdom of Arnegelius Peak, and elven domain of Thaelmarthir.

16. South Road; 30 miles to the gnomish village of Fioonghuala.

17. Sacred Circle; forum wherein concerns, petitions, and grievances are heard, voted on by the representatives, and judged by the Lord Constable.

18. Cemetery; though open to any Usherwood citizen, most of those interred here are exclusive to the merchant class and the constabulary.

19. The Great Hall; gathering place and meeting place of the rangers that use Usherwood as a staging area for the efforts to protect the north lands of the Verméan continent. Rangers visiting the village are encouraged to visit the Hall to relate events occurring outside the village's boundaries. Such visitors are encouraged to make donations to the Hall's coffers, but this is entirely voluntary. Any donations are used to provide free equipment—or repairs to equipment—to all rangers, free of any cost. Companions of rangers will receive free room and board only. Healing is also made available at no cost, as long as the ranger is in good standing with the Hall's management.

20. Gunderson's farming co-op; the rich farmlands located north of the village are tended by all the Usherwood populations, but has been long managed by the Gunderson family.

Full-size adventure maps can be downloaded from http://www.usherwoodadventures.com/blog/?page_id=187

The Usher Arm Peninsula occupies an area on the southern shores of the Northern Territories, and hosts 5 racially diverse communities;

- **Arnegelius Peak;** a vast cavern complex delved by a clan of mountain dwarves, centrally located on the Peninsula within the range of rugged hills known as the Iron Mountains.
- **Fioonghuala;** a homey maze of tunnels created by a clan of gnomes, located on the southern-most tip of the Peninsula. The gnomes' tunnels extend several miles beyond the main living areas as they continue to mine the surrounding bedrock for semi-precious stones, and gems found within the sedimentary layers.
- **North Ridge;** this small community of halflings is set on the west coast of the Peninsula. The halflings enjoy brisk trade with the dwarves of Arnegelius Peak, the elves of Thaelmarthir, and the humans of West Hills.
- **Thaelmarthir;** this is a large village of elves, who make their homes in the boughs of the trees of the Thaelmarthir Forest. They are renown for their ability to work with wood crafts.
- **Usherwood and West Hills;** these twin communities are dominated by humans, though other races also all the region home. The former is a conservative village, known for protecting the woodlands of the southern Peninsula. The later is known for its many taverns and homey inns.



Full-size adventure maps can be downloaded from http://www.usherwoodadventures.com/blog/?page_id=187

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OPTIONAL RULES

Save vs. Attribute complete process description; ***page viii***.

Limb Breakage complete process description; ***page 4***.

CREATURES

Dracolich complete creature description; ***page 50***.

Dracolisk, garnet complete creature description; ***page 50***.

Elf, Aquatic complete creature description; ***page 51***. Include the following statement; "Aquatic elf created by Stuart Marshall. Aquælf created by James D. Kramer. Used by permission. *http://www.usherwoodadventures.com*"

Golem, Magma complete creature description; ***page 52***.

Hippocampus complete creature description; ***page 53***. Include the following statement; "Created by Stuart Marshall. Used by permission. *http://www.usherwoodadventures.com*".

Marine Iguana, Giant complete creature description; ***page 54***.

Salamander complete creature description; ***page 54***. Include the following statement; "Created by Ken Perry. Used by permission. *http://www.usherwoodadventures.com*".

Troll, Aquatic complete creature description; ***page 55***.

MAGIC ITEMS

Cold Ring complete item description; ***page 57***.

Mace of Curses complete item description; ***page 57***.

Ring of Wisdom complete item description; ***page 57***.

If you're playing this module outside the Bone-Hilt Sword campaign, this section may help to provide creative suggestions as to how it might fit into your existing campaign setting. In any case, the following narrative is not required to the playing of the module.

During the period of continental conflict known as the To'Drago Karg (or, 'Third Dragon War'), Xerksis the Corruptible—also known variously as Neriax the Elder, He Who Denies Death, and the Black Councilor—released the legions of chromatic dragons from a centuries-long sleep in his violent bid for power. Among Xerksis' favored minions was an adult red dragon of vile temperament named Valen'cya the Garnet.

Valen'cya became Xerksis' Lady of the North during the dragon wars, controlling all the lands north and west of the Galan Heights, making her home in the pinnacle known as Dexil. Herein the great red dragon used a hordling medallion to create an army of indentured dragon hordlings. The hordlings spread out and tormented the lands under Valen'cya's dominion.

The dragon lordess compelled her hordling captains to travel throughout the northern lands, confiscating all the treasure they could amass; not in the name of Xerksis, but in the name of Valen'cya herself. But the Black Councilor discovered the dragon's treachery, and sought to punish Valen'cya and make an example of her to his other minions.

Calling a council meeting of his most powerful generals, as well as the heads of the dragon flights—this later group comprised five dragons from each of the evil dragon species; black, blue, green, red, and white—Xerksis planned his punishment so that the dragon would endure long suffer, and so that all in attendance would think twice before betraying He Who Denies Death.



The meeting took place in a large natural cavern in the depths of the volcano known as the Arse of Gehenna. Here were many foul deeds planned against the world outside, the results of which are not related here, though many thousands ultimately lost their lives in slow torment in the dark days of the To'Drago Karg that followed.

For three weeks did the Council of Xerksis discuss their dread plans, and only at the end of these talks did the Black Councilor reveal the true meaning of the conclave. Calling to Valen'cya as one of his most trusted lieutenants, the great red dragon was lead to the center of the great cave with thunderous applause from the assembled crowd. As the dragon became intoxicated with the accolades being showered upon her, she did not take note of the dark figures encircling her—50 high priests of Xerksis.

Calling for silence, Xerksis strode to the center of the chamber, where sat Valen'cya beaming in her pride and glory. Xerksis continued heap his praises upon the dragon while stroking her neck and head with the love and affection reserved by a parent over a beloved child. And as Xerksis carefully maneuvered the dragon's head to a specific position within the chamber, Xerksis signaled to a hidden contingent of shock troops secreted among the stalactites high in the cave's domed ceiling. At which time the troops released a huge spear fired from massive ballista. The spear pierced the dragon's neck, pinning her head to the floor of the cave, and preventing her from using her fiery breath weapon.

Calling forth the priests from the darkness, the yet-living dragon was subjected to dark spells designed to inflict never-ending pain and torment upon Valen'cya—continually rotting her living tissue, but never allowing death to overtake her mortal soul.

Though Xerksis was not yet done.

The attendees of the council were invited to pierce the dragon's body with all manner of cruel and wicked devices. And few of those present would also apply acids and poisons to the open wounds. And though the torture caused many of these evil souls to cringe at the suffering, none dared not participate, for they knew too that Xerksis intended to meet this same justice to those who would not.

The Black Councilor then commanded the dragon that she will be forever a slave to Him, so long as He shall live. And He planned to live a very long time indeed.

Then, Xerksis bade Valen'cya forever a prisoner in the small island of Adskut, and that all of her accumulated treasure be forfeit to Him.

Even today, Valen'cya remains the reluctant thrall to the evil of Xerksis the Corruptible.

For more information on the history of the Usherwood Adventures campaign setting, refer to the Usherwood website at http://www.usherwoodadventures.com/settings/history.html.

Name: **Ewan van Nuys**
Function: Lord Constable of Usherwood
Encounter: Setting Up The Adventure
Race / Sex: Human / Male
Class: Ranger (Fighter; see below)
Alignment: Lawful good (Chaotic Neutral; see below)
EXP / Level: 500,000 / 10
Hit Points: 80
Attributes: **STR** 16, **DEX** 16, **CON** 15, **INT** 14, **WIS** 14, **CHA** 17
Armor Class: 4
Weapons: +2 long sword, light crossbow
Armor: Ring mail, ***+4 bracers of armor***

Notes: If the PCs are able to converse with Valen'cya, they will learn that van Nuys is not what he seems to be; the lawful lord constable of the village of Usherwood. He has in fact become a chaotic mercenary over the course of their campaign. Once a child of the noble family from Usherwood, van Nuys has been perpetrating a deception upon the party—and the village—in his own quest for power since learning of the existence of the Bone-Hilt sword. During the course of the campaign, van Nuys' alignment has moved steadily to a chaotic nature, and is using the party to obtain the weapon he believes will set him up as lord of the Northern Territories. As his alignment changed from good to neutral, he has lost those powers specific to the ranger character class. Should the party confront van Nuys on their return, they will find van Nuys is now supported secretly by a small army of henchmen; 15 6th level fighters, and 5 5th level druids. van Nuys will take whatever action he deems necessary in order to maintain his ruse over the village in his quest for power in the north lands.

Name: **Captain Leary**
Function: Ship Captain of the Aquis Queen
Encounter: Setting Up The Adventure
Race / Sex: Human / Male
Class: Fighter
Alignment: Neutral Good
EXP / Level: 16,000 / 5
Hit Points: 40
Attributes: **STR** 9, **DEX** 9, **CON** 10, **INT** 13, **WIS** 16, **CHA** 11
Armor Class: 10
Weapons: Dagger
Armor: None

Notes: known throughout the village of Pelican Bay. He is kindly, but with a rough, often abrasive exterior, and is fond of coloring his speech with profanity. His age is unclear. At a glance he seems to be in his 50's or 60's, yet he remains strong and physically imposing. Even with his one peg leg, he can move about quickly, and nimbly. The skipper's eyes are clear and bright, and sparkle with a keen awareness of all that transpires around him.

Name: **Duke Grainger**
Function: Ship Captain
Encounter: Setting Up The Adventure
Race / Sex: Human / Male
Class: Fighter
Alignment: True Neutral
EXP / Level: 35,000 / 6
Hit Points: 48
Attributes: **STR** 16, **DEX** 16, **CON** 11, **INT** 9, **WIS** 9, **CHA** 9
Armor Class: 8
Weapons: Scimitar
Armor: None

Notes: a scalawag who is always watching out for his own best interest, and always looking for the highest profit. He is not likely to betray the party, but neither will stick his neck out on their behalf either, unless there's a profit to it.

Name: **Kerrie, the Houseless**
Function: Engineer for Valen'cya
Encounter: 13.a
Race / Sex: Human / Female
Class: Jack-of-All-Trades
Alignment: Neutral good
EXP / Level: 2,400,000 / 15
Hit Points: 60
Attributes: **STR** 12, **DEX** 14, **CON** 13, **INT** 15, **WIS** 12, **CHA** 17
Armor Class: 7
Weapons: Long sword, scimitar, short bow
Armor: Leather
JoAT Abilities: first level | *druid spells I, illusionist spells I, open locks, tracking, weapon specialization* | second level; *alert against surprise, don disguise, druid spells II, find/remove traps, illusionist spells II* | third level; *climb walls, druid spells III, druid's knowledge, fighting the unskilled, humanoid damage bonus* | fourth level; *druid spells IV, read languages, unarmed combat, weapon specialization II* | fifth level; *deflect normal missiles, druid spells V, quick healing* | sixth level; *bonus attacks I, druid spells VI, fast movement* | seventh level; *immunity to fey charm, quiet mind* | eighth level; *body disruption*
Spells: druid; first level | *cure serious wounds, feeblemind, transmute rock to mud* | illusionist; first level | *hypnotism*

Notes: Kerrie is the youngest child—and only daughter—born to a wealthy family in a land several months' journey from the Isle of Valen'cya. Her home was invaded several years back by a horde of creatures appearing to be a mixture of men and dragons. The cause for the invasion was not revealed. However, the genesis of Kerrie's wrath lies in the murder of 4 older brothers at a time when she was 12 years old. At that time, the young maiden dedicated herself to finding the creatures responsible for the invasion.

Name: **Christof**
Function: Assistant to Kerrie, the Houseless
Encounter: 13.a
Race / Sex: Copper dragon hordling / Male
Class: Fighter
Alignment: True Neutral
EXP / Level: 20,000 / 5
Hit Points: 30
Attributes: **STR** 15, **DEX** 13, **CON** 11, **INT** 9, **WIS** 9, **CHA** 6
Armor Class: 8
Weapons: Scimitar
Armor: None

Notes: the hordling, Christof, has been a member of Kerrie's house for many years, and remains fiercely devoted to her and to her cause. If the party appears to be genuinely interested in supporting Kerrie in her own pursuit, he will repay that support in kind. However, he will return ambivalence with hatred. Should Kerrie be killed, Christof will seek to return to Kerrie's family.

Name: **Louthiam of Rhanmu**
Function: Magic-user for Valen'cya
Encounter: 48
Race / Sex: Human / Male
Class: Magic-User
Alignment: Neutral evil
EXP / Level: 755,000 / 12
Hit Points: 40
Attributes: **STR** 8, **DEX** 12, **CON** 12, **INT** 16, **WIS** 10, **CHA** 7
Armor Class: 6
Weapons: ***staff of wizardry*** (15 charges), ***dagger of venom*** (6 doses of poison)
Armor: ***bracers of armor, +4***
Spells: magic-user | first level; *burning hands, jump, magic missile, read, write* | second level; *ESP, invisibility, pyrotechnics, scare* | third level; *blink, lightning bolt, slow, tongues* | fourth level; *fire charm, ice storm, minor globe of invulnerability* | fifth level; *conjure elemental, magic jar, wall of iron* | sixth level; *flesh to stone*

Notes: Louthiam was abandoned at a young age on the foothills of Rhanmu. The child was found by the primitive people that scratch out an existence on the Isle of Valen'cya, and raised as one of their own. However, he possessed a high intellect (higher at any rate than those who raised him), and an insatiable curiosity. This led to him pursuing the necromantic arts. As a young man, he found his way to Valen'cya's domain, and was able to convince the dracolich as to his worth to her. He has remained loyal to her ever since, seeing her as his gateway to fortune and power.

Name: **Mary Quickling**
Function: Merchant, member of the Coral Anvil
Encounter: Village of Aquila
Race / Sex: Human / Female
Class: Thief
Alignment: Neutral
EXP / Level: 25,000 / 6
Hit Points: 28
Attributes: **STR** 8, **DEX** 18, **CON** 12, **INT** 16, **WIS** 10, **CHA** 16
Armor Class: 6
Weapons: ***+1 dagger of venom***
Armor: None

Notes: the merchant Mary Quickling, is also known as 'Easy Legs'; a member in good-standing of the thief's guild known as the Coral Anvil. Mary earned her moniker of 'Easy Legs' for two reasons; first for her agility on her feet. Her ability to run, leap, and cross dangerous spans is legendary among the local thieves. But more notoriously, she is also known for using her feminine ways to further her own goals. The raven-haired, dark-complected woman is reputed to share the bedchamber of the guild's leader.

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Karshem**
Race / Sex: Sarngoch / Male
Class: Cleric
EXP / Level: 55,000 / 7
Hit Points: 56
Attributes: **STR** 10, **DEX** 12, **CON** 13, **INT** 11, **WIS** 16, **CHA** 11
Armor Class: 4
Armor: Chain mail, small shield
Weapon: Heavy mace
Wealth: 235 gp
Caste: Magic-user (*magic missile, detect magic*)
Spells: cleric | first level; *command, cure light wounds, light, protection from evil, sanctuary* | second level; *augury, chant, detect charm, resist fire, slow poison* | third level; *feign death, prayer* | fourth level; *cure serious wounds*

Name: **Dar'lean**
Race / Sex: Half-elf (nubian) / Male
Class: Druid
EXP / Level: 55,000 / 7
Hit Points: 56
Attributes: **STR** 12, **DEX** 16, **CON** 9, **INT** 9, **WIS** 16, **CHA** 15
Armor Class: 8
Armor: None
Weapon: Club, sling (score stones)
Wealth: 175 gp
Spells: driud | first level; *animal friendship, faerie fire, pass without trace, purify water, speak with animals* | second level; *barkskin, cure light wounds, fire trap, trip, warp wood* | third level; *neutralize poison, summon insects* | fourth level; *control temperature 100 ft radius*

Name: **Richard**
Race / Sex: Human / Male
Cleric: Paladin
EXP / Level: 55,000 / 6
Hit Points: 60
Attributes: **STR** 16, **DEX** 9, **CON** 9, **INT** 9, **WIS** 13, **CHA** 17
Armor Class: 3
Armor: Plate mail
Weapon: Bastard sword, heavy mace
Wealth: 210 gp

Name: **Gordo**
Race / Sex: Halfling / Male
Class: Thief
EXP / Level: 55,000 / 7
Hit Points: 42
Attributes: **STR** 9, **DEX** 17, **CON** 9, **INT** 10, **WIS** 12, **CHA** 10
Armor Class: 5
Armor: Padded
Weapon: Short sword, sling (score bullets)
Wealth: 210 gp



Karshem Richard Dar'lean Gordo

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Stu'yrt**
Race / Sex: Dwarf / Male
Class: Fighter
EXP / Level: 55,000 / 6
Hit Points: 60
Attributes: **STR** 16, **DEX** 12, **CON** 12, **INT** 9, **WIS** 10, **CHA** 9
Armor Class: 5
Armor: Mail hauberk
Weapon: Hand-axe, heavy mace, light crossbow
Wealth: 350 gp

Name: **Gondars**
Race / Sex: Human / Male
Class: Ranger
EXP / Level: 55,000 / 6
Hit Points: 56
Attributes: **STR** 12, **DEX** 16, **CON** 14, **INT** 13, **WIS** 14, **CHA** 14
Armor Class: 6
Armor: Leather
Weapon: Long sword, dagger, long bow
Wealth: 140 gp

Name: **Aaonæ**
Race / Sex: Elf / Female
Class: Magic-User
EXP / Level: 55,000 / 6
Hit Points: 24
Attributes: **STR** 9, **DEX** 10, **CON** 9, **INT** 16, **WIS** 10, **CHA** 14
Armor Class: 10
Armor: None
Weapon: Quarter staff, dagger
Wealth: 105 gp
Spells: magic-user | first level; *charm person, magic aura, push, read magic, shocking grasp, write* | second level; *continual light, invisibility, wizard lock* | third level; *haste, protection from evil 10 ft radius*

Name: **Junée**
Race / Sex: Human / Female
Class: Lorist Priest
EXP / Level: 55,000 / 6
Hit Points: 48
Attributes: **STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 13
Armor Class: 7
Armor: Studded Leather
Weapon: Quarter staff, flail
Instrument: Harp
Wealth: 140 gp
Spells: cleric | first level; *bless, cure light wounds, detect evil* | second level; *resist fire, slow poison* | third level; *dispel magic*



Stu'yrt Gondars Aaonæ Junée

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Græydon**
Race / Sex:	Gnome / Male
Class:	Illusionist
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	**STR** 8, **DEX** 16, **CON** 8, **INT** 15, **WIS** 10, **CHA** 9
Armor Class:	8
Armor:	None
Weapon:	Dagger, darts (10)
Wealth:	140 gp

Spells: illusionist | first level; *change self, dancing lights, gaze, reflection, read magic, wall of fog, write* | second level; *deafness, improved phantasmal force, misdirection* | third level; *dispel illusion, non-detection, spectral force*

Name:	**Snargu**
Race / Sex:	Half-Orc / Male
Class:	Assassin
EXP / Level:	55,000 / 7
Hit Points:	48
Attributes:	**STR** 14, **DEX** 16, **CON** 14, **INT** 11, **WIS** 8, **CHA** 8
Armor Class:	6
Armor:	Leather
Weapon:	Broad Sword, dagger
Wealth:	165 gp

Name:	**Joahan**
Race / Sex:	Half-Hordling (blue) / Male
Class:	Verméan Monk
EXP / Level:	55,000 / 6
Hit Points:	42
Attributes:	**STR** 15, **DEX** 15, **CON** 11, **INT** 9, **WIS** 15, **CHA** 9
Armor Class:	4
Armor:	None
Weapon:	Scimitar, dagger
Wealth:	140 gp

Name:	**Whilem**
Race / Sex:	Human / Male
Class:	Racaraide Bard
EXP / Level:	55,000 / 7
Hit Points:	32
Attributes:	**STR** 12, **DEX** 13, **CON** 12, **INT** 12, **WIS** 12, **CHA** 15
Armor Class:	7
Spells:	None
Armor:	Studded leather
Weapon:	Long sword, dagger, short bow
Instrument:	Lyre
Wealth:	140 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Greenleaf**
Race / Sex:	Human / Male
Class:	Lorist Ovate
EXP / Level:	55,000 / 6
Hit Points:	48
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 15
Armor Class:	8
Armor:	Leather
Weapon:	Club, sling (score bullets)
Instrument:	Mandolin
Wealth:	140 gp

Spells: druid | first level; *detect pits and snares, invisibility to animals, speak with animals* | second level; *cure light wounds, trip* | third level; *protection from fire*

Name:	**Smithee**
Race / Sex:	Human / Male
Class:	Sonneteer Magician
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 12, **CHA** 12
Armor Class:	8
Armor:	Leather
Weapon:	Scimitar, dagger
Instrument:	Harp
Wealth:	160 gp

Spells: magic-user | first level; *enlarge, jump, magic missile* | second level; *ESP, shatter* | third level; *monster summoning I*

Name:	**Edelbrock**
Race / Sex:	Human / Male
Class:	Lyrist Veteran
EXP / Level:	55,000 / 6
Hit Points:	60
Attributes:	**STR** 16, **DEX** 10, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class:	6
Armor:	Scale mail
Weapon:	Mace, short sword, light crossbow
Instrument:	Cittern
Wealth:	140 gp

Name:	**Buckley**
Race / Sex:	Human / Female
Class:	Jongleur Magsman
EXP / Level:	55,000 / 6
Hit Points:	36
Attributes:	**STR** 9, **DEX** 16, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class:	6
Armor:	Leather
Weapon:	Long sword, dagger
Instrument:	Djembe
Wealth:	160 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Vinzini**
Race / Sex:	Human / Male
Class:	Sonneteer Trickster
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 15, **CHA** 9
Armor Class:	8
Armor:	Padded
Weapon:	Scimitar, dagger
Instrument:	Lute
Wealth:	90 gp

Spells: illusionist | first level; *color spray, dancing lights, hypnotism* | second level; *improved phantasmal force, magic mouth* | third level; *invisibility 10 ft radius*

Name:	**Clint**
Race / Sex:	Human / Male
Class:	Jack-of-All-Trades
EXP / Level:	55,000 / 6
Hit Points:	48
Attributes:	**STR** 13, **DEX** 12, **CON** 14, **INT** 11, **WIS** 14, **CHA** 9
Armor Class:	8
Armor:	Leather
Weapon:	Bastard sword, morning star, dagger
Wealth:	170 gp

JoAT Abilities: first level; *hide in shadows, move quietly, tracking* | second level; *alert against surprise, turn undead I* | third level; *climb walls, turn undead II*



Vinzini Clint

MODULE TITLE	COMMENTS
MISSION OBJECTIVE(S)	

MISSION ACHIEVEMENT(S)

MISSION NOTES

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SUMMARY MATRIX

ID	CHARACTER	CLASS	RACE/SEX	LVL	EXP	ATTRIBUTES STR | DEX | CON | INT | WIS | CHA	HP	AC	
01									
02									
03									
04									
05									
06									
07									
08									
09									
10									
11									
12									
13									
14									
15									

WEAPONS MATRIX

ID	STR MODS "TO HIT"	STR MODS DAM.	DEX MODS ATTACK	DEX MODS A.C.	RACE/CLASS MODS. "TO HIT"	RACE/CLASS MODS. DAM	WEAPON IN HAND	WEAPON MODS "TO HIT"	WEAPON MODS DAM	DAMAGE S-M	DAMAGE L	
01												
02												
03												
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												
14												
15												

COMBAT MATRIX

ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.	ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.	ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.
01					04					07				
02					05					08				
03					06					09				

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SUMMARY MATRIX

"TO HIT" A.C.																				PLAYER	PHONE/EMAIL
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

WEAPONS MATRIX

SECONDARY WEAPON	WEAPON MODS		DAMAGE		MISSILE WEAPON	WEAPON MODS		DAMAGE	
	"TO HIT"	DAM	S-M	L		"TO HIT"	DAM.	S-M	L

COMBAT MATRIX

ID	ENEMY				ID	ENEMY				COMBAT NOTES
	CREATURE	A.C.	VS. A.C.	DAM.		CREATURE	A.C.	VS. A.C.	DAM.	
10					13					
11					14					
12					15					

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SAVING THROW MATRIX

ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)	
01							06							11						
02							07							12						
03							08							13						
04							09							14						
05							10							15						

TURN UNDEAD MATRIX

ID	TYPE 1 (e.g., skeleton)	TYPE 2 (e.g., zombie)	TYPE 3 (e.g., ghoul)	TYPE 4 (e.g., shadow)	TYPE 5 (e.g., wight)	TYPE 6 (e.g., Ghast)	TYPE 7 (e.g., Wraith)	TYPE 8 (e.g., Mummy)	TYPE 9 (e.g., Spectre)	TYPE 10 (e.g., Vampire)	TYPE 11 (e.g., Ghost)	TYPE 12 (e.g., Lich)	TYPE 13 (e.g., fiend)

THIEVING MATRIX

ID	PICK POCKETS	OPEN LOCKS	FIND/REMOVE TRAPS	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES

SPELL MATRIX (memorized)

ID	SPELL	SPELL CAST	ID	SPELL	SPELL CAST

NAME:	EXP*:	AGE:	WEAPON IN HAND:
CLASS(es):	HP:	HEIGHT:	SECONDARY WEAPON:
ALIGNMENT:	AC:	WEIGHT:	MISSILE WEAPON:
RACE:	LVL*:	SEX:	OTHER:
*Multi-classes:			

ATTRIBUTES	MODIFIERS			
STR:	'To Hit':	Damage:	Minor Test:	Major Test:
DEX:	Surprise Bonus:	Missile Bonus:	AC Adjust:	
CON:	HP:	Minor Test:	Major Test:	
INT:	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
WIS:	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
CHA:	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

SAVING THROWS

AIMED MAGIC ITEM:	DEATH, PARALYSIS, POISON:	SPELLS:	NOTES:
BREATH WEAPON:	PETRIFACTION, POLYMORPH:		

'TO HIT' vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
UNADJUSTED d20 ROLL:																					

Notes:

ARMOR

ARMOR:	SHIELD:	OTHER:	AC:

Notes:

WEAPONS	DAMAGE vs S/M:	DAMAGE vs L:	RANGE:	ENCUMBRANCE:
WEAPON IN HAND:				
SECONDARY WEAPON:				
MISSILE WEAPON:				
OTHER:				

Notes:

WEALTH & TREASURE

CP:	SP:	OTHER (gems, jewelry, etc.):
EP:	GP:	
PP:		

Other magical or unique:

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EQUIPMENT

SPELLS

CAST	LEVEL	SPELL	CAST	LEVEL	SPELL

OTHER (hirelings, henchmen, etc)

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CAMPAIGN SETTING NOTES

DEITY:

REGION OF ORIGIN:

RACIAL NOTES:

CLASS ABILITIES NOTES

OTHER

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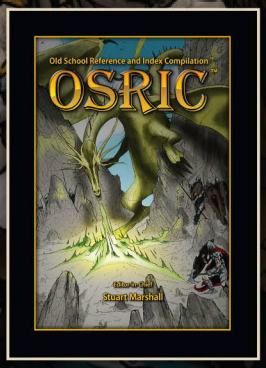



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For 4 to 7 characters of experience levels 5 to 7

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PUBLISHER'S NOTE



To those who would brave *In the Halls of the Mage-King* as a stand-alone adventure: this is a railroad; make no mistake about it. The party is forced to enter into it without a choice of their own, and to escape it, they must follow a specific path laid before them. I can only hope your players will forgive me the sin of this unapologetic forced-march into danger. However, the challenges they find herein will prove a test of their mettle, and place their feet firmly on the path to greatness. But as the fifth book in the Bone-Hilt Sword campaign, it is also the final stop in their effort to save the continent from the designs of the evil and powerful Mage-King.

The primary plot device in the adventure is to reforge and destroy the ***Bone-Hilt sword*** and slay the Mage-King Xerksis before the lich can extend his evil reach over the entire continent. As a stand-alone adventure, the party's single goal is to escape the Tower of Xerksis.

In either case, while the recommended levels for this game are five through seven, there are several encounters which may be well beyond the capabilities of such mid-level PC's. To this, I can only say, ***bonne chance!*** However, it should also be noted that several items of power have been sprinkled throughout the adventure that will offer assistance in those unbalanced encounters.

And though this is an unapologetic railroad, there are several opportunities for the party to leave the Tower on several side trek adventures of the GM's own creation. See specifically the ***First*** and ***Second Floors***, ***sub-levels 2f***, and ***3t***, and ***areas 35*** and ***44a***.

And as usual, special thanks to my go-to-guys, Ron Redmond for his editorial services, and Peter Szmer and Hugh Vogt for their artistic talents.

As always, GM and player input on the games produced by Usherwood Publishing is crucial to continued improvement. Feel free to email me at *kramer@usherwoodadventures.com* with your honest thoughts and opinions so that we may strive for a higher bar in future releases.

With the release of this adventure, I bid a fond farewell to the adventures which launched the entirety of the Usherwood Adventures setting way back in 1996, upon my personal rediscovery of the fantasy RPG genre. And here, in the summer of 2012, it is with mixed gladness and sorrow that I close the final chapter on this adventure series. I hope that those who followed the series to the gritty end enjoyed doing so.



James D. Kramer
publisher, author, designer
Usherwood Publishing



PREFACE

All Usherwood adventures use the OSRIC source reference document (SRD) as the basis of its rules and conventions. Additionally, the reader may need to be aware of the following abbreviations and terminology that may be presented in the adventure;

AC: or *armor class;* the measure of a character's/monster's defensive abilities in combative situations, and situations to avoid physical contact.

CHA: or *charisma;* the measure of a character's physical attractiveness, leadership ability, and personal magnetism.

CON: or *constitution;* the measure of a character's general state of health and stamina.

d# / #d#: or *dice;* a lowercase 'd' followed by a number (4, 6, 8, 10, 12, 20, %) indicates a specific die that is used for random number determination. Where preceded by a number indicates the number of times to roll the indicated die (i.e., 3d6 indicates a required roll of three six-sided die, producing a random number between 3 and 18).

DAM / Dmg: or *damage;* the measure of damage inflicted by a given type of attack.

DDG: or *Deities & Demigods;* refers to either the First Edition or Third Edition rules systems by the same names, a selection of divine beings and pantheons both fantastic and mythical.

DEX: or *dexterity;* the measure of a character's agility, hand-eye coordination, reflexes, and balance.

DMG: or *Dungeon Masters Guide;* refers to the First Edition rules system, provides detailed information to a GM regarding many aspects of conducting a successful game.

GM: or *game master;* also sometimes called the *dungeon master*, the individual running a game through which a combination of players are adventuring. It is advised to the players to always regard the GM as the final authority on all rules decisions and interpretations.

EXP: or *experience;* the measure of a character's skill within her class (also an award of points due a character for the accomplishment of a specific task).

FEADAD: or *First Edition;* refers to First Edition fantasy-based roleplaying game system texts originally published by TSR, Inc., c.1978-82. Although it is the policy of Usherwood Publishing to publish specifically to the OSRIC SRD, occasionally these texts will be referenced. *See also Dungeon Masters Guide* (DMG), *Fiend Folio* (FF), *Monster Manual* (MM), *Monster Manual II* (MMII), and *Players Handbook* (PHB).

FF: or *Fiend Folio;* refers to the First Edition rules system, a collection of creatures most baleful.

HD: or *hit die;* the number of die to be rolled to determine hit points (see below). Also, may be used to indicate the relative strength or toughness of a monster.

HP: or *hit points;* the measure of the amount of physical damage a character/monster can sustain before unconsciousness or death will result.

INT: or *intelligence;* the measure of a character's reasoning power (also, I.Q.).

MM / MM2: or *Monster Manual*, and *Monster Manual II;* refers to the First Edition rules system, a collection of creatures, baleful and benign, arranged in two volumes.

OGC: or *Open Game Content;* that portion of this work which may be used by publishers of content covered by the OGL (see below)

OGL: or *Open Game License;* developed and distributed by Wizards of the Coast, Inc., allows for distribution of third-party content under these rules as allowed by compliance restrictions.

OSRIC: or *Old-School Reference and Index Compilation;* a compilation of rules based the First Edition fantasy-based roleplaying game rules system into a free, open license. Also, *OSRIC SRD*.

PC: or *player character;* the persona adopted by players within a game.

PHB: or *Players Handbook;* refers to the First Edition rules system, describing the process for players to develop personalities to use in the game.

STR: or *strength;* the measure of a character's muscle and physical brawn.

TH: or *"to hit";* die score require to strike an opponent in order to do damage.

WIS: or *wisdom;* the measure of a character's insight, willpower, commonsense, intuition.

READER AIDS

There a number of visual reader cues provided to convey specific types of information;

> GM narratives provide you with recommended text to read verbatim to the players to set-up specific situations.

Creature stats blocks: these will provide you with basic information on the creatures and monsters encountered throughout the module. If First Edition and OSRIC stats differ, notations will be provided. An example of creature stats follows;

Kobold leader (1): **AC** 6; **MV** 60 ft; **HD** 1-1; **HP** 7; **#AT** 1; **DAM** 1d6 or by weapon; **POS** short sword, 15 s.p.

Where: **AC** = Armor Class; **MV** = Movement Rate; **HD** = Hit Dice (or relative strength); **HP** = Hit Points; **#AT** = number of attacks; **DAM** or **DMG** = damage inflicted on a successful hit; **SA** = special attacks; **SD** = special defenses; **POS** = possessions (of the group of creature type encountered)

Miscellaneous information the GM may find useful is provided within note boxes.

SAVE VS. ATTRIBUTE

Certain circumstances may require a Save vs. Attribute roll by the player, which is made as follows; the player rolls 3d6 vs. the indicated attribute (STR, INT, WIS, DEX, CON, or CHA). A result equal to or less than the character's attribute score indicates a successful save. A result greater than the character's attribute score indicates a failed save, and the character suffers the appropriate consequences described in the encounter. The required save may be modified to reflect a specific situation described in the encounter. A result of '18' will always indicate a failed Save vs. Attribute, while a result of '3' will always indicate success.

CAMPAIGN NOTES

This game is designed for play as both a stand-alone module, or as part of the five-part campaign; The Bone Hilt Sword. In order to maintain its playability as a stand-alone adventure, many campaign-specific notations and descriptions have been moved into the appendix, **CAMPAIGN NOTES**. This material contains many clues for the party playing through the campaign, alternative or more in-depth descriptions of certain items, and additional information for some encounters.

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UNDERSTANDING THE MODULE

The GM should read through the module completely to understand the various encounters and module setups before beginning play. If you have any questions regarding the module — why certain encounters are written as they are, or, to point out where you feel improvements in the manuscript might be made — feel free to write the publisher at *kramer@usherwoodadventures.com*.

RESOURCES

The following publications and resources are either required else are recommended for use with this adventure;

OSRIC SRD (required): the OSRIC SRD is available as a free PDF download at *http://knights-n-knaves.com/osric*. The PDF can also be downloaded from the Usherwood Adventures website at *http://www.usherwoodadventures.com/downloads/osric.pdf*.

The OSRIC SRD is also available as a print-on-demand product through Lulu.com, or through Black Blade Publishing.

An A5 trim size of the SRD is also available exclusively from Usherwood Publishing as POD through Lulu.com at *http://www.lulu.com/product/paperback/osric-(a5)/16663197*.

Book of Beasts (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com.[1] (Mythmere Publishing)

Usherwood Adventures Expansion for OSRIC (required): this publication is available as a PDF download and as a print-on-demand product through RPGNow.com. (Usherwood Publishing)

Usherwood Adventures website; *www.usherwoodadventures.com*: the website expands on setting-specific information—deities, regional maps, NPC personalities, etc.—that the GM may find helpful in running the adventure, or just adding color for the players.

First Edition TSR publication (optional): if you do not have access to the OSRIC SRD, the adventure is completely compatible with the First Edition rules books.

