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FIRST
EDITION



The Witch of Monte Rosa



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The Witch of Monte Rosa

Contents

| | |
|--------------------------|--------|
| DM's Introduction..... | 4 |
| Player Introduction..... | 5 |
| Maps..... | 16, 17 |
| New Monsters..... | 12-14 |
| New Magic Items..... | 15 |



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THE WITCH OF MONTE ROSA

Introduction

The Witch of Monte Rosa is an outdoor dungeon adventure for a party of six to eight, first level characters. It is perfectly acceptable to use higher level characters (second or third), but in no case should the total party levels exceed 10. A well-balanced party is optimal but no particular character class is required.

This is a sandbox adventure and it can be dropped into virtually any campaign world. The specific location is not critical although the general environment should be as described below.

Monte Rosa is a steep-sided hill located on the periphery of a fertile and venerable valley that is famous for its numerous and varied vineyards. The vast farmland has been used to grow grapes for centuries and many of the farming families have tended the land equally as long. The valley is quite large and several villages and two towns (one at each end) support a populace of several thousand (the entire population of the valley). The valley is located near a mountain range and two rivers snake into the valley from the mountains - both of which pass within a quarter mile of Monte Rosa.

While the valley is dominated by seemingly unending fields of grape vines, there is scant other foliage. Monte Rosa is the exception as it is surrounded at its base by a thick and tangled wood. Its slopes are also tree-covered, mostly low, scrubby trees. The hilltop is dominated by red maples, pines, and the occasional oak tree. A single trail leads up the west face of the hill - with numerous switchbacks. It is possible to scale the hill from the other faces, but the going is slow and noisy.

Most of the durable and perishable items needed by the locals of the valley are brought in from neighboring communities. This is not detailed in the adventure. In addition, none of the farms, villages, or towns are detailed as they do not affect the adventure.

Recently, things within the valley have become dark. Vines that have produced grapes for centuries are bare. Worse yet, people are disappearing or being brutally murdered in their homes. The community elders have

requested help from local families and a group of "investigators" should be formed to find and eliminate the source of the curse. Of course, there is no curse, but there is an angry witch.

While most believe Monte Rosa is simply a foot hill of the nearby mountains, it is not. The hill is an ancient cairn built to entomb the last witch queen of now forgotten race. It is the soul of the witch queen that has brought on the troubles for those of the valley. A local farm girl, Arra, hunting for mushrooms on the hill, fell over the steep north face of the hill. Somehow she managed to grasp an overhanging limb, but Arra was still in mortal danger of falling to her death. However, the fall dislodged some loose shale stone and she spotted a newly exposed crevice. Arra managed to climb into the opening. Inside she discovered a hall of carved stone leading into the hill.

The corridor sloped deep into the hill, and hoping it led to an exit the girl descended. As the light faded she could see a greenish glow in the distance. Soon she found herself within a chamber. A black cauldron boiled over a greenish flame. As the girl approached the cauldron, a figure appeared in the smoke and steam that rose above the cauldron. The figure, that of a crone of woman, pointed a gnarled finger at the girl and then everything faded to black.

The soul of the witch queen has used the spirit of the girl to reform its earthly vessel. The witch queen, black at heart, seeks to return the valley to the dark and vile place it once was. To that end she has cast spells and summoned creatures to aid her. A poison seeps from the cauldron (now located on the hill) and seeps into the rivers that feed the valley. She has summoned ancient horrors from an ancient time of evil and death. Her ambition is to slay those that live in the valley and transform it to a land of darkness whereupon she can summon minions to expand and protect her newly arisen empire. However, the witch queen has launched her dark mission before her powers have fully returned and she is quite weak and vulnerable to attack. She also does not have access to her spell book and can cast no magic-user spells.



THE WITCH OF MONTE ROSA

Player Character Involvement

There are a number of ways to involve the PCs in this adventure. As stated in the introduction, the local authorities are searching for help. They are not above hiring adventurers.

1. The adventurers have received a plea for help from a distant relative who owns a small vineyard in the valley.
2. The adventurers are passing through the valley when they are attacked by minions of the witch queen. The PCs later encounter a farmer who instructs them to see the local authorities.
3. The PCs are from the valley and have been recruited from their ordinary jobs to form a group of investigators. The PCs are basically first-time adventurers.

Regardless which hook is used, the PCs will begin the adventure in one of small villages in the center of the valley. There are no direct clues that lead to Monte Rosa (other than the title of this module), but if they ask for a list of those who have disappeared, the missing girl is on the list. If the PCs approach her family they will say she planned on visiting Monte Rosa but are unsure she ever made it that far. Her brothers searched the hill the evening of her disappearance but found no trace. Within a day other people began to disappear and her family assumes she was just the first.

Additionally, a laborer from a vineyard near Monte Rosa will eventually encounter the PCs as they move about the valley. He was sent for help as the farm has come under attack two nights in row by "winged horrors." This is **Encounter #1**.

Encounter #1: Farm under Siege

The PCs will arrive at this farm near dark. The house is clearly barricaded and signs of destruction are evident in and around the outer buildings (barn, storage buildings). Two fresh graves have been dug near the house. No animals are in the area. Fire pits have been dug in a circle

around the home (every 30'). As the PCs approach, a farmer will emerge and greet them, pitchfork in hand.

