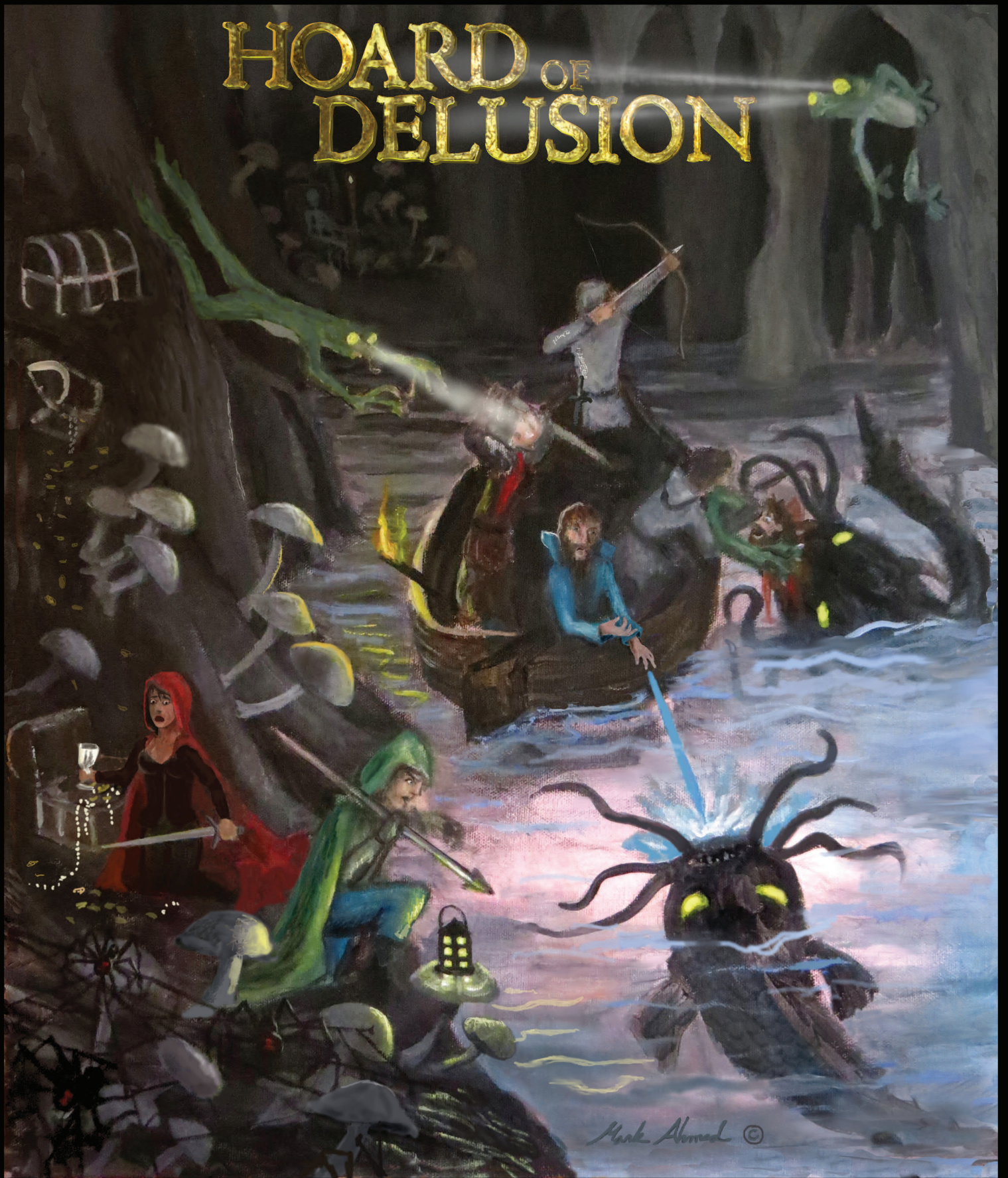


HOARD OF DELUSION



Mark Ahmed ©

Hidden below the Black Fen lies the fabled Hoard of Delusion. This module includes a village, five lairs and four dungeon levels. It is suitable for three to eight PCs of 1st to 4th level. By Mark Ahmed, Sean Ahmed and Scot Hoover