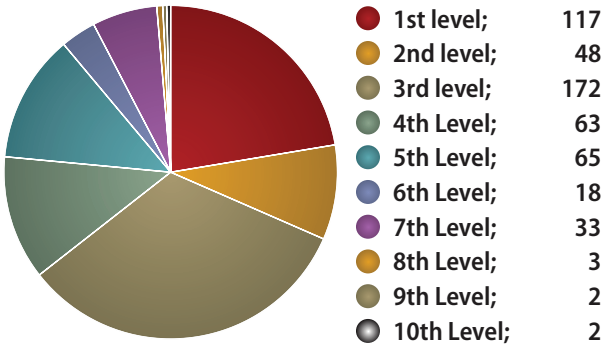
[1] The **BOOK OF BEASTS** has not been released as of the publishing of this adventure. Those required for the playing of this adventure from that publication have been included in the appendixes in the back of this volume.

IN THE HALLS OF THE MAGE-KING

...before your eyes, a room materializes as sand through an hour glass. But you have a feeling of uncertainty as to where the chamber actually exists. Valen'cya herself seemed to fall into the deepest depths of fear during your battle, just before... just before all went black. And now, she is gone, but the heat of her wrath remains behind.

Your group stands in a chamber, high atop the tallest spire of a castle. At the feet of the castle lay a sprawling port city. Huge it is, yet, oddly quiet, and dark, and deserted it seems to be. And then, a disembodied voice chants quietly, and purposefully, but from what direction you cannot tell...

LEVEL DISTRIBUTION OF MONSTER ENCOUNTERS



INCORPORATING THIS MODULE INTO YOUR GAME

IN THE HALLS OF THE MAGE-KING takes the party to a mysterious tower, located in the city-state of Imperium Vallis, if you are playing within the Usherwood Adventures campaign setting. It may be used as a standalone adventure; however, it was designed as the fifth and concluding mission of a five part campaign.

If playing in your own campaign setting, you may place the locales in a landscape located in similarly remote and desolate islands.

RE-LEVELING TO SUIT YOUR GAMING GROUP

This module is designed for characters of mid- to upper-levels, and is recommended for 5th to 7th level characters, and may prove suitably challenging to 8th and 9th level characters in small groups. For large groups, or for groups with experienced players, the referee may consider doubling the number of creatures for each encounter. The GM could as well add additional stronger monsters for more difficult challenges.

You can us the following chart to gauge PCs' relative strength against the creatures they will be encountering within the adventure.

RACES AND CLASSES

Any of the standard character races available from the OSRIC SRD can be used. GM's may include their own races and classes as they deem appropriate. Races and classes unique to the Usherwood Adventures campaign setting may also be included, with no special restrictions. Refer to the appendix **PRE-GENERATED PCS** for a selection of ready-to-play character templates. The group will require at least one thief for the many locked and trapped doors that occur throughout the adventure.

SETTING UP THE ADVENTURE

The GM may devise his or her own hook to draw the players into the module, or use one of the optional methods to start the players on their road to the adventure; **CAMPAIGN START** (use only if playing the full Bone Hilt Sword campaign) or **QUICK START** (use if playing this module as a stand-alone adventure).

CAMPAIGN START

As is mentioned in the appendix **CAMPAIGN NOTES**, under the heading **THE XERKSIS PORTAL** in book 4, **VALEN'CYA'S HORDE**, the magic portal located in ***area 48.b*** is the device that will teleport the party to the ***First Floor*** of the Tower of Xerksis. However, in the event that your party does not immediately enter the portal, choosing instead to exit the lair of Valen'cya, GM's should place the portal again in the path of the party at a time of their choosing.

Notes:

At the beginning of this adventure, the party must be in possession of the reforged ***Ranger's Brand***, and the grip of the ***Bone-Hilt sword*** itself (refer to the ***Bone-Hilt's*** properties in the section **PROPERTIES OF THE BONE-HILT** which follows; *see also*, **VISIONS OF THE BONE-HILT GRIP** and **IMPRISONED BY THE BONE-HILT GRIP** in **THE SHADOWED KEEP** for additional information regarding this powerful artifact).

At this point, the party should be very well aware of the requirements of this part of their mission;

- locate the blade of the ***Bone-Hilt***, and discover the secret to reforge the weapon so that it can be destroyed
- upon reforging the ***Bone-Hilt sword***, destroy it
- locate Xerksis, and slay him

ADDITIONAL CAMPAIGN SET-UP

At a crucial point in the party's combat with Valen'cya, the party's mission became suddenly known to Xerksis. The reforging of the ***Ranger's Brand*** created a 'ripple' in the magical energies of the Prime Material Plane, and the Mage-King's consciousness was suddenly aware of the party.

Stepping through the portal at ***area 48.b*** of **VALEN'CYA'S HORDE,** the party was teleported to the top-most chamber (***level 1***) within the Tower of Xerksis, and here is where they begin the module.

See also the section entitled **BELT OF THE ENION GUARD** *in the appendix* **CAMPAIGN NOTES** *if any members of the party are wearing the Belt discovered in* ***area 20*** *of* **YRCHYN, THE TYRANT**..

REWARD AND EXPERIENCE AWARDS

The successful party will be allowed to keep any and all treasure they bring out of the Tower of Xerksis.

In addition each surviving member of the party should receive an experience point award above and beyond that collected through the slaying of monsters at the GM's discretion. The author recommends 5,000 experience per character per task that is successfully completed.

QUICK START

The following summary may be used to kick-off the adventure if the game is being played outside **THE BONE-HILT SWORD** campaign:

As your party makes its way down the well-travelled road, day fades to night as your thoughts begin to turn toward striking camp, as ahead of you a curious site catches your attention; a robed figure sits cross-legged in the middle of the road. The figure is dressed in dark brown robes; its face obscured by a deep cowl that is pulled low. The figure's hands are the only exposed part of the figure's body, and these appear white as polished bone, with skin pulled taught over arthritis-swollen joints. The palms of the hands are turned toward the sky and cradle an evil-looking object. In the figure's hands rests what seems to be the broken hilt of a sword, yet it is like no hilt any in the party has ever seen before.

The grip is constructed of the lower arm bones of a humanoid, and the pommel is clutched by the bones of an ancient hand. In the pommel, the skeletal hand clutches a pulsating organ, which appears to be a heart. Atop the living mass, sits the miniature skull of a small humanoid creature, and within the eye sockets of the skull glow pinpoints of orange light. The cross-guard appears to be the arm bone of still yet another owner.



The seated figure does not move in the slightest way to acknowledge the party's presence. If the party disturbs the seated figure in any way;

The figure trembles at your touch, as if disturbed by a soft breeze, and then, as if the robes and the figure it shrouds were nothing more than the hollow shell of a log after a long

Notes:

intense fire, it crumbles into fine powdery dust, leaving behind only the broken sword hilt in its wake.

In the following moment, the soft rustle of wind is felt as the air immediately surrounding the pile of ash is drawn into a hole where the figure once sat. The vacuum increases dramatically as loose debris is tumbled into the open void now clearly discernible in the ground. The sword grip is the first victim of the void in the ground, and its vanishing is accompanied by a great thunderous booming heard from within the hole.

Within in moments, everything within one hundred feet is drawn unerringly into the hole in the ground where once sat the mysterious figure; dirt, rocks, trees, and yourselves.

One by one, your group wakes from unconsciousness in a small circular chamber which has but a single small wooden, iron-bound door. In the center of the room lay the mysterious bone-hilted sword grip; thrumming with unfathomable evil.

The preceeding narrative places the party in the top-most chamber (***First Floor***) in the Tower of Xerksis, and here is where they begin the module.

PROPERTIES OF THE BONE-HILT GRIP

The grip is constructed of the lower arm bones of a humanoid, as the pommel is clutched by the bone of an ancient hand. In the pommel, the skeletal hand clutches a pulsating internal organ, which appears to be a heart. Atop the organ, sits the miniature skull of a small humanoid creature, and within the eye sockets of the skull glow pinpoints of orange light. The cross-guard appears to be the arm bone of still yet another owner.

Each of these objects claims a violent history of their own;

- **Skull (pommel);** the origins of the skull is shrouded in history, and of what type of creature it may have once belonged is unknown. The glow seen in the eyes of the skull intensifies when in the presence of powerful goodly creatures.
- **Organ (pommel);** perhaps the most disturbing feature of the artifact, the organ that makes up the central portion of the pommel. This alien heart is said to have been removed from the chest of a powerful demon lord. The legend goes on to say that should the organ ever be replaced into the chest of this demon (who is entombed somewhere within the 666 layers of the Abyss), the demon would arise and destroy the Prime Material Plane utterly.

  The heart pulsates continually, as though it is providing an evil life to the weapon.
- **Hand and arm bones (grip);** the hand and lower arm bones are human in origin, and they once belonged to a powerful sarngoch wizard of evil reputation.

  The hand can be seen to occasionally gently squeeze the heart/pommel, as though attempting to give animated life to the organ.
- **Arm bone (cross-guard);** the thick upper arm bone that comprises the cross-guard is reported to be that of the weapon's first victim; a goodly king from a distant land.
- **Blade;** a fragment of the ancient remains just below the cross-guard. The metal is covered in a heavy, dark brown patina, and is heavily pitted.

A goodly-aligned creature holding the Bone-Hilt grip will receive a sudden violent mental flash of 'memory' from the artifact, and they will become suddenly aware of all the victims of the sword. Pictures of the violent deaths of thousands of people become embedded in the PC's mind; a middle-aged king, a young king/prince, a captain dressed in Imperium guards' tunic, hundreds of nobles, and countless county folk and peasants. In each of their faces can be seen the horror of dying at the hands of a weapon which poisons their body with evil before it sucks the soul from their very being as they die. Such aligned PC's must save vs. spell or become stunned for 2d6 turns.

A neutrally-aligned creature holding the Bone-Hilt grip will detect the same foreboding evil, and see the same visions, however, upon touching the artifact, they must save vs. spell or be stunned for 1d4 turns.

An evilly-aligned creature will see visions of conquest and power. These PC's must make their save vs. spell or receive 1d4 damage from electrical shock. A successful save means they receive half damage.

A chaotic evil creature will see themselves suddenly as the greatest power to have ever graced the surface of the Prime Material Plane. Chaotic evil PC's require no saving throw.

If any save is unsuccessful, the PC must make the saving throw on each subsequent attempt to hold the artifact. Once a successful save is made, no further saves are required.

Whatever the creature's alignment, the grip will attempt to immediately possess the mind and soul of the creature in

Notes:

question. The base chance for possession is 45%. This is modified in the table that follows.

PC ALIGNMENT IS;		COMBINED STR, INT, WIS, AND CON IS;		CHA IS;	
lawful good	-10%	less than 32	-10%	3–4	-10%
neutral good	-8%	33–36	-8%	5–6	-8%
chaotic good	-6%	37– 40	-6%	7–8	-6%
lawful neutral	-4%	41–44	-4%	9–11	-4%
chaotic neutral	-2%	45–48	-2%	12	-2%
true neutral	—	49–52	—	13	—
lawful evil	+2%	53–56	+2%	14	+2%
neutral evil	+6%	57–60	+4%	15	+4%
chaotic evil	+10%	61–64	+6%	16	+6%
		65–68	+8%	17	+8%
		69–72	+10%	18+	+10%

If possessed, the PC's alignment will irreversibly shift one step toward chaotic evil, i.e.:

lawful good becomes neutral good
neutral good becomes chaotic good
chaotic good becomes chaotic neutral
chaotic neutral becomes chaotic evil
lawful neutral becomes true neutral
lawful evil becomes neutral evil
neutral evil becomes chaotic evil

Any PC suffering this alignment shift is subject to class-related penalties where they apply (i.e., paladins become normal fighters, etc.), and all henchmen/followers will leave the PC's employ immediately.

A possessed PC will at once lose 1 point of charisma. In addition to being able to cast the artifact's primary powers as indicated below, the possessed PC will also gain the following abilities; *protection from good* once per day, *hold person* once per day, *animate dead* once per day.

A possessed PC will covet the grip, and not willingly allow it to come to harm, nor will they willingly part from it. They will go so far as to engage in combat with a foe clearly stronger then themselves in order to protect it. A possessed PC of chaotic alignment will not even be above assassinating a close friend or loved one if it means keeping the grip.

Risk of possession (or suffering other ill-effects from the Bone-Hilt) can be avoided by placing the object into a lead-lined chest (or similar construction). Similarly, the Bone-Hilt can be wrapped within any object or material blessed by a good-aligned cleric of at least the 9th level of experience.

Powers of the Bone-Hilt; a creature holding the Bone-Hilt grip will be able to communicate with the grip telepathically, though the grip will seek to distort its meanings at every turn. Under no circumstance will the grip answer directly any question regarding its own destruction.

The grip will be belligerent, argumentative, and demanding. It will attempt to force the PC into battle against a superior chaotic evil foe, hoping the foe will prevail and take the grip from the PC. The chance of this happening is base 40%, -1% for each point of Intelligence and Wisdom of the PC, and -2% for each level of the PC.

Further, the grip grants the PC the following primary abilities:

- Cast *destroy living* spell (reverse of *raise dead*). Use of this spell has a 5% cumulative chance per use of lowering the PC's wisdom permanently by 1 point. Two such losses of wisdom will cause the PC to fall dead, as though the spell has fallen upon them.
- Cast *trap the soul*. Use of this power has a 10% cumulative chance per use of lowering the PC's intelligence score by 1 point. Two such losses of intelligence will cause the PC to vanish. The PC has in reality become imprisoned within a gem; the gem itself is held by a creature of great power (determined by the GM).

  A *raise dead* spell cast upon the gem will free the trapped PC from the gem, but they will have lost one full level of experience. The grip will be left behind by a PC thusly trapped.

THE COMPLEX

The Tower of Xerksis is a nearly needle-like spire that rises from the courtyard of the castle within the port city-state of the Imperium Vallis.[1] The city itself is not evilly-aligned, though its large population plays host to a myriad of alignments.

Within the Tower itself, there are no light sources unless noted within the encounter itself. The internal structure, unlike the exterior which is white, is constructed of a black stone,

[1] The Imperium Vallis within the context of the Usherwood Adventures setting represents the largest and most powerful civilization known to mankind. See the appendix **IMPERIUM VALLIS ADVENTURES** for more information.

Notes:

unidentifiable to anyone in the party. Like the exterior, the interior stone is absolutely seamless.

An observant player may also take note that, unless otherwise described in individual encounters, the chambers and halls within the Tower are utterly devoid of contaminants, such as dust, or invaders, such as spiders.

THE STRUCTURE

The structure is 800-ft tall, and constructed from a seamless and polished white stone, and few features mar its otherwise utterly smooth surface. A door at the summit (20-ft below the top-most peak) appears on the west side, and at this same level a narrow 1-ft wide ledge circumnavigates the full diameter. Also at this height, appears a door on the east side of the tower which is set into a small alcove.

Similarly, two more doors appear on both the west and east sides, accompanied by another 1-ft wide ledge, 80-ft below the level above.

Scaling the outside of the Tower; *A creative party may opt to scale the outside of the building in an attempt to by-pass the need to explore the Tower's interior. As illogical as it may seem to be able to scale an 800-ft tall spire, made of seamless and polished stone, an experienced DM will know that a creative party may engineer a means, however illogical. Should that prove the case, the party will find the city below the Tower to be in a state of suspended animation where no living things can be found within the city, where all food found is utterly tasteless, water tastes stagnant, beer is flat and wine has no body nor aroma, dry wood will not burn, and innumerable other impossibilities of reality. If the party attempts to leave the city, they will find all roads lead them back to the city, and any attempt to utilize magical means of travel—a* teleportation *spell for instance—returns the party to the first (top) level of the Tower. However, the party may be subject to harassment by those creatures capable of æthereal travel, capable of traveling to the outer planes of existence, or the psionically sensitive. Under this scenario, there may be other consequences as well; clerics unable to pray to their deity for spells, and the existence of alternate realities for instance. DM's should consider the ramifications carefully.*

THE FIRST FLOOR

The chamber in which the party now finds themselves is perfectly round, 20-ft in diameter. Six slender (2-ft diameter) columns run east-to-west. Each column is painted into the likeness of a warrior appearing gaunt and skeletal, though very much human. Embedded in the west wall is a small—30-ft high and 2-ft wide—iron-bound oak door. Each column is decorated with the painted likeness of an armored knight holding a two-handed sword. Orange-tinged light of late afternoon streams through the small cracks between the door and the stone of the walls.

The room veritably oozes with thick, foul, odious evil. Paladins and those others using any means of detecting the presence of evil, will be unable to pinpoint any source throughout the entire tower.

Whoever is carrying the Bone-Hilt at this point—regardless of how it has been stored and/or protected—will have the greatest sense of evil about them while in this chamber. A PC in possession of the Hilt will swoon (appearing at first like an epileptic seizure before they collapse in a heap) from the intensity of the Evil, unless a saving throw vs. death is successful.

The door is locked with a complex mechanism (-10% to a thief's ability check) of six locks. A failed Open Locks attempt will cause one of the images painted on the columns (see the appendix **NEW CREATURES** for information on the fresco fighter) to peel itself away from the column, and attack the closest PC.

Fresco Fighter (up to 6): **AC** 2; **MV** 90 ft; **HD** 7; **HP** 50; **#AT** 1; **DAM** 1d4 + 7, cast *colour spray* once per day; **POS** —

Opening the door reveals that the party is now within the top-most chamber of a great spire. The spire itself appears to be 800-ft high from the ground to the party's current location. The sides of the spire are finished in a highly polished white stone, which may be granite or marble. A narrow ledge (1-ft wide; refer to the description for ***area 3*** when determining the party's success when traversing this ledge) runs around the circumference of the spire from the door. There are no discernible seams that can be detected. The party can see that the tower itself tappers slightly from top to bottom. Some distance below (80-ft), there is another ledge encircling the tower. No other windows or doors can be seen anywhere on the tower from the party's current location.

The tower rises from a castle at its base. About the tower and the castle lies a great port city, and many boats—large and small—are harbored therein. However, the party can see no sign of life in the streets below. Even the waters of the harbor seem not just clam, but utterly still, as though frozen in an instant of time. The colors of the world outside the chamber window appear to be washed out, as of a photograph faded by time.

Notes:

Opposite the small door sits a statue. The statue, which is positioned on a raised dais with six semi-circular steps leading up, is that of a robed figure. The figure's hooded cape is pulled down to reveal the handsome face of a man in his middle-age. The figure's face, which may have been strikingly handsome in youth, is now graven with the worry and cares of a life-time. The figure's hands which protrude from the sleeves of the robe display long fingers which still suggest strength, but also seem knotted with painful arthritis. On each hand are carved three ornate rings (totaling six). Also carved into the stone of the base, and positioned at the figure's feet—as though it had been carelessly allowed to fall to the floor—is the image of the long blade with a wide deep fuller. The hilt appears to have been broken off of the carved image. Should the party check, they will find the broken edge of the blade in the statue appears to fit with reasonable likeness to the broken blade of the evil Bone-Hilt sword grip.

When the party first appeared in the room, all was silent save for the little bit of wind allowed in through the narrow (1 ft wide) window slit. But within moments, the party can hear an ancient-sounding disembodied voice chanting. Though what is being said, and from where the chanting is coming from, none can determine.

Once started, the chanting will not end until otherwise noted later within this module. The chanting is a defense mechanism of the Mage-King. It has the effect of canceling any spells requiring a vocal component (excluding scroll usage), due to the spell-caster loosing his or her concentration upon the spell. The probability of a spell being ruined in this way is determined by the spell-casting PC making a successful saving throw vs. spell at the moment they are trying to cast their own spell. For instance, a 6th level cleric is trying to cast a *continual light* spell, which has a verbal component. The cleric must first make his or her saving throw vs. spell. If the saving throw was successful, the cleric may now cast the *continual light* spell (any saving throws which apply to the spell being cast by the cleric apply as normal). If the cleric fails to make their saving throw, the spell is ruined, and lost until it can be bestowed or memorized once again.

To either side of the statue is a secret door leading into a small niche.

1. NICHE

The secret door leading into this small closet is trapped. The trap is magical in nature, and can only be detected via the cleric spell *find traps* (similarly, the trap can only be disarmed by the casting of *dispel magic*). A *detect magic* spell will reveal a powerful aura of magic along this entire section of wall, but will not reveal its nature.

As the party first begins to slide the door open, a putrid gust of air escapes through the small gap, accompanied by the howling of a dozen tortured voices.

Opening the door reveals a small closet, the floor of which is covered in a thick layer of dust. Filling the dark space within are the faces of a dozen ghostly humans locked in fear and torment. The ghostly hoard protects the ancient artifact contained within (see the appendix **NEW CREATURES** for information on the ghostly hoard). The hoard begins by attacking the PC closest to the object within, will then move to the next closest, and so on.

Ghostly Hoard (1): **AC** 0; **MV** 60 ft hovering; **HD** 7+2; **HP** 50; **#AT** 1; **DAM** 3d4, plus *fear* and *wail*; **POS** —

Leaning against the wall opposite the door, is a length of rust-pitted metal, seeming to be just a casually discarded bit of refuse. On examination, it is revealed to be the blade of a rather large sword, the hilt of which has long ago been broken off. Further examination will reveal the break is an exact match to that below the cross-guard of the Bone-Hilt grip.

The metal of this blade is ancient-looking, and pitted all along its length. The very light glinting of its razor sharp edges fills everyone in the room with horror, dread, and revulsion. Creatures within 100-ft of the blade (and having an unobstructed view of it) failing a saving throw vs. poison will become sick at the very sight (loosing 1d4 points of constitution for 2d6 turns). No lawful good PC will be able to bring themselves to look upon it for more than a few seconds, never mind so much as to actually touch the it. Other PC's of goodly alignment will find the blade to fill their mind with hateful, evil images, that are difficult to endure (saving throw vs. spell, or be stricken with *fear* as if cast by a 10th level magic-user).

Daring to touch the blade offers its own dangers as an electrical shock inflicts 3d8 of damage (no saving throw). Protecting the hands (body) in something akin to gloves will halve the damage suffered, but will effectively destroy the garment. Magically enchanted garments (such ***gloves of dexterity***) will drain the magic from the garment (continued handling of the blade with the magical-drained garment will destroy it utterly). Dousing the garment in holy water, or the casting of the clerical spell *bless* upon the garment prior to touching will protect it

Notes:

against destruction, and allow the PC to handle the item without risk (the former method must be refreshed every 3 turns to remain effective, the latter remains effective 3 turns per level of the caster).

Metal touching the blade (chains?, a metal scabbard? a make-shift chainmail sack?) will become hot to the touch, but will remain otherwise unaffected. Enchanted metals touching the blade will remain unaffected in any way.

If a PC is in possession of both the hilt and the blade, she must make a saving throw vs. death, or be rendered insane until such a time as a *remove curse* spell can be administered.[2]

Should the party attempt to touch the broken end of the blade to the Bone-Hilt (checking the fit of the broken ends), they will release a 5d6 fireball, filling the entirety of the small chamber.

The blade will be deceptively as the party attempts to move it, seeming to weigh as much 50 pounds or more.

2. NICHE

The secret door to this small closet is neither locked nor trapped, though it is stuck due to age and disrepair. A combined strength of 32 from no more than two PC's will be required to slide the concealed panel open.

Once the door is open, a gelatinous cube (kept here in a form of suspended animation) will be released, and immediately 'spill out', engulfing any creature within 10-ft of the door at the moment it is opened (a successful saving throw vs. dexterity allows the PC to jump out of the way, thus avoiding damage and the paralyzing effects of the cube).

Gelatinous Cube (1): **AC** 8; **MV** 60 ft; **HD** 4; **HP** 32; **#AT** 1; **DAM** 2d4, plus paralyzation; **POS** —

Within the small closet, the party will locate the following items; 2,000 sp, 3,500 gp, 150 pp, ***large shield +1-missile deflector***, ***broad sword-Grimie's Platinum Disrupter***[3], ***short sword-Grimie's Platinum Destroyer*** (programmed against liches), and a suit of ***+2 chain mail*** (sized to fit creatures 5½-ft to 6-ft tall).

[2] Chaotic evil creatures need never make any saving throws vs. the evil blade, unless attempting to touch the object.

[3] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** by Usherwood Publishing for information on the ***Disrupter*** and ***Destroyer*** swords.

3. DOOR TO LOWER LEVELS

The ledge leading around the Tower to this small door is a mere 1-ft wide. The ledge has a barely perceptible downward slope to it, requiring PC's to save vs. dexterity, or slip and fall (only one save is required over the full length of the ledge).

The small door at ***area 3*** is again 3-ft tall and 2-ft wide. It is locked and trapped. Trap involves an *explosive runes* spell on the hinges of the door (effectively, creating exploding bolts). If triggered, the door will blow outward toward the party. Any PC in a direct line from the door must save vs. dexterity at -1 or be knocked from the ledge. Even on a successful save, the victim(s) will still suffer 1d8 damage from the exploding fragments.

Beyond the door, is a narrow (3-ft wide) flight of steps wherein the ceiling is a consistent 5-ft high. The stairwell contains no light sources whatsoever.

SUB-LEVELS 1a THROUGH 1g

The sub-levels occurring between the ***First Floor*** and the ***Second Floor*** are landings wherein the stairs open onto 20-ft diameter circular chambers. The stairwell which continues down will always appear on the opposite (west) wall from where they end on the landing (east wall). As the numbering would imply, there are seven such landings between the ***First Floor*** and the ***Second Floor***.

SUB-LEVEL 1a. A DEADLY FRESCO

The walls of the chamber are painted in colorful depictions of fighting men, battling hoards of demons and other evil creatures originating from the outer planes. Reading the paintings, it can be interpreted that evil creatures are winning the fight. 3 rounds after entering the chamber, 6 of the demonic creatures will peel away from the wall and begin attacking the party as fresco fighters. The fresco fighters will pursue the party a maximum of 6 rounds beyond this room.

Fresco Fighter (up to 6): **AC** 2; **MV** 90 ft; **HD** 7; **HP** 50; **#AT** 1; **DAM** 1d4 + 7, cast *colour spray* once per day; **POS** —

SUB-LEVEL 1b. SILENT KNIGHT, DEADLY KNIGHT

As the party approaches the chamber from within 100-ft, they will note the absence of all sound; their footsteps, their speech, their breathing—any and all sources of sound—completely disappear. Within the chamber, light will reveal the presence of six elaborately armored knights, their exposed faces appearing to

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suffer from decay, as a zombie. The silent knights[4] will not attack until the party approaches the stairs that lead down further into the Tower. Each silent knight carries a ***+1 broad sword***.

Note that while even one of the knights remains alive, all spell casting requiring a verbal component, undead turning, and bardic singing and poeticizing is negated.

Silent Knight (6): **AC** 2; **MV** 90 ft; **HD** 7; **HP** 50; **#AT** 1; **DAM** by weapon type; **POS** +1 broad sword each

SUB-LEVEL 1c. TRAPPED!

The body of a trapper covers the entire surface of the floor save where the stairs open onto the chamber. In the center of the creature's body is an open chest. Whithin is the following treasure; 2,000 gp, ***potion of clairvoyance***, scroll (***ward of undead***). The creature will wait until a PC has stopped to examine the chest before attacking.

Trapper (1): **AC** 3; **MV** 30 ft; **HD** 12; **HP** 64; **#AT** 1; **DAM** crushing for 4 hp per round, plus suffocation (6 rounds); **POS** see treasure

SUB-LEVEL 1d. EXPLODING TILES

The floor of this chamber is designed in a checkerboard pattern of alternating 1-ft square black and red tiles. The object is for the party to traverse the floor using the proper pattern. The pattern is determined randomly, based on the leading PC's path. A misstep by the leading PC is determined by rolling 1d8 for each step they take. A result of 1 indicates a misstep, whereby the tile explodes (a minimum of 25 pounds of pressure is required to trigger the explosion), inflicting 1–2 hp of damage. PC's following in the footsteps of a previous PC do not require a check for a misstep. PC's not following in the footsteps of another PC must roll 1d8 for each step, with a result of 1–6 indicating a misstep, thereby triggering an explosion of the tile. A total of 15 checks are required to cross the full expanse of the floor. A PC activating an exploding tile must then save vs. dexterity. A failed save indicates that they have fallen, and thereby trigger a chain reaction of 2d4 tiles, each of which explodes, inflicting a further 1–2 hp damage per tile.

[4] Refer to the **BOOK OF BEASTS** by Mythmere Publishing for information on the Silent Knight

SUB-LEVEL 1e. NEVER TAKE A WOMAN AT FACE-VALUE

Lying at the center of the chamber is beautiful, nude human female. She appears to manacled to the floor, having both legs and both arms secured by heavy chains. Each chain is inscribed with runes warding. On successful a save vs. intelligence, any given PC will be able to identify the wards as protections against demons. The female appears to be alive, though unconscious. However, she suffers no obvious wounds. Removing the four manacles (which are locked but not trapped) will allow the female, who is in fact a succubus in a disguised form, to reveal her true nature to the party. She will at once attack the most powerful male member (choosing spell casters first). If she feels over-powered by the party, she will attempt to gate in a class D or class E demon. She will appear to be either unable, or unwilling, to use her æthereal abilities in order to escape.

Succubus (1): **AC** 0; **MV** 120 ft, 180 ft flying; **HD** 6; **HP** 54; **#AT** 2; **DAM** 1–3, plus energy drain; **POS** —

SUB-LEVEL 1f. A JEWELED CONSTRUCTION

A jewelled construction stands at the center of the chamber facing the stairs leading into the room. At the first appearance of the party, the monstrous construction5 will cast its inventory of spells, one per round, in an attempt to render all members of the party helpless. If that is successful, the construction will then secure all members of party into the manacles that line the walls around the room's entire circumference. It will attack all members of the party who remain unaffected by the spells, attempting to subdue them, as opposed to killing them. If all members of the party are captured, the construct will leave the room via the stairs leading further (down) into the Tower, returning 12 turns later in the company of the six skeleton nobles from the ***Fourth Floor, area 19***. Each party member will then be taken to Xerksis' private chamber to be magic jarred by the lich.

Monstrous Construction, jewelled (1): **AC** 4; **MV** 90 ft; **HD** 14; **HP** 70; **#AT** 1; **DAM** 2d4, plus spell use; **POS** —

[5] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** by Usherwood Publishing for information on the Jewelled Monstrous Construction.

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SUB-LEVEL 1g. CHAMBER OF THE CRYPT THING

As the party enters this chamber on the east wall, a brazier in the center of the circular room gutters into life. The small flame provides sufficient illumination to view the chamber in detail. The stairs continuing down appear opposite them on the west wall, while on the north wall a robed figure appears seated on an elaborately carved wooden chair. The figure in the chair is a crypt thing, and its *teleportation* attack will prove to be quite deadly as it would effectively place the hapless victim outside the Tower, to fall 600 to 700 feet to the ground below. The chests are locked and trapped. The trap involves a poison needle; save vs. poison or death results in 1d6 turns.

To the right and left of the chair are a pair of wooden chests that contain the following treasure; 1,000 cp, 3,000 sp, 1,000 ep, 1,000 gp, 400 pp, ***circlet of blasting*** (minor), ***hat of disguise***, ***robe of bones***

Crypt Thing (1): **AC** 3; **MV** 120 ft; **HD** 6; **HP** 48; **#AT** 1; **DAM** 1d8, plus teleportation; **POS** see treasure

THE SECOND FLOOR

As the party enters this chamber, the two braziers (***areas 4***) to either side of the carpet (***area 6***) flicker into life. Against the southeast wall—which is dominated by a horrific mural (***area 6a***)—is a sarcophagus, carved of ancient, age-darkened wood (***area 7***). On the northwest wall is set a large stone chair, which is very nearly throne-like (***area 5***). Beneath the sarcophagus is laid a long rug, of yellows and reds. The ceiling rises to 15 ft above the floor; the braziers suspended 8-ft above the floor.

4. BRAZIERS

The braziers are suspended from the ceiling on heavy iron chains. 1 turn after the party enters the chamber, the braziers will begin to drip molten material to the floor. Beginning slowly, the rate of dripping will increase over the course of the following turn until the molten material is pouring from the braziers at the rate of one gallon every round. As it pours to the floor, it spreads out across the floor 2-ft per round to a depth of ½-in. The molten pool eventually flows beneath the iron door (***area 8***) where it runs down the outside of the tower.

The molten material does not consume the carpet nor the wooden sarcophagus, though the carpet will become submerged as the molten material spreads.

Non-metal footwear will be destroyed on contact. Metal footwear will be destroyed in 1d4 rounds. PCs with unprotected feet will suffer 3d4 hp damage each round their feet are exposed to the molten material.

The flow of the molten material can be ceased either by the physical destruction of the braziers, or through magical means;

- The braziers can be attacked using melee weapons vs. AC 0 (missile weapons will not affect the braziers). Inflicting 20 hp of structural damage will destroy the braziers, and cease the flow of molten material. However, note that non-magical items, unless properly protected, will be destroyed themselves in such an action. Magical items will need to be immediately cleaned of the molten material. The spell *magic missile* can also be used in a physical attack on the braziers.
- A *transmute mud to rock* spell will solidify the molten material for a period of 2d4 turns before transmuted rock shatters, allowing the flow of molten material to resume.
- The following spells will destroy the braziers, and cease the flow of molten material; *cone of cold*, *disintegrate*, *dispel magic*, *freezing sphere*, *lightning bolt*.

Once the flow has ceased, the molten material will cool at an unnatural rate, transforming into solid rock within 2 turns, and in the following turn break down into a fine silicate dust. After which it will be revealed that neither the carpet nor the wooden sarcophagus suffered any damage from the molten material.

5. THE THRONE

The throne is a high-backed stone chair of elaborate design. The entire surface is graven with terrifying images and evil symbols. The carvings seem to writhe and flow across the surface. Any creature viewing the chair within 10-ft must make a save vs. poison or become violently ill for 3d4 turns, loosing 1–2 points on constitution for a like period of time.

Each arm-rest of the throne contains a concealed compartment. Both compartments are locked and trapped.

The left compartment is trapped with a poison gas. The gas vents forth when the compartment is opened, requiring all creatures within 10-ft to save vs. poison or die in 1d4 turns. A successful save still inflicts 2d4 hit points damage. Within the compartment is a small, black satin-lined recess that contains an iron stiletto (treat as dagger). The stiletto is also trapped. Attempting to picking up the thin knife triggers a set of metal

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jaws within the compartment requiring the PC to save vs. dexterity. A successful save inflicts 1d8 hit points damage. A failed save severs the hand of the victim below the wrist, inflicting 1d4+8 hit points damage. If the trapped is triggered, the stiletto becomes locked beneath metal jaws (a successful Open Locks skill check will release the stiletto).

The stiletto is a ***+1 dagger***. However, it has other properties noted in the appendices **NEW MAGIC** and **CAMPAIGN NOTES**, under the heading ***Dagger of Soullessness***.

The compartment in the right arm rest is trapped with a 5d6 *fireball* spell that is centered on the throne. Any creature inside the room, within 20-ft of the throne, must save vs. spell. A successful save reduces damage inflicted by one half.

Within the compartment is a golden ring, of simple design. A *detect magic* spell will reveal a magical aura about the object. An identify spell is 50% likely to incorrectly reveal the ring as a *ring of regeneration*. However, it is in fact a ***ring of degeneration***. See the appendix **NEW MAGIC** for information on this object.

6. THE DIABOLICAL CARPET

The carpet, at a first glance, is comprised of an abstract pattern of intertwining geometric shapes, colored primarily in reds, oranges, yellows, and blacks. As a viewer examines the carpet closer, he must make a saving throw vs. spell. A failed save indicates the victim has been struck by a *disintegrate* spell. Those making a successful saving throw will see in the patterns on the carpet, horrific demonic faces, with eyes that follow the viewer wherever they move.

See also the section entitled **THE DIABOLICAL CARPET** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

6a. The Diabolical Mural: The carpet, which runs to the base of the wall, seems to extend right into the mural spanning this area of the chamber. The colors and patterns of the carpet rise from the base of the mural, transforming into the representation of flames, rising from a diabolic landscape. Within the landscape are dozens of tortured human figures, screaming and writhing in torment and pain. Amid the human figures, and in the sky above the landscape, are many evil creatures of diabolic origin.