The farmer, who grows grapes for one of large vintners in the valley, exuberantly greets the PCs. His children are within the home (six children all under the age of 12). His wife and brother were killed the night before by raiding shade jackals (see **New Monster** section). The farmer will tell the PCs that his farm was attacked over the last two nights just as the sun set - which now only minutes away. He will speak while igniting the fire pits. He claims the creatures do not like the light.

Just as the last fire pit begins to burn, the howling of jackals erupts nearby. The farmer, and any of his family, immediately flee into the house. He will let the PCs in if they follow. The door is bolted closed once everyone enters.

Soon after, what appear to be black-furred jackals stalk just beyond the firelight. Overhead three very large bats (demonwings [see **New Monster** section]) circle the farmhouse. The demonwings use their sonic attacks on successive rounds (three total). Each person within the home must make the applicable saving throw. Consult the effects chart and determine what transpires within the home. If any of the victims are affected with "fear," they will run from the house (breaking through a window or unbarring the door) and run beyond the fires where the shade jackals wait.

If two or more of the shade jackals or demonwings are destroyed, the remaining creatures will flee the area and return to Monte Rosa. Note: the remaining creatures will be move to **Location 3** (cabin).

Shade Jackal (4) AC 7; HD 1-1, hp 5, 5, 4, 3; #AT 1; DMG bite 1d4; SA shade disease; SD Undead; MV 120; AL NE; Thaco 18; Exp 35 +1/hp

Demonwing (3) AC 8; HD 1-1, hp 7, 6, 4; #AT 1; DMG bite 1 hp; SA sonic whisper, blood drain; SD Undead; MV 150/30; AL CE; Thaco 18; Exp 35 +1/hp



THE WITCH OF MONTE ROSA

Encounter #2: Ambush by Omzig

This encounter is set in the woods that surround Monte Rosa. Regardless of which direction the PCs approach the hill, they will engage this encounter.

Moving through the wood is an easy task as the trees are widely spaced and the underbrush is thin. The ground is soft and you can hear the flow of the nearby river. Tiny streams run through the woods in the direction of the river. Then the sound of breaking branches shatters the serenity of the scene. Through the trees you see several figures lumbering in your direction. Almost immediately you smell the foul stench of death.

DM's Information: A group of three zombies have detected the PCs. The zombies are the creation of the witch, but as the witch is still very weak, these zombies are also significantly less powerful than normal. Additionally, the witch's familiar, Omzig the shade wolf, will attempt to attack the PCs from behind while they are engaged with the zombies. Omzig will flee if it successfully bites any PC. It will return to the witch to inform her of the intruders. If the shade wolf cannot gain surprise, it will observe the battle and return to the witch to describe the intruders.

Zombies (3) AC 8; HD 1-1, hp 6, 5, 3; #AT 1; DMG claw 1d6; SA Always lose initiative; SD Undead; MV 60; AL CE; Thaco 18; Exp 25 +1/hp

Omzig, Shade Wolf (1) AC 6; HD 1+2, hp 10; #AT 1; DMG bite 1d4+1; SA bite causes shade disease; SD Same as undead, Invisible at night (outdoors only) while moving 30' per round or less; MV 150; AL CE; Thaco 17; Exp 150 +2/hp

Encounter #3: Bloodroot

This encounter will occur when the PCs scale the hill. Regardless which facing they attempt, read the following Player Description boxed text.

The steep elevation of the hill makes your passage treacherous and slow. It seems that Monte Rosa fights your every step and only by exercising your will can you make the summit. Thick undergrowth, stunted and twisted trees, and fallen branches block your every step. To make matters worse, a thick fog is rolling down the slope.

DM's Description: Even if the PCs are using the trail, progress is slow. The hill is steep and the PCs must constantly switch back to make any progress at all. There is little danger of falling as long they take even modest precautions (not trying to move at full speed). When they reach the midpoint of the ascent a greenish fog descends along the slope. The fog is thick and cuts visibility to 10'. The fog extends approximately 20' above the surface of the hill, just below the canopy of the trees.

The real danger lies just beneath the surface of the earth. A pod of bloodroots lies in wait of intruders and will attack as the PCs pass. Any PC that is successfully struck by a bloodroot has a chance of falling down the hillside, pulling the bloodroot with him. A PC that is hit must make a dexterity check at +2 bonus to avoid falling (roll equal or less than to dexterity score [-2 on die roll]). A falling character, and bloodroot, will sustain 1d3 damage for every 30' fallen. The PC must make a dexterity check every 30' to avoid falling further down the hill (bonus does not apply after first check).

Bloodroot (5) AC 9; HD 1/2, hp 3, 2, 2; #AT 1; DMG constriction 1 hp; SA Always lose initiative; SD None; MV 10; AL N; Thaco 20; Exp 10 +1/hp



THE WITCH OF MONTE ROSA

Hilltop Area

The apogee of Monte Rosa is very flat – plateau-like – and covered with tall trees (red maples, pines, and a few oaks). There is very little underbrush and most of the surface is covered by ankle-high grass. Patches of wildflowers grow in most of the small clearings that dot the hill. A single trail leads from the ascending trail to a cairn of rock at the western end of the hill.