OSRIC Compatible



THE HOARD OF DELUSION

An OSRIC Adventure

for 4-8 Player Characters of 1st-4th Levels

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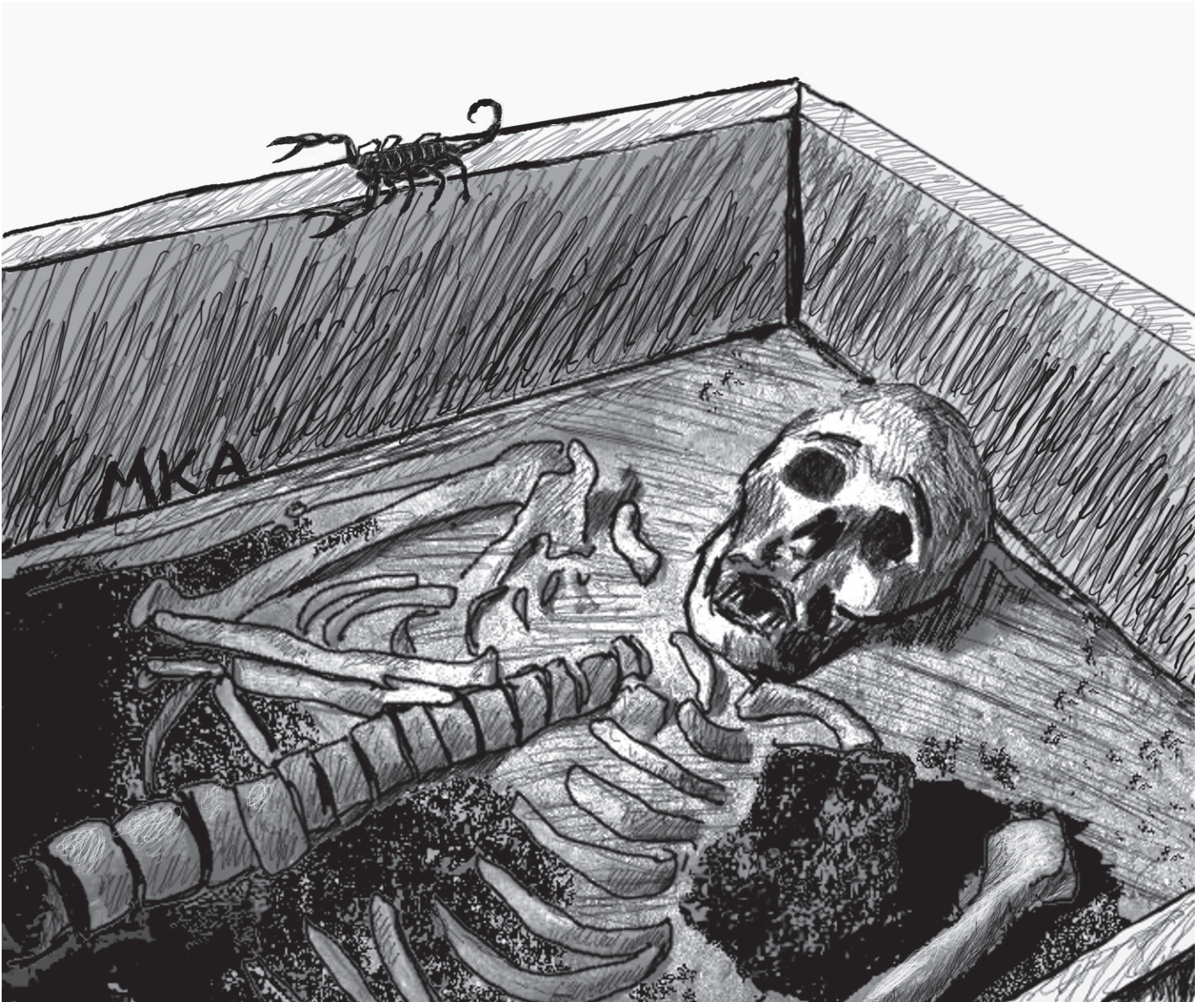


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Notes For The Gamemaster:

This book has been structured to provide you with a wide array of tools and options to organize and conduct your campaign without locking you into a single narrative path. Feel free to use as few or as many of them as you wish, in order to make this setting your own and provide your players a rich and memorable adventuring experience.

HOARD OF DELUSION presents a complete adventuring ecosystem for low-level parties. The first section describes the village of Herth and the surrounding region, where characters can set up a base of operations, gather information about other adventuring opportunities, meet potential allies or rivals, and perhaps even get into a bit of trouble.

That is followed by a set of four small “lairs” located in the wilderness surrounding Herth. All of these areas are optional and may be run in any order that you wish (or in the order the players choose to pursue the rumors leading to them).

Each lair allows for 1-2 sessions of play, and their primary function is to provide a party of new 1st level characters sufficient seasoning and experience to be able to face the tougher challenges found within and beneath the Tower of Bones. That multi-level dungeon complex forms the third and final section of the adventure, and is expected to account for the bulk of play.

Should a group of characters come into this area who already have a level or two under their belts, or the players are experienced, you may choose to skip over the preliminary sections and move them straight into the “main event” dungeon. Alternatively, you may wish to only use the village and wilderness and never bother with the dungeon at all.

Prologue to the Trilogy:

The dying Magus Abilthexes had a problem. He had fathered but 3 sons over his 300 years of life and they were all equally powerful and equally evil. His eldest, Warthdraw, was an illusionist, and used his abilities exclusively in acts of personal spite and aggression, both goading the weak and insulting the wise. The youngest, Nabonides, showed some promise as a magisterial court magician, but in the end could not control his lust for the Queen.

The middle son, Uithonstal the Beautiful, was smitten by the primal and unsubtle lusts of the ancient, and decidedly non-human, Sea Gods and their servants. He had been locked up in Abilthexes’ very extensive dungeons for years.

Hoping to reconcile his sons and found the dynasty he had long hoped for, Abilthexes conceived of a trap. In three consecutive nights of particularly auspicious lunar alignments he forged an item of considerable power.

Within three flawless gems he placed the three immortal parts of his soul: Reason, Hope and Love. He set each gem within three interlocking necklaces. In turn, all were also inscribed with a horrible geas, an injunction barring any possessor of the bejeweled necklace from acting in opposition to any other possessor. Abilthexes hoped it would bring the three brothers together.