When the door at ***area 8*** is opened, two of the creatures (Class A—Vrock—demons) within the mural fly out of the painting as though summoned from the Abyss itself. The demons will not hesitate to follow the PC's out onto the ledge beyond the door, or up the stairs should the party attempt to make an escape.

See also the section entitled **THE DIABOLICAL MURAL** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

Class A Demon (2): **AC** 0; **MV** 120 ft (180 ft flying); **HD** 8; **HP** 55; **#AT** 2/2/1; **DAM** 1d4 (2x), 1d8 (2x), 1d6; **POS** —

7. THE SARCOPHAGUS

The entire surface of the sarcophagus is graven within images and demonic symbols. The images--those of demons and creatures of evil demeanor--seem to writhe and flow across the surface even as the PC's look upon it. Upon the lid rests the graven image of a skeletal man wearing mages robes. The image holds it its hands, and laid across its body length-wise, the image of a sword which is clearly that of the Bone-Hilt Sword re-made. The figure of the man can be seen to move, but not in any threatening manner; the eyes will open and close, the chest to rise and fall as though breathing, the hands to clench and unclench as though they are resetting their ages-long hold of the graven sword hilt.

Examining the lid of the sarcophagus will reveal no means of opening the lid. There are three means of opening the lid;

- If either the Bone-Hilt grip, or the evil blade from ***area 1*** are in sight where the graven image of the mage can 'see' it, the eyes will lock upon that object, and never leave it. If either object is then taken from the carving's 'sight', the mouth will open in a mock scream of pain, though no sound will be produced, and, the lid will unlatch at once. The party can clearly hear multiple 'clicks' resound throughout the chamber, and the lid will pop up slightly, as though a pressure seal has been broken.
- Kissing the forehead of the figure on the lid will cause the lid to unlatch at once. The party can clearly hear multiple 'clicks' resound throughout the chamber, and the lid will pop up slightly, as though a pressure seal has been broken.

See also the section entitled **OPENING THE SARCOPHAGUS** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

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The interior of the sarcophagus is empty save for a fine, red silk lining. If the party did not recover the Bone-Hilt, or, if they manage to loose the Bone-Hilt at any point during their mission, it will be here within the sarcophagus.

If both the blade and the Bone-Hilt grip are placed into the sarcophagus, the lid will violently snap shut. Similarly, this will also prevent the pair of vrock from ***area 6a*** from appearing when the door (***area 8***) is opened, and further, the door will no longer be trapped and locked. Finally, all damage suffered by the party will be fully healed, any curses or diseases will be removed and cured, and any PC's (including henchmen and hirelings) who have died to this point while in the Tower—regardless of the cause of death—will be restored to life at 1 hp.

If the party attempts to open the lid a second time, they will find both the blade and the Bone-Hilt grip to be gone.

8. THE WEST DOOR

The door locked and trapped. The trap involves a concealed trap door, 5-ft square, immediately before the door. If triggered, the trap door opens onto a greased chute. The chute propels the victim(s) out the side of the Tower 15-ft below the ledge on the other side of the door, hurling the hapless PC 685-ft to the ground below. However, any creature within the area of effect of the trap door is allowed a saving throw vs. dexterity. a successful save indicates the PC has managed grabbed a protrusion at the point where the chute exits the Tower, and now hangs precariously over the deadly drop.

Opening the door reveals that the party is now 80-ft below the top-level ledge. A second ledge (1-ft wide; refer to the description for ***area 9*** when determining the party's success when traversing this ledge) runs around the circumference of the spire from the door. Again, there are no discernible seams that can be detected.

9. THE EAST DOOR

The ledge leading around the Tower to this door is a mere 1-ft wide. The ledge has a barely perceptible downward slope to it, requiring PC's to save vs. dexterity, or slip and fall (only one save is required over the full length of the ledge).

The door is locked, but not trapped.

As the party moves into the semi-circular room beyond, the two braziers (***areas 10a*** and ***10b***) gutter into life, illuminating the chamber. The chamber is primarily occupied by six wooden sarcophagi (***areas 14a*** through ***14f***). In addition, there are two chests (***areas 12*** and ***13***), and a mural that occupies the southeast wall (***area 11***).

10. BRAZIERS

These black iron braziers (which are suspended 8-ft above the floor by heavy iron chains) are in fact ***braziers of commanding fire elementals***.

If the party opens either the wooden chest (***area 12***) or the iron chest (***area 13***) one brazier will summon an 8 hit die fire elemental (see ***areas 12*** and ***13*** below). If the party can lure the elementals outside the Tower onto the ledge, it is 50% likely per round, that the elemental will fall, effectively destroying the creature.

If the party has a means of cutting the iron chains suspending the braziers, they will be able to remove them from the chamber.

11. THE MURAL

The painting on the southeast wall of this chamber depicts an abyssal landscape filled with hundreds of human and demi-human figures; each twisted in pain, anguish, and torture. Very many bleeding from grievous wounds. Among the throngs of tormented souls are depicted dozens of demons, bearing wicked weapons and instruments of torture. If the party watches closely for several turns, they will note the images slowly moving across the landscape. Any creature witnessing the painting, must save vs. death or stand petrified for 3d12 rounds.

Any creature actually touching the painting to examine it must save vs. death again, or be drawn into the painting, and be subject to the torture of demonic creatures contained therein. PC's looking on the painting can then actually see any compatriots that have been consumed by the painting being tortured by the demons. The only means of retrieving PC's drawn into the painting in this manner is to wash the PC's image with acid (or other similarly destructive fluid), thereby destroying trapped PC's painted image. However, doing so requires the PC doing the washing to save vs. death (even if a previous save was already successful) or be drawn themselves into the painting to be tortured in similar fashion.

Saving other figures within the painting; *Should the party attempt to save other figures contained within the image, they will only be successful 25% of the time. The party should be able to determine the image's 'class' by its appearance. Further, the GM should determine the saved images alignment and abilities randomly. The restored figure will be of 1st to 3rd level of experience. And they will never be allowed to restore more than 5 of the figures.*

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12. WOODEN CHEST

This large wooden chest is locked but not trapped. If the chest is opened, the brazier at ***area 10b*** will summon an 8 hit die fire elemental.

Fire Elemental (1): **AC** 2; **MV** 120 ft; **HD** 8; **HP** 50; **#AT** 1; **DAM** 3d8+combustion of flammable materials; **POS** —

Within the chest is a cache of coins; 1,500 cp, 1,500 sp, 1,000 ep, 1,000 gp, 500 pp.

The coins are like nothing the party has ever seen before, for they bear markings of evil design; very many having runes known to be used by followers of demonic powers. So evil are the markings, that the coins would bring just 50% of their actual value on an open market (it is also likely that merchants who are either lawful good or lawful neutral would refuse payment using these coins). Should the party seek to cash in on their value through evil channels however, they find the value of the coins to be doubled that of their normal value.

However, each coin also holds a curse. Once bestowed, a curse can only be removed by casting of a *remove curse* or *wish* spell, or else, returning the coin(s) in the PC's possession to this chamber. Only a single curse need be assigned to a PC no matter the number of coins they are possessing. Coins must be held for 1 full day in order for the curse to become effective. Coins kept in a chest, or large sack do not bestow a curse; only those held in personal articles of clothing (belt pouches and small sacks included) need be considered for cursing.

The curse of each coin can be determined randomly according to the following table;

D00	CURSE
1–3	Possessor's face breaks out in severe acne. Possessor looses 1 point of charisma if face is exposed.
4–6	Possessor makes saving throws vs spell at -1
7–9	Possessor makes saving throws vs poison are at -2
10–12	Possessor struck with *blindness* for 2d4 rounds per day. Blindness is complete and total for the period of time specified; GM to determine at what point in any given day the blindness occurs.
13–15	Possessor has persistent, noxious body odor. *Fear*-type reaction possible in any creature within 20-ft of possessor; save versus constitution required, or flee in panic in random direction
16–18	Possessor struck with *deafness* for 2d4 rounds per day. Deafness is complete and total for the period of time specified; GM to determine at what point in any given day the deafness occurs
28–30	Possessor develops a greedy and covetousness reaction toward all gems and jewelry. Gems or jewelry held by the possessor become valueless crystals
31–33	Holy water within 10-ft of possessor becomes ordinary water. Possessor's ability to turn undead is made at the next lower level of experience.
34–36	Possessor cannot touch or be touched by any non-magical; ordinary metals simply pass through his or her body as if it did not exist and has no effect.
37–39	User has a poisonous touch which requires that humans, demi-humans, and man-sized humanoids save vs poison when touched or die.
40–42	User has limited omniscience and may require the GM to answer 1 question per game day; use of this power may (1–2 on d6) summon a creature from the outer planes of existence.
43–45	Possessor's experience point awards are cut in half.
46–48	The possessor inflicts double rolled damage to all opponents, but the possessor takes half normal damage rolled reflected back upon them.
49–51	Touch of possessor kills living (non-fantastical) plants.
52–54	Possessor becomes severely allergic to a specific species of mammal (to be determined by GM). Possessor incites hostility towards himself in all (non-fantastical) mammals within 60-ft.
55–57	Possessor must eat and drink 6 times the normal amount due to the coin's drain upon his or her life essence.
67–69	Possessor's sex changes.
70–72	Possessor's skin changes color to blue (1–2d6), orange (3–4d6), or green (5–6d6).
73–75	Possessor acquires rare blood disease, which requires daily consumption of rare herbs, or bleed from bodily orifices. Possessor looses 1 point of constitution and 1 point of strength every week if herbs are not consumed daily. Value of herbs to cost 2d4×100 daily.
76–78	Possessor comes under the influence of a powerful *geas* spell, compelling them to return the coin(s) in his or her possession to the Abyss.

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D00	CURSE
79–81	Possessor becomes fantastically beautiful (charisma 19), but very foolish (reducing wisdom by as many points as charisma was raised).
82–84	Possessor attains a god-like intellect (intelligence 19), but becomes very weak (reducing strength by as many points as intelligence was raised).
85–87	Possessor becomes extraordinarily nimble (dexterity 19), but very sickly (reducing constitution by as many points as dexterity was raised).
88–91	Possessor becomes hale (constitution 19), but very dim-witted (reducing intelligence by as many points as constitution was raised).
92–94	Possessor develops a titan-like physique (strength 19), but frustratingly clumsy (reducing dexterity by as many points as strength was raised).
95–97	Possessor consciousness becomes mystically attuned with the universe (wisdom 19), but becomes extremely homely (reducing charisma by as many points as wisdom was raised).
98	Possessor suffers from narcolepsy, and may fall into a dead sleep in stressful situations, 1–4 on d6.
99	User becomes convinced that he or she is of some other race (human, demihuman, or humanoid)
00	Possessor develops 1d4+1 split personalities. Refer to the **CHARACTERS WITH MULTIPLE PERSONALITIES** optional rules hereafter.

CHARACTERS WITH MULTIPLE PERSONALITIES (OPTIONAL RULES)

Characters afflicted with split personalties will have 1d4+1 such identities (including the primary personality). Such personalities will have their own intelligence, wisdom, and charisma attribute scores, as well as their own alignment, and character class. It is further possible (1 on d6) that any secondary personality will believe it is of the opposite sex.

Primary and subsequent personalities will be completely unaware of the other's existence except as noted below.

Attributes (intelligence, wisdom, and charisma) will be rolled by the GM using their preferred method for rolling character attributes. To determine alignments, refer to the table that follows.

1D20	ALIGNMENT	1D20	ALIGNMENT
1	Lawful Good	12	Neutral Evil
2–4	Lawful Neutral	13–16	Chaotic Good
5	Lawful Evil	17–19	Chaotic Neutral
6–8	Neutral Good	20	Chaotic Evil
9–11	True Neutral		

Alignment: Where one or more of the new personalities is of a diametrically opposed alignment to the primary personality (i.e., lawful good to chaotic evil), the character will also be subject to violent psychotic states.

Class: The GM should check the possible classes for the additional personalities with consideration to the character's attributes. The afflicted character will always start at the first level of experience for each new personality. The exception to this is where one or more of the new (secondary) personalities has the same character class as the primary personality. Such additional personalities will be aware of the primary personality, but only as a legendary personage of their profession, and will have only a rudimentary recollection of the primary personality as though told through story and song.

Personality surfacing: While at rest and at ease, the primary personality will always be on the surface; that is, the identity that is observed by others. If, however, the character is within a stressful situation (as determined by the GM), there is a 35% probability that one of the new personalities will arise, to take the place of the primary personality. This will be determined randomly by the GM. The primary personality will rise to the surface within 1d12 turns once the stressful situation has passed.

Personality conflict: If the combined total of intelligence and wisdom of any of the new personalities is greater than the same combination in the primary personality, conflict will occur. New personalities in conflict with the primary personality will attempt to take over the primary personality, suppressing it to a secondary role. To see if a new personality is successful, add together the intelligence, wisdom, and charisma scores of the primary personality and those of the personality attempting take over. Subtract the primary personality's combined score from the aggressor's (the personality attempting to take over) combined score. Then, roll 1d20.

If the result is less than the difference of the primary and secondary personalities, then the secondary personality has succeeded in taking over the primary personality.

If the result is equal to or greater than the difference of the primary and secondary personalities, then the new personality has failed in taking over the primary personality, and must wait 48 hours before attempting another take over.

Other personalities may attempt this take over process. If the split personality is ever resolved/removed, whatever is the primary personality *at that time* will be surviving identity.

Note in the preceeding section on curses that anytime a PC's stat is reduced, it should never be reduced lower than 6.

13. IRON CHEST

This iron chest is locked and trapped. If the chest is opened, the brazier at ***area 10a*** will summon an 8 hit die fire elemental. The trap involves the release of a stone block directly above the chest. Any creature standing within 5-ft of the chest must save vs dexterity or suffer 3d4+3 damage from falling stones.

A successful save avoids any damage.

Suspended in the space evacuated by the falling stones is a space of utter blackness; not even the light of a torch or lantern can penetrate the darkness. The space is actually protected by a *continual darkness* spell.

Within the darkness is hidden a double-headed battle axe; ***axe of undead slaying*** (see the appendix **NEW MAGIC** for details).

Fire Elemental (1): **AC** 2; **MV** 120 ft; **HD** 8; **HP** 50; **#AT** 1; **DAM** 3d8+combustion of flammable materials; **POS** —

Within the chest is a globe of utter blackness; a ***sphere of annihilation***.

See also the section entitled **THE SPHERE OF ANNIHILATION** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

Placing either the Bone-Hilt grip, the blade, or the reforged sword into the sphere will cause the incessant chanting to end, allowing PC's to now cast spells with a verbal component normally.

14a–f. SARCOPHAGI

Arranged along the northwest wall of this chamber are 8 sarcophagi. The coffins themselves are manufactured of ancient wood with demonic symbols and images, which appear to move and writhe upon the lids. The lids are locked, but not trapped. PC's examining the lids (i.e., attempting to pick locks or find traps, or simply examining the images closely; merely looking upon the lids will not suffice to activate the curses described below) see the forms thereupon taking more definitive form. Those PC's doing so, and failing a saving throw vs. death are be struck with *fear* so overwhelming that they will to place as much distance between themselves and the coffin as possible, even going so far as to leap from the ledge in order to escape the horror. Note: Those PC's capable of casting fly, levitate, teleport, or similar spells may attempt to do so (if the spell does not require a material component), but the spell is 50% likely to fail. Potions and scrolls may not be used as the PC falls. Short of that, PC's who fail their save vs. death cower inconsolably—whimpering and whining about the 'horrors on the coffins'—for 3d4 turns.

Those making their saving throw vs. death will see the forms on the lid forming and taking on the shapes of horrid creatures from the nether planes. One in particular will take shape, and hold before it, a key. The key itself moves with an evil life, willing the PC to take it. When the PC takes the key, they must save vs. spell or receive an electrical shock of 3d10 damage. A successful save takes half damage. Once a saving throw is made, successful or not, the PC may then hold the key without risk of damage.

Once the key is in the possession one of the PC's, the writhing shapes upon the lids will fade, and eventually disappear. Upon each coffin, the party will find a key hole. The key holes cannot be picked by a thief, but must be opened using the key. Once opened, they party will find in the first seven coffins are occupied by the following objects/creatures;

Sarcophagus 1 (14a); upon opening this casket, the party will find a most wondrous long sword. It gleams and shimmers brightly in the dim light of the chamber. A fair radiance glints all along its sharpened edges, which have the appearance of being freshly polished. The hilt is the most amazing work of craftsmanship any can recall having encountered before. The ricasso and the pommel are both of flawless brass, while the grip is wrapped in a fine platinum wire. Set into both sides of the pommel are a pair emeralds, which the party deems to be worth a small fortune of their own. Etched into the cross-guard is an elaborate design of twisting vines. Laying next to the sword, is an equally elaborate scabbard. The sheath is fitted with more highly polished brass fittings. The length of the scabbard is wrapped in the finest green satin. The belt upon which the scabbard is fitted is of supple tan leather, which has itself been worked with designs similar to those found on the sword's cross guard.

The weapon and the scabbard are an illusion. For when someone reaches in to grasp the weapon or the sheath, each will transform into a giant snakes (cobras).

Giant Snake, Cobra (2): **AC** 5; **MV** 120 ft; **HD** 4+2; **HP** 30; **#AT** 1; **DAM** 1d4+poison; **POS** —

Notes:

Sarcophagus 2 (14b); within this casket are 20 potion bottles. Each is of a unique shape and color. The contents follow;

- Potions 1-4; *slow poison*
- Potions 5-8; *neutralize poison*
- Potions 9-13; *healing*
- Potion 14; *suggestion* (renders the imbiber open to the ideas and thoughts of the first person to speak to them for a duration of 10d4 turns, the effects and limitations being the same as the 3rd level magic-user spell of the same name)
- Potion 15; acid
- Potion 16; *delusion*
- Potion 17; *ugliness* (the imbiber automatically looses 1d4 points of charisma—no saving throw)
- Potion 18; *weakness* (the imbiber automatically looses 1d4 points of strength—no saving throw)
- Potion 19; *stupidity* (the imbiber automatically looses 1d4 points of intelligence—no saving throw applies)
- Potion 20; *sickliness* (the imbiber automatically looses 1d4 points of constitution—no saving throw)

Sarcophagus 3 (14c); upon opening this casket, the party can see within a swirling void of darkness and color. Any PC reaching in to touch the swirling darkness will be swept away to ***area 18*** of the ***Third Floor***. Here, the PC will be immediately *magic jarred* into one of the myriad urns that line the walls there.

Sarcophagus 4 (14d); opening this casket releases the ancient familiar Xerksis; an imp by the name Cxteryxqz. The creature's command is to alert the lich to the presence of intruders, and watch their actions so that Xerksis can become aware of the party's abilities and strategies. If the imp survives its first encounter with the party, and lives to escape either to the upper levels, or into the lower levels, it will use its ability to remain invisible to spy on the PC's. If the imp survives for more than 10 turns, it will have learned of the party's abilities and limitations, allowing Xerksis to prepare appropriately. (See the section titled **ALERTED BY CXTERYQX** in ***area 18*** of the ***Third Floor***.)

The imp is not permitted to travel further than 5-ft from the Tower without permission of command from Xerksis, though it can travel to the other doors outside the Tower if possible. The imp cannot open any of the exterior doors, not the sarcophagus at ***area 14e*** on its own.

Imp (1): **AC** 2; **MV** 60 ft (280 ft flying); **HD** 2+2; **HP** 20; **#AT** 1; **DAM** 1d4, plus poison; **POS** —

Sarcophagus 5 (14e); upon opening the lid of this coffin, a cloud of chlorine gas is expelled through vents in the lid and sides. Expanding to fill the entire room, all occupants of the chamber must save vs. poison or suffer 5d4 hit points of damage. A successful halves the amount of damage inflicted.

The bottom of this coffin holds an undisguised, stone trap door. The trap door can only be opened using the lever described at ***area 14f***.

Sarcophagus 6 (14f); this coffin is filled with a gelatine-like substance, as black as coal tar. It ripples and writhes with some alien life. Protruding from the black substance is an iron rod, sitting at roughly a 30 degree angle. The black substance is in fact a corrosive pudding[6] which fills the entire coffin. A PC who attempts to grab the rod will be attacked by the pudding. The pudding will seek to attack the PC's by crawling around the inside and outside of the coffin itself, but under no circumstances will it loose contact with the coffin.

The rod must be moved into position so that it stands completely upright. This action will cause false bottom in casket 5 (***area 14e***) which conceals stairs leading further down into darkness, to open with a loud grinding of stone. A PC with a strength attribute in excess of 16 can move the rod into position properly.

Corrosive Pudding (1): **AC** 6; **MV** 60 ft; **HD** 10; **HP** 60; **#AT** 1; **DAM** 3d8+dissolve wood and metal; **POS** —

SUB-LEVELS 2a THROUGH 2i

The sub-levels occurring between the ***Second Floor*** and the ***Third Floor*** are landings wherein the stairs open onto 30-ft diameter circular chambers. The stairwell which continues down will always appear on the opposite (west) wall from where they end on the landing (east wall). As the numbering would imply, there are nine such landings between the ***Second Floor*** and the ***Third Floor***.

[6] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** by Usherwood Publishing for information on the Corrosive Pudding.

Notes:

SUB-LEVEL 2a. ZOMBUS DELAURENTUS MOB

The chamber is devoid of obvious signs of recent occupation, save for the many fragments of bones and scraps of cloth that litter the edges where the walls meet the floor. Opposite the stairwell leading into the chamber is a wooden trap door which is locked (but not trapped). Beyond the trap door can be heard low, muffled groans and murmurs of an unknown number and kind of creature. This is also punctuated by the occasional bump and scratch against the under-side of the trap door. The moment the door is unlocked, it will burst open into the chamber, revealing the stairs leading down into darkness is crammed with zombies. The feral zombies[7] will begin pouring into the chamber as space allows to attack the party en masse.

Feral Zombie (20): **AC** 8; **MV** 60 ft; **HD** 1+4 (head)/8+1 (body); **HP** 10 (head)/52 (body); **#AT** 3; **DAM** 1–3/1–3/1d4, plus infection; **POS** —

SUB-LEVEL 2b. PILE OF BONES

In the center of the chamber is a large pile of bones. The pile is actually a bone mound[8] creature. Beneath the pile of bones is an electrum ring (***ring of bravado***; renders the wearer immune to all forms of *fear*), and 600 gp.

Bone Mound (1): **AC** 3; **MV** 60 ft; **HD** 10; **HP** 70; **#AT** 6; **DAM** 1d4 per attack, plus *animate dead*; **POS** —

SUB-LEVEL 2c. SKULL OF EMERIQUÉZ THE DAFT

In the center of the chamber is a pedestal; 4-ft tall, 2-ft in diameter. Upon the pedestal is a golden skull, known as a glitterskull[9].

Surrounding the pedestal is pile of coins and other treasure; 4,000 gp, 4 gems (50 gp amethyst, 25 gp eye of tiger, 15 gp turquoise, 35 gp opal), ***staff of the serpent*** (python)

Glitterskull (1): **AC** 2; **MV** 180 ft flying; **HD** 8; **HP** 70; **#AT** 1; **DAM** 1d6, plus spell use; **POS** —; **SP** first level: *affect normal fires*, *darkness* (reverse of *light*), *protection from good*, *sleep* | second level: *mirror image*, *ray of enfeeblement*, *web* | third level: *fireball*, *lightning bolt*, *monster summoning I* | fourth level: *fear*, *wall of fire*

[7] Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC by Usherwood Publishing for information on the Feral Zombie.

[8] Refer to BOOK OF BEASTS by Mythmere Publishing for information on the Bone Mound.

[9] Refer to BOOK OF BEASTS by Mythmere Publishing for information on the Glitterskull.



SUB-LEVEL 2d. THE BONY GUARDIANS

In the center of this chamber are arrayed six skeletal figures; three bone golems and three bone hounds[10]. The golems are programmed to attack any creatures entering the chamber from stairs leading up into the tower. The bone hounds are programmed to pursue creatures attempting to take the stairs leading down into the tower.

Bone Golem (3): **AC** 8; **MV** 60 ft; **HD** 9; **HP** 40; **#AT** 2; **DAM** 2d6/2d6 or by weapon; **POS** —

Bone Hound (3): **AC** 6; **MV** 180 ft; **HD** 3; **HP** 20; **#AT** 1; **DAM** 2d4, plus *fear*; **POS** —

SUB-LEVEL 2e. NEST OF SPIDERS

The floor of this chamber is designed in a checkerboard pattern of alternating 1-ft square black and red tiles. The surface of the entire floor is actually an illusion which hides the true floor 10 ft below. The illusion also hides a bed of 1-ft tall iron spikes. Any PC stepping onto the illusory floor, will fall through the image, suffering 1d6 hit points of falling damage, and becoming

[10] Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC by Usherwood Publishing for information on the Bone Golem and the Bone Hound.

Notes:

impaled on 1d4 spikes, each of which inflicts a further 1d4 hit points of damage.

Among the spikes are numerous spider webs, and the skeletal remains of a great number of creatures. Herein, are 20 large spiders.

Large Spiders (20): **AC** 6; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d4, plus poison; **POS** —

SUB-LEVEL 2f. AERIE OF THE HIERACOSPHINX

As the party approaches this chamber, they notice the ambient temperature is increasing, and the air itself becoming noticeably drier. And there is an unmistakable change in the illumination around them; steadily growing brighter as the party proceeds downward. As they come to the end of the staircase, they see the floor of the chamber itself has a layer of beige sand over its uneven surface; small stones and a few larger boulders are also strewn across the service. And for the first time since entering the Tower, the party can feel a refreshing movement of air, though it is a warm breeze.

The stairs end by gradually becoming a rocky passage into a cave. The passage further into the Tower can be seen continuing down across the chamber. In the midst of the chamber is an amassed pile of treasure. The north wall of the chamber/cave is a large opening that looks out over a vast desert landscape; the sun beating down on the parched vista indicating high noon. Looking out of the cave opening, the party can see they are perched high within a sheer cliff 400-ft from the desert floor, and half that distance remains to the plateau above. Far away in the sun-bleached distance, the party can see hazy silhouette of a massive pyramid.

No paths can be seen leading up or down the cliff face from the party's current location.

The pile of treasure in center of the chamber contains; 10,000 cp, 9,000 sp, 4,000 ep, 6,000 gp, 12 gems (see following table), 4 pieces of jewelry (see table below), ***+1 short sword***, ***+2 throwing axe***, ***+1 war hammer***.

GEM	VALUE (GP)	GEM	VALUE (GP)
Star Sapphire	3000	Fire Opal	1500
Jade	600	Jacinth	2500
Opal	1500	Peridot	450
Eye Agate	2	Rock Crystal	150
Amethyst	6000	Moss Agate	60
Sapphire	1400	Star Rose Quartz	45

JEWELRY DESCRIPTION	GEM STONE(S)	VALUE (GP)
Pendant, grande	Moonstone	1,500
Clasp, simple		90
Necklace, simple		15
Ring, grande	Jade	1,900

At the top of the pile of treasure, 3 large, ostrich-sized eggs have been carefully placed in a small, straw- and stick-lined shallow area of the coins. Scattered about the cave, the party can see what appears to be clumps course beige fur, and the feathers of a large avian creature. Also scattered about the chamber; the bones of dozens of human, demi-human, humanoid, and animalistic creatures.

Six turns after the party has entered the chamber, they will hear the distant cry of a large bird of prey; sounding distinctly hawk-like. Following this, a large shape having great wings and the body of a feline crosses the sun and quickly speeds toward the cave. The creature is a hieracosphinx, and will not hesitate to attack the party, whether in the cave, or scaling the cliffs.

Hieracosphinx (1): **AC** 0; **MV** 140 ft (220 ft flying); **HD** 8; **HP** 60; **#AT** 3; **DAM** 1d8+1/1d8+1/1d8+1; **POS** —

Should the party opt to attempt scaling the cliffs beyond the cave, GM's will be on their own to create an adventure around this setting; this author is leaving that opportunity open. Though, to return to the party's starting point before they entered the Tower, they must re-enter the sphinx's lair, and continue their path down into Xerksis' lair.

SUB-LEVEL 2g. ICEY PRISON

As the party approaches this chamber, they notice the ambient temperature is decreasing, and the walls and floor begin becoming covered in a layer of ice, making traversing the stairs treacherous, requiring the PC's to save vs. dexterity every round, or slip on the ice and fall. PC's who, are 50% likely to cause any PC below them on the stairs to also loose their footing. This slippage can be avoided if the PC's are using crampons, or similar devices for use on slippery surfaces.

Notes:

As the stairs open on the chamber, their breath is coming in vaporous clouds due to the low temperature. The chamber is coated—floor, walls, and ceiling—in a thick layer of ice (save vs. dexterity is in effect as long as the party is in the chamber, or within 50-ft of the chamber on the stairs). In the center of the chamber are two 9-ft tall humanoid creatures. Both appear to have been carved from solid ice; one of the figures faces the entry stairs, and the other faces the exiting stairs.

The pair of figures are ice golems[11], and are programmed to guard against any and all intruders into the chamber.

Ice Golem (2): **AC** 2; **MV** 60 ft (30 ft underwater); **HD** 9; **HP** 40; **#AT** 2; **DAM** 2d6/2d6, plus breath weapon; **POS** —

SUB-LEVEL 2h. EMPTY CHAMBER?

At first glance, this chamber would seem to empty of object and creature. However, the chamber is actually that of an invisible stalker, kept in this location as a guardian by Xerksis. The stalker is angered by the Mage-King's seemingly endless task set before it, and should the party offer the creature a means to escape its commands from Xerksis, will not hesitate to do so, but nor will it hesitate to thwart any agreements it may negotiate with the party.

The Mage-King's actual command to the invisible stalker is, "Allow no living thing to pass through this chamber."

Invisible Stalker (2): **AC** 3; **MV** 120 ft; **HD** 8; **HP** 55; **#AT** 1; **DAM** 2d8; **POS** —

SUB-LEVEL 2i. THE FALSE LICH

As the party approaches this chamber, the light of their torches reveals evil runes of protection carved into the stone of the walls, floor, and ceiling. The runes seem to be wards to protection against good. And very many of the runes—for those who can read such writings—praise the coming darkness under the rule of Xerksis, the Corruptible. The stairs at last end at a black stone door (the only of these sub-levels so far to have a door closing the chamber from the levels above). The door, as mentioned, is black stone; obsidian stone. The entire surface



of the stone is carved in the runes against good. Touching the runes—even with the added benefit of protective clothing, or by the use of an object, such as a weapon or staff—will cause any creature of good alignments to 3d6 hit points of electrical damage. Those of neutral alignments will suffer 2d6 hit points of electrical damage. A successful save vs. death will halve the damage inflicted.

The release for the door is located in a concealed hatch in the wall to the right of the door. Discovery of the hatch is the same as that for the discovery of a secret door.

When the door is opened, a putrid gust of air will be expelled from within the chamber, accompanied by shrill, distant scream.

The chamber beyond the door is lined—floor, walls, and ceiling—in the same polished, black stone of the door. Again, every surface is covered in small runes which are the wards against good. Around the wall is a single shelf—6 in deep—holding thousands of lighted candles. In the center of the chamber is a

[11] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** by Usherwood Publishing for information on the Ice Golem.

Notes:

large, ornate throne. Made seemingly of solid gold, the throne is richly padded in red satin. Sitting upon the throne and facing the party sits a skeletal form, dressed in decaying robes of reds, browns, and tans. The skeletal form's eye sockets hold red pin pricks of evil light.

Across the form's lap rests a wicked-looking scythe that glows with black, light-devouring light. As the party enters the room, the figure rises from its throne, using the scythe as a cane to support itself. The creature begins cackle in laugh that soon degenerates into a life-stealing scream.

For the purposes of combat and undead turning, the creature before the party will be considered a mummy. However, the creature will not directly attack the party, save through its scream. The creature is a creation of Xerksis, and its function is to capture as many intruders as possible within the staff it now holds. The attack of the creature involves first its scream, which will cause any creature hearing it to save vs. death (each round) or become paralyzed for 3d4 turns. Once paralyzed, the creature will seek to touch the victim with the scythe (requires a successful "to hit" vs. AC 10). Doing so draws soul of the victim into the staff, much like a *magic jar* spell. Once the creature has captured five victims within the scythe, it will teleport to ***area 19*** of the ***Third Floor*** to have the captured souls transferred to specially prepared urns in Xerksis' private chambers.

A successful attack the creature will cause its screaming attack to cease for a period of 2 rounds.

Upon the creature's death/destruction, the scythe will be destroyed, and any captured souls therein will be lost forever.

The physical body of those whose souls have been captured maybe lead companions, but they will empty shells, unable to take any actions against, or in defense of, other creatures. Captured souls within the scythe maybe restored to their physical body through a *restoration* spell. Capture souls that have been taken to Xerksis may be located and restored at ***area 19*** of the ***Third Floor*** according to the instructions there.

False Xerksis (mummy; 1): **AC** 3; **MV** 60 ft; **HD** 6+3; **HP** 45; **#AT** 1; **DAM** Nil; **POS** —

See also the section entitled **BELT OF THE ENION GUARD** *in the appendix* **CAMPAIGN NOTES** *if any members of the party are wearing the Belt discovered in* ***area 20*** *of* **YRCHYN, THE TYRANT**..

THE THIRD FLOOR

The stairs leading down from the ***Second Floor*** are as black as pitch. Not only in the lack of light (besides the group's torches) but in that the walls are painted black, as are the floor and ceiling. Not a sign of dust on the treads, nor cobwebs in the corners can be seen anywhere. It is as though the world has not touched this place. If a PC bothers to count the number of steps the party must descend, they will find 400 steps down before the stairs end in a flat landing. Still, the walls, floor, and ceiling are painted in pitch black, and the chanting that began on the ***First Floor*** continues still.

The black stairs end in a narrow, wrought iron spiral stair case, continuing through a black-painted 4-ft wide tube, and continues further down in this manner another 30-ft, ending over an open space (the stairs ending 12-ft above the floor of the chamber below). The floor below the stairs is shaped in three semi-circles. The room is rather small (approximately 24 sq feet in total).

15. THE LIVING FRESCO

The west wall of the chamber is painted in yet another horrific landscape of terrible creatures. The scene in the painting appears to be that of a vast cave, writhing in horrid forms of life. In the center of the scene, a set of double-doors painted into the landscape. To either side of the painting is a free-standing brazier. Filled with fuel, the unlike other braziers find throughout the Tower, the does not light themselves.

When the wall is touched in any fashion (by any object), the images within the painting come to life. Though they are still 'attached' to the wall, they reach out to grapple any creature within 2-ft of the wall. To determine if a PC is grappled by the painting, the image must make a "to hit" roll against AC 10 less any dexterity defensive benefit the PC may have. The image makes a "to hit" attempt as a 10 hit die monster. PC's may be grappled by up to 5 creatures/images simultaneously

Characters grappled are drawn into the painting in the following round (unless freed through melee as described hereafter), becoming one of the images viewable by those outside the painting. The PC can be released if one of the other party members can successfully strike one of the grappling images. The images can only be struck by magical weapons, and are considered to have AC 0. Missile weapons will not harm the images. Any amount of damage to any one of the images grappling a PC, will cause all the images to release that single PC.

Notes:



Once a part of the fresco, the PC's outside the painting can see PC's drawn into the painting being overwhelmed by the other images, being cut by cruel knives, raked with ragged claws, and bit by disease-infested teeth. All the while, the PC is being drawn toward a set of large double doors within the painting which begin to slowly open onto an unlit, painted hall. And ultimately, the painted PC is pushed through the doorway into the image of the hall, having the doors slam shut behind them. Unless other PC's are being grappled, or are themselves active within the painting, the images will become still within 2 rounds.

After being drawn into the fresco, the PC's will find themselves in a dream-like state, and will feel the pain of being cut and bitten by the creatures within the image. And then suddenly, they will find themselves thrust into a dead-end hallway. This location will be either ***area 15a*** (01–50) or ***15b*** (51–00).

During the action of passing through the painting, the PC will incur 3d6 hit points of damage.