A small stream flows from the cairn to the eastern slope where it falls rapidly to the base of the hill. The stream is no more than a few wide and six inches deep. The water is typically cold and clear, but it is now tinted bright green and nearly as cold as ice.

Regardless of when the PCs arrive atop the hill, the sky will turn dark. In daytime, black clouds descend from the nearby mountains and bring forth a darkness not unlike night.

1. Stream

A small stream winds through the grass-covered hill. It flows either around or beneath the trees as it makes its way east. No more than three feet wide and a few inches deep, the stream has a strange green luminescence. Small fish dart for cover and rise for insects while the occasional frog leaps for cover at your approach.

DM's Description: The fish and frogs have been affected by the witch's cauldron plague. If a PC gets close enough to the stream (wading through, leaping across, gathering water), they will be attacked. There are never more than 1d4 fish and 1D2 frogs. The attackers have a 1-3d6 chance of surprising a PC. This encounter can occur at any point along the stream.

Cauldron Fish (1d4) AC 7; HD 1/2, hp 1 each; #AT 1; DMG bite 1 hp; SA Cauldron Sickness; SD None; MV 0/150 swim; AL N; Thaco 20; Exp 5 +1/hp

Cauldron Frog (1d2) AC 7; HD 1/2, hp 1 each; #AT 1; DMG bite 1 hp; SA Cauldron Sickness; SD None; MV 10 leap/60 swim; AL N; Thaco 20; Exp 5 +1/hp

2. The Witch's Circle

Ahead, a thick copse of pine trees forms a near perfect circle. A low, green-tinted, fog drifts from the trees and drifts over the stream whereupon it sinks into the flowing water. The fog never rises more than two feet above the ground. Rays of green light break from the trees. From within the circle of trees you can clearly hear a seductive, yet sinister voice, beckoning you forward.

DM's Description: The witch queen is located within the copse of trees. She stands over her cauldron holding a gnarled staff (*witch's staff* [see **New Magic Item** section]) which she is using to stir the contents of the pot. The bottom two feet of the staff is darkened and streaked with phosphorescent green. The staff is capped with an enormous emerald that glows brightly. Steam, again green in color, pours over the edges of the cauldron and drifts through the clearing in the direction of the hill top stream. A fire burns beneath the cauldron and casts moving shadows about the tree-lined perimeter. Hiding in the shadow is Omzig unless he was killed previously. If he was wounded, the witch queen has healed him.

It is nearly impossible to catch the witch by surprise as she shares clairvoyance with Omzig and the shade wolf cannot be surprised and sees invisible. The witch will beckon the PCs to approach if they enter the trees that surround her.

"Do not be afraid," says the witch in a calm and soothing voice. "Come into the light and let me greet you appropriately."

The witch will converse with the PCs freely and even go so far as to tell them her history and how she has returned from the land of shadow (a plane of hell). After a



THE WITCH OF MONTE ROSA

short time the witch will offer the PCs a chance to serve her in her new empire. All they need do is drink from the cauldron. She will offer them incredible positions within her new regime. Of course, this is a lie. If any of the PCs agree, she will dip a silver goblet into the cauldron and offer it to a PC. If a PC drinks from the goblet, he must save vs. poison or die immediately and transform into a cauldron zombie in 1d4+1 rounds. If the PCs make his saving throw, he suffers 1d4 damage and goes into an uncontrollable rage for 2d4 rounds; attacking any living thing within sight (note, the witch queen is technically undead, so she cannot be a target).

In the event the PCs attack the witch, Omzig will immediately rush from the trees and attack any PC that is targeting the witch (hand to hand combatants first). The witch will summon a cauldron shade (see **New Monster** and **New Magic Item** section) to attack the PCs. In her weakened state the witch will use her staff to attempt to blind the PCs and then flee to location E. She will use the staff's ability to transform into a *broom of flying* to retreat. The cauldron teleports to **Location E** at this time.

Cauldron Witch, Queen, Helena (1) AC 7; HD 9, hp 50 (25); #AT 1; DMG staff 1d6+2, spells; SA curse touch, fear; SD Undead defenses, block normal missile weapons; MV 120; AL CE; Thaco 10; Exp 1,500 +10/hp

Cauldron Shade (1) AC 7; HD 4, hp 18; #AT 1; DMG 1d3 claw; SA fade touch SD Undead defenses; MV 120; AL CE; SZ L; Thaco 15; Exp 150 +4/hp

3. Cottage

The trees thin and an old and decrepit cottage comes into view. The entire cottage is made of logs and its thatched roof thinned and collapsed in several spots. The door is missing and if there were any shutters they are also gone. A cool breeze billows from the windows and doors.

DM's Description: The cottage was once a shrine dedicated to the witch queen but it has long since been looted and left bare. The floor is made of wood planks but a large hole is centered in the chamber. The remaining floor is covered with leaves, sticks, and wooden slats from the fallen roof. A constant rush of cold air rushes up from the hole.

Nothing can be seen within the hole. However, roots from nearby trees have broken through the brick-lined pit and these can be used to scale down to **Location A**.