He presented the items to his sons in a grand ceremony attended by his progeny and their respective entourages, all dissolute and decadent in their own fashion. By all accounts, Abilthexes, after murmuring the last few syllables of the geas, expired with a blissful smile. The warfare and intrigue between the three brothers began before the old Magus reached the floor, each determined to possess the other two parts whether by murder or theft.



The Wizard Abilthexes



The Road to Herth



The Region and History

The elven word Rothar (adopted by the humans) means “high place” and refers to the vast borderland area of the northern realm. It is roughly semi-circular in shape, and comprised of mostly rugged hills and dense old growth forests, interspersed with many marshes and swamps. To the north of Rothar is the Ambany Wilds an uncharted mountainous place inhabited by all manner of beasts, and to the south are the relatively peaceful Elder Kingdoms. Rothar has always been an area of turmoil. Eons ago it was once the heart of the powerful magical realm of Arcania, which, after many hundreds of years, was destroyed in a great civil war between ruling houses of wizards.

Now the area is dotted with all manner of ruined towers, keeps and castles. Humanoids and denizens of the blackest sort have taken up residence in these forgotten places, seeking what knowledge, power and magic they might find. In one out-of-the-way cluster of hills within this region, lies the small village of Herth.

Though the area immediately around Herth is well kept farmland, its nearby woods and marshes contain many dark and forgotten ruins, as yet unexplored by the fearful locals. This timorous situation would have likely stayed unchanged, if not for the accidental discovery of a small statue in one of the nearby fields. The statue is said to be that of the hated and feared illusionist Warthtraw, who ruled this land with great cruelty before being destroyed in the wizard civil war of ages past.

It is said after the powerful illusionist was killed, his kingdom was set to the torch. It is also rumored that his vast, legendary fortune amassed over many centuries of diabolic rule was never found. With the passing of the centuries, the exact location of Warthtraw’s kingdom was lost. However, with the discovery of this rare statue many believe the location of the fortune must be near at hand. Rumor has spread far and wide and adventurers from the civilized Elder Kingdoms have journeyed north to this small village to seek their fortune.

The VILLAGE of HERTH

Size: Village

Defense: Keep w/outer palisade wall, watchtowers

Ruler: Baroness Ingretha Merkhen-Herth

Domain: The Barony of Merkhen-Herth

Population: Approximately 450

Racial Mix: 90% Humans, 8% Dwarves, 2% Elves and others

History of Herth

This area was settled by a human warrior hero, Merkhen, who first came here nearly 1,000 years ago (a century after the great civil war).

Local folklore speaks of Merkhen defeating 'earthen devils' and slaying a pair of ancient wyrms before settling down to establish a domain.

Over time, the humans living here came to call themselves the Merkhen-folk, to honor their ancestral hero. During this early period, Elves from the nearby forest made peace with the local humans in exchange for agreements to limit hunting and logging to the Whimpering Wood. It is believed that the Herth holly grove was the site of their ancient agreement.

Some time later, Dwarven prospectors discovered seams of tin, iron and most importantly adamantium in the area. The Merkhen chief offered mining and quarrying rights in exchange for yearly tribute and a sturdy hill-keep built to his own specifications. The Dwarves quickly complied and within 10 years had even begun supplementing their token tribute with finely crafted Dwarven arms and artworks for the human chiefs. Indeed, the hill-fort itself was founded on and named for the Dwarven hearth-stone given as a token of generosity to the Merkhen chief by Khrogi Wisnhelmmer, a local Dwarven clan-lord. For many generations, the human chieftains held sway over the surface from their hilltop fortress of Merkhenherth, while the Wisnhelmmer tunneled ever deeper, depleting all of the mines in the process.

The golden-age came to an end with the humanoid invasions that devastated the entire area. The Merkhen of Herth were no exception. After pillaging and burning the fort and rampaging through the mines, the humanoids (mostly

goblins, bugbears, and hobgoblins) were met by a surprise sally from some Dwarves who were holed up in the quarry to the south. The dwarven warriors managed to drive off the humanoids at a heavy cost. Eventually, the survivors were rescued by the armies of the human warlord Artus, who met and defeated their champion, Thrit-brax, in single combat. Afterwards, he ordered his men to drive the humanoid army into the Wastenfen to die.

A surviving Merkhen farmer who had proved himself against the humanoid invaders was honored by Artus and declared Rolsius, 1st Baron of Herth. The new Baron's first action was to reaffirm the bonds of friendship between men and dwarves – hence his nickname, *Wisnfane*. The few surviving Wisnhelmmer dwarves resettled on the surface near the quarry, where they remain to this day.

Many neighboring human settlements had been utterly destroyed in the invasions and were never re-inhabited. In addition, bands of marauding humanoids made homesteading dangerous. Survivors slowly trickled into the safe area around Herth. Rolsius proved a wise leader, offering protection and fertile farming and grazing land in exchange for fealty.

Flush with his success, he contracted the dwarves to begin building a new stone keep on the site of the old hill-fort. After completing the work they fortified the interior embankments with stone.

Over the next 50 years, Herth flourished and Rolsius was eventually succeeded by his son, Rolf, a pious and energetic Baron who helped build the Temple of Tirtas with the help of the dwarves. Before construction was completed, Rolf was slain leading a defense against a raiding party of goblin slavers (a regular occurrence at the time).