Each magic item carried by the PC has a 20% chance of being left behind in the painting (magic items of an evil nature have a 35% chance of being left behind). If by any chance the PC is still holding the Bone-Hilt grip, the blade from ***area 1***, or the reforged Bone-Hilt sword, those items will automatically be left behind in the painting.

The hall wherein the PC(s) are now located remains painted in absolute, unlighted blackness.

> *GM's reluctant to run a party split into differing halls may wish to simply drop all the PC's into either **area 15a** or **15b**.*

16. XXEQUERZYK, THE SHAITAN

The curved south wall of this alcove is painted in a fresco depicting scene of space with a vast field of stars. All PC's may save vs. intelligence and be able to identify that the pattern of stars represented in the fresco match those of the current season.

See also the section entitled **THE CELESTIAL FRESCO** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

In the midst of the painting appears the image of a swirling vortex of chromatic clouds. If the painting is touched, the vortex animates, and a shaitan devil is *gated* into the chamber in 1 turn. If the PC's can successfully negotiate with the devil by offer of gifts, they may persuade it not to use its *imprisonment* ability to draw them back to the 5th plane of Hell.

Shaitan Devil (1): **AC** -1; **MV** 60 ft (150 ft flying); **HD** 6+6; **HP** 48; **#AT** 1; **DAM** 2d4, plus *imprisonment*; **POS** —

16a. Pit trap: As the party walks into this chamber, they open themselves to the pit trap in the middle of their path. Any creature waling across this 3-ft wide section of the floor will cause the stones covering the pit below to cave in. Because the pit is so narrow, PC's get a saving throw vs. dexterity to avoid falling in. A successful save means the PC has either; jumped away before falling into the pit (01–50), or else grabbed the edge of the pit, stopping their fall (51–00). PC's failing their dexterity save are subjected to a 100-ft drop down the narrow tube to its rubble-strewn base. On the way down, the PC will be subjected to 1d4-1 (0–3) hit points of damage every 10-ft, as their body bounces off the walls of the narrow tube, before striking the bottom, where another 15d6 of falling damage is inflicted.

The amount of falling damage has been reduced due to the rate of the PC's decent being slowed by striking the walls on the way down.

16b. Locked door: This iron door is locked, but not trapped. PC's will also note that the section of wall surrounding the door similarly clad in iron plating.

17. LEMURES ON PARADE

The curved north wall of this alcove is painted in a fresco depicting scene of space with a vast field of stars. All PC's may save vs. intelligence and be able to identify that the pattern of stars represented in the fresco match those of the current season.

See also the section entitled **THE CELESTIAL FRESCO** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

In the midst of the painting appears the image of a swirling vortex of chromatic clouds. If the painting is touched, the vortex animates, and a crowd of lemure devils begin pouring into the chamber within 1 turn through the vortex. The lemures will continue coming through the vortex as space allows in the chamber until their numbers have been exhausted.

Lemure Devil (20): **AC** 7; **MV** 30 ft; **HD** 3; **HP** 24; **#AT** 1; **DAM** 1–3, plus *imprisonment*; **POS** —

17a. Pit trap: As the party walks into this chamber, they open themselves to the pit trap in the middle of their path. Any creature waling across this 3-ft wide section of the floor will cause the stones covering the pit below to cave in. Because the pit is so narrow, PC's get a saving throw vs. dexterity to avoid falling in. A successful save means the PC has either; jumped away before falling into the pit (01–50), or else grabbed the edge of the pit, stopping their fall (51–00). PC's failing their dexterity save are subjected to a 25-ft drop down the narrow tube into a pool of acid. On the way down, the PC will be subjected to 1d4-1 (0–3) hit points of damage every 10-ft, as their body bounces off the walls of the narrow tube, before being fully submerged into the corrosive acid.

17b. Locked door: This iron door is locked, but not trapped. PC's will also note that the section of wall surrounding the door similarly clad in iron plating.

18. THE MAGE-KING'S FOYER

The party is now veritably on the doorstep of Xerksis' private chambers. At this point, the evil presence all around the party is palpable. The very air is thick with the dark foreboding of his unnatural existence.

The first feature the party will notice of the entire chamber and the halls leading into it, is that the floor, walls, and ceiling are all plated in iron, as the doors leading into the chamber. The set of double-doors in the east alcove are solid brass. There are no door pulls on them, and the means to open them is not

Notes:

obvious. Engraved on the surface there appear to be very faint lines which make up a drawing, but the nature of the drawing cannot now be determined. The doors are each 1½-ft wide, and approximately 15-ft high. Upon close examination of the doors, the party will locate a small, 3 in diameter circular hatch plate near the jam on the right side of the doors. The hatch is hung by a single metal pin at the top of the hatch, suggesting that the hatch can swiveled on the pin.

The hatch itself is trapped with a pair of deadly actions.

If the hatch cover is swiveled to the left, an *incendiary cloud* spell (as if cast by a 16th level magic-user) will be triggered that will fill the entirety of ***area 18***.

If the hatch cover is swiveled to the right, a group of poisoned darts will be released from the ceiling. All creatures in area 18 will be struck by 1–2 darts, and will suffer 1–3 hit points damage, and must save vs. poison or die within 1 turn.

Each trap must be checked for and disabled individually. GM's should determine randomly which trap is disabled if the PC's only check for and disable one of the traps.

Breaking the hatch away from the door, will cause both traps to be released simultaneously.

18a. Doors to Xerksis' private Chambers: If successfully swiveled out of the way, the hatch will reveal a small lever with 'T' handle. Pulling on the 'T' handle will cause the drawing on the surface of the door to illuminate in a grotesque green. The drawing reveals a tall skeletal form in rich clothing and robes. Within the eye sockets of skeletal face there appear glowing pin points. Upon the seated skeletal form's lap rests what appears to be the Bone-Hilt Sword. The skeletal form sits upon a large throne. The throne is set on dais, and behind the throne seems to be a crypt. On the shelves behind this are hundreds of urns and jars. Above all this, a robed figure stands alone upon a globe of the world. It is a vast form which seems to dominate over the entire heavenly system represented on the backdrop behind him. Surrounding the image of the robed figure dance a hundred small robed figures. These might be taken as mages for each also holds a staff in their hands. As the party watches, the figures make their slow progression around the central robed figure, as though paying homage to it. The Bone-Hilt sword is piercing the globe itself, which seems to explode at both the entry and exit point of the sword.

As the drawing finishes rendering itself upon the the doors, the doors to swing silently in to ***area 18***.

19. THE MAGE-KING'S PRIVATE CHAMBER

The chamber is dark, but the darkness is ordinary, and not magical. Upon the first party member entering the chamber, a series of braziers around the perimeter of the room will light themselves. Running through the center of the chamber is rich but decaying carpet of yellows, reds, and dingy browns that might have once been an object of fine craftsmanship, but is now faded to almost indistinguishable anonymity. At the far end of the chamber lies a large casket (***area 19a***). The casket is richly carved wood, and the lid is propped open.

On either side of the carpet leading up to the casket are arrayed 6 skeletal forms (skeletal nobles; 3 to either side) standing before columns painted in detailed frescos (***area 19b***). (See the appendix **NEW CREATURES** for information on the skeletal noble.) The skeletons are dressed in rich garments and finely crafted chain mail shirts. Each holds an elaborate two-handed sword, with both hands resting upon the hilt, and the point upon the ground. Each skeleton also wears an ancient ***Belt of the Mage's Guard*** (see the appendix **NEW MAGIC**).

The north and south walls of the chamber are filled with shelves which hold hundreds of urns and jars.

> *See also the section entitled* **BELT OF THE ENION GUARD** *in the appendix* **CAMPAIGN NOTES** *if any members of the party are wearing the Belt discovered in* ***area 20*** *of* **YRCHYN, THE TYRANT**..

19a. The sarcophagus: The casket is standing, having been leaned against the east wall so that it faces the door, is richly lined in exotic fabrics that are nonetheless ancient, and decaying. Within the casket rest the form of a skeleton; its flesh nothing more than a dried husk of brittle leather. Upon the skeleton's body rests the restored Bone-Hilt sword; the grip tightly held in the dead corpse's hands.

The skeletal form of Xerksis will not move until someone moves closer than the first column, or if attacked at distance. (See also the section title **ALERTED BY CXTERYQX** hereafter.)

Behind the casket lay three very large iron chests. Each is trapped and locked as described hereafter;

- **Chest 1;** Trap: jet of flame. Inflicts 2d8 damage, unless a successful save vs. breath weapon is made, in which case damage is halved.

  Contents: 14 gems—200 gp tourmaline, 3,000 gp sapphire, 4,000 gp star sapphire, 300 gp smoky quartz, 150 gp

Notes:

rock crystal, 210 gp moss agate, 1,300 gp opal, 3,000 gp ruby, 300 gp jade, 6,000 gp ruby, 80 gp bloodstone, 6,000 gp black sapphire, 14 gp eye agate, 600 gp topaz.

- **Chest 2;** Trap: cloud of chlorine gas. Creates a vaporous 20 ft diameter cloud. Inflicts 2d6 damage unless successful save vs. poison is made, in which case damage is halved.

  Contents: 3,026 ep, 3,944 pp

- **Chest 3;** Trap: closes doors to chamber. The double doors to this chamber will slam shut and lock, and all the braziers in the room will extinguish themselves.

  Contents: 11 pieces of jewelry—37 gp copper pendant, 14 gp silver tiara, 33 gp copper pendant, 16 gp wytchwood ring, 75 gp electrum necklace (includes a 34 gp azurite gem), 31 gp copper bracer, 562 gp, 147 gp gold coronet, 76 gp silver ring brooch (includes a 5 gp moss agate stone), 30 gp electrum coronet, 3 gp bronze bracelet.

ALERTED BY CXTERYQX

If the imp from ***area 14d*** managed to arrive here ahead of the party, the lich Xerksis will have been alerted to the party's presence. Should that be the case, the lich will be active, and waiting for the party immediately as the doors to the chamber are opened, giving Xerksis initiative to take first action against the party.

If engaged in hand-to-hand combat using the Bone-Hilt sword, Xerksis will fight accordingly as an 18th level magic-user, using the sword's powers as listed below. The sword will grant the Mage-King with the strength ability as soon as combat becomes unavoidable.

PROPERTIES OF THE RE-FORGED BONE-HILT SWORD

In addition to those properties for the hilt listed on page 3, the re-forged sword will perform as a +3 "to hit" and damage hand-and-half bastard sword. On an unadjusted "to hit" of 20, the sword steals one hit die/experience level of the victim, and gives that life energy to the sword wielder in the form of an additional hit die/experience level.

19b. Columns and the skeletal nobles: As the doors open, the six skeletal forms turn to attack the party.

The columns themselves are decorated in elaborate frescos. The frescos represent the lives of the six skeletal nobles prior to them being transformed into their undead state. The scenes represent the human men as power young princes and knights, and later in life as lords and kings. At the top of each column can be seen the mortal-become-undead.

19c. Shelves of urns and jars: Arrayed upon the shelves are many hundreds of small jars and urns. Within each jar is a soul that has been trapped by Xerksis along his many years of torment and torture. Each container is sealed by wax. The containers themselves are not transparent, and the contents cannot be determined by an external examination. Breaking the seal on any jar will release the soul trapped within. The soul released will always be regarded as a coffer corpse for the purposes of attempts at communication and combat. They will not have weapons, but will always be dressed according to the creature's former existence. There is a 10% probability that any given container will contain one of the following creatures; Succubus (01-25), Class A demon (26-35), Class B demon (36-50), Class C demon (51-60), Class D demon (61-75), Class E demon (76-95), Class F demon (96-00). Creatures released will always attack the PC/NPC who unsealed the jar in preference to all other party members. Once the subject of the released soul's attention is killed, it will move on to whatever target is now nearest.

All the containers are dust-covered, having been stored here many hundreds of years, save one shelf alone. This shelf (which appears immediately to the PC's right as they enter the chamber) represents recent captives of the Mage-King. These captives may be of any make as stated above, but this may also be an opportunity for the DM re-introduce those past PC's and/or NPC's who have left the game, or disappeared from the game under unknown or mysterious circumstances. However, a freed former PC will always be a regarded as an NPC. Using this device will likely offer your party an interesting dilemma as they attempt to 'rescue' their former companion. 'Rescue' however will not be possible.

Several (6) of the containers contain the essences of the Mage-King, who now resides in the sarcophagus in his lich form. If the party manages to locate all six containers and destroy them, the will have effectively destroyed Xerksis. There is but a 1% cumulative chance that any container the party selects to destroy will contain these essences. If they do, then upon each container's destruction, a vile scream can be heard echoing throughout the tower. Upon the destruction of the last container, a cloud of putrid dust and gas will explode from the sarcophagus as Xerksis' lich form is destroyed. However, the Bone-Hilt sword will remain behind, whole and still evilly powerful.

Notes:





Skeletal Noble (6): **AC** 0; **MV** 90 ft; **HD** 9+2; **HP** 70; **#AT** 1; **DAM** 2d6, plus *fear*; **POS** —

Xerksis (lich): **AC** 0; **MV** 60 ft; **HD** 12; **HP** 90; **#AT** 1; **DAM** 2d6, plus *paralyzation* and spell use; **POS** —; **SP** (magic-user) first level: *affect normal fires, darkness* (reverse of *light*), *protection from good, shocking grasp, sleep* | second level: *mirror image, pyrotechnics, ray of enfeeblement, web, wizard lock* | third level: *fireball, lightning bolt, monster summoning I, slow, suggestion* | fourth level: *confusion, fumble, wall of fire, wall of ice, wizard eye* | fifth level: *contact other plane, feeblemind, interposing hand, wall of force, wall of iron* | sixth level: *death spell, reincarnation, spirit-rack, transformation* | seventh level: *power word stun, reverse gravity, vanish* | eighth level: *power word blind, symbol* | ninth level: *power word kill*

19d. Trap door to *Sub-level 3a*: In the center of the chamber beneath the ancient carpet can be found a stone trap door. A large iron ring is embedded in the trap door, and it is locked and trapped. The trap releases a large block from the ceiling, which is designed to fall down the chute beneath the trap door, to prevent access to the chamber from below. If triggered, it is unlikely to actually hurt anyone unless they are standing directly on the trap door itself (save vs. dexterity at +4, failed save inflicts 3d10 damage).

Beneath the trap door is a 3-ft wide shaft that winds down into darkness. The walls of the shaft are greased with a thick, dark substance that is extremely slick. The shaft ends after a 20 ft slide in ***sub-level 3a***.

XERKSIS' HIDDEN TREASURES

If the party conducts a search of the chamber, located directly behind the casket on the east wall, hidden behind several of the jars and urns, they will find a small secret niche, concealed by a hidden sliding hatch cover. The hatch cover is locked and trapped. In order to find it, they must physically remove all the jars within a 2-ft wide space at the middle of the east-most position on the wall. Even then, it requires the normal abilities of finding secret doors. The trap protecting the hatch is a javelin. If triggered, the javelin is ejected from wall directly below the hatch cover, 4-ft off the floor. The javelin inflicts 2d6 damage. Within the niche is located the following items;

Large golden medallion; ***talisman of the sphere***

Scroll; sealed with a wax seal that contains an *explosive rune*. herein are instructions for destroying the Bone-Hilt sword;

There are three methods to destroy the Bone-Hilt sword;

- Cause the Bone-Hilt sword to be trodden on by a lawful good creature of at least 12 hit die.
- Cause Xerksis to cast *death spell* on the sword.
- Immerse the sword in the ***pool of radiance*** located in ***area 3*** of the ***Catacombs*** beneath the Tower of Xerksis.

See also the section entitled **DESTROYING THE BONE-HILT** *in the appendix* **CAMPAIGN NOTES** *for more information..*

Spell book; an ancient magic-user's spell book which contains all spells to that class listed in the OSRIC SRD. The catch is, the book and all its pages will crumble into dust in any light stronger than torch light. Sunlight will cause the spell book to erupt into flames, causing 2d4 hit points of damage to the person holding it (no saving throw). The light of a full moon will cause the book to become super-electrically charged, inflicting 3d6 hit points of damage, after which the book will crumble into dust.

Dagger; ***dagger of venom***

Satchel of darts; 6 darts wrapped up in a leather case. Each has its own unique power, and may only be used once, and after the use, whether it scores a successful hit or not, the dart dissolves into useless powder. Unless otherwise noted, each dart inflicts normal damage, and is at +3 "to hit" probability. In addition, each dart has the following properties;

- *Slaying*; on successful hit, victim must make successful save vs. death magic or die. On successful save, victim suffers 1d12 damage.
- *Sleeping*; on failing a save vs. spell, victim drops into a fitful sleep for 2d8 turns.
- *Charming*; per the magic-user spell of the same name.
- *Undead-making*; on failing a save vs. death, the victim is transformed into a zombie under the control of the individual throwing the dart. Control lasts until the attacker is destroyed, or until a *remove curse* spell can be cast upon the stricken individual. Non-evil creatures using this dart must themselves save vs. death, or shift alignments 1 movement towards an evil alignment. A *restoration* spell will return the creature to its original alignment.
- *Decaying*; on failing a saving throw vs. poison, the victim will begin suffering a degenerative disease which starts at the point where the dart strikes them. The decay begins within 6 turns of the attack, causing the victim to loose 1 hit point per

Notes:

day until dead. The decay is not halted by any curing spells, regeneration rings, or similar magiks. Only a *neutralize poison* or *remove curse* spell will halt the spread of the decay. Even then, only natural healing will restore hit points lost to the decay (i.e., 1 hit point per day).

- *Putrefying*; on failing a saving throw vs. poison, the victim will begin emitting a body order so foul, that those around them will cringe and draw away. The odor effectively removes 1–3 charisma points from the victim. Those character classes reliant on charisma as a prime attribute, will loose those special abilities afforded to them by their class (i.e., paladins become normal fighters), until such a time as a *neutralize poison* spell can be cast, removing the foul odor.

Book; ***tome of clear thought***

2 Scrolls; *anti-magic shield*, *power word kill*

Crystal Ball; cracked, no longer functions.

Stick; a magical staff that can be reduced to fit within a large pouch or backpack by utterance of the command words. In its reduced state, it is 12-in long, and ¼-in diameter. Resembles a small smooth wand of white wood. Functions as a ***+1 quarter staff***.

SUB-LEVELS 3a THROUGH 3m

The sub-levels occurring between the ***Third Floor*** and the ***Fourth Floor*** are landings wherein the stairs open onto 45-ft diameter circular chambers. The stairwell which continues down will always appear on the opposite (west) wall from where they end on the landing (east wall). As the numbering would imply, there are 26 such landings between the ***Third Floor*** and the ***Fourth Floor***.

SUB-LEVEL 3a. GREASED LIGHTNING!

Whether they lost their footing in ***area 19*** of the ***Third Floor***, or whether they managed to climb down through the greased shaft without incident, the party emerges into this chamber coated in the grease that lined the tunnel, which opens in the center of the ceiling to reveal a 15-ft drop to the floor below.

The floor in this chamber is thickly coated in the same greasy substance. Creatures attempting to walk on the greased floor must save vs. dexterity at -3 with each step they take, or slip and fall. Creatures attempting to crawl across the floor must make their save vs. dexterity at -1 for every 5-ft thusly traveled, or slip flattened against the floor. For each round a PC is in contact with the floor, they will suffer 1d4+1 hit points of damage from the electrically-charged floor toward the stairs on the west wall.

SUB-LEVEL 3b. AN OFFAL SITUATION

Approaching this chamber from within 100-ft the party smells the unmistakable stench of foul, rotting flesh. The floor of the chamber is covered wall-to-wall to a depth of 6 inches decaying human and demi-human corpses. Within the offal, consuming the rotting flesh, are 100 rot grubs. An attempt to communicate with dead will only reveal that the last memory of the deceased is walking the streets of the Imperium Vallis late at night, and then being assaulted by an unseen attacker. A ***carpet of flying*** (10 × 10-ft) lays flat beneath the squirming offal.

Rot Grub (100): **AC** 9; **MV** 10 ft; **HD** <1; **HP** 1; **#AT** 0; **DAM** crushing for 4 hp per round, plus suffocation (6 rounds); **POS** see treasure

SUB-LEVEL 3c. THE BLACKSMITH

As the party approaches the chamber, they can hear the unmistakable sounds of a blacksmith working at his anvil. Entering the room, the party sees before them a fully equipped blacksmith's workshop. The smith's forge is set into the north wall of the chamber.

In the center of the chamber, is a large, burly human, dressed into filthy clothes and a leather apron. The smith is assisted by younger human; possibly his son.

Around the walls, and hanging from the ceiling in the chamber, the party can see the products of the smith's labors; chains. Hundreds of 6-ft lengths of chains are hung throughout the chamber.

The smith and his apprentice are both neutral good in alignment. They are not sure why they are here. They only know that they have been held captive in this chamber, forging and assembling iron chains longer than they can account.

If presented with an opportunity to escape the chamber, they will gladly join the party. They will insist being provided with weapons beyond their smithing tools. The smith should be considered a 2nd level fighter, and his apprentice, a first level fighter.

If presented with hostility, the smith and his apprentice will attack using the tools of their trade.

Notes:

Smith (1): **AC** 10; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 1; **DAM** 1d6, or by weapon type; **POS** —; **STR** 17 **DEX** 10 **CON** 13 **INT** 9 **WIS** 9 **CHA** 9

Smith's Apprentice (1): **AC** 10; **MV** 90 ft; **HD** 1; **HP** 6; **#AT** 1; **DAM** 1d6, or by weapon type; **POS** —; **STR** 12 **DEX** 12 **CON** 10 **INT** 14 **WIS** 9 **CHA** 11

SUB-LEVEL 3d. STATUE GARDEN

Entering this chamber reveals it contains 12 statues. Each of the statues are of humans which seem to be adventuring types of figures; fighters, magic-users, clerics, among others. Fear is clearly obvious in the faces and poses of the statues.

In the center of the chamber sits a figure on a small stool. The figure, which has its back turned to the party, is clothed in a brown hooded robe or course fabric. Next to the stool, is a small chest.

The figure seated on the stool is a medusa. She will turn and reveal herself to the party unless they manage to make their approach in absolute silence.

The chest is neither locked nor trapped. It contains one gem (1,500 gp diamond), ***stone of good luck***, and a ***potion of (hill) giant strength***.

Medusa (1): **AC** 5; **MV** 90 ft; **HD** 6+1; **HP** 48; **#AT** 1; **DAM** 1d6, plus poison and petrifaction; **POS** —

SUB-LEVEL 3e. BRIDGE OVER THE ACID POOL

The east entrance of this chamber is connected to the western egress by means of a rope bridge. The bridge's foot path is made up of wooden slats. The air in the chamber bears the pungent aroma of acid. The bridge spans a pool of greenish, bubbling liquid 5-ft below.

The pool is in fact a highly corrosive acid. The fumes from the acid have degraded the integrity of the ropes and the wooden slates that make up the bridge. Each wooden slat has a 1% cumulative chance of breaking, for every two pounds that it must support at any given time. A rope has a 2% cumulative chance of breaking, for every 5 pounds that it must support at any given time.

A broken slat will drop the individual stepping on it into the acid pool. A broken rope will drop all creatures on the bridge into the acid.

The acid is very corrosive, and will destroy any non-magical item it comes into contact with. Living creatures dropped into the acid will sustain 1–3 hit points of damage every segment they are in contact with it.

SUB-LEVEL 3f. THE CAPTIVE WOOD NYMPH

The floor of this chamber is covered in a thick carpet of grass, and fallen leaves. In the center of the chamber is a pair of oak trees. The trees grow to the ceiling of the chamber, where their thick branches seem to spread out, becoming beams that support the stone ceiling. A false sun illuminates the chamber, keeping the trees alive.

Sitting among the branches, currently hidden from the party's view as they enter, is a nymph. The nymph is unclothed. Her name is Luna, and she is being held captive by Xerksis, as the Mage-King believes she has information on the Bone-Hilt sword. Luna does not have any spells available to her at this time, due to her inability to communicate with her deity.

She will be quite suspicious of the party and their intentions, believing them to be tools of Xerksis.

If the party can manage to convince Luna to accompany them, she will leave the party at her first opportunity (most likely at ***sub-level 3g***).

Nymph (1): **AC** 9; **MV** 120 ft; **HD** 3; **HP** 24; **#AT** 1; **DAM** 1–2 or by weapon; **POS** —

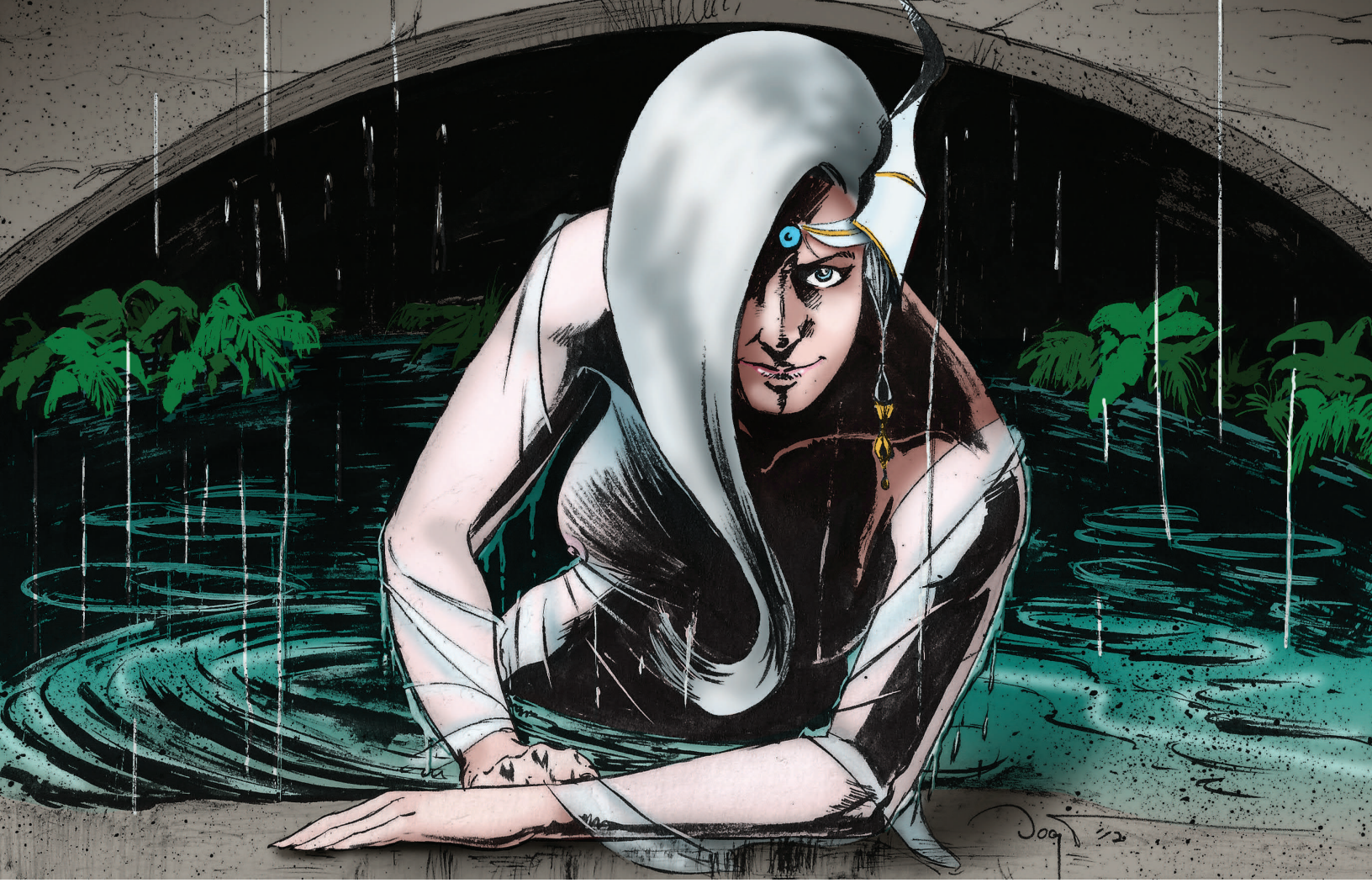
SUB-LEVEL 3g. THE SILVER GROTTO

As the party approaches the landing of the stairs into this chamber, they can hear the faint dripping of water, and the air becomes damp and cool.

The steps become slick with moisture as the party sees the stairs flatten out onto a stony floor. Scattered light reflected off of a liquid surface throws the stairs and chamber into animated shadows.

As the party enters the chamber, an overwhelming feeling of goodwill passes over them, and seems to wash all concerns and evil from their collective consciousness. The walls, floor, and ceiling are carved from solid granite (though the room maintains the same shape and proportions of the other sub-levels); all of which are covered in dampness. The north wall of the chamber is dominated by a cave-like opening that leads to an underground pond, flanked on both sides and the back by large, healthy ferns, the pond itself seems to be the source of the soothing light, as its depths glow a tranquil blue-green.

Notes:



The center of the chamber is dominated by a large pile of coins and other valuable objects. As the party approaches the pile of treasure, a disturbance in the pond catches the party's attention, as a beautiful female—who might be either human, half-elven, or elven—rises from the tranquil water, and stops just short of the water's edge, leaving her feet in the water, submerged to the ankle. The woman's hair is silver-colored, and sparkles in the light of the chamber. Her skin, though clearly flesh-colored, shimmers in silver highlights. She is clothed only in shear fabric, that clings provocatively to her wet form.

The female is a disguised silver dragon, and she names herself Aerielle if questioned. She also explains that her position here is at the nexus of paths throughout many worlds, and that she is the guardian of those paths so that the evil of the myriad worlds may not cross-contaminate one another. She is aware of the party's confrontation with Xerksis, and is gladdened/saddened by their success/failure. Aerielle requires the party to part with treasure of her choosing as payment to continue on their path to return to the place where they began their journey. She explains that any such treasures will be gifted to appropriate, needy peoples and causes (also, at her discretion). If a lawful good PC is with the party, she may (1 on d6), allow the party the option to travel freely through her pond to the world beyond, though they will not be allowed to bring the Bone-Hilt sword with them, if they are still in possession of the evil weapon. Aerielle will offer to keep the weapon secure for them for a short period of time.

> *Should the party opt to swim through the pond to Aerielle's forest beyond, GM's will be on their own to create an adventure around this setting; this author is leaving that opportunity open. Though, to return to the party's starting point before they entered the Tower, they must re-enter Aerielle's lair, and continue their path. To swim through the pond, the party will be required to remain submerged for a full turn, though pockets of fresh air are to be found clinging to small recesses beneath the water. Emerging on the other side of the pond reveals a magical faerie forest, seemingly free of evil forces.*

If the party gives any resistance to her instructions, or, should anyone in the party make any attempt at removing any of the treasure, or, they attempt to leave without rendering payment, she will reveal herself for her true form as a huge, ancient, silver dragon. She is not above attacking the party if she feels justified. Evil creatures will not be allowed to pass. True neutral and chaotic neutral creatures will be subjected to rigorous questioning before being allowed to pass.

The pile of treasure in the center of the chamber contains; 20,000 cp, 90,000 sp, 20,000 ep, 50,000 gp, 1,000 pp, ***gloves of dexterity***, ***robe of stars***, ***druid's vestment***.

Silver Dragon (Aerielle): **AC** -1; **MV** 90 ft (240 ft flying); **HD** 11; **HP** 88; **#AT** 3; **DAM** 1d6/1d6/5d6, plus breath weapon and spell use; **POS** —; **SP** (magic-user) first level: *charm person, detect magic, protection from evil, sleep* | second level: *detect evil, mirror image, ray of enfeeblement, web* | third level: *blink, dispel magic, hold person, water breathing* | fourth level: *ice storm, remove curse, wall of ice* | fifth level: *cone of cold, contact other plane, teleport*

SUB-LEVEL 3h. THE CERAMIC TILES

This chamber is completely devoid of any living creature. In fact, the only contents of the chamber are an orderly stack of 3-ft square ceramic tiles. Each tile is approximately 2-in thick. The tiles weigh approximately 30 pounds each. Fourteen of the tiles are unpainted (white), two of the tiles are painted red, and the final tile is painted black. All have been kiln fired. Dropping a tile will damage it; chipped corner (01–35), broken into 1d6 pieces (36–75), shattered completely (76–00).

There are 17 tiles in total. The color of the tile has no indication of its function.

SUB-LEVEL 3i. SCORPIONS

Three giant scorpions scuttle about this chamber, unable to scale either stairs leading out of the chamber.

Giant Scorpion (3): **AC** 3; **MV** 150 ft; **HD** 5+5; **HP** 35; **#AT** 3; **DAM** 1d10/1d10/1d4, plus poison; **POS** —

SUB-LEVEL 3j. THE FALSE FLOOR

The floor to this chamber is disguised with an illusion and an *audible glamour.*

The illusion disguises the floor as an open pit that has no bottom. It also displays a single column in the center of the 'open space' that has a 10-ft wide platform. The *glamour* is an echoing dripping sound that seems to be coming up from the bottom of the pit.

If the party attempts to jump to, or walk on, the center 10-ft area of the chamber, they'll find the 'platform' has been trapped with a *fireball* spell, inflicting 6d6 hit points of damage to any creature in the chamber that fails a save vs. spell. A successful save halves the amount of damage inflicted.

SUB-LEVEL 3k. HEALING WATERS

In the center of this chamber is a 10-ft diameter pool of clear, clean liquid. If drank, the fluid proves to have remarkable healing properties. It will restore all damage suffered, and make the imbiber feel completely refreshed as though they have enjoyed an uninterrupted 10 hours of sleep.

The fluid will also neutralize any poison, as the cleric spell of the same name. Further, there is a 50% probability that the fluid cure other detriments, such as blindness, deafness, etc.

The fluid can be transported in any water vessels the party may have in their possession. However, its healing properties will vanish in 1 week.

SUB-LEVEL 3l. THE PATH THROUGH THE FLAMES

As the party approaches the chamber on the stairs, the dark passage begins to become brighter, and the air hotter. Approaching the landing it is clear why this is. The entire floor of the chamber burns in flames which rise to a height of 4-ft. The flames are real, and the heat intense. A source of fuel is not apparent.

The party may temporarily extinguish the flames using such spells as *cone of cold*, which extinguishes the flames for 5 segments. *Extinguish flame* (reverse of the druidic spell *produce flame*) extinguishes the fire for 2 rounds.

If the party brings the ceramic tiles from ***sub-level 3h***, they will be able to lay the tiles out end-to-end, creating a fire-resistant path in order to cross the chamber to the stairs on the opposite wall (directly opposite in a straight line).

A tile broken into more than 3 pieces (see ***sub-level 3h***) will not be useful in constructing a path through the flames.

The party will require 15 of the tiles to create a path completely across the flames.

SUB-LEVEL 3m. DES OBJETS ÉTRANGES

Entering this final chamber, the party sees a small pedestal in the center of the floor. Upon the pedestal sits two objects. Neither object falls into any members of the party's collective experiences.

The first, a small image imprinted upon a thick piece of aging paper. The image of a man is depicted, but the image is neither a drawing nor a painting. Rather, it seems to be almost a flat representation of the actual man himself, almost as though it were a mirror reflecting back one's image. On the card, the number "2122" has been printed in neat consistent runes. This has been scratched out, and replaced with a hand-written "4709."

Along with this is a mechanical, wooden handled device with a short 6-in long tube connected to it. A lever appears at the top of the device, behind a horizontal cylinder. The cylinder itself, which can be ejected from the device, shows six small cylindrical chambers. The chambers are empty, but smell faintly of sulphur.

Notes:

A second small lever appears beneath the cylinder and seems to be protected by a brass guard. A final lever pulls down from the 6-in tube; its function, unknown.

Obviously a six-shooter to your players, the device will require the services of a 15th level Jack-of-All-Trades, or a Master Sage, to discover the mechanism's secrets and how to use it. However, creating the bullets to use in the revolver will require much time and money as purified black powder and metal jacketed projectiles will need to be invented.

Also in the chamber, is a small fresco on the north wall. The painting occupies only an 8 × 10 inch space on the wall. The image depicted is that of a large brown gothic tower rising high into the afternoon sky. The tower rises from the midst of a grassy plain. No other structures, trees, or mountains appear anywhere within the image.