Any of the remaining creatures from **Encounter #1** will be residing within the cottage when the PCs arrive. They will battle to the death to defend the tomb of the witch queen.

If the PCs linger for more than a few rounds within the cottage without descending, the rushing air will suddenly change direction begin to swirl about the interior of the cabin. Within two rounds the spinning air will increase so that the debris within the cottage will lift and spin with the air. Any PCs that remain within the cottage have a chance of being struck by debris each round they remain. The debris has a thaco 20 and will inflict one point of damage if a PC is hit. If all the PCs exit the cottage, the wind will return to normal. Leaving the cottage includes descending into the pit.

4. Boulders and a Basket

A pile of boulders rise at the edge of the hill. The hillside steeply falls away to the valley below and the angle is almost vertical. The boulders rise in a pile that forms a nearly perfect 50' circle. A single, flat boulder rests atop the pile 30' above the hill's surface.

DM's Description: The only item of interest here is a basket that lies partially hiding within the cracks of the boulders. The basket belonged to the Arra.



THE WITCH OF MONTE ROSA

The Tomb of the Witch Queen

The tomb is a series of chambers connected by brick-lined chutes. The tomb complex has no illumination with the exception of the tunnel that leads to **Location C** from the hillside and **Location E**.

If the witch was encountered at **Location 2** by the PCs, she will have retreated to **Location E**. She will wait there in hopes the PCs will be defeated by the traps and monsters that inhabit the tomb.

The entire tomb is constructed of either clay-fired brick (chutes) or stone blocks (chambers and halls). Water drips from many locations and insects and mice skitter about.

A. Pit Trap

DM's Description: The floor of this circular chamber is covered by leaves and roots. This covers the hole that leads to the chute to **Location B**. The roots are under the command of the witch queen (so long as she is still alive). They will attempt to trip and obstruct the PCs.

Each PC must make a dexterity check each round he is in the chamber or fall. This has no real detrimental effect other than aggravation. However, if a PC crosses the part of floor covering the chute to **Location B**, he will fall through the roots and into the pool therein. The PC will suffer 1d4 damage from the fall. The chute opening will remain hidden until a PC crosses over it.

B. Pool Room

DM's Description: A large pool fed by a constant trickle of water from the walls dominates this chamber. The pool is six feet deep at its center and gradually slopes upward to its shore. The water is clear and cold. It is not affected by the witch's activities.

C. Statue Room

Three statues of the witch queen line the north wall of the chamber. Each has its arms extended and hands holding a golden platter.

Statue 1: A leather-bound book rests on the platter. The leather is black and emblazoned with a pair of green eyes. If the book is opened, the holder must save vs. spell or his eyes will turn into emeralds for 1d4 turns. At that point the emeralds will simply fall out and his eyes will return to normal. The emeralds are worth 1d4 x10 gp each. The PC will be blind for the duration of the effect. However, thereafter, the PC can will his eyes to transform into emeralds once per day. The effect will remain for 1d4 turns but the PC will be able to see as normal (though everything has a green tint and no other colors register). Additionally, the PC can fire a beam of magical energy at any one target within 60'. The beam inflicts 1d10 damage with no saving throw. When the beam is used (once per day), the PC will become blind for 1d4 rounds. The book's pages will clear after reading; it can be used as spell book that saves at +4 against any attack. It is worth 1,000 gp.

Statue 2: A silver goblet rests on the platter. The goblet contains a green liquid (it radiates magic). If consumed, the liquid will heal the imbiber 2d4 hp. Additionally, the imbiber will polymorph into a frog for 1d4 rounds 2d6 turns after consuming the potion. The goblet refills every 24 hours. The goblet is worth 1,000 gp.

Statue 3: What appears to be a black cat sleeps on the platter. The name Ami is scrawled into the surface of the platter. If the name is said aloud, the cat will serve that PC forever. Otherwise, the cat will attack whoever disturbed its sleep. It will return to the platter if the target leaves the chamber or is killed. It is a normal cat but its initial attack will always be a hiss which inflicts a curse. The target must save vs. spell or be affected by the curse which has the effect of a slow spell (cast at 7th level). If the cat is slain, it reappears on the platter 24 hours later.

The platters are all made of gold and worth 200 gp each. The secret door to **Location D** is easily found (+1 on all attempts to locate). A tunnel leads from this chamber to



THE WITCH OF MONTE ROSA

the north face of the hillside. This is the entrance Arra used to find the witch at **Location E**.

D. Hall of Tapestries

DM's Description: The walls of this wide corridor are covered with tapestries depicting the various exploits of the witch queen. The tapestries are in amazingly good condition and each is worth 100 gp.

The first time each tapestry is touched, it will emit a mild curse against the offender. The target must save vs. spell or suffer a random effect listed on the chart below. Once a tapestry illicit its curse, it not do so again - this is a one-time effect.

E. The Witch, the Cauldron, and the Girl

DM's Description: If the witch escaped the encounter with the PCs earlier in the adventure, she will be here. Otherwise, she will remain at **Location 2**. Use the appropriate option below:

Witch Not Present

Assuming the PCs did not reach **Location 2**, the witch will not be here when the PCs arrive. The chamber is bathed in a bright green light. The light is shed by an emerald dagger floating near the center of the chamber. Just a few feet directly in front of the dagger the limp body of Arra floats in the air.