Rolf's sister, Greetha, returned from a lengthy sojourn with a small group of sages and spell casters. Greetha contracted the dwarven stonemasons to begin work on a long-overdue refurbishment of the dilapidated keep. Even before it was completed, a stream of hirelings began to make their way to the Castle. Rumors of secret underground treasures were spread to explain the extravagant spending. Herth flourished this way for almost 100 years, the Baroness continually expanding and improving on her work for many years. Greetha lived to a ripe old age of 107, still

unmarried, the source of her magnificent wealth unexplained. According to legend, she disappeared without a trace from within her own bedroom.

Roryfeld, nicknamed 'the Bald', was granted the fiefdom by his grandfather Ernulf, Duke of Normerk, and younger brother of Greetha. Roryfeld, an ardent and pious disciple of Tirtas, spent much of his time on a series of exploratory crusades around and beneath the area. He met an untimely end after only 12 years as Baron of Herth. His only noteworthy contribution was the granting of a yearly stipend to the Temple for 'crusades' against evil, and his construction of a meditation cell outside the castle gate (now home to the Ball & Chain tavern).

Twelve years ago, Roryfeld's heir Ingretha became the Baroness of Merkhen-Herth. Returning to the Keep, she proved to be a refreshing change from her father's conservative rule. Rumored to be tragically melancholy after the disappearance of her betrothed, the Baroness has quietly spent the past decade gardening and tending doves.

RUMOURS

Following is a compilation of folktales, rumours, hearsay and facts concerning Herth and the local environs. Normal Men or other 0-lvl NPCs will not know any of these stories, only those residents with one or more levels will have any knowledge of one or more of these tales.

Some are completely true, some are partially true (or exaggerated), while still others are completely false. Those that are partially true will have the false or exaggerated parts in italics. In any case, the GM may select a given rumour for a particular NPC. Those residents above 3rd-lvl may, at the GM's discretion, have a chance of correcting any false or exaggerated information.

The GM should also keep in mind that the NPCs of Herth will not just give away these tales. In most cases the PCs should have to either develop some kind of friendly relationship with the resident, bribe them with food, drink, coin, or both.

The GM is also encouraged to create or substitute their own rumours linking this adventure to other locations in their campaign as necessary.

d%	(False Information is in Italics)
01	The Dwarven masons have a magical warhammer, <i>an artifact of great power that slays all except dwarves.</i>
02	Tuoman the Peddler is a connected to several unexplained disappearances.
03	The ghost of a giant spider haunts some nearby ruins, <i>but seems harmless.</i>
04	Five woodcutters haven't reported back from the woods. Their families are worried.
05	A powerful and despotic wizard used to exact heavy taxes from settlers here.
06	Local woodcutters have been late delivering supplies to the castle <i>and the Baroness is furious at the delay.</i>
07	A woodsman tells of a large statue in the middle of the woods covered in vines. A spring-fed pond there is cursed, as its waters will not quench your thirst.
08	<i>Artus the Defender is buried somewhere in the Wastefen in a barrow full of gold.</i>
09	<i>Anyone of a pure heart that prays at the Temple of Tirtas will gain a blessing.</i>
10	Rueben Quickbow and his wife are in fact retired adventurers <i>and have a huge treasure buried under their floor.</i>
11	Iunnus Portellus is the most talented mage in these parts.
12	The woodsman, Adim Grisel, is the most knowledgeable tracker and guide in the region.
13	<i>The Baroness' missing husband Boris, is actually a vampire and lives in the crypts beneath the Castle.</i>
14	<i>Doom will come to Castle Merkhen when the blood moon rises on the Fen.</i>
15	<i>A foreign adventurer by the name of Ahmed Ska kidnapped the Baroness' husband.</i>
16	There is an old monastery inside the Black Fen <i>which is haunted by ghouls.</i>
17-24	<i>Lizard men are preparing a big invasion from their lair in the Wastefen.</i>
25-28	The East Camp Trading Post is where the Barony trades with the Elves of the Whimpering Wood.
29-30	<i>Opello, the Baroness' tax collector has been embezzling money from the royal coffers for years.</i>
31-33	<i>The undead spirit of the orc chieftain Thrut-brax haunts the Black Fen.</i>
34-45	The Widow Deevey used to be a Druid and is widely considered the wisest person in the area.

- 46-51 Pontus Galt at the Ball & Chain is looking to buy fine wines and ale for his tavern.
- 52-60 *Kobolds hatch from rotten meat.*
- 61-64 The goblins in the area *are well organized* and often waylay travelers.
- 65-68 The Oiff brothers are thieves *and assassins.*
- 69-70 *The Bogberry Toddy at the Ball & Chain is their finest drink and will grant one increased strength.*
- 71-73 Farmers have been reporting strange goings on in the Wastenfen for years.
- 74-75 The Castellan of Herth is looking for suitable husbands for his 2 daughters.
- 76-81 Halflings have not been seen in Herth for decades.
- 82-84 *The ghost of former Baroness Greetha still haunts the castle.*
- 85-88 The sisters Annora, Hypatia and Penelope are evil witches *and last year cursed a woodcutter.*
- 89 A barbarian from the far north now living in Herth as a hunter and trail guide, discovered a ruined tower located deep in the fen.
- 90-95 The dwarves in the quarry are greedy *and will rob unwary visitors.*
- 96-98 *Werewolves roam the Wastenfen.*
- 99 *The barbarian Bloody Axe was exiled from his tribe for murdering his family in cold blood,*
- 00 *Years ago, a powerful necromancer settled in the Wastenfen and some say he lives there still.*