To the right of this small painting is a crude drawing of a rose. Next to the rose is another drawing that seems to be a representation of the mechanical object that now appears on the pedestal. Below these two drawings is written in the common tongue, "Sundance, if you've followed me here, I am returning to the Tower. Bring the gun and photo so I know it's really you. I've finally run out of bullets anyway. Have not sighted a Pinkerton in a fortnight." The message is signed simply, "Butch."

The chamber does not have another stair well leading further into the Tower. The exit from the chamber is via a shaft that is hidden beneath the pedestal. Within the shaft is an iron ladder leading straight down into darkness, and continues for 140-ft.

This encounter contains obvious suggestions that introduce technology and historical figures into the campaign setting. It also introduces the players to the subject of the ***Tower of Mysteries****, which is another adventure series beginning with* **THE DOOR OF INFINITE PORTALS**.

THE FOURTH FLOOR

The ladder leading from ***sub-level 3m*** ends at a trap door in the floor of the shaft. The door is locked, but not trapped. Opening



Notes:

the trap door (which drops to the floor with a resounding crash that echoes throughout the space below once opened) reveals a dark chamber with a domed ceiling.

A torch or lantern lowered into the space reveals several details of the room, though much still remains hidden in shadows. Immediately below the open shaft (which is at the apex of the domed ceiling), there rises six steps to a 10-ft diameter platform in the center of the room. The floor appears to be made of a cream-colored stone (travertine). Each step is 1-ft high and 2 ft deep. The height from the shaft opening to the top-most step is 24-ft. On the main floor, below the sixth step, six chairs (*areas 20b* through *20g*), made of the same stone as the floor, are arrayed around the steps. These are separated by six columns which rise to the domed ceiling. The walls (*area 20j*) contain an elaborate fresco that rises to also fill the domed ceiling, however, the details of the painting cannot be discerned unless the party is using light stronger than torch or lantern light.

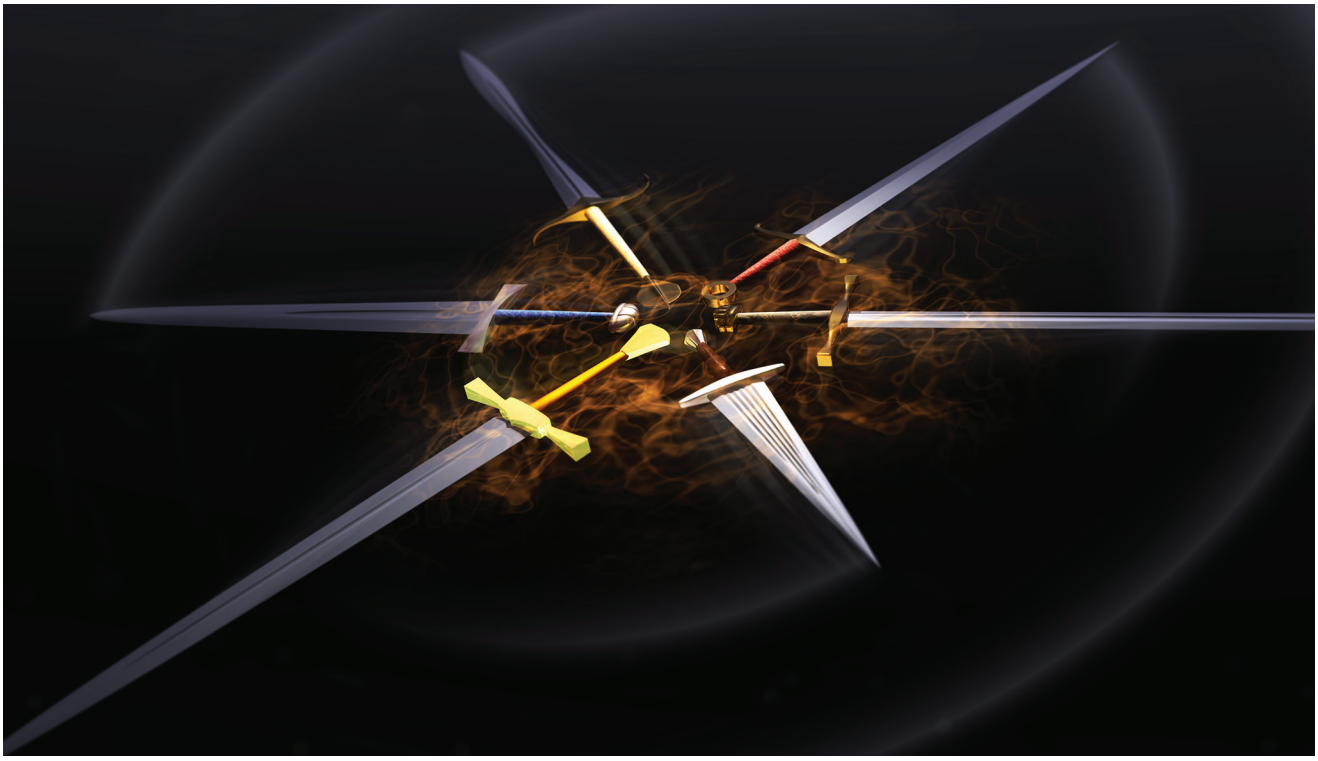
20. THE POLTERGEIST GUARDIANS

Only once the party steps onto the main floor below the sixth step will the occupants of the six chairs reveal themselves, as the chamber illuminates in a twilight that has no obvious source. They are each human-like figures dressed regally in flowing robes. Sparkling chain mail garments can be seen glinting beneath the robes. Each figure holds a large sword by the hilt before it; the points resting on the ground at the figures' feet. Each figure wears a crown (see *areas 20b* through *20g* for additional details on each figure's appearance).

Each figure remains seated and motionless if approached by the PC's. Attempting to touch the figures reveals that any object simply passes right through them (touching their weapon specifically, reveals the sword to be solid and ostensibly real, this is true also for the figures' crowns). However, kneeling before any of the figures, will cause each to stand before their chair, continuing to hold the pommel of their sword, point to the ground.

Though for the purposes of alignment, these being are true neutral, for all else, they are considered to be poltergeists. See *areas 20b* through *20g* for descriptions of the swords, crowns and other details.

Though not revealed by the poltergeists themselves, the party may be able to discover that these six undead creatures are the souls of the six guardians located in *area 19* of the *Third*



Notes:

Level. If attacked in any form, or, if the party attempts to remove any of the swords, the swords will fly into the air—20-ft off the floor—forming themselves into a wheel; sword tips pointing outward. At this time, the wheel of swords begins to spin rapidly, and flying around the room, attacking the PC's randomly. The wheel of swords is controlled by the poltergeists, and attacks as a 7 hit die monster. On a successful hit, one of the swords has successfully struck its target, determined randomly by the GM. Note the magical properties of each sword for possible additional attack and damage properties of each weapon.

> *An optional method to determine which sword is attempting to strike, would be to roll 1d6 before rolling the "to hit" attempt, so that any "to hit" adjustments particular to the weapon can be factored in prior to the attack.*

Clerics may attempt turning the poltergeists individually. On a successful turn attempt, the sword controlled by that poltergeist is destroyed, and will vanish. PC's may also physically attack a poltergeist. The manifestation of a poltergeist slain in this way, releases the sword from the wheel, which then falls to the floor, still a functional weapon as described hereafter. Also, if destroyed physically, the poltergeist leaves behind its crown.

Each time a sword falls off the wheel, the wheel looses 1 hit die from its attack strength.

Note that the six poltergeists represented here are stronger than those listed in the OSRIC SRD. These undead apparitions have a full hit die, an armor class of 5, and are turned as type 6 undead.

Poltergeist (6): **AC** 5; **MV** 60 ft; **HD** 1; **HP** 8; **#AT** 0; **DAM** sword wheel; **POS** —

20a. Concealed Pit Trap: The top-most step on the dais contains a 3-ft diameter concealed pit in the center. The opening of the pit is disguised with an illusion of being the same solid stone that makes up the rest of the floor. This is further enhanced by a *programmed illusion* of a coiling 15-ft length of rope if a rope is dropped to the floor from above. Other objects will not trigger the *programmed illusion*, but will simply fall through the illusory floor.

The shaft beneath the floor falls 140-ft—bending and turning several times (the shaft varies from complete vertical to a 60% grade over its course)—to ***area 23a*** of the ***Catacombs***. Creatures falling through the illusion in the shaft will suffer 7d6 hit points of damage when they impact the ground in the small chamber.

20b. Poltergeist 1 (Dozalar, the cuel): This figure bears a golden, diamond studded crown. Its worth on the open market is 3,500 gp. The sword this figure holds is a ***vorpal blade***, long sword.

20c. Poltergeist 2 (Khemmoah, the tall): This figure bears a platinum crown. Its worth on the open market is 500 gp. The sword this figure holds is a ***magebane***, long sword.

20d. Poltergeist 3 (Feshnyth, the ugly): This figure bears an electrum, emerald studded crown. Its worth on the open market is 750 gp. The sword figure holds is a ***nine lives stealer***, bastard sword.

20e. Poltergeist 4 (Metutuk, the elder): This figure bears a silver, ruby studded crown. Its worth on the open market is 1,500 gp. The sword this figure holds is a ***giantbane***, broad sword.

20f. Poltergeist 5 (Beshzuzé, the impaler): This figure bears a golden crown. Its worth on the open market is 300 gp. The sword this figure holds is a ***keen blade***, two-handed sword.

20g. Poltergeist 6 (Porphyro, the chaotic): This figure bears a silver crown. Its worth on the open market is 200 gp. The sword this figure holds is a ***flaming blade***, short sword.

20h. The Final Step: The first PC to step on the last circular step of the dais, cause each of the steps (save the top-most level) to erupt in flames. A pattern of small gas jets are concealed in each of the steps, covering the entire surface. The gas jets leap 3-ft high, and burn for 1 full turn. PC's caught in the flames will suffer 2d4 hit points of damage for each segment they remain on the steps.

20i. Trap Door to the Catacombs: Behind the column on the west wall is located a tile unlike any other in the chamber; it is made not of the cream-colored marble, but of a gray-flecked granite. If the party attempts to pry up the tile (which is not trapped) from the floor, they'll find a 2-ft square shaft leading straight down into darkness. The east side of the shaft contains shallow foot-holds. The shaft travels 140-ft before it comes to an opening in another chamber below (***area 21*** of the ***Catacombs***).

Each PC must save vs. dexterity seven times (once for every 20-ft the PC falls) or slip and fall. Each PC who is below the PC who fell must save vs. dexterity again at -2 (for each PC who has slipped above them) or slip and fall themselves (any PC who successfully saves vs. dexterity at this point stops all PC's above them from continuing to fall). Falling PC's will suffer 1d6 hit points of damage for every 10-ft they fall, less 1–2 hit points for each PC below them who also falls, if they fall all the way to ***area 21*** of the ***Catacombs***.

See also ***area 20j*** when removing the tile.

Notes:

20j. The Final Mural: The fresco, which incorporates the walls and the domed ceiling, represents a great battle between human, demi-human, and humanoid races on the ground, and horrid dragon-human flying creatures in the sky.

> *See also the section entitled* **THE FINAL MURAL** *in the appendix* **CAMPAIGN NOTES** *for more information..*

If the party opens the tile at ***area 20i***, they are faced with many creatures peeling themselves away from the wall, and will attack all living creatures within the chamber. Note that the frescos will not attack PC's that have escaped into the shaft at ***area 20i***.

Fresco Fighter (15): **AC** 2; **MV** 90 ft; **HD** 5; **HP** 30; **#AT** 1; **DAM** 1d4 + 7, cast *colour spray* once per day; **POS** —

THE CATACOMBS

The ladder descending from ***area 20i*** travels 130-ft until the party finds themselves faced with a dead end. The end of the square shaft is a trap door that is locked, but not trapped.

Opening the door reveals that the opening from the square shaft is 15-ft off the floor of a 20-ft × 70-ft rectangular, unlighted chamber (***area 21***). The chamber is revealed to be made of roughly hewn stone, but the stone does appear to be ordinary rock.

Note that while in the catacombs, all chambers will made of the same ordinary, rough stone, unless otherwise noted. Also, all the doors in the complex will be neither locked nor trapped unless otherwise noted, and, none of the halls or chambers will have any source of light unless otherwise noted.

21. CHAMBER OF THE DART SWARM

The ladder descending from ***area 20i*** of the ***Fourth Level*** opens over the area marked with an "×" on the map. The drop from the ladder to the floor is 15-ft high.

A thief's Find Traps attempt on the west and east walls will reveal a pattern of holes running the length of the hall. The holes start 2-ft off the floor, and continue to a height of 6-ft. Thieves must remove traps every 5-ft in order for the party to safely avoid the attack described below. If the party proceeds past the dotted line indicated on the floor, the holes in the wall will release 1 dart for every foot traveled, per PC crossing the distance. Each dart strikes the PC's as a 3 hit die monster. A running PC can improve their armor class against the darts to +2. PC's attempting to crawl beneath the holes, will improve their armor class by +4. PC's flying over the holes are safe from the attack. Each dart has a 25% probability of being poisoned; a failed save vs. poison inflicts 1d4 hit points of damage.

22. THE JUJU CATACOMB GUARDIANS

The length of the chamber contains two rows of five mounds of biologic refuse; each mound containing bits of flesh, bone, and internal organs.

One turn after the party first opens the door, the biologic refuse mounds will form into 10 (juju) zombies.

Juju Zombie (10): **AC** 6; **MV** 90 ft; **HD** 3+12; **HP** 30; **#AT** 1; **DAM** 2d6+1; **POS** —

The door leading into ***area 22a*** is locked but not trapped.

22a. Crash landing: Any PC's who fell through the trap door at ***area 20a*** of the ***Fourth Floor***, will land in this small chamber. The ceiling is open to the 3-ft square shaft above, having no trap door to cover it.

23. THE POOL OF RADIANCE

The center of this 55-ft × 55-ft chamber is dominated by a 25 ft diameter pool. The pool glows with a soft blue light. If the party is still in possession of the Bone-Hilt sword, then when the sword is brought into the chamber, the color of the pool's glow changes to an intense amber.

The east wall of the chamber contains two doors.

Placing the sword into the pool causes the pool boil over, spilling its fluid throughout the chamber. After 1 turn, the waters calm, and the glow ceases, throwing the chamber into darkness (unless the party has a lighted torch or lantern).

Within the pool, the fluid now appears to have become darkened and stagnant. At the bottom of the pool, the shape of the sword remains, though it now appears pitted and corroded; the bones and organ components of the hilt now completely disintegrated.

23a. Door to Escape: This is the first of four one-way doors the party will encounter in the ***Catacombs*** that will allow them to escape the Tower of Xerksis. The others can be found at ***areas 42a***, ***45a***, and ***49a***.

The door is different in appearance from the other doors encountered to this point in the ***Catacombs***. The door is constructed of solid gold, and is locked, but not trapped.

Notes:

If playing within the Bone-Hilt sword campaign; Opening the door reveals a bustling street in a large city. Humans and demi-humans walking toward, and away from, the doorway seemingly without any recognition that door, or the PC's themselves exist at all.

If the PC's step through the doorway, they will find themselves on busy thoroughfare in a large city, a thin, tall white spire rising before them.

*Here ends the party's quest to destroy the Bone-Hilt Sword, slay the evil lich Xerksis, and escape the Tower of Xerksis. In the appendix that follows—***VAN NUYS THE TRAITOR***—the party may continue to tie up loose ends, though this is an optional side trek adventure. In this side trek, the author has provided only an outline for what they party may discover and encounter within the adventure. GM's are encouraged to run with this as best suits the individual needs of their gaming group.*

If playing as a stand-alone adventure; Opening the door reveals a remote path; a 3-ft wide hole in the ground. Around the hole stand the party themselves; just as they appeared prior to being drawn into the Tower.

If the PC's step through the doorway, they will find themselves back on the road, the path before them will be empty.

Here ends the party's quest to destroy the Bone-Hilt Sword, slay the evil lich Xerksis, and escape the Tower of Xerksis.

24. MINOTAUR TITAN GUARDIANS

A pair of huge, hairy creatures greets the party as they open the door to this chamber; minotaur titans.[12] Each creature is equipped with a double-headed axe-like weapon (treat as a battle axe), that has a club-like, 4-ft long handle.

Minotaur Titan (2): **AC** 4; **MV** 120 ft; **HD** 8+1; **HP** 60; **#AT** 2; **DAM** 2d6/1d6, or by weapon type; **POS** —

25. HALL OF STATUES

This large chamber is revealed to hold row upon row of statues, to either side of the door for the length of the hall. The statues total 32 (16 to each side of the door, spaced 10-ft apart).

[12] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for more information on the Minotaur Titan.

At the far end of the chamber, opposite the door, is a portal, through which the party sees a peaceful, sylvan setting; the scene is that of a magical forest, where birds sing amidst trees and flowers in the full bloom of springtime.

If examined, the statues are revealed to depict elf-like beings, in manners of dress that may indicate them to be combinations of fighters, magic-users, and combinations of both.

The statues are in fact actual elves that are placed into a type of suspended animation, and are here to protect the ***Sylvan portal***. Upon the creature or object to penetrate the portal into the woodland setting, 10 of the statues will materialize (5 fighters, and 5 magic-users), becoming flesh and blood elves. The elves' first objective will be to prevent any of the creatures from entering into the portal. According to their historic racial preferences, the elves will most aggressive toward dwarves, orcs, and similar races.

If the party contains at least one elf, and no dwarves, the elf will be able to converse with the elven guardians, on a successful charisma reaction check. Other races (except dwarves, orcs, etc.), may also attempt to converse with the guardians, but will check their charisma reaction at -25.

Anytime a dwarf (or orc, etc.) is present, the elven guardians will refuse to parlay with the party.

If the party successfully communicates with the elven guardians, they will discover that the portal leads to a sacred grotto dedicated to an elven deity.

If playing within the Usherwood Adventures setting, this deity will be Eith Saran, patron of elves (http://www.usherwoodadventures.com/setting/religion.html). Otherwise, GM's should substitute the appropriate deity from their own setting.

Elves in the party, who are followers of said deity, will be allowed to enter the portal, and pay their respects. No others will be granted permission. Any creature failing to receive permission to enter the portal, and attempts to do so, will activate all 36 of the guardians, who will attack the party, no matter their racial stock, or charismatic reaction.

25a. Locked and trapped door: The trap is a cloud of chlorine gas that will envelope the entire hall leading to the door. Any creature in the hall must make a saving throw vs. poison or suffer 3d4 hit points of damage. A successful save halves the damage inflicted. Chaotic good elves in the hall find themselves immune to the damaging effects of the chlorine gas.

Notes:

25b. Sylvan portal: Entering the portal, elves will find a grotto that instantly fills them with peace. A pond within the clearing is fed by a small stream, and is filled with crystal clear water. The water itself is pure and clean. Any elven follower of the grotto's deity drinking from the water will be instantly healed of all ills. Further, they will benefit from a +2 to all saves, armor class, "to hit" attempts, and damage rolls for a period of 2d4 days.

Attempts to remove any of the water back through the portal will change it to poison. An elf drinking of this poisoned water must save vs. poison, or suffer 2d4 hit points of damage (a successful save halves the damage inflicted). Any non-elf drinking the water must save vs. poison or suffer 4d4 hit points of damage (a successful save halves the damage inflicted).

Any creature attempting to cross through the portal without permission of the guardians, will cause the portal to close, and will cause all 36 of the guardians to activate. Any elf within the grotto at this time, will be trapped within for a period of 30 days, at which time the portal will re-open to the chamber. The portal within the grotto appears within a stone archway.

Elf, fourth level fighter (16): **AC** 3; **MV** 120 ft; **HD** 4; **HP** 24; **#AT** 1; **DAM** by weapon type; **POS** *+2 elfin chainmail, +2 long sword*

Elf, fifth level magic-user (16): **AC** 3; **MV** 120 ft; **HD** 5; **HP** 16; **#AT** 1; **DAM** by weapon type, plus spell use; **POS** *+2 ring of protection, +2 quarter staff*; **SP*** first level: (4) *burning, magic missile, protection from evil, shield* | second level: *invisibility, web* | third level: *flame arrow*

* The spells indicated are those recommended by the author. GM's may substitute spells for any individual at their discretion.

26. THE DECAYING DEAD

The floor of this chamber is covered in the corpses of humans. After the door to the chamber is opened, the corpses (feral zombies[13]) rise to attack the party.

Feral Zombie (24): **AC** 8; **MV** 60 ft; **HD** 1+4/8+1; **HP** 4/50; **#AT** 3; **DAM** 1–3/1–3/1d4, plus infection; **POS** —

27. THE SHAMBLERS

This chamber is covered on the floors and walls with a thick layer of plant growth. In the center of the chamber are by three large piles of rotting vegetation. These are in fact three shambling mounds.

[13] Refer to the USHERWOOD ADVENTURES EXPANSION FOR OSRIC for more information on the Feral Zombie.

Among the plant growth the party can locate the following treasure if a search is conducted; 6,000 cp, 2,000 sp, 3,000 gp, 5 gems, ***+2 morning star (+3 vs. humanoids)***, ***boots of striding and springing***.

Shambling Mound (3): **AC** 0; **MV** 60 ft; **HD** 9; **HP** 64; **#AT** 2; **DAM** 2d8/2d8, plus suffocation; **POS** —

GEM	VALUE (GP)	GEM	VALUE (GP)
Diamond	1,500	Star Sapphire	850
Chrysoberyl	75	Rock Crystal	10
Onyx	50		

28. WHAT IS THIS SH*T!?

The floor of this chamber is filled to a depth of 1-ft with all manner of excrement. The odor from the humid mass will cause any creature within 100-ft to save vs. constitution or become violently ill for 3d4 turns. Any creature that comes into contact with the disgusting substance must save vs. poison, or loose 1d4 hit points each turn until a *cure disease* spell has been cast on them.

Also within the chamber is a greater otyugh.

Greater Otyugh (1): **AC** 0; **MV** 60 ft; **HD** 12; **HP** 80; **#AT** 3; **DAM** 1d12/1d12/1d4+1, plus disease and grabbing; **POS** —

29. MONSTROUS CENTIPEDES

This chamber's floor is covered in a thick layer of decaying vegetation and several fetid animal carcasses. Hidden beneath the refuse are 6 giant centipedes.

Also located beneath decaying materials is a large leather satchel. The leather satchel contains two books; a ***tome of leadership and influence***, and a ***vacuous grimoire***.

Giant Centipede (6): **AC** 5; **MV** 180 ft; **HD** 3; **HP** 20; **#AT** 1; **DAM** 1–3, plus poison; **POS** —

30. LOCKED AND TRAPPED DOOR

The trap that secures this door from intruders employs an enormous stone ball that is released from the opposite end of the hall (***area 30a***). The ball is 8-ft wide, and will inflict 3d8 hit points of damage against any creature in the hall that fails a save vs.

Notes:

dexterity. A successful save halves the amount of damage inflicted. It takes the ball 3 segments to traverse the full length of the hall. There is 1–2 on d10 chance that the ball becomes hung up on the hall leading into ***area 25***, stopping its momentum.

If the ball should crash into the door, it collapses the entire section of wall leading into ***area 31***, and has a 35% probability of completely obstructing the opposite door, leading into ***area 32***.

31. FIRST MAGIC MOUTH WARNING

The west wall of this chamber is occupied by a large carving of human face. Once the party enters the chamber, the face will animate via a *magic mouth* spell. The mouth will state in a loud booming, voice;

"Continue not your desecration of these accursed halls!
Retreat to the radiant pool, and return from whence thou came!"

32. SECOND MAGIC MOUTH WARNING

The south wall of this chamber contains a large carved face, identical to that depicted in ***area 31***. As the party passes through the narrow section into the wider portion of the chamber, another magic mouth spell activates, and warns the party again,

"Your hubris has sealed your fate,
and now you pay with your lives!"

Following this proclamation, the door leading into the chamber from ***area 31*** will slam shut and lock itself from the outside (preventing the party from opening the door from within this chamber).

After the door from ***area 31*** closes, the party will hear the loud grinding of stone, and will see dust cascading down from the where the ceiling meets the walls. They will then note that the ceiling is pressing lower into the room. At its current rate of descent, the ceiling, which begins at a height of 15-ft, will reach the floor in 15 rounds.

The door leading into ***area 32a*** is the door is locked. The door opens into this chamber, so that once the door has passed the height of the door (5-ft), the party will be unable to open it.

32a. *Magic Mouth* antechamber: This 10-ft × 10-ft chamber is just 3-ft in height (2-ft shorter than the door leading into it). This size restriction limits the number of creatures that may fit into it at any given time.

The door leading into ***area 33*** is double-locked.

GM's should determine the appropriate maximum number of occupants of this room given the party's racial make up, and the amount of equipment they are dragging with them. It is suggested that a party of human-sized occupants, equipped with backpacks, armor, and weapons would limit the maximum occupancy to 4 or 5.

33. CHAMBER OF TENTACLES

Opening the door to this chamber reveals that every 10-ft square area of the floor contains a long, fat, purple colored tentacle. The appendages writhe and whip above the area they are attached to, and can reach outward to a distance of 15-ft.

Each tentacle attacks as a 4 hd monster, though they retain the other attributes of a giant octopus.

Giant Octopus (20; tentacle only): **AC** 7; **MV** 0 ft; **HD** 4; **HP** 32; **#AT** 1; **DAM** 1d4+1, plus constriction; **POS** —

33a. Locked and trapped door: The trap on this door triggers a swarm of 20 arrows fired from the opposing wall in ***area 33***. Any creature in a direct line of fire between the door and the arrows, must save vs. dexterity or be struck 1–2 of the missiles, suffering 1d6 hit points of damage. A successful save avoids any damage. Those struck, must also save vs. poison or suffer 2d4 hit points of acid damage. A successful save halves the damage inflicted.

33b. Double-doors to the Benevolent Halls: A *detect magic* spell cast on these doors, will reveal a powerful aura on the doors themselves, as they are protected by a permanent *protection from evil* spell. Examining the doors, which appear to be constructed of stone over which thick gold plating has been attached, reveals many inscriptions which appear to be wards against undead, to those PC's able to decipher such mystical writings.

Though the doors are locked, they are not trapped. However, any creature of evil alignment that attempts to cross over the threshold will suffer 6d10 hit points of electrical damage, and, due to the protection from evil spell inherent on the doors, will be unable to pass through (though, use of a *teleportation* or similar spell will allow the evil creature to pass the doors). Any non-good aligned creature will suffer 6d4 hit point of electrical damage. No saving throw is allowed in either case.

Notes:

33c. Double-doors to the Black Mausoleum: This pair of doors is locked and trapped. The trap involves an acid shower throughout the entire chamber if not properly disabled. All those subjected to the acid will suffer 3d4 hit points of damage, without a saving throw.

The seam where the two doors join is covered with a wax seal. The seal—a disk that is 6 inches in diameter, and is set 4 ft off the floor—contains gothic-style wards to protect against the undead. Breaking the seal releases a pair of wights.

Wight (2): **AC** 5; **MV** 120 ft; **HD** 4+3; **HP** 32; **#AT** 1; **DAM** 1d4, plus level drain; **POS** —

34. IN THE HIVE

Opening the door to this chamber, causes a waft of warm, humid air to wash over the party. This is accompanied by a loud, constant droning as of thousands of bees. The entire north and west walls of this large chamber are covered in a waxy comb, similar to that bees might construct, though very large in size. Bussing about the chamber, are a large of number of giant bees. The ceiling appears to be open to a bright sunny sky above, through which the bees are seen to fly into and out of the chamber.

Giant Worker Honeybee (100): **AC** 6; **MV** 90 ft (300 ft flying); **HD** 3+1; **HP** 18; **#AT** 1; **DAM** 1–3, plus poison; **POS** —

Giant Soldier Honeybee (12): **AC** 5; **MV** 120 ft (300 ft flying); **HD** 4+2; **HP** 30; **#AT** 1; **DAM** 1d4, plus poison; **POS** —

Should the party attempt to scale the comb to access the open sky above, they will emerge into an endless expanse of prairie and grassland.. Though, to return to the party's starting point before they entered the Tower, they must re-enter the hive, and continue their path through the catacombs.

35. BATCAVE

This large chamber is dark and quiet, save for the rodent-like squeaking that can be heard coming from the ceiling. Illuminating the chamber, the party can see that the ceiling is in fact very cave-like; having rocky formations and stalactites. Among the stalactites can be seen dozens of large bats which immediately leave their perches among the crags of the ceiling, and fly down to attack the party en masse.

Also hidden among the smaller creatures are three larger ones; werebats (see the section on **NEW CREATURES** for more information on the werebat).

Also among the stalactites, the three werebats have hidden a small cache of treasure in two large wooden chests. The chests are not trapped, but are locked. Chest 1; 1,000 cp, 1 gem (50 gp amethyst). Chest 2; ***+1 dagger***, ***potion*** (poison).

Also hidden among the stalactites, exists a narrow passage that leads ½ mile to an exit high on a craggy cliff face. The world the passage opens onto is locked in a perpetual night. The gothic landscape below the party's precipitous vantage point plays host to numerous small hamlets, and these hamlets are in turn governed by warring vampire lords.

If combat is going against the werebats, they will attempt to make their escape through the narrow passages of the ceiling to the gothic lands beyond.

Gaint Bat (15): **AC** 8; **MV** 10 ft (240 ft flying); **HD** >1; **HP** 3; **#AT** 1; **DAM** 1–2; **POS** —

Werebat (3): **AC** 7; **MV** 90 ft (140 ft flying); **HD** 3+1; **HP** 20; **#AT** 1; **DAM** 1d6, or by weapon; **POS** —

Should the party opt to climb through the passage to the night-shrouded world beyond, GM's will be on their own to create an adventure around this setting; this author is leaving that opportunity open. Though, to return to the party's starting point before they entered the Tower, they must re-enter the batcave, and continue their path through the catacombs.

*See also **area 49. The Count of Borhněv** for additional information.*

35a. Concealed pit closet: Both doors leading into and out this small room are trapped, but not locked. The trap is a small poisoned needle that will strike the PC attempting to open the door. A failed save vs. poison will kill the PC in a number of turns equal to the PC's constitution.

The entire floor of the closet is a trap door that will drop any creature weighing more than 100 pounds into a 20-ft deep pit, the bottom of which is lined in iron spikes. In addition to falling damage, creatures that fall into the pit will suffer 3d4 hit points from being impaled on the spikes.

36. RUST MONSTERS

This chamber is occupied by four rust monsters.

Notes:

Rust Monster (4): **AC** 2; **MV** 180 ft; **HD** 5; **HP** 30; **#AT** 2; **DAM** 0, plus oxidation; **POS** —

Scattered about the chamber are 8 gems;

GEM	VALUE (GP)	GEM	VALUE (GP)
Diamond	1000	Sapphire	650
Ruby	500	Emerald	500
Fire Opal	750	Amethyst	150
Onyx	250	Amber	50

36a. Locked and trapped door: The small chamber leading to this door is extremely cold; as if the party has just stepped into a walk-in freezer. It is so cold in fact, that the door at the end of the chamber (***area 36a***) can be seen to have an accumulation of ice and frost around the entire door jamb. An inspection of the door lock reveals the entire mechanism is frozen solid. Inspecting the door frame also indicates the door will open in toward them.

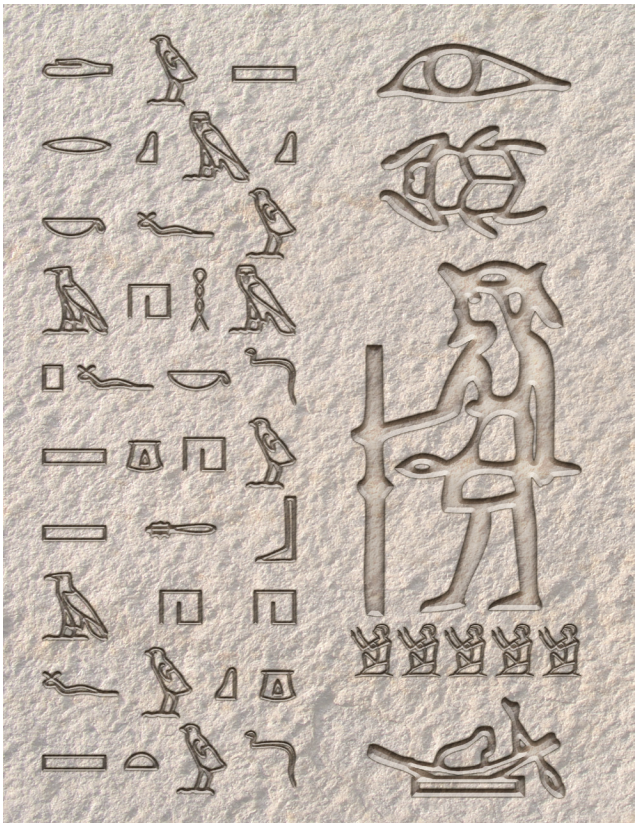
The door's trap releases a *freezing sphere* spell in the form of an ice ray from the center of the door. The spell's power is as if cast by a 12th level magic-user.

36b. Locked and trapped door: This door is curiously made of a tan-colored sandstone, not encountered elsewhere in the complex. On the door is carved with weather-worn hieroglyphics typified in ancient Egyptian monuments. If the party has a means of translating unknown languages, the hieroglyphics will read as;

"Xerksis the almighty ruler of all he surveys"

The can be unlocked, and the trap(s) disarmed by depressing the correct hieroglyphic images on the door. However, depressing the incorrect combination glyphs, results in the following actions;

- **Correct combination;** by pressing all five of the small human figures (below the large human figure) in any order, the locking mechanism will be released, and will cause the door to fall in toward ***area 38***.
- **Scarab;** pressing the image of the scarab will release a giant death watch beetle, which materializes from the image of the scarab itself.
- **Barge;** pressing the image of the laden barge will cause a large buffet of fresh food stuffs to materialize in the center of the room. The foods include all varieties of fresh vegetables and fruit, poultry, beef, pork, and very many vessels of wine and fresh water.
- **Large human figure;** if at any time this figure is pressed, a stone monstrous construction[14] will enter the chamber from area 34 and attack the party immediately.
- **Birds;** pressing any of the bird images will summon 3 achaierai from the Abyss directly to the chamber.
- **Snake;** pressing any of the snake images causes three giant snakes (amphisbaena) to drop into the chamber from the ceiling.
- **Eye;** pressing the eye image will cause any creature looking upon the door at that instant to save vs. spell or be turned to stone, as the magic-user spell *flesh-to-stone*.
- **Slug;** by pressing one of the three slugs that appear on the door will summon a giant slug, that will enter the chamber through ***area 34***.



[14] Refer to the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC** for information on the Stone Monstrous Construction.

Notes:

Pressing any of the other images yields no affect.

Stone Monstrous Construction (1): **AC** 6; **MV** 60 ft; **HD** 10; **HP** 50; **#AT** 2; **DAM** 3d4, plus (poison) gas; **POS** —

Giant Death Watch Beetle (1): **AC** 3; **MV** 120 ft; **HD** 9+1; **HP** 64; **#AT** 1; **DAM** 2d6, plus death vibration; **POS** —

Achaierai (3): **AC** 8 (-1); **MV** 180 ft; **HD** 9; **HP** body 40 (legs 15 each); **#AT** 3; **DAM** 1d8/1d8/1d10; **POS** —

Giant Amphisbaena Snake (3): **AC** 3; **MV** 120 ft; **HD** 6; **HP** 40; **#AT** 2; **DAM** 1d4/1d4, plus poison; **POS** —

Giant Slug (1): **AC** 8; **MV** 60 ft; **HD** 12; **HP** 84; **#AT** 1; **DAM** 1d12, plus spit acid; **POS** —

37. ICE CHAMBER

Upon opening the door, the party is faced with a wall of ice. In fact, the entire chamber is filled with a single block of ice; wall-to-wall, and floor-to-ceiling.

In the center of the chamber, the party can detect the presence of a glowing blue form.

Though the source of the glow is not apparent to the party, it originates from an object located in the very heart of the ice block.