As the PCs enter the chamber, the girl's head slowly lifts and her red hair parts to reveal her face. Her skin is pale and her eyes glow green.

"If you dare to interfere, the girl will die!"

As the girl (possessed temporarily by the witch from **Location 2**) finishes her warning, the dagger will begin to glow brighter. If the PCs do not exit immediately, the dagger will continue to glow brighter. After three rounds (the PCs have not exited), the dagger will fire a beam of green energy at the girl and inflict 2d6 damage, killing her (she has 1 hp at this time). If a PC somehow stands between the dagger and the girl, he will be hit and suffer the damage. In this case the girl will fall to the ground and awaken (scared and injured, but no longer possessed by the witch). The dagger will fall to the ground and shatter. The shards can be collected and have a value of 50 gp.

Witch Present

The chamber is illuminated in green light emanating from the cauldron in the center of the room. No fire burns beneath the cauldron, but green-tinted steam rises steadily from a boiling liquid within.

An emerald dagger floats near the center of the chamber, over the cauldron. Just a few feet directly in front of the dagger the limp body of Arra floats in the air.

The witch stands behind the cauldron holding her staff.

"Leave the hill now or the girl dies. Flee this valley and you may yet survive my wrath and vengeance!"

Curse Chart (Location D)

Roll once per tapestry touched.

| Roll | Curse |
|------|--|
| 1 | Target suffers blurry vision and makes all attacks at -1. Duration is 2d4 turns. |
| 2 | Target suffers severe anxiety and fear. Target must make a wisdom check at +4 or run in fear for 2d4 rounds. |
| 3 | Target will automatically miss with his next attack roll. |
| 4 | Target will drop his weapon in his next combat encounter. |
| 5 | Target's armor will fall off in his next combat encounter. |
| 6 | Target will fall asleep in his next combat situation for 1d4 rounds. Cannot be awoken. |



THE WITCH OF MONTE ROSA

If the PCs do not heed the witch's warning, she will gesture and the dagger will begin to glow. It will increase in brightness for 2d4+2 rounds before releasing a beam of energy at the Arra. The beam will inflict 2d6 damage (Arra has 1 hp currently).

The only way to stop the dagger from killing Arra is to either kill the witch or stand before/deflect the beam. The beam can be deflected by one of the gold platters from **Location C**. After the dagger fires its beam, it will fall to the ground and shatter. The shards can be collected and have a value of 50 gp.

At this point the witch has very little option remaining other than to fight it out or surrender (DM's option). She has not regained the vast majority of her powers and is generally limited to hand-to-hand combat. Alternatively, she wears a gold and emerald encrusted necklace that is worth 2,000 gp. She may attempt to buy her way out of trouble.

Cauldron Witch, Queen, Helena (1) AC 7; HD 9, hp 50 (25); #AT 1; DMG staff 1d6+2, spells; SA curse touch, fear; SD Undead defenses, block normal missile weapons; MV 120; AL CE; Thaco 10; Exp 1,500 +10/hp



NEW MONSTERS & MAGIC ITEMS

Bloodroot

Frequency: Very Rare
No. of Appearing: 1d6
AC: 9
MV: 10
HD: 1/2
% in Lair: 95%
No. of Attacks: 1
Damage: 1 hp Constriction
Special Attack: None
Special Defense: None
Magic Resistance: None
Intelligence: Animal
Alignment: Neutral
Size: M
Psionic Ability: Nil

A bloodroot is the creation of a witch who has sprinkled the blood of her victims at the base of a dead tree. The enchanted blood seeps into the ground and animates the roots which now crave the blood of all living things. The bloodroot lingers just below the surface of the earth and attacks any who move nearby.

Bloodroots attempt to grasp and constrict their target (a standard to-hit roll). The roots constrict the target and tiny barbs pierce the hide or skin and draw blood. The first round the creature strikes it does not inflict damage. However, on successive rounds, it inflicts 1 hp of damage.

Bloodroots, once they have erupted from the ground always lose initiative (roll normally on first round, or surprise rules).

Bloodroot (1d6) AC 9; HD 1/2, hp 1d4; #AT 1; DMG constriction 1 hp; SA Always lose initiative; SD None; MV 10; AL N; Thaco 20; Exp 10 +1/hp

Demonwing

Frequency: Very Rare
No. of Appearing: 1d4
AC: 8
MV: 150 fly / 30 crawl
HD: 1-1
% in Lair: 20%
No. of Attacks: 1
Damage: 1 hp bite
Special Attack: sonic whisper, blood drain
Special Defense: Undead
Magic Resistance: None
Intelligence: Low
Alignment: Chaotic Evil
Size: S
Psionic Ability: Nil

Spawned on the shadow plane of hell, these bat-like creatures serve only the blackest hearts. They must be summoned to the prime material plane, but can survive there indefinitely. The demonwings resemble large bats but they have much larger heads and ears. Their eyes glow red and they are completely black in color.