The Surrounding Countryside

LOCATION Q: The OLD QUARRY

Q1: STONEMASON'S CAMP:

The last remaining dwarves of the once-great Wisnhelmer Clan live here in a collection of small stone and thatched-roof cottages. The Master Mason, Gnurri (F4, hp 24), is assisted by 2 foremen, brothers Hrolli (F2) and Jholv (F1). Under them are 2 crews of 12 and 10 dwarves respectively (all NM). Gnurri's hut is somewhat bigger than the others, and has a heavy iron-bound door. Inside, in a well-hidden pit under the floor is a locked and trapped (poison dart, Save vs. Poison -1) iron chest containing the last of the Wisnhelm treasure (250pp, 600gp, 12 gems worth 10-50gp each and a **hammer +2** – their clan heirloom, known as the *Wisnhammer*).

Q2: LIMESTONE QUARRY:

The path south from the village continues north to a large limestone pit, roughly 300' long x 150' wide. There haven't been enough dwarves to keep the quarry in operating condition for a long time, so at present it is half-filled with brackish, murky rainwater and covered to the ledges with dense, scrub vegetation. On the south side, a well-worn ramp leads down into the water. On the northeast side, a smaller clearing holds several overgrown mounds of rough-hewn limestone blocks apparently quarried long ago. On the rare occasion that the dwarves need stone for new construction or repairs they will come here and take what they need. Otherwise, the quarry is uninhabited and only rarely visited by hunters or anyone else from the village.



LOCATION WW:

The WHIMPERING WOOD

This old forest was given to the men of the area (actually, their druid priests) by the Elves of the Forest as a token of friendship. Parties wandering around the Whimpering Wood have a 1 in 6 chance per day of having a random encounter.

If an encounter is called for, the GM should roll 1d8 on the following table to determine the exact nature of the encounter.

1d8	ENCOUNTER
1	Goblins (2d10): AC 6, MV 60'; HD 1-1; hp 1-7; THAC0 20; #AT 1; D 1-6 or by wpn; SZ S; Int Low~Avg; AL LE; XP 10+1/hp each. (OSRIC, p. 198)
2	Stirges (2d4): AC 8; MV 30'/180'; HD 1+1; hp 2-9; THAC0 18; #AT 1; D 1-3; SA Drain blood (1-4hp/rd); Int Animal; AL N; XP 36+2/hp each. (OSRIC, p.302)
3	Wolves (1d6): AC 7; MV 180'; HD 2+2; hp 4-18; THAC0 16; #AT 1; D 2-5; SZ S; Int Semi; AL N; XP 35+3/hp each. (OSRIC, pp. 257-8)
4	Black Bear (1): AC 7; MV 120'; HD 3+3; hp 6-27; THAC0 16; #AT 3; D 1-3/1-3/1-6; SA Hug (2-8); SZ M; Int Semi; AL N; XP 85+4/hp. (OSRIC, p. 247)
5	Giant Spider (1): AC 4; MV 30'/120'; HD 4+4; hp 8-36; THAC0 15; #AT 1; D 2-8; SA Poison, Webs; SZ L; Int Low; AL CE; XP 315+5/hp (OSRIC, p. 300)
6	Giant Bats (1d6): AC 8; MV 180'; MC: C; HD 1; hp 1-8; THAC0 19; #AT 1; D 1-4; SD -3 to-hit; SZ L, Int Non; AL N; XP 10 + 1/hp each. (OSRIC, p. 246)
7	Pixies (1d10): AC 5; MV 60'/120'; HD ½; hp 1-4; THAC0 20; #AT 1; D by wpn; SA +4 to-hit, Spell use; SD -4 to-hit; MR 25%; SZ S; Int Exceptional; AL N; XP 105+3/hp each. (OSRIC, pp. 236-7)
8	Kobolds (2d10): AC 7; MV 60'; HD ½; hp 1-4; THAC0 20; #AT 1; D 1-4 or by wpn; SZ S; Int Low~Avg; AL LE; XP 5+1/hp each. (OSRIC, p. 200)

LOCATION EC: The EAST CAMP

A small encampment of human woodsmen and trappers (20 to 25 0-lvl humans) who work the eastern edge of the Whimpering Wood live here in a scattering of tents, lean-tos and log cottages.

EC1 - PEDDLER:

A middle aged human with thin face and grey hair. **Tuoman**, has a meager trade in general (stolen, see below) supplies, most of which are spread out on blankets in front of his shanty. Prices are a bit steep (add 10%). He secretly works for the gang of bandits that are holed up in the Wastenfen south of here, and will inform them of particularly juicy targets. If given the opportunity he will offer himself as a guide to parties wishing to travel around Herth at a rate of only 1sp/day.

He also says he knows the location of a dungeon not too far from here. But he demands a share of the treasure. In reality, he will try to lead them into an ambush with his bandit comrades. Once at place of ambush he will shout, "*Here is what you seek*"! During the battle he will stand back and grin with his rotting teeth. If the battle goes badly he will attempt to run off into the high grasses of the marsh and hide.