The huge block of ice will begin to melt on its own almost immediately. Allowing the ice to melt on its own will occur and a rate of ½-in every 4 hours. Thus, waiting for the ice to melt sufficiently on its own in order to retrieve the object at the center of the block will take approximately 560 hours, or 24 days.

If the party manages to find a means of melting the ice, the object contained within the ice is revealed to be a large, flawless 15,000 gp diamond. The gem glows with a soothing blue light equal to torch light.

As the ambient temperature around the gem rises, the glow of the gem will change from blue, to green (temperatures above 34˚), to yellow (temperatures above 48˚), to orange (temperatures above 62˚), and eventually red (temperatures above 74˚). If the gem reaches this last stage, it will release a pit fiend trapped within.

Pit Fiend (1): **AC** -3; **MV** 60 ft (150 ft flying); **HD** 13; **HP** 100; **#AT** 1; **DAM** 1d8+6 (scimitar), 1d6+7 (spiked club), or 2d4 (tail) plus constriction; **POS** —

38. PIT OF THE GOLDEN TREASURE

When the party illuminates this large chamber, the light sparkles off innumerable golden objects; statuettes, goblets, plates, jewelry, coins, furniture—all manner of the daily life of a noble person is represented. The treasure is carefully arranged on a series of stone steps that lead down into the center of the room. Each step is 2½-ft wide, and 3-ft tall. The largest, most valuable items are set at the center of the room, 33-ft below the door where the party entered.

Located amongst the treasure (GM should determine a location randomly) is contain a simple, roughly made golden oil lamp. The lamp is a prison for a powerful (noble) genie.

Genie (noble; "Abdul Muhsin"; 1): **AC** 4; **MV** 90-ft (240 ft flying); **HD** 10; **HP** 80; **#AT** 1; **DAM** 3d8, plus spell-like abilities; **POS** —

Releasing the genie from the lamp requires polishing the lamp with holy oil consecrated in the name of a chaotic good deity (such oil should come at a high price to the party). If released, Abdul Muhsin will be under obligation to provide the 'owner' of the lamp with three wishes. Though grateful to be released, the genie will seek to thwart greedy or self-indulgent wishes whenever possible. Charitable wishes will be granted per the intention of the wish-maker.

On the back of each step, spaced at ½-ft intervals all around the chamber, is a concealed pipe. If any piece of the treasure in the room is disturbed in any way, water under high pressure will begin spraying from all the pipes in the chamber, straight toward the center of the room.

The spray is so strong, that PC's are required to make a saving throw vs. dexterity for each step they must climb to exit the chamber. As the water sprays, all of the treasure items will shot into the center of the room, and sink to the bottom.

The chamber will continue flooding until the water reaches the top-most step, leaving the treasure sunk to a depth of 20-ft.

If the party manages to save any of the items from the flood, GM's are encouraged to determine their type and value randomly.

39. THE GOLDEN HALL

This 20-ft wide hall is unbelievably constructed from bricks of gold; floor, walls, and ceiling. The bricks each 5-in high × 12-in wide × 7-in deep. Each brick (if the party manages to extract one from the hall) weighs 45½ pounds, and would be worth 1,500 gp.

The hall is illuminated by seven ***gems of illumination*** placed into recessed pockets in the ceiling, spaced at intervals of 10-ft between them. The gems slowly shed their light as the party enters the hall, becoming fully illuminated within 1 round.

Notes:

The door at the south end of the hall (which is also constructed of gold plating over a stone slab, just as the double-doors leading in from ***area 33b***) is flanked by a pair of pedestals. On each pedestal is a small golden figurine of a lion. Both of these small statues are a ***figurine of wondrous power***, of the type ***golden lion***.

40. THE PLATINUM HALL

This square hall is even more unbelievably constructed from bricks of platinum; floor, walls, and ceiling. The bricks each 5-in high × 12-in wide × 7-in deep. Each brick (if the party manages to extract one from the hall) weighs 53 pounds, and would be worth 17,500 gp.

The hall is illuminated by four ***gems of illumination*** placed into recessed pockets in the ceiling, at each corner of the chamber. The gems slowly shed their light as the party enters the hall, becoming fully illuminated within 1 round.

The center of the chamber is occupied by a large censor, containing crystal clear fluid. The fluid has powers of healing, and creature drinking of the fluid will be fully cured of all physical damage, poisoning, blindness, deafness, or other damages. The fluid will not restore lost energy levels.

The fluid can be bottled for later use, but will avoid any ability to determine its properties in order to reproduce it.

The platinum doors at ***areas 40a*** and ***40b*** are locked but not trapped.

41. RESTORING THE DEAD

Entering this chamber, the party is faced by a brightly glowing human form at the south end of the hall. In the midst of the chamber is a bed, covered in rich fabrics of gold and white. As the party enters the room, they collectively hear a voice in their head that each knows comes from the glowing form at the other end of the hall.

The voice recalls the difficulties and struggles the party has endured throughout the halls and catacombs of the Mage-King. As recompense for all they have suffered, the entity offers to restore and being which has lost its life during their effort. The chosen PC (or other being) will be restored to full health and strength prior to their death.

The party may choose any PC or other creature encountered within the Halls, or any place along their journey to this point.

Optional rule: GM's may opt to keep this decision as a silent vote, permitting the party no opportunity to debate the selection of the creature restored. As the entity is conversing telepathically with the party, instruct each player to write down their selection of the creature to restore as 'the first thought to occur in their mind'. Whatever creature receives the majority vote is the creature restored. In the event no creature obtains a majority vote, the GM should select a being at random from those submitted by the PC's.

42. DOOR TO ESCAPE

This is the second of four one-way doors the party will encounter in the ***Catacombs*** that will allow them to escape the Tower of Xerksis. The others can be found at ***areas 23a***, ***45a***, and ***49a***.

The door is different in appearance from the other doors encountered to this point in the ***Catacombs***. The door is constructed of solid silver, and is locked, but not trapped.

If playing within the Bone-Hilt sword campaign; Opening the door reveals a bustling street in a large city. Humans and demi-humans walking toward, and away from, the doorway seemingly without any recognition that door, or the PC's themselves exist at all.

If the PC's step through the doorway, they will find themselves on busy thoroughfare in a large city, a thin, tall white spire rising before them.

*Here ends the party's quest to destroy the Bone-Hilt Sword, slay the evil lich Xerksis, and escape the Tower of Xerksis. In the appendix that follows—***VAN NUYS THE TRAITOR***—the party may continue to tie up loose ends, though this is an optional side trek adventure. In this side trek, the author has provided only an outline for what they party may discover and encounter within the adventure. GM's are encouraged to run with this as best suits the individual needs of their gaming group.*

If playing as a stand-alone adventure; Opening the door reveals a remote path; a 3-ft wide hole in the ground. Around the hole stand the party themselves; just as they appeared as they are drawn into the Tower.

If the PC's step through the doorway, they will find themselves back on the road, the path before them will be empty.

Here ends the party's quest to destroy the Bone-Hilt Sword, slay the evil lich Xerksis, and escape the Tower of Xerksis.

Notes:

43. THE MUMMY'S PRIESTS

This dark chamber is free of furnishings, though the walls of highly decorated in detailed frescoes resembling Egyptian hieroglyphics. Brightly painted, the images are shown to represent the life and burial rites of a person of high standing.

In the center of the chamber six figures stand at upright attention, facing the north door. As soon as the door opens, the six tall figures (each standing 7-ft tall, and built of massively muscular proportions, moves to attack the party.

Monster Zombie (6): **AC** 6; **MV** 90 ft; **HD** 6; **HP** 40; **#AT** 1; **DAM** 2d8; **POS** —

44. MUMMY'S TOMB LOCKED AND TRAPPED DOOR

This set of double-doors is made of solid copper. The trap, if activated, will cause the doors to explode outward on explosive bolts from the door jamb. Any creature standing directly in front of the doors will be smashed by the heavy copper doors for 4d6 hit points of damage.

44a. Locked and trapped door: This door is similarly made of solid copper, just as the double-doors at ***area 44***. Just as the double-doors at ***area 44***, the trap on this single door causes the door to explode outward on explosive bolts, inflicting 4d4 hit points of damage to any creature in this hall to a distance of 40-ft. A saving throw vs. dexterity is allowed. A successful save avoids all damage from the door.

Opening the door reveals a space of blackness beyond. This is actually the Void, although on viewing the blackness, all PC's must save vs. spell, or become overcome with a feeling of peace and goodwill, believing the blackness to be a simple nighttime scene, as though viewed from their own homeland. Any creature or object touching the blackness is immediately drawn into the Void, lost forever, short of a *wish* spell.

45. THE MUMMY'S TOMB

Entering this cluttered chamber belies its deadly occupants. The room is filled with all manner of normal, ordinary (if lavish), everyday items that would be found in a nobleman's home. Articles ranging from chairs, tables, games, small boats, a chariot, a cart, eating utensils, carpets, jars and urns, fill every corner, making the room almost impassable.

Also in the chamber are seven sarcophagi; a large stone sarcophagus in the center of the chamber, and six wooden (but still richly decorated) coffins which are stood upright on the walls; three on the north wall, and three on the south wall.

Disturbing any of the sarcophagi will cause all seven to burst open, revealing their occupants.

The six coffins leaning against the walls contained corpses wrapped in burial linens. Though they might be mistaken for mummies, they are in fact monster zombies, and attack the party mindlessly.

The stone sarcophagus in the center of the room contains the actual mummy to which these chambers are dedicated.

Monster Zombie (6): **AC** 6; **MV** 90 ft; **HD** 6; **HP** 40; **#AT** 1; **DAM** 2d8; **POS** —
Mummy (1): **AC** 3; **MV** 60 ft; **HD** 6+3; **HP** 50; **#AT** 1; **DAM** 1d12, plus fear; **POS** —

*The mummy's treasures are located in **area 38**. So the party may be surprised that this chamber contains no treasure of significant value.*

45a. Door to Escape: This is the third of four one-way doors the party will encounter in the ***Catacombs*** that will allow them to escape the Tower of Xerksis. The others can be found at ***areas 23a***, ***42a***, and ***49a***.

The door is different in appearance from the other doors encountered to this point in the ***Catacombs***. The door is constructed of solid electrum, and is locked, but not trapped.

If playing within the Bone-Hilt sword campaign; Opening the door reveals a bustling street in a large city. Humans and demi-humans walking toward, and away from, the doorway seemingly without any recognition that door, or the PC's themselves exist at all.

If the PC's step through the doorway, they will find themselves on busy thoroughfare in a large city, a thin, tall white spire rising before them.

*Here ends the party's quest to destroy the Bone-Hilt Sword, slay the evil lich Xerksis, and escape the Tower of Xerksis. In the appendix that follows—**VAN NUYS THE TRAITOR**—the party may continue to tie up loose ends, though this is an optional side trek adventure. In this side trek, the author has provided only an outline for what they party may discover and encounter within the adventure. GM's are encouraged to run with this as best suits the individual needs of their gaming group.*

Notes:

If playing as a stand-alone adventure; Opening the door reveals a remote path; a 3-ft wide hole in the ground. Around the hole stand the party themselves; just as they appeared as they are drawn into the Tower.

If the PC's step through the doorway, they will find themselves back on the road, the path before them will be empty.

Here ends the party's quest to destroy the Bone-Hilt Sword, slay the evil lich Xerksis, and escape the Tower of Xerksis.

46. HALL OF WEBS

The entire length of this hall is covered in thick spiders' webs. The hall is so thickly covered that the party must attempt to hack through them to proceed through. This effectively slows all movement by one half.

Among the webs are hidden the creatures that created them; 18 large spiders.

Large Spider (18): **AC** 6; **MV** 60 ft (150 ft in web); **HD** 1+1; **HP** 6; **#AT** 1; **DAM** 1d4, plus (weak) poison; **POS** —

47. THE COUNT'S ANTECHAMBER

As soon as the secret door is opened on this chamber, the air becomes immediately extremely cold; dropping to just 32˚ in seconds.

On the east wall stand the chamber's guardians; four ice trolls.

Ice Troll (4): **AC** 8; **MV** 90 ft; **HD** 2; **HP** 16; **#AT** 2; **DAM** 1d8/1d8; **POS** —

The door in the southeast corner of the chamber leading into the hall beyond is locked and trapped. The trap releases an *ice storm* spell, inflicting 3d10 hit points of damage against all creatures in the room (no saving throw).

48. LOCKED AND TRAPPED DOOR

The door is made of a polished black stone, and has the graven image of a human face upon its surface. The face represents an evil charisma inherent within the subject it represents, and sends a chill down the spine of all who view it.

The door's trap releases a ghostly hoard that is contained within the door. A successful attempt to remove the trap, simply releases the hoard into the chamber beyond. Otherwise, the hoard attacks the party within the hall (see the appendix **NEW CREATURES** for information on the ghostly hoard).

Ghostly Hoard (1): **AC** 0; **MV** 60 ft hovering; **HD** 7+2; **HP** 50; **#AT** 1; **DAM** 3d4, plus *fear* and *wail*; **POS** —

49. THE COUNT OF BORHNĚV (THE ANGRY WAR)

The entirety of this chamber is made of the same high-polished black stone as that of the door that leads herein. The cold temperatures from ***area 47*** also continue to persist into this chamber.

Refer to the description of the **dark skull** *from the OSRIC SRD when guiding the party through this chamber.*

In the center of the chamber is a large brass coffin. The lid of the coffin is neither locked nor trapped. Opening the lid of the coffin reveals a human figure with extremely pale skin; almost death-like. The figure appears be either dead, or in a deep sleep. However, 1 round after opening the lid, the figure in the coffin open its eyes to reveal hideous red irises, and its evil grin reveals the elongated fangs of a vampire.

Should the party be in a position to question the vampire (before it attacks them), he reveals his name is Count Władysław, and that he is an exiled governor from Borhněv; the gothic land found beyond ***area 35***.

Count Władysław (vampire; 1): **AC** 1; **MV** 120 ft (180 ft flying); **HD** 8+3; **HP** 64; **#AT** 1; **DAM** 1d6+4, plus energy drain and some spell-like abilities; **POS** —

In a secret compartment in the base of the coffin, can be found the following treasure; 18,000 sp; 7,000 ep; 8,000 gp; 600 pp; a ***dark skull***, and a ***bead of force***.

49a. Door to Escape: This is the fourth of four one-way doors the party will encounter in the ***Catacombs*** that will allow them to escape the Tower of Xerksis. The others can be found at ***areas 23a***, ***42a***, and ***45a***.

The door is different in appearance from the other doors encountered to this point in the ***Catacombs***. The door is constructed of solid brass, and is locked, but not trapped.

Notes:

If playing within the Bone-Hilt sword campaign; Opening the door reveals a bustling street in a large city. Humans and demi-humans walking toward, and away from, the doorway seemingly without any recognition that door, or the PC's themselves exist at all.

If the PC's step through the doorway, they will find themselves on busy thoroughfare in a large city, a thin, tall white spire rising before them.

*Here ends the party's quest to destroy the Bone-Hilt Sword, slay the evil lich Xerksis, and escape the Tower of Xerksis. In the appendix that follows—***VAN NUYS THE TRAITOR***—the party may continue to tie up loose ends, though this is an optional side trek adventure. In this side trek, the author has provided only an outline for what they party may discover and encounter within the adventure. GM's are encouraged to run with this as best suits the individual needs of their gaming group.*

If playing as a stand-alone adventure; Opening the door reveals a remote path; a 3-ft wide hole in the ground. Around the hole stand the party themselves; just as they appeared as they are drawn into the Tower.

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Here ends the party's quest to destroy the Bone-Hilt Sword, slay the evil lich Xerksis, and escape the Tower of Xerksis.

Notes:

BELT OF THE ENION GUARD (SETTING UP THE ADVENTURE, *sub-level 2i*, *area 19*, and NEW MAGIC)

A wearer of the Belt within the Tower of Xerksis becomes immediately know to the Mage-King in his chambers in *area 19* of *Third Level*. At any point in the Tower, the wearer of the Belt gains a +4 to all required saving throws. Further, a failed save results in only half the indicated damage, while a successful save avoids any and all damage from such encounters.

In encounters where the PC's are allowed an opportunity to leave the Tower (for example, *Sub-level 2f. Aerie of the Hieracosphinx*), a wearer of the Belt will refuse leave the Tower, violently insisting the party continue on their path to confront Xerksis.

In *sub-level 2i*, the creature will not attempt to capture the wearer of the Belt.

Within *area 19*, the wearer of the Belt must save vs. spell at -4 each round, or come under the command of Xerksis, until either the wearer or Xerksis is slain.

DAGGER OF SOULLESSNESS (*area 5*)

The dagger was placed here by Xerksis as a trap to any would-be heroes attempting to thwart his positioning for eternal life. The ancient lich hoping the dagger would be against him, and thus eliminate more of his enemies.

THE DIABOLICAL CARPET (*area 6*)

Those viewing the carpet will see the image of Zineblix—Lord of Corruption— in the images on the carpet. PC's of lawful good alignment must save vs. death or suffer from *fear* as if struck by the magic-user spell of the same name.

THE DIABOLICAL MURAL (*area 6a*)

Those viewing the mural will see the image of Zineblix—Lord of Corruption— in the images on the carpet. PC's of lawful good alignment must save vs. death or suffer from *fear* as if struck by the magic-user spell of the same name.

OPENING THE SARCOPHAGUS (*area 7*)

Spilling the Usher-kin's blood upon the coffin lid will also cause the lid to unlatch at once. The party can clearly hear multiple 'clicks' resound throughout the chamber, and the lid will pop up slightly, as though a pressure seal has been broken. The amount of blood should be the equivalent of 10% of the PC's *total* hit points, or, 50% of the PC's *current* hit points, whichever is the lesser.

THE SPHERE OF ANNIHILATION (*area 10a*)

Placing the Bone-Hilt grip, the blade from *area 1*, or the re-forged Bone-Hilt sword into the sphere, will destroy the weapon, as it would any other object. Doing so will remove the sense of foreboding evil noted on the first floor.

THE CELESTIAL FRESCO (*areas 16* and *17*)

Further, PC's making a successful save vs. intelligence can specifically state that the star field represented would be that appearing over the continent of Vermé during the current season specifically.

DESTROYING THE BONE-HILT (*area 19*)

If the wielder of the Ranger's Brand is present, they may state their action as attacking the Bone-Hilt sword specifically. Doing so, if the wielder manages to strike the Bone-Hilt sword ("to hit" vs. AC 0), the powers contained within each will effectively create a *disintegrate* spell effect, causing each weapon to crumble into dust. However, the wielder of the Ranger's Brand must make a saving throw vs. death, or suffer 4d6 hit points of damage. A successful save halves the damage inflicted. Whatever damage is suffered by the Ranger's Brand wielder, the same amount is also inflicted on Xerksis.

THE FINAL MURAL (*area 20j*)

PC's familiar with the early histories and legends of the Verméan continent will understand that this fresco represents the struggles of the To'Drago Karg; the Third Dragon War.

FRESCO FIGHTER

Frequency:	Very rare
No. Encountered:	1
Size:	Small to Large (2-ft to 7-ft tall)
Move:	90 ft
Armor Class:	2
Hit Dice:	2 to 7 hit dice
Attacks:	1
Damage:	1d4 (+1 point per hit die)
Special Attacks:	Heat damage
Special Defenses:	Immune to *sleep* and *charm* spells, impervious to electrical- and cold-based attacks
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level/XP:	2 hd; 2 / 40 + 1/hp 3 hd; 3 / 65 + 1/hp 4 hd; 3 / 105 + 2/hp 5 hd; 4 / 155 + 4/hp 6 hd; 5 / 230 + 6/hp 7 hd; 5 / 345 + 8/hp

This magically created guardian typically appears within the tomb or mausoleum of a high-powered ruler, magic-user, or cleric. The fresco fighter appears as a wall painting depicting any creature from 2-ft to 7-ft in height, though depictions of human-sized creatures (and humans even more specifically) are the norm.

The guardian is created through the efforts of a magic-user (of at least the 10th level of experience) employing the spells *enchant an item*, *polymorph object*, and *wish*. Additionally, the magic-user must hire the services of a cleric (of at least the 8th level of experience) who will cast *bless*, *prayer*, and *cure serious wounds*, and also an illusionist of at least the 7th level of experience casting the spell *colour spray*. Finally, the actual creation of the fresco fighter image must be accomplished by a skilled artisan, whose services will cost no less than 2,500 gp per hd of the fresco fighter. The image will take two months per hd to complete.

The fresco fighter can be detected only by means of a *detect magic* spell, which will outline the form of the fresco fighter. Once detected, *dispel magic* cast upon the painted figure will destroy the enchantments providing life to the creature, but will leave the painting itself unaffected. *Dispel magic* after the fresco fighter has become animated will have no affect.

The fresco fighter is 'programmed' to react to a specific set of circumstances; such as a creature opening a door, crossing a threshold, picking up an object, etc. Once programmed, the fresco fighter takes 1 round to peel itself away from the surface upon which it is painted. Once freed from the surface, the fresco fighter moves with absolute silence.



When attacking, the fresco fighter can use any weapon it was originally painted with (excluding missile weapons), but the fresco fighter will always inflict 1d4 (+1 point per hit die), even when attacking with no weapon. The fresco fighter can also cast the illusionist spell *colour spray*, affecting a number of creatures equal to its number of hit die once per day.

The fresco fighter is unaffected by electrical- and cold-based attacks; whether magical or normal. Fire-based attacks will melt the pigments that comprise the guardian's form if the damage inflicted by such an attack is more than half of its total hit points. A liberal application of water (fresh or salt) will cause the fresco fighter to dissolve in a number of rounds equal to its hit die.

Once released from its surface by its programming, the fresco fighter will remain active only so long as its triggering action is valid (i.e., a door remains open, a creature does not retreat back across a threshold, a character still holds a specific object). Once the triggering action is no longer valid, the fresco fighter will retreat to its position on the surface upon which it was painted. Once returned to the surface, the fresco fighter will regenerate any damage sustained at the rate 1d6 per turn. A fresco fighter which has been reduced to 0 hit points will crumble into a cloud of fine particles, blown away on a non-existent wind.

Treasure: Nil.

GHOSTLY HOARD

(turn as type 6)

Frequency:	Very rare
No. Encountered:	1
Size:	Large
Move:	60 ft hovering
Armor Class:	0 when manifest/special
Hit Dice:	7+2
Attacks:	1
Damage:	3d4
Special Attacks:	Fear, wailing
Special Defenses:	Magical or silver weapon to hit; immune to spells when æthereal unless caster is also æthereal
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Low
Alignment:	Neutral
Level/XP:	6 / 850 + 10/hp

As with ghosts, ghostly hoard are the spiritual remains of extremely evil humans whose souls have been denied movement to the outer planes of existence after the destruction of their mortal shell. However, the ghost horde represents the migration of dozens of souls into a singular undead entity.

Viewing the tortured souls that exist within the ghostly hoard requires a saving throw vs. magic. Failure causes the viewer to flee in panic and terror in a random direction for 2d8 turns.

Clerics level 5 or greater are not affected by this *fear*, as they have an understanding of how to ward off such metaphysical forces, while other intelligences with 9 or more hit dice or levels gain a +3 to their saves.

Until the ghostly hoard manifests itself physically, it is immune to all attacks, spell or no, unless the attacker has a method to become æthereal. Even if the spell caster is in this state, ghostly hoards are still immune to many forms of spells, though no sage has recorded what those magiks might be. Magical weapons used in an æthereal state against a ghost horde have to strike against AC 10.

Silver weapons cause half-damage to a ghostly hoard while it is manifested, and magic weapons can affect it normally—in either case the attacker must hit AC 0.

The attack of the ghost horde is terrible as it envelopes its victim within its host of souls and electrocuting them until dead. If on a successful hit by a ghostly hoard, the victim fails a saving throw vs. death, the ghostly hoard will envelope the victim within its mass, and on the following round and each round thereafter electrocute its victim for 3d4 hp damage (saving vs. spell applies each round, a successful save halves the damage inflicted). Victims who are reduced to 0 hp in this attack are absorbed into the ghostly hoard, and their souls will be forever lost.

Victims enveloped by a ghostly hoard will absorb one half of all damage inflicted on the horde by other sources. Enveloped victims must make all attacks on the ghostly hoard at -4 to hit, though damage inflicted will be normal.

Finally, while attacking an enveloped victim, the ghostly hoard emits a horrible wailing scream. All those within 90-ft of the ghostly hoard while it is making this terrible sound must save vs. death (once per ghostly hoard encountered, even where the same ghostly hoard entity is encountered on multiple separate occasions) or go insane permanently.[15] Creatures not enveloped within the ghostly hoard, but within the effective range, receive a +4 to their save attempt. A result of 1 always indicates a failed save. The insanity can only be removed through a *remove curse* spell.

Treasure: Incidental.



SKELETAL NOBLE

(turn as type 9)

Frequency:	Very rare
No. Encountered:	1
Size:	Medium (man-sized)
Move:	90 ft
Armor Class:	0
Hit Dice:	9+2
Attacks:	1
Damage:	2d6
Special Attacks:	Fear
Special Defenses:	Magical or silver weapon to hit; immune poison and paralyzation, immune to *charm*, *hold*, *sleep* and similar mental attacks

[15] Refer to the **INSANITY TABLE** in the **OSRIC** SRD.

Magic Resistance:	Standard
Lair Probability:	90%
Intelligence:	Exceptional
Alignment:	Neutral (evil)
Level/XP:	6 / 1,100 + 13/hp



These powerful undead lords originated as evil noble men and kings. The nobles coveted the acquisition of power above all other pursuits in life. Sensing their vanities and desires for ever greater power, these nobles were further corrupted by powerful evil beings such as liches (qv). With promises of unending power, wealth, and limitless life, the nobles were captured and enslaved to the evil of their new masters. And though they are ever beholding to the creatures that created them, skeletal nobles are highly intelligent beings, who hunger for their freedom from their masters to create their own evil kingdoms.

The creator of a skeletal noble must make promises to the would-be undead lord of a specified term of servitude, following which, the skeletal noble is free to pursue its own fortunes. Generally, this term of servitude should last no longer than a period of 500 years. At which time, the skeletal noble is so thirsty for power, that its cruelness is unmatched even by that of its creator.

Merely viewing a skeletal noble causes any creature of less than 5 hit die to immediately flee in *fear*. Creatures with 5 or more hit die are allowed a saving throw vs. spell.

Skeletal nobles are powerful fighters, typically dressed in rich tunics and fabulous chain mail armor. The armor of a skeletal noble is magical. Any creature donning a suit of this mail will benefit from a +1 to armor class. However, the wearer can only be hit by magical weapons. Also, the mail allows the wearer to cast *teleportation* once per week without error. This *teleportation* ability only affects the wearer's person, and up to 50 lbs of objects that the wearer can carry. Finally, any creature wearing the armor is rendered immune to poison, as well as *charm*, *hold*, *sleep* and similar mental attacks.

If the suit of chain mail can be freed from the skeletal noble, the noble is reduced to the status of a rather 'ordinary' skeleton.

When attacking, the skeletal noble always uses some form of large sword; bastard, broad, and two-handed swords for example. Whatever type of sword they are using, the skeletal noble always inflicts 2d6 hit points of damage.

Only freed skeletal nobles will ever have acquired any treasure.

Treasure: 1d20×1,000 cp (15%), 1d12×1,000 gp (55%), 1d6×100 pp (45%), 1d10 gems (35%), 2d4 pieces of jewelry (25%), 1–2 swords (35%), 1d4 misc. weapons (15%), 1d4 potions (10%), 1d4 misc. magic (10%)

WEREBAT

Frequency:	Very rare
No. Encountered:	1–3
Size:	Small (4-ft tall)
Move:	90 ft / 140 ft flying
Armor Class:	7
Hit Dice:	3+1
Attacks:	1
Damage:	1d6 (sword)
Special Attacks:	None
Special Defenses:	Hit only by magical or silver weapon
Magic Resistance:	Standard
Lair Probability:	90%
Intelligence:	Average (low)
Alignment:	Neutral (evil)
Level/XP:	3 / 105 + 3/hp

As with other lycans, the werebat is a human with the ability to change his or her shape to some animal form during the night hours; in this case, the form is a human-sized bat. A full moon is 90% likely to trigger the transition to bat form automatically. Any humanoid bitten by the werebat and damaged for 50% or more of its total hit points who survives will contract the lycanthropic disease of its attacker. A *cure disease* spell from a cleric of 12th level or higher will remove the disease if performed within three days of the attack. If the victim ingests belladonna within one hour after the attack there is a 25% chance the disease will be cured. However, swallowing belladonna in such a manner will incapacitate the victim for 1d4 days; there is also a 1% chance of the herb killing the victim.

A werebat's "size" stat shows its shape-changed size. In human form they retain their height prior to contracting this dread disease.

These horrid batmen infest large caves. They are also known to dwell in the underground sewers and catacombs under large cities, where they fight constantly with wererats, who are their

mortal enemies. They are stealthy and surprise on 1–3 on d6. In human or man/bat form, they typically arm themselves with thin long swords. A werebat may summon 2d4 giant bats and control them.

In their bat form, the werebat's face very closely resembles that of their namesake. The rest of their body is covered in bristling hair, and their skin takes on an ebony coloration. Their hands and feet grow long, talon-like nails, and the creature sprouts bat-like wings which can span upwards of 10-ft when extended. When wrapped around the creature's body, these wings are 90% likely to be mistaken for a leathery cape.

Werebats frequently ingratiate themselves to a vampiric master, whom they will worship as a deity.

Werebats have their own language, which is a series of high pitched squeaks and squeals.

Treasure: 1d12×1,000 cp (20%), 1d4×1,000 ep (10%), 1d6 gems (25%), 1d3 jewelry (25%), any 2 magic items (10%)



The following new creatures originally appear in the **BOOK OF BEASTS** *by Mythmere Publishing, and are reproduced here courtesy of the publisher..*

BONE MOUND

Frequency: Very Rare
No. Encountered: 1
Size: Large
Move: 60ft
Armor Class: 3
Hit Dice: 10
Attacks: mix of 1d6 kicks, claws, and bites
Damage: 1d4 per attack
Special Attacks: Animate Dead, Multiple attacks
Special Defenses: Potential rebirth
Magic Resistance: Standard
Lair Probability: 90%
Intelligence: Low
Alignment: Chaotic Neutral or Evil
Level/XP: 6 / 700+13/hp

When a nugget of pure chaos ends up in the material plane, the result can be a bone mound, a jelly-like creature that exudes a sticky film from its pores. At first glance, a bone mound appears to be a massive heap of bones and broken skeletal remains, for it picks up osseous material that sticks to the slime-beast's blob-like form, giving it the appearance of a pile of bones. This bone-collecting slime possesses a secondary ability that makes it a truly dangerous foe. In addition to the adhesive film it exudes, the piece of pure chaos at the bone mound's core gives it an innate ability to animate, partially, the bones that stick to it. The effects of this spell-like ability extend up to 2ft away from the creature's body. The bone mound can animate 1d6 of the bony remains that have adhered to it each round. Each of these animated body parts may attack once, inflicting 1d4 damage. A cleric may turn these newly living bits of skeletal remains as if they were skeletons. The bone mound may shift its animate dead power from one set of bones to another at any time. The chaos nugget inside the mound, which looks like a bit of charcoal, is quite dangerous — it dissolves instantly into anyone who touches it, and the victim must make a saving throw at -2 or the nugget will re-form inside his body and he will become a bone mound himself in 1d6 days.

Treasure: 2d4×1000 gp (40%); 1d6×100 pp (50%); 4d8 gems (50%); 2d6 jewelry (35%); 1 miscellaneous magic and 1 potion (50%).

GLITTERSKULL

Frequency: Very Rare
No. Encountered: 1
Size: Small
Move: 180ft flying
Armor Class: 2
Hit Dice: 8
Attacks: 1 ram

Damage:	1d6
Special Attacks:	Spells, ignite objects
Special Defenses:	Healed by spells, hit only by magic weapons, half damage from fire
Magic Resistance:	Standard (but see below)
Lair Probability:	80%
Intelligence:	Exceptional but insane
Alignment:	Neutral Evil
Level/XP:	7/ 1,250+10/hp

The Glitterskull is a gold-plated skull, with large red gems set into the eye sockets. It flies by magical levitation, and is surrounded by a reddish halo. This halo is of magical flame, and causes a roaring sound when the creature is flying about. It also sheds light in a 15ft radius, and at a distance may be mistaken for torchlight. The skull is that of a wizard, usually but not always human. A glitterskull has the spellcasting ability of a level 8 magic-user, and does not require a spellbook to regain its daily spells. Being a former wizard, the glitterskull prefers to attack by casting spells, but it may also fly at opponents, ramming into them for 1d6 damage. Its fiery halo does not cause extra damage, but may ignite flammable objects. Glitterskulls can only be harmed by magical weapons. They can catch a *magic missile* spell within their eyes, and hurl it back at the caster the following round (instead of attacking) or use the spell energy to heal themselves (spell damage adding to HP). Glitterskulls are also immune to poison and gas attacks, and take only half damage from fire-based attacks. The glitterskull is capable of speech, and retains much of the intelligence of its former life. While it may parley with strong parties, the mind trapped inside a glitterskull has been warped by the millennia, and most utter little more than mocking laughter and scornful commentary. The gems and gold plating of a glitterskull may be worth anywhere from 200 to 1,200gp, in addition to other treasure.

Treasure (in lair): 1d4×1,000 gp (80%); 1d6 gems (40%); 1d2 magic items (50%); 1d2 magic items (50%).

SILENT KNIGHT

Frequency:	Uncommon
No. Encountered:	1
Size:	Man-sized
Move:	90ft
Armor Class:	2
Hit Dice:	7
Attacks:	1 weapon
Damage:	By weapon
Special Attacks:	Silence
Special Defenses:	None
Magic Resistance:	Standard
Lair Probability:	40%
Intelligence:	High to Exceptional
Alignment:	Neutral Evil
Level/XP:	5/ 345+8/hp

The silent knight is an undead creature resembling a heavily armored zombie armed with knightly weapons. These rather powerful creatures are quite intelligent in a malign, inhuman way. Their presence is in some way commanding to lesser forms of undead such as skeletons and zombies, and when encountered in tombs or other houses of the dead they are often accompanied by battalions of these creatures that have abandoned their original commands to mindlessly follow the silent knight. The most distinguishing feature of the silent knight, though, is that they radiate utter silence in a huge area, a radius of approximately 200-ft. The silence is blocked by stone, but creeps down open corridors, often providing warning of the silent knight's approach with his horde of undead minions. Within the area of the knight's silence, it is impossible to turn undead or to cast most spells due to the absence of sound.

Treasure: Incidental (but often quite considerable).

Note: as with other OSRIC magic items, many can only be used by certain character classes. Where this applies, the character classes are listed in abbreviated form within the item description. The following notation is used; Item (Classes), where "**A**"=assassin, "**C**"=cleric, "**D**"=druid, "**F**"=fighter, "**I**"=illusionist, "**M**"=magic-user, "**P**"=paladin, "**R**"=ranger, "**T**"=thief, "**J**"=jack-of-all-trades, "**Jm**"=jongleur magsman, "**Lp**"=lorist priest, "**Lo**"=lorist ovate, "**Lv**"=lyrist veteran, "**Rb**"=racaraid bard, "**Sm**"=sonneteer magician, "**St**"=sonneteer trickster, and "**Vm**"=verméan monk.

Axe of Undead Slaying (F,P,R,J,Lv): When exposed to light, the axe glitters with jewel-like highlights. The blade is etched in decorative patterns, much like Celtic designs. The handle is made of polished hardwoods, inlaid with brass and platinum. Two heads of the axe bear different enchantments. The first head which is inlaid with designs in brass, performs as +2 "to hit" and damage. The second head which is inlaid in sliver performs as a disruption-type weapon. On a successful "to hit" against an undead enemy using this head (made at +2 "to hit"), the attacker rolls a turning attempting against the undead as a 10th level cleric. A successful turn attempt destroys the creature utterly, and uses 1 charge. An unsuccessful attempt inflicts normal damage. The axe contains 30 charges.