A demonwing's primary attack strategy is to use its sonic whisper to create a chaos and then attack the vulnerable. The sonic whisper is an auditory attack that has a range of 120' (all directions). Any creature that can hear will be affected and must make saving throw vs. spell to avoid the effects. Roll on the chart below to determine the effects of the sonic whisper. The attack itself imitates hundreds of voices suggesting terrible and fearful things. The attack may be made twice per day.

In melee, the demonwing will bite its target for 1 hp damage and thereafter draw blood at a rate of 1d3 hp per round for 1d4 rounds.

Demonwing (1d4) AC 8; HD 1-1, hp 1d8-1; #AT 1; DMG bite 1 hp; SA sonic whisper, blood drain; SD Undead; MV 150/30; AL CE; Thaco 18; Exp 35 +1/hp

Demonwing Sonic Whisper Chart (roll 1d4)

| Roll | Curse |
|------|--|
| 1 | Target runs in fear for 3d6 rounds. |
| 2 | Target attacks nearest creature (any) for 1d4+1 rounds; performs no other actions. |
| 3 | Target is paralyzed with fear and will not move for 1d4 rounds. |
| 4 | Target attacks random creature each round for 1d6+1 rounds. |



NEW MONSTERS & MAGIC ITEMS

Cauldron Shade

Frequency: Very Rare
No. of Appearing: 1
AC: 7
MV: 120
HD: 4
% in Lair: N/A
No. of Attacks: 1
Damage: 1d3 touch
Special Attack: fade touch
Special Defense: Undead defenses
Magic Resistance: None
Intelligence: Low
Alignment: Chaotic Evil
Size: M
Psionic Ability: Nil

The product of a witch cauldron, the cauldron shade is summoned to perform various tasks. Most often it is assigned the duty to guard and protect the witch who performed the summoning.

A cauldron shade appears as a slightly less than man-sized creature of amorphous, but generally, humanoid shape. Its mass is that of a thick, green mist. Its eyes glow with a green fire. Cauldron shades cannot move more than 120 from the witch cauldron it was summoned. At any time, the cauldron shade can retreat into the cauldron and reappear at will.

A cauldron shade seeks to touch its enemies. Any living creature so touched must make a saving throw vs. petrification or it will fade into the shade realm for 3d10 rounds. When in the shade realm, the affected creature cannot interact with the prime material world, although he can be seen and he vice versa. The cauldron shade can travel between the planes at will and it generally continues to attack the creature.

Cauldron Shade (1) AC 7; HD 4, hp 18; #AT 1; DMG 1d3 claw; SA fade touch SD Undead defenses; MV 120; AL CE; SZ L; Thaco 15; Exp 150 +4/hp

Cauldron Witch

Frequency: Very Rare
No. of Appearing: 1
AC: 7
MV: 120
HD: 7-15
% in Lair: 75%
No. of Attacks: 1
Damage: 1d6 +2 staff, by weapon
Special Attack: Spells, curse touch, fear
Special Defense: Undead, block normal missiles
Magic Resistance: None
Intelligence: High
Alignment: Chaotic Evil
Size: M
Psionic Ability: Nil

More powerful than a standard witch, a cauldron witch has performed a dark rite linking herself to one of 12 cauldrons of shadow. This link provides the witch with innate powers but also traps their soul within the cauldron.

A cauldron witch can cast spells equal to a magic-user of equal to her hit dice. They can cause *curse* a target by touch (save vs. applies). They can also target one creature and *cause fear* up to 60' up to three times per day. A cauldron witch can block normal missiles by making a saving throw vs. paralyzation (no limit).

Cauldron Witch, Queen (1) AC 7; HD 7-15, hp varies; #AT 1; DMG staff 1d6+2, spells; SA curse touch, fear; SD Undead defenses, block normal missile weapons; MV 120; AL CE; Thaco 10; Exp varies



NEW MONSTERS & MAGIC ITEMS

Shade Jackal

Frequency: Very Rare
No. of Appearing: 1d6
AC: 7
MV: 120
HD: 1-1
% in Lair: N/A
No. of Attacks: 1
Damage: 1d4 bite
Special Attack: shade disease
Special Defense: Undead defenses
Magic Resistance: None
Intelligence: Very Low
Alignment: Neutral Evil
Size: M
Psionic Ability: Nil

Appearing as a normal jackal, although completely black, these small animals generally serve powerful beings from the plane of shade. They are technically undead and cannot function in daylight.

A shade jackal can inflict a powerful disease when it bites a victim. Any that are bitten must save vs. poison or suffer shade disease. The effects of the disease are immediate and last for 2d10 rounds. The victim suddenly feels as if they are near frozen and their movement is reduced by 1/2 and all actions, including combat rolls, suffer a -4 penalty (or 25% reduction).

Shade Jackal (1d6) AC 7; HD 1-1, hp 1d8-1; #AT 1; DMG bite 1d4; SA shade disease; SD Undead; MV 120; AL NE; Thaco 18; Exp 35 +1/hp

Shade Wolf

Frequency: Extremely Rare
No. of Appearing: 1
AC: 6
MV: 120
HD: 1+2
% in Lair: N/A
No. of Attacks: 1
Damage: 1d4+1 bite
Special Attack: shade disease
Special Defense: Undead defenses, limited invisibility
Magic Resistance: None
Intelligence: Low
Alignment: Neutral Evil
Size: M
Psionic Ability: Nil

These solitary creatures are always found in the company of a cauldron witch as they are special familiars to those enchantresses. The witch can see and hear whatever the shade wolf observes up to a distance of 10 miles. The wolves appear as a normal wolf except they are always complete black with glowing green eyes. If a shade wolf is killed, the cauldron witch must wait one year to summon another. The wolves are invariably loyal to their masters.