Tuoman: AC 7; MV 120'; Human T3; hp 14; THAC0 20; #AT 1; D 1d6/1d6; SA Backstab; AL NE. He wears studded leather underneath a heavy cloak and is armed with a shortsword and a dagger. He carries 2d10sp and 1d10gp in a belt pouch.



EC2 - ADVENTURERS INCOGNITO:

Reuben Quickbow, ½-Elven Ranger and his wife, Charis, a human Druid, live disguised as simple woodsmen in a small hut in the eastern corner of the camp.

GM's NOTE: They are the survivors of a dungeon expedition gone horribly wrong a few months ago, and are hiding out in the hopes of returning to avenge their fallen comrades. They may consider joining a similarly-aligned party of delvers. They know about the bandits in the peat bog to the east, but not of Tuoman's relationship with them.

Reuben Quickbow: AC 6; MV 120'; ½-Elf Male R5; hp 44; THAC0 16; #AT 1; D 1d8+1/1d6; AL CG. He wears **leather armour +1**, and has a **+1 long-sword**, **ring of protection +1** and a short bow.

Charis Quickbow: AC 8; MV 120'; Human Female D3; hp 18; THAC0 17; #AT 1; D 1d6; AL NG. She has a **ring of protection +2**, and wields a small **+1 sickle**.

EC3 - TRADING POST:

The only permanent structure in the camp, a sturdy log cabin with a sleeping room, a storage room, and a meeting/dining area. The Baroness' very sporadic trade with the Elves of the Wood is conducted here, mostly in fabrics, furs, and other luxury goods. Elenost, an Elven trader may be (5% chance per week) staying here in the company of 1d4+2 elven traders conducting trade with the Baroness' men. Even if no elves are present, 2 of the Baroness' Men-at-Arms - Jelm and Kleio, and their guard dog Rex (6hp) will be here serving as guards.

Elven Traders: AC 4; MV 120'; F1; hp 1-10; THAC0 20; #AT 1; D 1d6/1d6; AL CG. All wear chainmail and are armed with short swords and long bows. Each elf has 1d6sp.

Jelm & Kleio: AC 4; MV 120'; F1; hp 9, 5; THAC0 20; #AT 1; D 1d8; AL LN. They are both in chainmail, and carry shields and spears. They also keep heavy-crossbows close at hand if the need arises.

LOCATION H:

The VILLAGE of HERTH

H1 - CASTLE MERKHEN

[3-story, Solid Stone, Castle]:

Home to the local ruler, Baroness Ingretha, and her retainers. The castle itself is a modest keep in the middle of a large courtyard surrounded by a stone and earth defensive wall.

GM's NOTE: Castle Merkhen isn't the most vigilant castle, to be sure, but security and defense are still primary concerns. In time of war, the town militia will arm themselves and help defend the walls of the castle while the non-combatants supply them with food, water and ammunition and tend to the sick and wounded.

At all times, sentries patrol the walls (4 groups of 2 Men-at-Arms each). 2 Sergeants are stationed in the Keep and one is responsible for checking with each patrol on the hour. It should be relatively difficult to sneak in unseen except with the aid of magic.

Gatehouse: Entrance is through the gatehouse portcullis, which is constantly guarded by 4 men-at-arms in chainmail with short swords and crossbows. The ground floor houses the winch used to raise and lower the heavy iron portcullis. The upper floor of the gatehouse stores several barrels of oil and stocks of crossbow bolts and ballista bolts. The roof of the gatehouse has 2 large iron cauldrons (used for pouring burning oil through drains leading around the portcullis below) and a small ballista. Anyone presenting themselves to the guards for entrance must relinquish their weapons to the guards and most probably will need to be nobles themselves or come bearing an introduction letter in order to seek audience with the Baroness.

Inner Bailey: The unusually large courtyard of Castle Merkhen suggests its ancient origins as a hill fort. The western half has stables and barracks for the castle guards, a small granary and storage warehouse, and an old smithy (since fallen into disrepair).

1. **Stable:** This long one-story wooden building houses the Baroness' horses, carriage, and wagons. Four unarmed stable boys (0-level Normal Men, hp 5, 3, 2, 2) tend the horses under the direction of the peg-legged stable master Kortus Blek (1st-level Fighter, Male, Age 36, LN, hp 8, Leather Armour, Shortsword & Whip). There will be 1d8 draft horses, 1d8 riding horses, 1d4 mules and 1d6 warhorses stabled here at any one time.

2. **Warehouse/Granary:** This 2 story brick building stores both the farmer's harvest and the Baroness' garden produce. It is constantly guarded against thieves and fire by 2 men-at-arms (hp 10, 9). One servant (hp 5) works here stocking incoming goods and delivering outgoing goods at the owner's request.

3. **Barracks:** These three wood and stone-frame buildings are the living facilities for the Baroness' men-at-arms. Each barracks houses 12 Men-at-Arms and 2 Sergeants.

4. **Old Smithy:** This small stone cottage houses a small forge which has been unused since the blacksmith's death 2 years ago. The Baroness is eager to find a new smith, and has been relying on the village smith Brothbert.