Experience / g.p. value: 5,000 / 6,500 gp

Belt of the Mage's Guard (any except I,M,Sm,St,Vm): This human-sized belt is quite old and worn. The leather itself is approximately 3 in. wide, and of a length to fit a 34–38 in waist. The middle of the belt is made wider, evidently to provide support for the lower back. The leather once held a design, but is now too worn to identify. The buckle is large (roughly 6 in long and 5 in high) made of electrum with gold inlay.

Though the belt provides the wearer with substantial beneficial armor class and strength modifiers, it also holds a curse. For these belts are always created by a powerful magic-user in order to enslave a fighting force of guardians and protectors. Once donned, the PC will be unable to remove the belt as it grafts itself to the PC's spine via the back brace (initially placing the belt around the waist will inflict 3d4 hit points of damage as the belt digs in to the PC's spine). Once worn, the belt's creator will become instantly aware of the PC, and will seek to draw the PC them. If within 25 miles of its creator, the belt's wearer will go to any length to join with the creator. In the presence of the creator, the PC is susceptible to commands of the creator, making saving throws vs. spell at -4 each round, or be subject to the creator's commands.

Slaying the belt's creator will free the wearer from the curse, but leave the belt's armor class and strength properties active.

A *remove curse* spell will free the wearer and destroy the belt. However, the wearer will suffer 3d4 hit points of damage as the belt is torn free of the PC's spine. Further, the PC must save vs. death or be paralyzed from the waist down due to damage to the nervous system.

The belt's properties are: +4 to AC, and +2 to strength.

See also the section entitled **BELT OF THE ENION GUARD** *in the appendix* **CAMPAIGN NOTES** *for additional information.*

Experience / g.p. value: 500 / 7,500 gp

Dagger of Soullessness (any, except; C,D,P,Lp,Lo,Vm): This small stiletto knife performs as a +1 dagger, and if checked for, radiates a dweomer of evil magic. However, the dagger is cursed in that any successful 'to hit' roll using the dagger against an opponent which has more hit dice than the attacker, and exists either in an undead state, or, has origins in the outer planes of existence, will have a 20% base chance of banishing the attacker's soul to the endless Void, unless a successful save vs. death is rolled. This base is adjusted +5% for each hit die the defender possesses in excess of the attacker.

The attacker's physical body is left behind appearing to be trapped in a catatonic state. Nothing short of a *wish* can restore the soul of the dagger's victim.

Experience / g.p. value: 0 / 1,500 gp

Ring of Degeneration (any): This golden ring is flawless, with nary scratch to mar its lustrous surface. Attempts to identify the ring are 50% likely to incorrectly reveal it to be a *ring of regeneration*.

However, this cursed item steals health from the bearer, rather than restoring it. Once the ring is placed on a finger, it will reduce itself in size so that it no longer will fit over the knuckle, making removal of the ring nearly impossible without cutting the ring (achievable only through magical means), or cutting the finger from the wearer's hand. The ring increases all physical damage sustained by the wearer while engaged in combat by 1–2 hit points. Also, the ring prevents natural healing to occur while it is worn.

Experience / g.p. value: 0 / 2,500 gp

TOWER OF XERKSIS; SPIRE

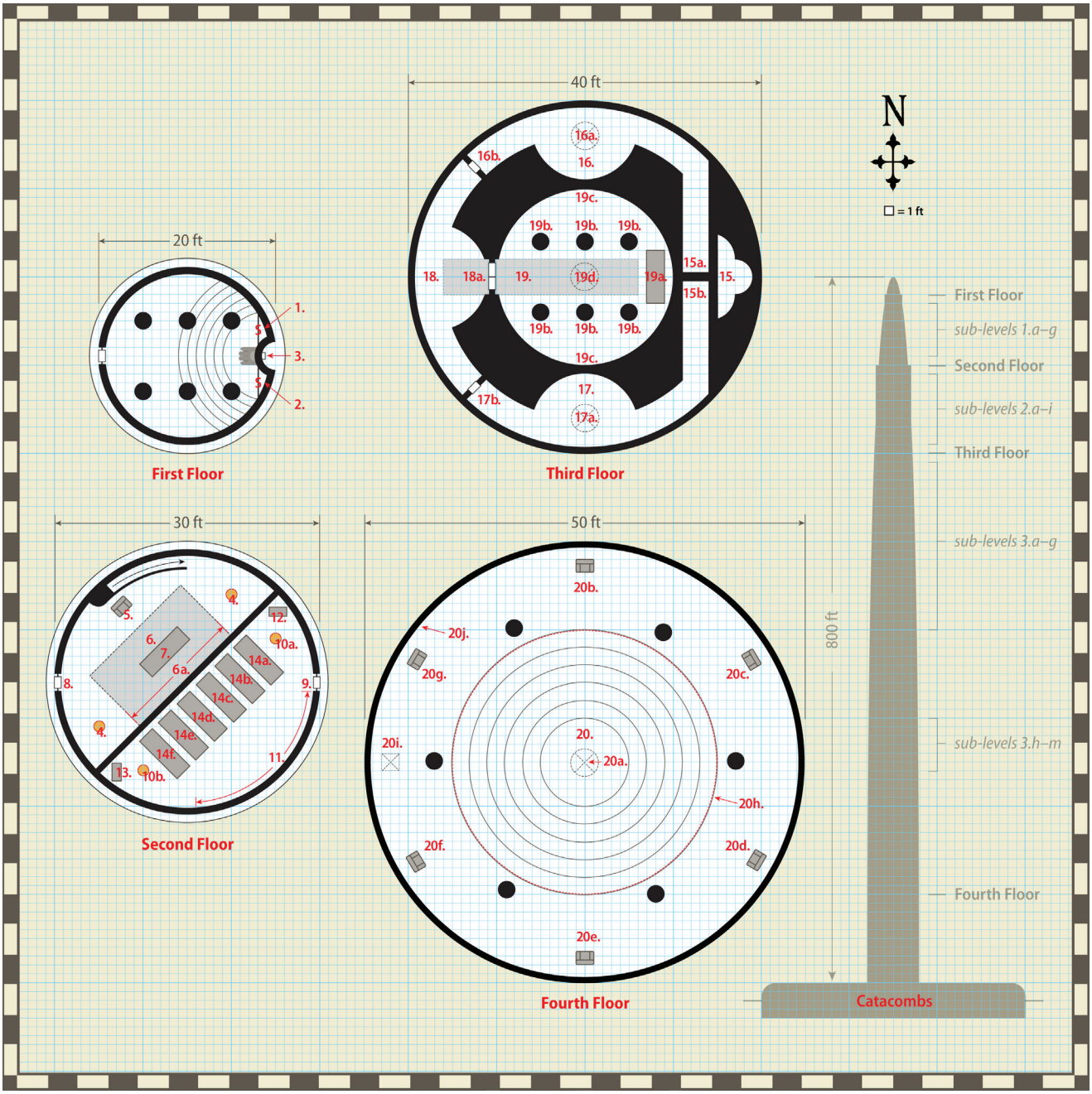
The Tower of Xerksis is a nearly needle-like spire that rises from the courtyard of a castle within the port city-state of the Imperium Vallis.

The internal structure, unlike the exterior which is white, is constructed of a black stone, unidentifiable to anyone in the party. Like the exterior, the interior stone is absolutely seamless.

An observant player may also take note that, unless otherwise described in individual encounters, the chambers and halls within the Tower are utterly devoid of contaminants, such as dust, or invaders, such as spiders.

The structure is 800-ft tall, and constructed from a seamless and polished white stone, and few features mar its otherwise utterly smooth surface. A door at the summit (20-ft below the top-most peak) appears on the west side, and at this same level a narrow 1-ft wide ledge circumnavigates the full diameter. Also at this height, appears a door on the east side of the tower which is set into a small alcove.

High-resolution versions of all the maps in this adventure can be downloaded from the Usherwood Adventures website at **http://www.usherwoodadventures.com/blog/?page_id=187**.



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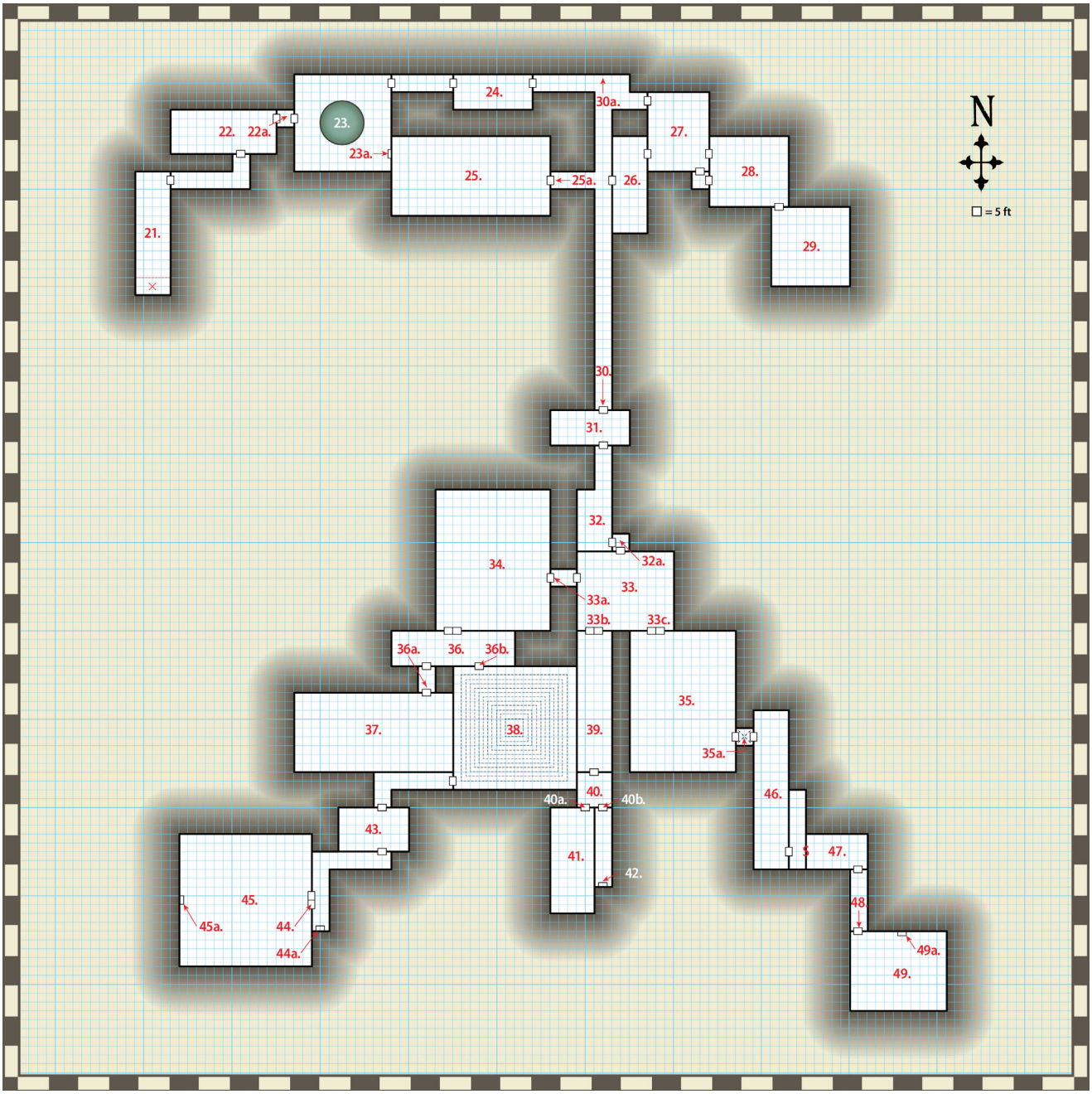
TOWER OF XERKSIS; CATACOMBS

The construction of the catacombs beneath the Tower of Xerksis, along with its purpose, is lost to history.



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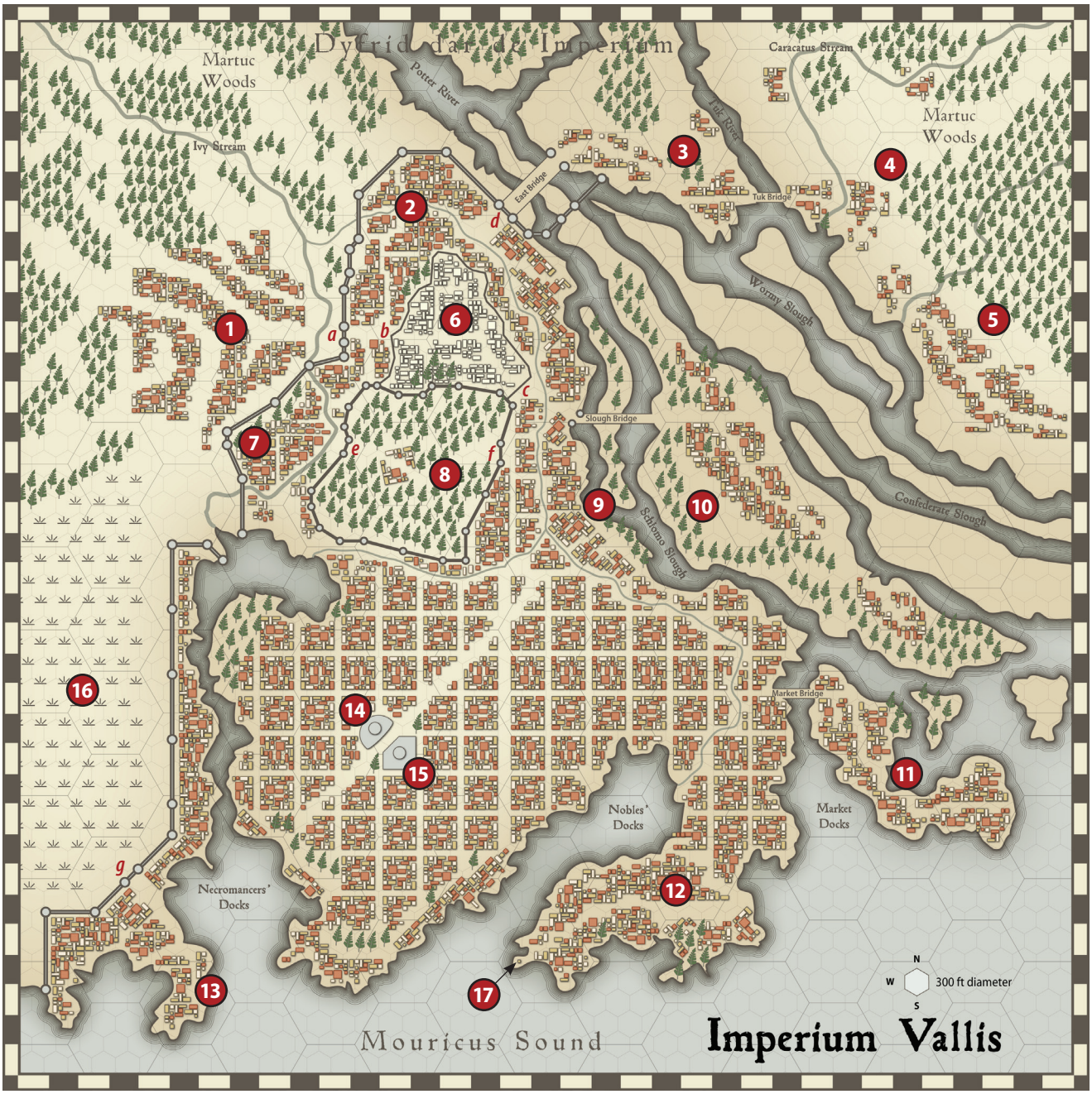
IMPERIUM VALLIS

The Imperium Vallis is without question the largest, richest, and most powerful city on the continent Vermé. The total population, when one accounts for all residents within the city walls, as well as those communities in the surrounding countryside, is in excess of 75,000. Though the general population includes large numbers of demi-humans and some humanoids races, it is largely (roughly 70%) human.

The streets of the Imperium are clogged with throngs of humanity every day of the year, but most especially on Market Day (see ***area 11***).

The Imperium is governed by a council of mages. The Council is comprised of 18 powerful magic-users. Illusionists are not allowed on the Council, though there are a number council associates who are illusionists. Council members are appointed by three 'chairmen', and those positions are held for life, or, until the member is forcibly removed by the three chairmen. A magic-user must be of at least the 10th level of experience in order to be considered for membership. Though members can be of any alignment, lawfully aligned members are rare. The Council is assisted in maintaining law order throughout the island of Dyfrid dar de Imperium by a large constabulary force known as the Enion Guard. Constables in the force will always be the equivalent of a second or third level fighter. Leaders will be the equivalent of fourth to sixth level fighters. Lords (of which there are a total of 50) will be of at least the seventh level of fighting experience.



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The Imperium contends with three powerful thieves' guilds within the city walls, and each of these continually wages war with the others to control the city's criminal network. Other outlying communities (West and East Tuks and Gresham specifically) also have their own, smaller guilds). A single assassins' guild operates in the city, and is secretly funded by a splinter faction of the mage council. The wealthy island of Christoval has no thieves' guild, though its noble homes are frequently targets.

The large harbor is choked with fishing boats, large merchant galleons, and lavish personal yachts.

The summertime climate of the region is typically warm and humid. Autumn boasts a colorful landscape as the deciduous forests blossom into shades of vermilion and amber. The winter can lock the region in week after week of below freezing temperatures, freezing the sloughs and wharfs in several inches of ice. It becomes the duty of the Mage Council to keep the waterways clear of ice through use of spell during these frozen periods. Springtime, while generally having mild temperatures on average, can be plagued by fog and severe tropical storms.

The outlying communities remain under the jurisdiction of the Imperium, and so do not have a mayoral or governor system of their own.

Temples to each of the major gods (and many minor deities) are to be found in the city walls; most being located near ***area 14***.

The map below includes general descriptions of specific areas of the city required for the adventure, and the various side treks. GM's are fully encouraged to populate the remaining areas of the map as may be required for their game.

Caracatus Stream: This small stream is fed by Tuk River several miles to the north of the Imperium. Its waters are carefully maintained by the outlying Tuk residents. This is primarily because they tend to subsist more off the fish that call the stream home than do other Imperium citizens.

Dyfrid dar de Imperium: This island located in Mouricus Sound is controlled almost ruthlessly by the city state of Imperium Vallis. The island is occupied by a large population of fauna from which the residents derive much of their sustenance. The island hosts small tribes of demi-humans. The waters of the sound that surround the island are thought to house communities of intelligent sea-dwelling creatures.

Ivy Stream: The Ivy Stream feeds off of the Potter River. Originally used as the city's primary source of fresh water, it has largely become polluted and non-potable due to the residents of Gresham using the stream to dispose of human waste. The Enion Guard has implemented harsh penalties for the misuse of the stream, however, their efforts go largely ignored, unless the guards are present to intimidate the populace at the time.

Martuc Woods: This woodland covers 90% of the island of Dyfrid dar de Imperium. At lower elevations, deciduous trees are the predominant species. At higher elevations, the deciduous varieties give over to coniferous species.

Mouricus Sound: This waterway was carved the bedrock of the Isle dar de Xerksis by an ancient glacier. The Sound has an average depth of 300-ft, and is suspected to house large numbers of huge sea-dwelling creatures; many of these being of vile temperament.

Potter River: This river flows directly from the island's highest mountain. Many series of rapids can be found along its length, as well as several small lakes, waterfalls, and deep pools.

Tuk River: A shallow slow moving stream in the summer, the Tuk is known to run completely dry by Autumn. In the Winter, it is usually frozen solid, and remains so until the Spring thaw. In the early months of Spring, the Tuk can swell, and overflow its banks, placing structures in West and East Tuk at jeopardy of becoming flooded.

Wormy Slough, Confederate Slough, Schlomo Slough: These three waterways empty directly into Mouricus Sound. Due to their shallow depths at low tide, only small personal water craft can negotiate the complex web-like network.

Market Docks: The berths in this area are generally used by those merchants loading and unloading products to be sold and traded The Market (***area 11***).

Necromancers' Docks: Water craft in this area are either owned by members of the Mage Council, or, have specific written or paid for permission of the Council. Those paying for permission, are likely attempting to avoid any unnecessary red tape, or taxation.

Nobles' Docks: Primarily a historical name only, the Nobles' Docks were once used only by citizens having large, personal water craft. Contemporarily, the area is used by all manner of watercraft.

East Bridge: This bridge is guarded on both sides, and gated on the west shore. The gate is closed from midnight to sunrise each day. Only persons with the permission of either the Enion Guard or the Mage Council will be permitted through the gate, once it is closed for the night.

Slough Bridge: Though the bridge has no gate, it is guarded at all times. Only persons residing within Christoval (***area 10***), or merchants having official business therein, are granted access.

Tuk Bridge: This road connects West and East Tuk. It is unguarded, and not regularly maintained by the Imperium, leaving repairs to be made by the citizens. The result being that the bridge requires complete rebuilding every decade.

Market Bridge: This bridge is neither guarded nor gated.

(a) Martuc Gate: Main entrance into Imperium Vallis. The gate is closed from midnight to sunrise each day. Only persons with the permission of either the Enion Guard or the Mage Council will be permitted through the gate, once it is closed for the night.

(b) West Union Gate: This gate is closed and guarded at all times. Only persons residing within the Imperium Village (*area 6*), or merchants having official business therein, are granted access.

(c) East Union Gate: This gate is closed and guarded at all times. Only persons residing within the Imperium Village (*area 6*), or merchants having official business therein, are granted access.

(d) East Bridge Gate: The gate is closed from midnight to sunrise each day. Only persons with the permission of either the Enion Guard or the Mage Council will be permitted through the gate, once it is closed for the night.

(e) Simeraun Gate: This gate is closed and guarded at all times. Only Imperium officials, well-connected nobles, and high-level Enion Guard will be admitted to Martuc (*area 8*).

(f) Arisbe Gate: This gate is closed and guarded at all times. Only Imperium officials, well-connected nobles, and high-level Enion Guard will be admitted to Martuc (*area 8*).

(g) Marine Gate: Though it has a gate, the gate itself is rarely closed, save in times of threat against the city. Guards are not generally posted to this gate.

1. Gresham Village: This large community located outside the west gates of the Imperium (*area (a)*) is occupied predominantly by the farmers and field workers that till the lands of Gresham Fields (*area 16*). A self-sustaining village in and of itself, Gresham provides most of the fruits and vegetables, as well as the livestock, consumed by the citizens of the Imperium Vallis. An aggressive thieves' guild here rivals the power of those within the city walls. However, as the community is not viewed to sustain much wealth, they are not usually challenged by the other guilds.

2. Garment and Scribe District: Among other merchants, this region at the north end of the Imperium is known for hosting the brightest scribes and academicians, as well as tailors catering to the wealthier residents of the city.

3. West Tuk: This small community, locked between the Potter and Tuk Rivers, is largely a collection of rough, rowdy taverns and cheap inns.

4. East Tuk: A counterpart to West Tuk, East Tuk also is made of taverns and inns, though these tend to be less rugged, catering to the harder worker residents of South Tuk. The communities further north on the slopes of the Caracatus Stream are also considered part of this small community. Many artisans and craftsmen can be located in these areas.

5. South Tuk: Though frequently plagued by the more unsavory denizens from taverns in West and East Tuk, South Tuk caters to those peoples relying on the Imperium for their livelihood, but not wanting to contend with the crowd and crime within the city walls. Generally, the residents in South Tuk have an unofficial curfew of two hours past sunset, when all shops are closed, and a 'quiet' period is enjoyed until sunrise the next day.

6. Imperium Village: The original settlement of Imperium Vallis, Imperium Village is the home all members of the Mage Council, as well as most Enion Guard officers, and a few Enion Knights. Exclusive merchants catering to these wealthy citizens can also be located within this

7. Blacksmith District: Among other merchants, this region along the west wall of the Imperium is known for hosting the best and most skilled blacksmiths. Several merchants within this area of the city are also known for dealing in rare, powerful weapons.

8. Martuc: The historic founding stone is located on this 300-ft rise in the center of the city. At the summit of the rise is located a small collection of buildings used by those citizens who have permission to enter herein. These structures include several temples, an exclusive necromantic shop, a inn catering to only the very wealthiest persons, and several official buildings including lodging for the Enion Knights.

Trespassers who get caught are subjected to harsh punishments, up to and including execution. Thieves caught in Martuc risk being impaled, and placed on public display as a warning to others.

9. Necromantic District: This region of the city hosts a number of magic shops of dubious reputation. Shoppers in these shops should beware of less than honest shop keepers.

10. Christovel: This island hosts the city's wealthiest nobles. Its exclusive populace forbids any non-resident from setting foot on its soil. Even forbidding most members of the Mage Council, and all but the highest level of the Enion Guard from crossing the bridge to its shore.

11. The Market: This island hosts a weekly 'farmers' market' type of event the first Thursday of every Month. All manner of food stuffs, fine wines, powerful meads, and rare objects of dubious value can be found here. Many of the lesser educated citizens within the city gauge the passage of time by the appearance of The Market.

12. Imperium Wharf: A center of trade used primarily by those merchants providing services to the wealthier citizens within the Imperium Vallis. Security in this area is high, and thieves detained by police here are dealt with swiftly and harshly.

13. Council Wharf: Water craft in this area are either owned by members of the Mage Council, or, have specific written or paid for permission of the Council. Those paying for permission are likely attempting to avoid any unnecessary red tape, or taxation.

14. Mage Council Hall: This oddly shaped building is where the Mage Council governs the city, all the lands about the city, and a good portion of the Isle dar de Xerksis. Only members of the Mage Council and its lackeys are permitted entry. Even

members of the Enion Guard may only enter when acting on specific Council orders.

All that transpires within the Council structure is held secret from the citizens of the Imperium. And its is rumored that any non-Enion citizen who has ever dared enter the building, has never come back out to report what they have seen within.

15. Tower of Xerksis: The 800-ft tall, needle-thin spire rises from a small castle in the midst of the city. Most citizens try to ignore the presence of this dominating tower. The external skin of the Tower is made of polished white marble. Oddly, no plant-life — not even weeds — grow anywhere that might cause the plant to come into contact with the Tower.

16. Gresham Fields: The primary region where fruits and vegetables are grown for the populace of Imperium Vallis. The Fields space several hundred acres west of the city. Family plots are designated, and guarded ruthlessly by their owners. Many bloody feuds have been fought over land rights, which can only be granted at the discretion of the Mage Council.

17. Harbor Master's Apartments: This small two-story building is the home to the harbor master. Beyond the Mage Council and the Mage-King himself, the harbor master wields much power within the Imperium. It is suspected that the master has links to one of the thieves' guilds in the city, however, proof of this link has not been revealed.

ISLE DAR DE XERKSIS

(see map on the following page)

The Isle dar de Xerksis is a large island-state located off the eastern shores of Vermé. The island is controlled by the Mage Council located in the Imperium Vallis, which is also the seat of power of the kingdom of dar Conuonuc rok'Gurcenou;

- **Aceta;** a small, coastal village located on the northeast shore of Urgant Bay. The population of 1,000 souls is comprised almost entirely of humans, who are predominantly neutral with good tendencies.
- **Acmon;** the smaller of a pair of sister-cities located on Lake Bugati, Acmon is a kindly, tightly-knit community of humans, halflings, and gnomes. The gnomes of Acmon work with the gnomes of Speo in trading the gems that are mined from the shores of the lake. This trade makes Acmon rather prosperous despite its relatively small population of 2,500 permanent residents.
- **Argus;** this small fishing village located on the shores of the Bay of Imab, while being one of the more racially diverse communities on the Isle, remains predominantly human. However, it also is the home of elves, half-elves, halflings, and gnomes. Its population of 1,500 goodly citizens enjoys a brisk trade with the villages located on the Letard Archipelago, located to the southwest.
- **Arisbe;** this large village is a remote, rough-and-tumble community of humans, half-orcs, and half dragon hordlings. Known for tavern brawls that frequently turn deadly, Arisbe can be an adventurer's best friend; full of opportunity for employment by wealthy lords who wish to remain anonymous. The community's 3,500 full-time residents value their privacy beyond all other possessions.
- **Aristeppe;** the sister community of Acmon, the city of Aristeppe on the eastern shores of Lake Bugati is a landscape of artfully designed buildings are carved from enormous colonies of coral carefully harvested from the Hereward Sea. The 12,000 residents—comprising primarily humans, but also includes a number of halflings—regards the lake it sits on as a living entity itself, and even celebrates the lake with several festivals and ceremonies each year.
- **Arsip Keep;** this remote village is fortified by enormous stone walls. The village is positioned and provisioned here by the graces of the Mage Council of the Imperium Vallis. The Mage Council appoints a governor to control the Keep and the passes from north to south over the Armon Mountains that it controls. Although primarily human, the neutrally-aligned community also hosts a number of half-elves and half-orcs.
- **Berth;** this fourth largest community on the island is not for the weak of heart. Though the human, half-elf, and half-orc residents tend to be on the good side of neutrality. The sailors that call this port home are frequently sought after for their desire to accept the most difficult assignments, though their services come at a high price.
- **Cordax;** this village of 1,500 humans is not for the feint of heart. It is a community that values only one thing; strength. Any nonpermanent resident who crosses into this city's borders takes their possessions and their lives in their hands.
- **Imperium Vallis;** without question the undisputed seat of power on the entire continent, this enormous city-state hosts a population in excess of 75,000, when all the outlying villages are counted in. Though it includes all human and demi-human races in its make-up, it too remains primarily human.

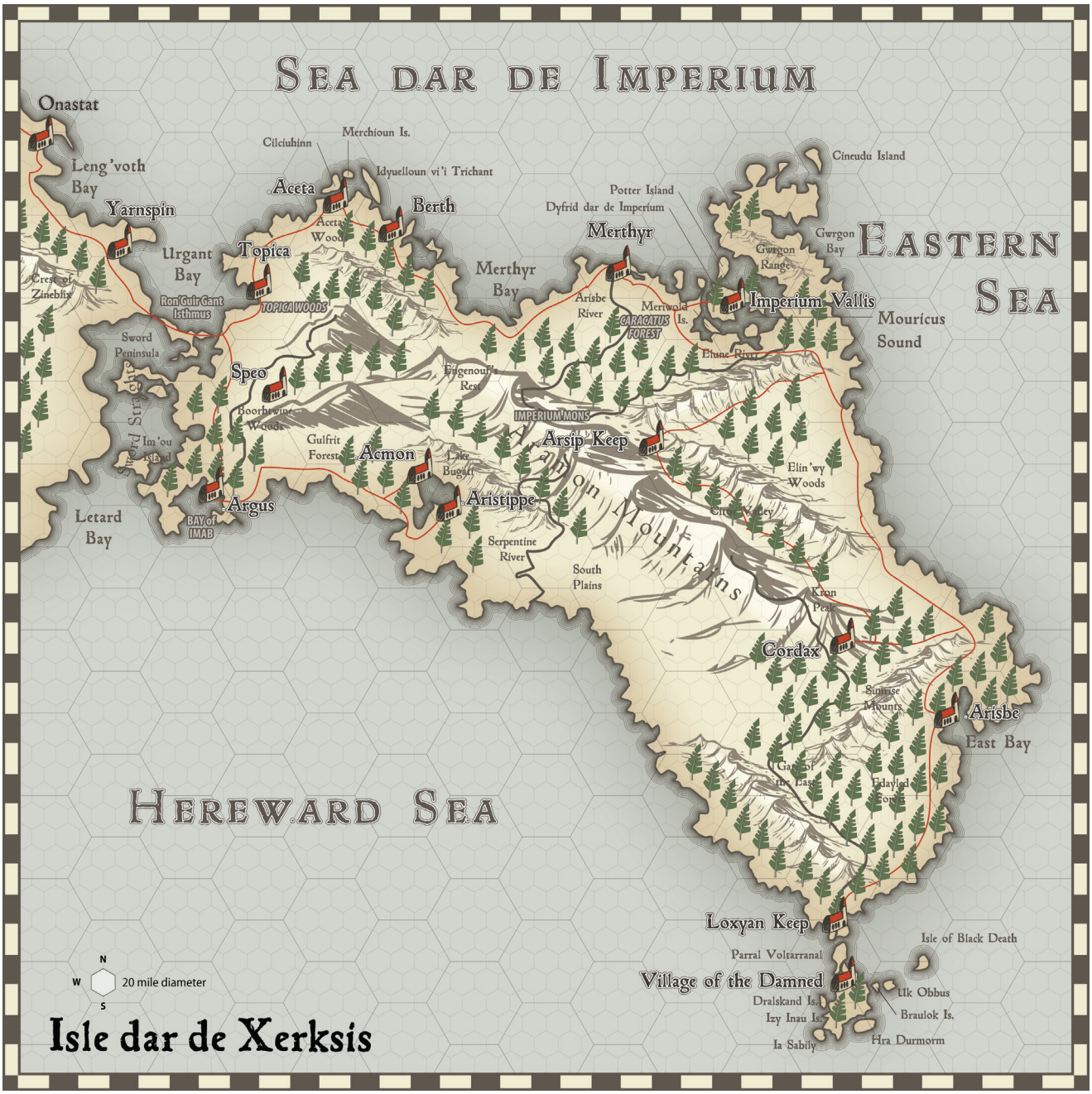
  The city is controlled by a council of mages, who are appointed for life. The council itself is a puppet government controlled by the mage-king Xerksis.

  The neutrally-aligned city includes all philosophical beliefs.
- **Loxyan Keep;** this fortress built on the tenant of lawful neutrality is tolerated by the Mage Council in the Imperium Vallis only because of its stand against the Village of the Damned. The human residents, who number 1,000, are rough but honest folk.
- **Merthyr;** second in power only to its rival, Imperium Vallis, Merthyr is a cosmopolitan city, made up all human,

demi-human, and many humanoid folk. The people of Merthyr tend to be much more centrist in their flavor of neutrality than are the folk of the Imperium, though they are less suspicious of strangers than are their Imperium cousins.

Though controlled by an Imperium-appointed governor, the city is in fact run by the harbor master, who is constantly at odds with the governor.

- **Speo;** this clannish community of 1,000 gnomes is dug deep into the granite cliffs of the western island. The gnomes enjoy a brisk gem trade with the folk of Acmon. The caverns of the gnomish community are said to be the grandest underground construction in all of Vermé.
- **Topica;** this large human port city is the eastern terminus of the road that spans the Ron'Guir'Gant Isthmus; a low land bridge that connects the Isle dar de Xerksis with the main continent. As a result, Imperium appointed officials place heavy taxation on all goods traveling across the land bridge.
- **Village of the Damned;** known also as Izy'inau, much of this remote city located on the dark Izylnau Island is unknown. Most visitors to the village either never return, or refuse to recall the events they beheld there. It is thought that the village is controlled by dark clerics of an evil deity, or, that the community is comprised of leprous head-hunters. The truth of the matter remains to the discovery of a brave band of adventurers.



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Sea of Ice Rock
Northern Sea
Northern Territories
Ice Berg
Protesk
Ponnt
Galan
Yonna
Gorby
McSweeney's Folly
Synco
Arnegelius Peak
Thaelmarthie
Usherwood
Fionnghuala
North Ridge
West Hills
Luci Keep
Merlion
Parad'yse Isle
Desolate Coast
Sea dar de Imperium
Cannabaudes
Floclaid
Bitstream
Bitter Root
Sea of Eysian
Onastat
Central Continent
Griith
Simeraun
Guiid
Aeera
Berth
Merthyr
Topiss
Imperium Valis
Yarnspin
Isle dar de Xerksis
Entifidich
Uroicean
Coomes
Olphineera
Ulepant
Omanthuid
Morbree
Bruide
Argus
Aemon
Eristippe
Wiredech
Wrguist
Lettard Village
Eastern Sea
Orcades Ocean
Briamail
Ulurag
Cadmus
Bodhjwe
Cordax
Anibe
Urgnith
Vipoje
Duiberr
Aviceti
Coyx
Orcadis
Hereward Sea
Loxyan Keep
Village of the Damned
Crandall Keep
Xisi
Steel Coast
Canbelani
Mesegni
Alcidice
Clevarni
Ambicatos
Maglocani
Southern Continent
Vitali
Nby
Henry Wythe Sea
Macevreni
Vecrec
Southern Sea
Coast of Storms
Alvitamos
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60 mile diameter
Verme'

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OPTIONAL RULES

Save vs. Attribute complete process description; ***page viii***.