When in darkness of any kind, a shade wolf can become invisible when moving less than 30' per round and taking no other actions. This ability can only be used outdoors.

A shade wolf can inflict a powerful disease when it bites a victim. Any that are bitten must save vs. poison or suffer shade disease. The effects of the disease are immediate and last for 2d10 rounds. The victim suddenly feels as if they are near frozen and their movement is reduced by 1/2 and all actions, including combat rolls, suffer a -4 penalty (or 25% reduction).

Shade Wolf (1) AC 6; HD 1+2, hp 1d8+2; #AT 1; DMG bite 1d4+1; SA bite causes shade disease; SD Same as undead, Invisible at night (outdoors only) while moving 30' per round or less; MV 150; AL CE; Thaco 17; Exp 150 +2/hp



NEW MONSTERS & MAGIC ITEMS

Witch's Cauldron

These black cauldrons were created within the plane of shade and only 12 are known to exist. Each is linked to a singular witch, and only that witch can harness the cauldron's powers. Once per day the witch can summon a cauldron shade. Additionally, the witch can summon a wasting fog that will spread and kill or corrupt plants, animals, and fish (DM's discretion on actual effects).

The witch may also create an elixir of some effect - generally used to trick opponents. The cauldron witch's soul is always trapped within the cauldron and if the vessel is destroyed, the witch suffers the same fate immediately. However, only a *disintegrate* spell cast by a 18th level magic-user can destroy a cauldron.

Value: 3,000 gp

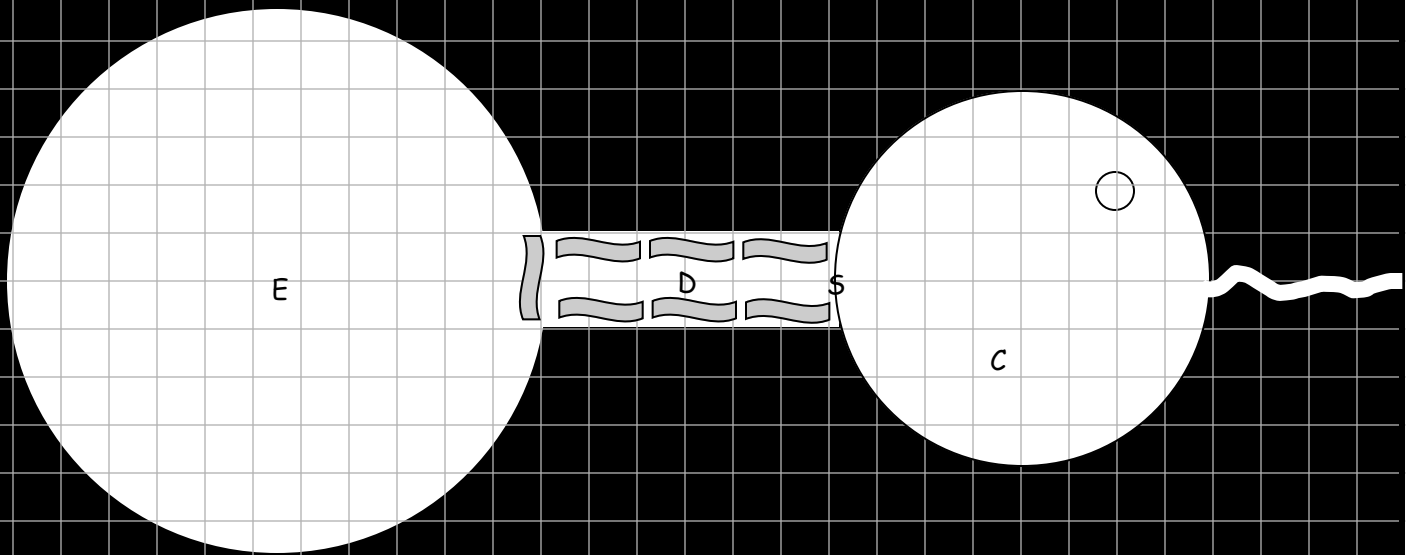
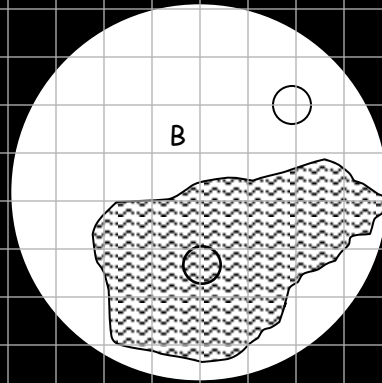
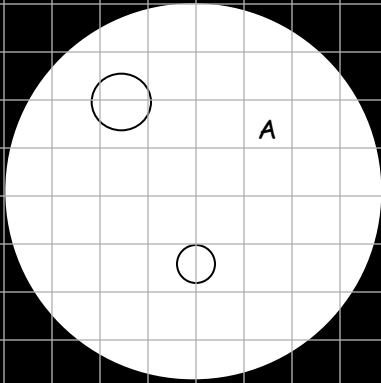
Witch's Staff

Powerful witch's can fashion a staff to augment their abilities. The first power of the staff is to act as a *broom of flying* at will (some even transform in appearance to mimic the broom). Also, the staff is generally adorned by a large, gem that imbues additional magical ability. The gem also provides light (at will) up to 120' (directionally or all directions). The additional power varies by the witch but typically mimics a spell of 3rd-5th level.