In the meantime, a **large black widow spider** lurks in the chimney and will attack anyone who disturbs its lair

Large Black Widow Spider (1): AC 8; MV 60'/150'; HD 1+1; hp 7; THAC0 18; #AT 1; D 1; SA Poison Save +2; SD Webs; SZ L; Int Low; AL N; XP 79 (OSRIC, p. 301)

5. **Mess:** This wood-frame building serves as the kitchen and dining area for the men-at-arms. Three cooks and 2 scullery boys (hp 4, 4, 3, 3, 2) work here preparing food and cleaning up.

Courtyard Garden: Much of the eastern half of the courtyard has been given over to the Baroness' extensive herb and flower garden, dovecote, gazebo and storage sheds. During the day, there is a 35% chance of finding the Baroness here, along with the 6 gardeners (hp 8, 8, 6, 5, 3, 2). Portellus, the Baroness' alchemist, is an occasional visitor during the mornings and early evenings (25% chance per day)

The Keep: The Great Keep serves as the last refuge in time of attack, and houses the private apartments of the Baroness and her staff.

1. **Main Gate:** The entrance to the keep itself is guarded by 4 Men-at-Arms (hp 10, 8, 7, 4) and a Sergeant (hp 12). Only those with an appointment with the Baroness, the Castellan, or the alchemist Portellus will be allowed inside. Atop each tower is a crossbowman (hp 8, 6).

2. Central Tower

Ground Floor: The ground floor is given over to the Great Hall, hung with tapestries and hunting trophies belonging to earlier members of House Merkhen. This is the site of infrequent banquets and official receptions. During times of war, this floor will serve as a hospital and living quarters for the villagers. At night, many of the Baroness' servants also sleep here.

1st Floor: Here are the living quarters for Castellan Artanna and his family. Opello, the Sheriff may (25% chance) be staying here as well when he's not on orders from the Baroness.

2nd Floor: These rooms are the Baroness' personal living quarters.

3rd Floor: The alchemist Portellus has his apartment and laboratory here.

Dungeon: Beneath the castle is the Merkhen family crypt as well as a number of holding cells for prisoners.

Important NPCs

Ingretha Merkhen, Baroness of Herth (0-level Normal Female, Age 38, LG, hp 4). The Baroness was renowned during her younger days as a lady-in-waiting in the King's court. She was betrothed to a certain paladin, Boris, who never returned from a quest. Unwilling to admit the worst, the Baroness retired to her own estate, and turned her attentions to her extensive herb garden and dovecote. Local rumor has it that the Baroness is still waiting for Boris' return and would probably reward anyone who could bring her news of his fate.

Captain Artanna, Castellan of Herth (6th-lvl Fighter, Male, Age 53, LG, hp 44). Artanna is a grizzled veteran of several campaigns, and a faithful servant of the Baroness' predecessor Roryfeld. He is utterly dedicated to the Merkhen and will tolerate no bad-mouthing of the Baroness in his presence. He lives with his wife and 2 teenage daughters in the Keep. He is currently worried about the finding of qualified husbands for his two daughters, and may try to play matchmaker if he takes a liking to one of the PCs.

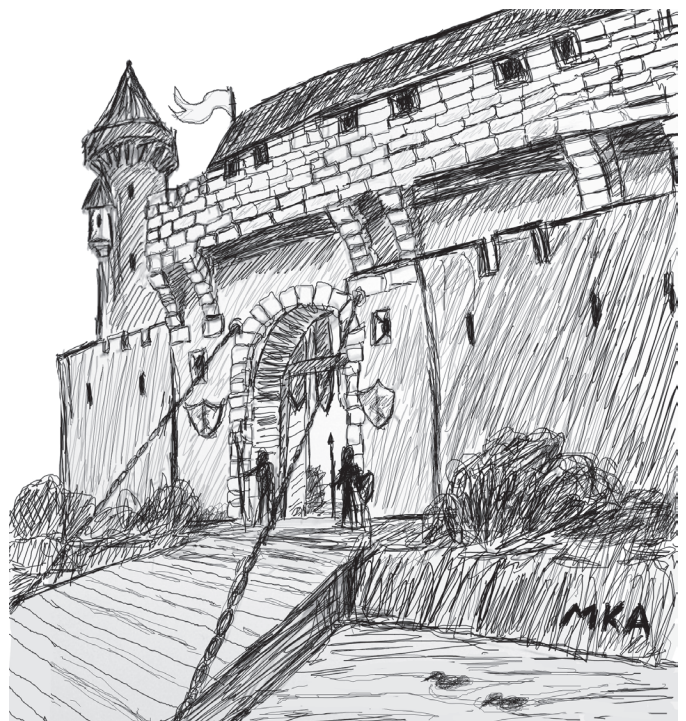
Opello, Sheriff/Tax Collector (3rd-lvl Fighter, Male, Age 27, LN, hp 15). Opello is a southerner, and once served the Baroness as a personal guard before her return to Herth. As Sheriff, he serves as the Baroness' front-man in any local matters and presides over the harvest tax. He is rather inflexible when it comes to his duties, but off duty he is a familiar face in the Ball & Chain.