Characters with Multiple Personalities complete process description; ***page 13***.

CREATURES

Ghostly Hoard complete creature description; ***page 47***.

Bone Mound complete creature description; ***page 49***. Include the following statement; "Bone mound created by Skathros. Used by permission of Mythmere Publishing. *http://www.swordsandwizardry.com*"

Glitterskull complete creature description; ***page 49***. Include the following statement; "Glitterskull created by Scott Wylie Roberts. Used by permission of Mythmere Publishing. *http://www.swordsandwizardry.com*"

Silent Knight complete creature description; ***page 49***. Include the following statement; "Silent Knight created by Matt Finch. Used by permission of Mythmere Publishing. *http://www.swordsandwizardry.com*"

Werebat complete creature description; ***page 48***.

MAGIC ITEMS

Axe of Undead Slaying complete item description; ***page 51***.

Belt of the Mage's Guard complete item description; ***page 51***.

Dagger of Soullessness complete item description; ***page 51***.

Ring of Degeneration complete item description; ***page 51***.

Far away in the land of the Sarngoch fathers, a great kingdom was raised. It is said, but not recorded, that refugees of the lost Sarngoch tribes founded the land now know as the Imperium Vallis. And this became a great center of learning, and many practitioners of necromantic feats did travel from far and wide to this place. And to rule over this great city, a Council of Mages was established. But this body also fell into corruption over many lives of men. And this corruption allowed powerful men who practiced dark magiks to seek ever greater powers.

And into the council appeared one who sought to control all the lands of Vermé and beyond for his own selfish purposes. And this man came to be known variously as Xerksis the Corruptible, Neriax the Elder, He Who Denies Death, and the Black Councilor. And Xerksis sought the power of the gods themselves. And ever it was his goal to become like the gods.

And through the efforts of Xerksis to become god-like, he sought the power of the dragons, for they were the stuff of the Gift of Making. And He recalled many of the chromatic beasts back from their centuries-long sleep. And to these he promised the wealth and power denied them by the truce made at the end of the Second Dragon War. And the evil creatures were easily swayed at the promise of revenge against those who denied them the victory they felt they so richly deserved.

And so the To'drago Karg was begun by Xerksis the Corruptible. And this war ravaged all the lands, and it was the bloodiest and most violent of conflicts since the Monith Quin. And during the many long centuries of this new war, many of dragon-kind died, and very few were birthed. And the numbers of the dragons — both chromatic and metallic — were reduced until only a handfull were left. And these few retreated into secret hiding places to rest and recover.

And during this war were created many new species of beast, great and small. Among these came the six species of the mineral dragon. And these creatures were brought to Vermé by Ruakkslyth Ruaakgaan, deity of creatures of the earth, at the behest of Yyyd'emsk, god of neutrality, to shorten the war. And these creatures remained behind after the dragons had departed, so that they may be called upon again, should the need arise.

At this time also did lesser creatures arise. Among them, the race of Man known as the halflings. It is said that these beings came about as those of hhu'mahni blood recoiled from the corruption that had permeated the human bloodlines. And these hhu'mahni grew short in stature to teach them the humbleness of their position with respect to the gods. And they were denied the Gift of Making that had become a powerful intoxicant in the hhu'mahni peoples. And the halfling folk returned to simple rural lives, and they prized the soil, and growing things above all other riches. And the halflings lead peaceful lives, and remained apart from the cities and villages of their human brothers and sisters, and never engaged in war and battle. And they came to be what the hhu'mahni should have been.

Though the dragons withdrew from open war, the To'drago Karg was not resolved, and remains now a continuing threat to all peoples. The dragons now are encountered only rarely. And those who are ancient remember the days of their youth with no small bitterness. And these are deadly to behold; even those of gentle and goodly demeanor.

And the threat of the evil of Xerksis has never completely left the land, for the tyrant's fate is not truly known.

During the peaceful days which followed, the houses of the hhu'mahni arose again. And these tended to be somewhat less ambitious than during the previous age. And herein there arose the Five Kingdoms; the Conetoci Catvrvgi, dar Conuonuc rok'Gurcenou, the Kingdom of Maphan, the Mundilfari Kingdom, and the Rastschian Kingdom.

But in the depths of time, the evil of Xerksis was forgotten. And He turned his thoughts to ever greater acts of evil, desiring to become greater than the gods themselves. And to this, he did subject his body and mind to the darkness that only the Abyss can tell. And to help him in his quest for power and immortality, Xerksis creates a weapon of unsurpassed evil. And this weapon became known as the Bone-Hilt sword. Ever did his minions wield the blade at His bidding. For in the blade did Xerksis pour his malice, hate, and corruption. And wherefore was the blade of Xerksis, there to was the Mage-King.

At last, one was born who rival the evil of Xerksis through goodness, and kindness. And this man was known as Mandrake Usher. And the fate of that ranger lord is related in **BOOK 1: YRCHYN, THE TYRANT**.

THE SET-UP

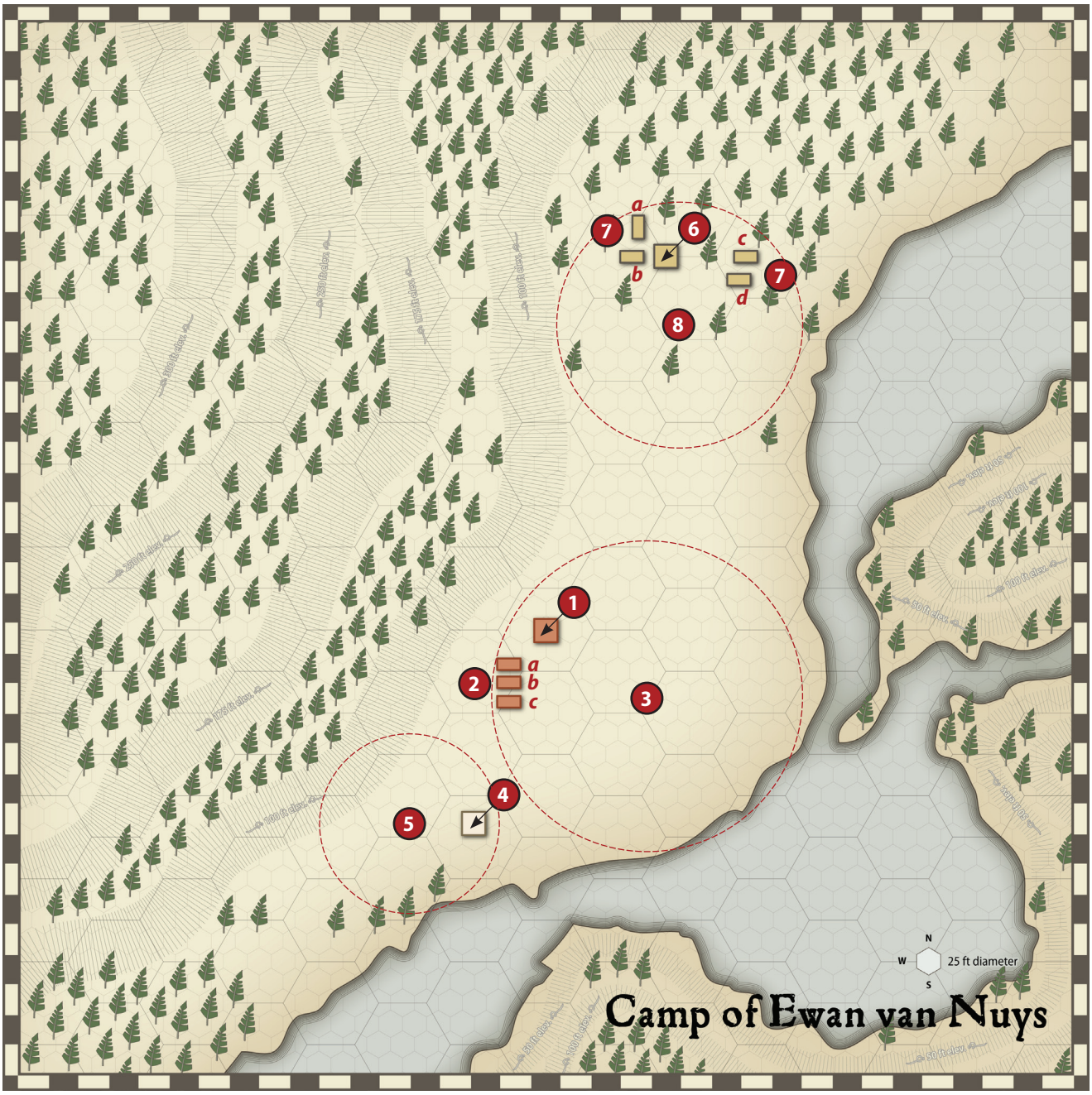
As revealed to the party by dracolich Valen'cya (see the appendix **CAMPAIGN NOTES** in the adventure **VALEN'CYA'S HORDE**), the ranger lord Ewan van Nuys is in league with Xerksis to retrieve the Bone-Hilt sword.

Should the party choose to confront the ranger lord, they will need to travel back to the village of Usherwood. The party can attempt the journey overland, or by sea. If traveling by sea, the party can purchase passage aboard a galleon, or may earn their way across the Sea dar de Imperium by working aboard a merchant vessel. If available to the party, they may also travel by magical means.

On arrival in Usherwood, the party will find the constabulary force in turmoil, and the previously docile streets of the village in chaos as ruffians and thugs run amok, unchecked. On further observation of the situation, the party will recognize several of the ruffians as constables of the village from their previous visits here.

Inquiry with the citizens of the village proves that few are willing to speak with the party; either through suspicion of their intentions, or recognition that they were once employed by van Nuys. Those who are willing to speak to the party reveal a nightmare twist of fate as several weeks back, the constabulary began cracking down on law abiding citizens, and enforcing heavy taxation requirements on every aspect of daily life.

This turn was precipitated by a written notice from van Nuys that, "Soon, the balance of power will turn in the favor of the Mage-King Xerksis. In preparation for that event, new laws will



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be enacted to maintain control within the village, and across the entire peninsula."

Following this, van Nuys appointed a force to maintain control in the village while he led a contingent of constables north on the peninsula in order to 'prepare' the other settlements. It is known that van Nuys' force subdued West Hills, leaving a similar group of constables to maintain control there.

In the following 2 weeks since that time, no word has returned of the fate of the other peninsular communities. However, the constables' route is not difficult to follow. Willing citizens in West Hills report that the next intended target is the elven village of Thaelmarthir, located 60 miles from Usherwood.

Following the constables' trail (verified by reports from Usherwood and West Hills), the party believes the numbers they may be facing to be 40 to 50 humans.

Several days after setting out from West Hills, the party finds they are encountering fresh tracks of their quarry, and in fact find a campsite vacated not more than 6 hours past. If the party takes the time fully examine the campsite, they will also locate signs that elves were in the camp as well. Rolling 1d6 for each member of the party, the first result of 1 will reveal the hastily buried body of an elven noble; a member of one of the six ruling families of Thaelmarthir. The elf's throat has been cut, however, it is clear this male suffered long at the hands of his captors as his body is covered in bruises and small cuts.

As the party continues to follow the trail of the constables, the tracks continue to show more recent passage as they close the distance between themselves and their quarry. At last, just five miles short of Thaelmarthir, the party locates the camp of the constables, and it would appear they are preparing for an assault against the elven village ahead. More disturbingly though, is that the party can see several elves also in the campsite; and these elves do not appear to be captives, but willing participants in the coming action.

THE FORCES

In total, there are 45 constables. Each constable is considered a 4th level fighter, and is equipped with chain mail armor and long sword, and still wear the tunic that is the uniform of their position within the Usherwood constabulary. Half of these humans will also be equipped with light crossbows. Each constable is true neutral in alignment, has 25 hit points, and has the following attributes; strength 12, dexterity 10, constitution 9, intelligence 10, wisdom 9, charisma, 9.

In addition to these, there are also 20 humans who appear to be civilians. These humans are considered to be 2nd level fighters, and are equipped with a variety of weapons, though none carry missile weapons. Each of these additional humans wears leather armor. The civilians are chaotic neutral in alignment, have 12 hit points, and have the following stats; strength 10, dexterity 9, constitution 9, intelligence 8, wisdom 8, charisma 8.

The force of elves can be recognized as members of the more radical of the noble families. The elves total 25 in number. Each has 15 hit points, and is equipped with a long bow and long sword. Other attributes are as defined by the OSRIC SRD chapter on monsters.

Other members of the camp are defined below and in the appendix **NPCs**.

THE SPECIFICS

The camp is guarded by a total of 10 constables who patrol the north and south approaches, as well as the cliffs to the west. No patrols are assigned across the stream to the east.

1. Tent of Ewan van Nuys: This large, forest-green tent is guarded by a pair of tall constables placed at the entrance, which is closed as the party approaches the camp.

The tent houses the former ranger lord. The furnishings are practical, but of very good quality. Unless alerted to the party's presence in the camp, van Nuys will be present having a conference with Mo'theu and Mariah Ye, as they prepare their plans for an assault against Thaelmarthir, which will takes place at sunrise.. When successful, the elves in camp will take control of the elven village, as the humans move on to the dwarves in Arnegelius Peak.

2. Tents of human clerics: These three green tents are unguarded. They are the quarters of three human clerics; Noah Alexander, Gamel Andrew, and Richeman Jons.

3. Camp of Usherwood constabulary: With the exception of those constables currently on guard duty, all will be bunked down in this area.

4. Tent of Mariah Ye: This large tent is shabby, and most of it seems to held together only by the patches used to repair it. The tent is unguarded.

The tent's contents are simple; designed for camping and not comfort. A small wooden chest in the corner holds a cache of silver and gold coins.

5. Camp of human mercenaries: All mercenaries will be bunked down in this area.

6. Tent of Mo'theu: This large tent is obviously the quarters of an important individual. It is elaborately painted in abstract patterns, using all the colors of the rainbow. The tent is guarded by a pair of elves armed with long swords.

The tent's contents are very rich and luxurious furnishings, designed for comfort, and not camping. A small wooden chest in the corner holds a cache of gold coins and several valuable gems.

7. Tents of elfish magic-users: These four elaborately painted tents are unguarded. They are the quarters of four elfish magic-users; Dor'loth, Mai'eesh, Lomb'shai, and Zon'too.

8. Camp of elfish contingent: All elfish fighters will be bunked down in this area.

Name: **Ewan van Nuys**
Function: Former Lord Constable of Usherwood
Encounter: van Nuys, the Traitor
Race / Sex: Human / Male
Class: Fighter
Alignment: Neutral (chaotic tendancies)
EXP / Level: 500,000 / 10
Hit Points: 80
Attributes: **STR** 16, **DEX** 16, **CON** 15, **INT** 14, **WIS** 14, **CHA** 17
Armor Class: 4
Weapons: ***+2 long sword***, light crossbow
Armor: Ring mail, ***+4 bracers of armor***

Notes: If the PCs are able to converse with Valen'cya, they will learn that van Nuys is not what he seems to be; the lawful lord constable of the village of Usherwood. He has in fact become a chaotic mercenary over the course of their campaign. Once a child of the noble family from Usherwood, van Nuys has been perpetrating a deception upon the party—and the village—in his own quest for power since learning of the existence of the Bone-Hilt sword. During the course of the campaign, van Nuys' alignment has moved steadily to a chaotic nature, and is using the party to obtain the weapon he believes will set him up as lord of the Northern Territories. As his alignment changed from good to neutral, he has lost those powers specific to the ranger character class. Should the party confront van Nuys on their return, they will find van Nuys is now supported secretly by a small army of henchmen; 15 6th level fighters, and 5 5th level druids. van Nuys will take whatever action he deems necessary in order to maintain his ruse over the village in his quest for power in the north lands.

Name: **Mariah Ye**
Function: Mercenary leader
Encounter: van Nuys, the Traitor
Race / Sex: Human / Female
Class: Fighter
Alignment: Chaotic neutral
EXP / Level: 200,000 / 8
Hit Points: 60
Attributes: **STR** 14, **DEX** 16, **CON** 12, **INT** 10, **WIS** 12, **CHA** 18
Armor Class: 6
Weapons: ***+1 scimitar***
Armor: Leather

Notes: A ruggedly attractive woman, Mariah's appearance belies her deadly abilities with her prized scimitar. As a mercenary, her allegiance is gifted to the highest bidder. If the party can outbid van Nuys' promises of wealth and power, they may be able to sway Ye to their side.

Name: **Mo'theu**
Function: Elfish noble
Encounter: van Nuys, the Traitor
Race / Sex: Elf / Male
Class: Fighter/Magic-user
Alignment: Neutral
EXP / Level: 200,000 / 9/8
Hit Points: 48
Attributes: **STR** 11, **DEX** 16, **CON** 10, **INT** 16, **WIS** 11, **CHA** 14
Armor Class: 6
Weapons: Dagger, ***wand of magic missiles***
Armor: ***+2 ring of protection***

Notes: Noble and head of the Ther'as clan of Thaelmarthir, Mo'theu is convinced of his, and his clan's, superiority over the other five noble elfish families, and will stop at nothing to assume control of the community.

Spells: first level *charm person*, *jump*, *push*, *shocking grasp* | second level *detect invisibility*, *mirror image*, *stinking cloud* | third level *fireball*, *lightning bolt*, *protection from normal missiles* | fourth level *ice storm*, *wall of fire*.

Name: **Noah Alexander**
Function: Healer
Encounter: van Nuys, the Traitor
Race / Sex: Human / Male
Class: Cleric
Alignment: Chaotic neutral
EXP / Level: 50,000 / 6
Hit Points: 30
Attributes: **STR** 11, **DEX** 12, **CON** 10, **INT** 11, **WIS** 14, **CHA** 10
Armor Class: 8
Weapons: Mace
Armor: Leather

Spells: first level *cure light wounds*, *cause light wounds*, *cause fear* | second level *chant*, *hold person*, *speed poison* | third level *cause disease*, *curse*

Name: **Gamel Andrew**
Function: Healer
Encounter: van Nuys, the Traitor
Race / Sex: Human / Male
Class: Cleric
Alignment: Neutral
EXP / Level: 50,000 / 6
Hit Points: 30
Attributes: **STR** 11, **DEX** 12, **CON** 10, **INT** 11, **WIS** 14, **CHA** 10
Armor Class: 5
Weapons: Light war hammer
Armor: Chain mail

Spells: first level *command*, *detect evil*, *sanctuary* | second level *resist fire*, *slow poison*, *spiritual weapon* | third level *animate dead*, *speak with dead*

Name: **Richeman Jons**
Function: Healer
Encounter: van Nuys, the Traitor
Race / Sex: Human / Male
Class: Cleric
Alignment: Neutral
EXP / Level: 50,000 / 6
Hit Points: 30
Attributes: **STR** 11, **DEX** 12, **CON** 10, **INT** 11, **WIS** 14, **CHA** 10
Armor Class: 7
Weapons: ***+1 morning star***
Armor: Ring mail

Spells: first level *bless*, *light*, *purify food and drink* | second level *augury*, *know alignment*, *snake charm* | third level *dispel magic*, *locate object*

Name: **Lomb'shai**
Function: Spell caster
Encounter: van Nuys, the Traitor
Race / Sex: Elf / Female
Class: Magic-user
Alignment: Neutral
EXP / Level: 50,000 / 6
Hit Points: 18
Attributes: **STR** 9, **DEX** 12, **CON** 9, **INT** 14, **WIS** 11, **CHA** 10
Armor Class: 10
Weapons: Dagger
Armor: None

Spells: first level *magic aura*, *hold portal*, *identify*, *shocking grasp* | second level *forget*, *ray of enfeeblement*, *strength* | third level *haste*, *slow*

Name: **Dor'loth**
Function: Spell caster
Encounter: van Nuys, the Traitor
Race / Sex: Elf / female
Class: Magic-user
Alignment: Neutral
EXP / Level: 50,000 / 6
Hit Points: 18
Attributes: **STR** 9, **DEX** 12, **CON** 9, **INT** 14, **WIS** 11, **CHA** 10
Armor Class: 10
Weapons: Staff
Armor: None

Spells: first level *burning hands*, *dancing lights*, *friends*, *shield* | second level *darkness 15 ft radius*, *rope trick*, *strength* | third level *haste*, *monster summoning I*

Name: **Zon'too**
Function: Spell caster
Encounter: van Nuys, the Traitor
Race / Sex: Elf / Male
Class: Magic-user
Alignment: Neutral Evil
EXP / Level: 50,000 / 6
Hit Points: 18
Attributes: **STR** 9, **DEX** 12, **CON** 9, **INT** 14, **WIS** 11, **CHA** 10
Armor Class: 10
Weapons: ***+2 dagger, +4 vs. humans***
Armor: None

Spells: first level *burning hands*, *magic missile*, *push*, *shocking grasp* | second level *shatter*, *stinking cloud*, *strength* | third level *fireball*, *suggestion*

Name: **Mai'eesh**
Function: Spell caster
Encounter: van Nuys, the Traitor
Race / Sex: Elf / female
Class: Magic-user
Alignment: Neutral
EXP / Level: 50,000 / 6
Hit Points: 18
Attributes: **STR** 9, **DEX** 12, **CON** 9, **INT** 14, **WIS** 11, **CHA** 10
Armor Class: 10
Weapons: Staff
Armor: None

Spells: first level *erase*, *magic missile*, *mending*, *spider climb* | second level *invisibility*, *pyrotechnics*, *web* | third level *fireball*, *phantasmal force*

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Karshem**
Race / Sex: Sarngoch / Male
Class: Cleric
EXP / Level: 55,000 / 7
Hit Points: 56
Attributes: **STR** 10, **DEX** 12, **CON** 13, **INT** 11, **WIS** 16, **CHA** 11
Armor Class: 4
Armor: Chain mail, small shield
Weapon: Heavy mace
Wealth: 235 gp
Caste: Magic-user (*magic missile, detect magic*)
Spells: cleric | first level; *command, cure light wounds, light, protection from evil, sanctuary* | second level; *augury, chant, detect charm, resist fire, slow poison* | third level; *feign death, prayer* | fourth level; *cure serious wounds*

Name: **Dar'lean**
Race / Sex: Half-elf (nubian) / Male
Class: Druid
EXP / Level: 55,000 / 7
Hit Points: 56
Attributes: **STR** 12, **DEX** 16, **CON** 9, **INT** 9, **WIS** 16, **CHA** 15
Armor Class: 8
Armor: None
Weapon: Club, sling (score stones)
Wealth: 175 gp
Spells: driud | first level; *animal friendship, faerie fire, pass without trace, purify water, speak with animals* | second level; *barkskin, cure light wounds, fire trap, trip, warp wood* | third level; *neutralize poison, summon insects* | fourth level; *control temperature 100 ft radius*

Name: **Richard**
Race / Sex: Human / Male
Cleric: Paladin
EXP / Level: 55,000 / 6
Hit Points: 60
Attributes: **STR** 16, **DEX** 9, **CON** 9, **INT** 9, **WIS** 13, **CHA** 17
Armor Class: 3
Armor: Plate mail
Weapon: Bastard sword, heavy mace
Wealth: 210 gp

Name: **Gordo**
Race / Sex: Halfling / Male
Class: Thief
EXP / Level: 55,000 / 7
Hit Points: 42
Attributes: **STR** 9, **DEX** 17, **CON** 9, **INT** 10, **WIS** 12, **CHA** 10
Armor Class: 5
Armor: Padded
Weapon: Short sword, sling (score bullets)
Wealth: 210 gp



Karshem Richard Dar'lean Gordo

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name: **Stu'yrt**
Race / Sex: Dwarf / Male
Class: Fighter
EXP / Level: 55,000 / 6
Hit Points: 60
Attributes: **STR** 16, **DEX** 12, **CON** 12, **INT** 9, **WIS** 10, **CHA** 9
Armor Class: 5
Armor: Mail hauberk
Weapon: Hand-axe, heavy mace, light crossbow
Wealth: 350 gp

Name: **Gondars**
Race / Sex: Human / Male
Class: Ranger
EXP / Level: 55,000 / 6
Hit Points: 56
Attributes: **STR** 12, **DEX** 16, **CON** 14, **INT** 13, **WIS** 14, **CHA** 14
Armor Class: 6
Armor: Leather
Weapon: Long sword, dagger, long bow
Wealth: 140 gp

Name: **Aaonæ**
Race / Sex: Elf / Female
Class: Magic-User
EXP / Level: 55,000 / 6
Hit Points: 24
Attributes: **STR** 9, **DEX** 10, **CON** 9, **INT** 16, **WIS** 10, **CHA** 14
Armor Class: 10
Armor: None
Weapon: Quarter staff, dagger
Wealth: 105 gp
Spells: magic-user | first level; *charm person, magic aura, push, read magic, shocking grasp, write* | second level; *continual light, invisibility, wizard lock* | third level; *haste, protection from evil 10 ft radius*

Name: **Junée**
Race / Sex: Human / Female
Class: Lorist Priest
EXP / Level: 55,000 / 6
Hit Points: 48
Attributes: **STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 13
Armor Class: 7
Armor: Studded Leather
Weapon: Quarter staff, flail
Instrument: Harp
Wealth: 140 gp
Spells: cleric | first level; *bless, cure light wounds, detect evil* | second level; *resist fire, slow poison* | third level; *dispel magic*



Stu'yrt Gondars Aaonæ Junée

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Græydon**
Race / Sex:	Gnome / Male
Class:	Illusionist
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	**STR** 8, **DEX** 16, **CON** 8, **INT** 15, **WIS** 10, **CHA** 9
Armor Class:	8
Armor:	None
Weapon:	Dagger, darts (10)
Wealth:	140 gp

Spells: illusionist | first level; *change self, dancing lights, gaze, reflection, read magic, wall of fog, write* | second level; *deafness, improved phantasmal force, misdirection* | third level; *dispel illusion, non-detection, spectral force*

Name:	**Snargu**
Race / Sex:	Half-Orc / Male
Class:	Assassin
EXP / Level:	55,000 / 7
Hit Points:	48
Attributes:	**STR** 14, **DEX** 16, **CON** 14, **INT** 11, **WIS** 8, **CHA** 8
Armor Class:	6
Armor:	Leather
Weapon:	Broad Sword, dagger
Wealth:	165 gp

Name:	**Joahan**
Race / Sex:	Half-Hordling (blue) / Male
Class:	Verméan Monk
EXP / Level:	55,000 / 6
Hit Points:	42
Attributes:	**STR** 15, **DEX** 15, **CON** 11, **INT** 9, **WIS** 15, **CHA** 9
Armor Class:	4
Armor:	None
Weapon:	Scimitar, dagger
Wealth:	140 gp

Name:	**Whilem**
Race / Sex:	Human / Male
Class:	Racaraide Bard
EXP / Level:	55,000 / 7
Hit Points:	32
Attributes:	**STR** 12, **DEX** 13, **CON** 12, **INT** 12, **WIS** 12, **CHA** 15
Armor Class:	7
Spells:	None
Armor:	Studded leather
Weapon:	Long sword, dagger, short bow
Instrument:	Lyre
Wealth:	140 gp



NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Greenleaf**
Race / Sex:	Human / Male
Class:	Lorist Ovate
EXP / Level:	55,000 / 6
Hit Points:	48
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 12, **WIS** 15, **CHA** 15
Armor Class:	8
Armor:	Leather
Weapon:	Club, sling (score bullets)
Instrument:	Mandolin
Wealth:	140 gp

Spells: druid | first level; *detect pits and snares, invisibility to animals, speak with animals* | second level; *cure light wounds, trip* | third level; *protection from fire*

Name:	**Edelbrock**
Race / Sex:	Human / Male
Class:	Lyrist Veteran
EXP / Level:	55,000 / 6
Hit Points:	60
Attributes:	**STR** 16, **DEX** 10, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class:	6
Armor:	Scale mail
Weapon:	Mace, short sword, light crossbow
Instrument:	Cittern
Wealth:	140 gp

Name:	**Smithee**
Race / Sex:	Human / Female
Class:	Sonneteer Magician
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 12, **CHA** 12
Armor Class:	8
Armor:	Leather
Weapon:	Scimitar, dagger
Instrument:	Harp
Wealth:	160 gp

Spells: magic-user | first level; *enlarge, jump, magic missile* | second level; *ESP, shatter* | third level; *monster summoning I*

Name:	**Buckley**
Race / Sex:	Human / Female
Class:	Jongleur Magsman
EXP / Level:	55,000 / 6
Hit Points:	36
Attributes:	**STR** 9, **DEX** 16, **CON** 9, **INT** 12, **WIS** 12, **CHA** 12
Armor Class:	6
Armor:	Leather
Weapon:	Long sword, dagger
Instrument:	Djembe
Wealth:	160 gp



Greenleaf Edelbrock Smithee Buckley

NOTE: The sarngoch PC race, and monk, Jack-of-All-Trades, and all bardic PC classes are detailed in the **USHERWOOD ADVENTURES EXPANSION FOR OSRIC**.

Name:	**Vinzini**
Race / Sex:	Human / Male
Class:	Sonneteer Trickster
EXP / Level:	55,000 / 6
Hit Points:	24
Attributes:	**STR** 9, **DEX** 9, **CON** 9, **INT** 15, **WIS** 15, **CHA** 9
Armor Class:	8
Armor:	Padded
Weapon:	Scimitar, dagger
Instrument:	Lute
Wealth:	90 gp

Spells: illusionist | first level; *color spray, dancing lights, hypnotism* | second level; *improved phantasmal force, magic mouth* | third level; *invisibility 10 ft radius*

Name:	**Clint**
Race / Sex:	Human / Male
Class:	Jack-of-All-Trades
EXP / Level:	55,000 / 6
Hit Points:	48
Attributes:	**STR** 13, **DEX** 12, **CON** 14, **INT** 11, **WIS** 14, **CHA** 9
Armor Class:	8
Armor:	Leather
Weapon:	Bastard sword, morning star, dagger
Wealth:	170 gp

JoAT Abilities: first level; *hide in shadows, move quietly, tracking* | second level; *alert against surprise, turn undead I* | third level; *climb walls, turn undead II*



Vinzini Clint

MODULE TITLE	COMMENTS
MISSION OBJECTIVE(S)	

MISSION ACHIEVEMENT(S)

MISSION NOTES

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SUMMARY MATRIX

ID	CHARACTER	CLASS	RACE/SEX	LVL	EXP	ATTRIBUTES STR | DEX | CON | INT | WIS | CHA	HP	AC	
01									
02									
03									
04									
05									
06									
07									
08									
09									
10									
11									
12									
13									
14									
15									

WEAPONS MATRIX

ID	STR MODS "TO HIT"	STR MODS DAM.	DEX MODS ATTACK	DEX MODS A.C.	RACE/CLASS MODS. "TO HIT"	RACE/CLASS MODS. DAM	WEAPON IN HAND	WEAPON MODS "TO HIT"	WEAPON MODS DAM	DAMAGE S-M	DAMAGE L	
01												
02												
03												
04												
05												
06												
07												
08												
09												
10												
11												
12												
13												
14												
15												

COMBAT MATRIX

ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.	ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.	ID	ENEMY CREATURE	ENEMY A.C.	ENEMY VS. A.C.	ENEMY DAM.
01					04					07				
02					05					08				
03					06					09				

SUMMARY MATRIX

"TO HIT" A.C.																				PLAYER	PHONE/EMAIL
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	

WEAPONS MATRIX

SECONDARY WEAPON	WEAPON MODS		DAMAGE		MISSILE WEAPON	WEAPON MODS		DAMAGE	
	"TO HIT"	DAM	S-M	L		"TO HIT"	DAM.	S-M	L

COMBAT MATRIX

ID	ENEMY				ID	ENEMY				COMBAT NOTES
	CREATURE	A.C.	VS. A.C.	DAM.		CREATURE	A.C.	VS. A.C.	DAM.	
10					13					
11					14					
12					15					

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SAVING THROW MATRIX

ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)		ID	AIMED MAGIC ITEM (rod, staff, Wand)	BREATH WEAPON	DEATH, PARALYSIS, POISON	PETRIFICATION, POLYMORPH	SPELLS (for unlisted categories)	
01							06							11						
02							07							12						
03							08							13						
04							09							14						
05							10							15						

TURN UNDEAD MATRIX

ID	TYPE 1 (e.g., skeleton)	TYPE 2 (e.g., zombie)	TYPE 3 (e.g., ghoul)	TYPE 4 (e.g., shadow)	TYPE 5 (e.g., wight)	TYPE 6 (e.g., Ghast)	TYPE 7 (e.g., Wraith)	TYPE 8 (e.g., Mummy)	TYPE 9 (e.g., Spectre)	TYPE 10 (e.g., Vampire)	TYPE 11 (e.g., Ghost)	TYPE 12 (e.g., Lich)	TYPE 13 (e.g., fiend)

THIEVING MATRIX

ID	PICK POCKETS	OPEN LOCKS	FIND/REMOVE TRAPS	MOVE SILENTLY	HIDE IN SHADOWS	HEAR NOISE	CLIMB WALLS	READ LANGUAGES

SPELL MATRIX (memorized)

ID	SPELL	SPELL CAST	ID	SPELL	SPELL CAST

NAME:	EXP*:	AGE:	WEAPON IN HAND:
CLASS(es):	HP:	HEIGHT:	SECONDARY WEAPON:
ALIGNMENT:	AC:	WEIGHT:	MISSILE WEAPON:
RACE:	LVL*:	SEX:	OTHER:
*Multi-classes:			

ATTRIBUTES	MODIFIERS			
STR:	'To Hit':	Damage:	Minor Test:	Major Test:
DEX:	Surprise Bonus:	Missile Bonus:	AC Adjust:	
CON:	HP:	Minor Test:	Major Test:	
INT:	Add. Lang.:	Understand Spell:	Min/Max Spells Understood/LVL:	
WIS:	Mental Save Bonus::	Bonus Spells:	Chance of Spell Failure:	
CHA:	Max. Henchmen:	Loyalty Bonus:	Reaction Bonus:	
*Notes:				

SAVING THROWS

AIMED MAGIC ITEM:	DEATH, PARALYSIS, POISON:	SPELLS:	NOTES:
BREATH WEAPON:	PETRIFACTION, POLYMORPH:		

'TO HIT' vs AC:	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
UNADJUSTED d20 ROLL:																					

Notes:

ARMOR

ARMOR:	SHIELD:	OTHER:	AC:

Notes:

WEAPONS	DAMAGE vs S/M:	DAMAGE vs L:	RANGE:	ENCUMBRANCE:
WEAPON IN HAND:				
SECONDARY WEAPON:				
MISSILE WEAPON:				
OTHER:				

Notes:

WEALTH & TREASURE

CP:	SP:	OTHER (gems, jewelry, etc.):
EP:	GP:	
PP:		

Other magical or unique:

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EQUIPMENT

SPELLS

CAST	LEVEL	SPELL	CAST	LEVEL	SPELL

OTHER (hirelings, henchmen, etc)

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CAMPAIGN SETTING NOTES

DEITY:

REGION OF ORIGIN:

RACIAL NOTES:

CLASS ABILITIES NOTES

OTHER

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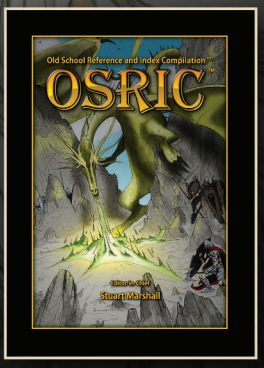



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James D. Kramer



...before your eyes, a room materializes as sand through an hour glass. But you have a feeling of uncertainty as to where the chamber actually exists. Valen'cya herself seemed to fall into the deepest depths of fear during your battle, just before...just before all went black. And now, she is gone, but the heat of her wrath remains behind.

Through an open window, you see that your group stands in a chamber, high atop the tallest spire of a castle. At the feet of the castle lay a sprawling port city. Huge it is, yet, oddly quiet, and dark, and deserted it seems to be. And then, a disembodied voice chants quietly, and purposefully, but from what direction you cannot tell...

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