Value: 8,000 gp

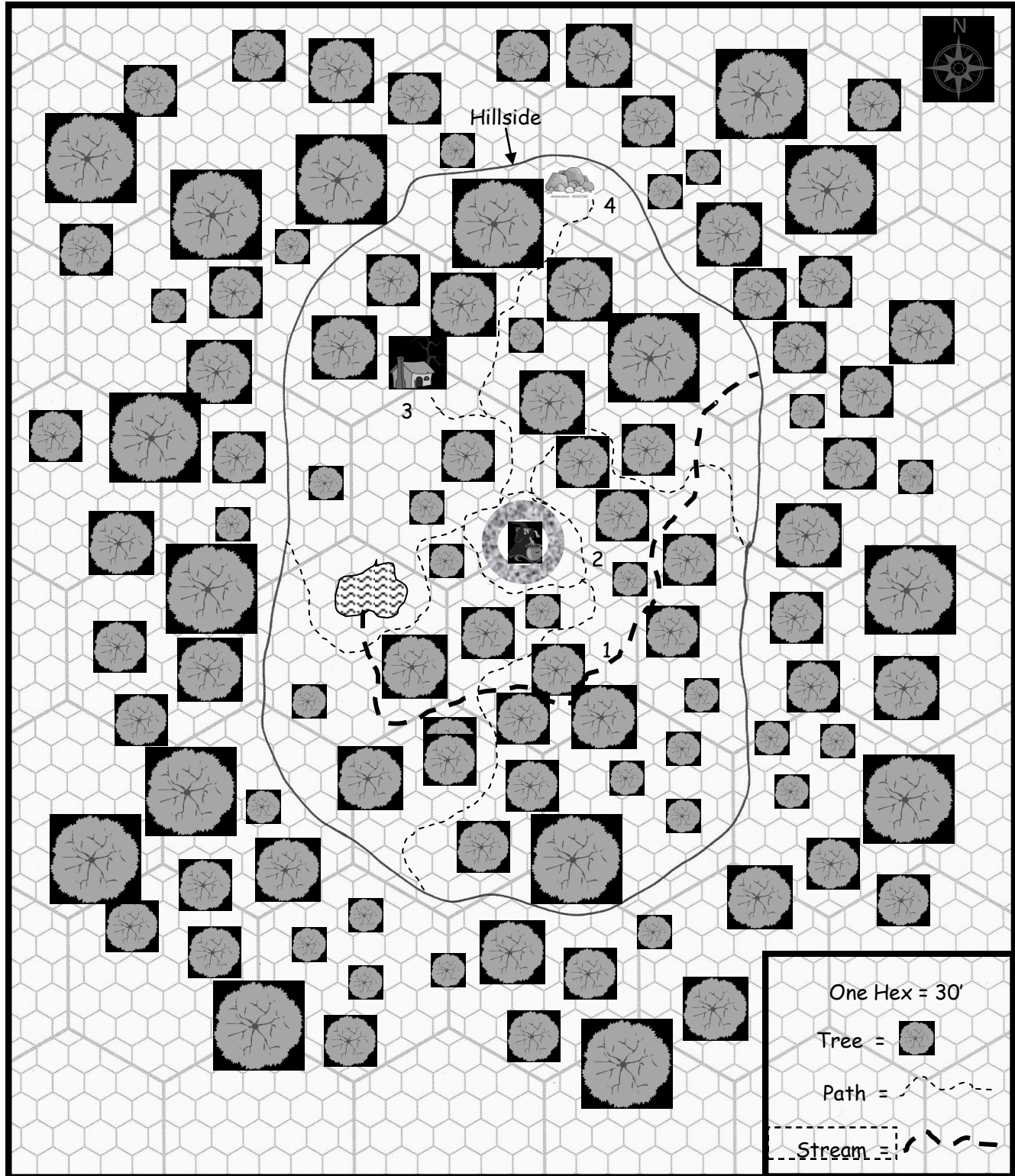


THE WITCH OF MONTE ROSA





THE WITCH OF MONTE ROSA



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The vines are dying and the ancient vineyards that fill the valley are failing. Families are found slain in their farms and whispers of flying devils have found their way into every town and village. Some claim a necromancer has come while others have whispered rumors of a witch queen from a time near forgotten. The call has gone out for help!

The Witch of Monte Rosa is an adventure for six to eight, first level characters using the first edition game rules. The module is completely playable with the OSRIC game system. The adventure includes six new monsters and two new magic items!



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