Iunnus Portellus, Alchemist & Wizard of Herth (3rd-lvl Magic User, Male, Age 57, LG, hp 9). Portellus is rather reclusive and shy and tends to spend most of his time ensconced within his studio. He isn't very talented as a spellcaster, but his alchemical and biological knowledge is renowned around these parts, which is why the Baroness has been sponsoring his work so far. He and the Baroness have been experimenting with several rare herbs and plants from the garden and have developed quite a few interesting results (a prophylactic perfume, a hair growth tonic and a strain of very potent pipe weed for example).

Sergeant in chainmail, shield and wielding a sword (AC 4; MV 120'; F2; hp 2d10 each; THACO 18; #AT 1; D 1d8; LG/LN)

Man-at-Arms in chainmail, shield and wielding a sword (AC 4; MV 120'; F1; hp 1d10 each; THACO 19; #AT 1; D 1d8; LG/LN)

Crossbowman in chainmail with a heavy crossbow & shortsword (AC 5; MV 120'; F1; hp 1d10 each; THACO 19; #AT 1; D 1d6+1 or 1d6; LG/LN)



H2 - SIGN OF THE BALL & CHAIN

(INN/TAVERN) [3-story Stone Inn]:

Exceptionally sturdy for a village inn, the Ball & Chain was built by Baron Roryfeld the Bald as a personal meditation “cell”. After falling into disrepair, the Galt family leased the property from the Baroness and turned it into a wayside inn, especially popular with visiting pilgrims and adventurers. The first floor serves as a public tavern, with rooms for travelers on the second.

The basement contains three underground cells left over from the building’s original function as a monastic retreat. Common, way-side tavern. 3 small tables, 4 large tables and 1 private booth in the common room. Upstairs, there is one private sleeping room (5gp/night) 2 double-rooms (3gp/night), and 3 dormitory rooms (6sp/bed) with 3 beds each. Stabling is available for 12sp/night. Baths with hot water are available on request for 2gp.



Food & Drink Menu

7-Course Banquet	10gp
<i>Roasted meats, fish, cheeses, soups, breads, sweetmeats and pie</i>	
4-Course Feast	5gp
<i>Fresh roasted meat, cheese, soup and sweetmeat platter</i>	
Wild Game (in season)	2gp
<i>Fresh roasted meat (venison, hare, or pheasant)</i>	
Bread & Cheese	5sp
<i>Fresh bread with good local cheeses</i>	
Soup & Bread	3sp
<i>Cabbage + pork stew with hard roll</i>	
Whiskey	2gp
<i>A straight bourbon whiskey</i>	
Wine	4sp
<i>A sweet white wine</i>	
Fruit Wine	5sp
<i>A sweet fruit wine</i>	
Ale	1sp
<i>An above-average quality local brown ale</i>	
Beer	4cp
<i>A stale porter beer</i>	
Bogberry Toddy	3cp
<i>A poor quality herbed, bitter liqueur</i>	
Cider	3cp
<i>An above-average quality hard apple cider</i>	

Pontus Galt

Innkeeper & Militia Sergeant-at-Arms
(3-lvl Fighter, Male, 47, hp 19, LN):

After retiring from a profitable career as a mercenary, Pontus married a local woman and together they rebuilt the ruined retreat into a serviceable roadside tavern. He is balding and has a wide, bristly moustache. Galt is usually seen wearing a long apron over his expanding waistline, usually unarmed but he keeps a heavy wooden club handy. Pontus is pragmatic and straightforward, but still rather inspiring in his own way. He is a good source of old war stories and local rumor, although he swears the adventuring life is now behind him. Nevertheless, he does still serve as the village militia Sergeant-at-Arms where he can be seen wearing studded leather armour (AC6) and carrying a longsword +1 on parade days.

Ruby Galt, Cook

(0-lvl, Female, 38, hp 3)

Merinda + Menice Galt, Serving Maids

(0-lvl, Females, 17 + 16, hp 4, 3)

Launce, Servant Barman

(0-lvl, Male, 23, hp 8)

Berta, Maidservant

(0-lvl, Female, 12, hp 3)

Grence Galt, Stableboy

(0-lvl, Male, 14, hp 4)

% Chance of 1d10 Patrons:

Morning	35%
Afternoon	15%
Evening	55%
Late Night	25%



Bloody Axe Barbarian Renegade: AC7 (animal skins); MV 120'; Human F3; Male; 35; CN; STR: 17 (+1/+1) INT: 11 WIS: 8; DEX 15 CON: 14 CHA 8; hp 24. In combat he wields a +1 battle axe. Due to his barbarian upbringing, Axe can either make two melee attacks per round or one with a +2 to-hit.

Bloody Axe grew up in the savage Ambany Wild, far to the north of Herth. Cunning and ambitious, he quickly rose in the ranks of his barbarian tribe, and became a favored guard of the barbarian chief. The favoritism the chief heaped on him made the barbarian chief's three overindulged sons jealous. The sons accused Axe of stealing gold from the royal treasury. He barely escaped with his life and fled far to the south where he is still hunted by those wishing to collect the reward offered for his head. Currently Bloody Axe is searching the area for signs of the rumored "hoard". He has followed his share of false maps and tortured and killed his share of humanoid monsters in his efforts. Axe keeps a low profile, acting as a scout, hunter and guide.

Presently, Bloody Axe has just returned from a long hunting trip, and can be found in the Ball & Chain drinking a horn full of mead with some local woodsmen. He keeps distant and neutral when approached, preferring short answers or grunting. He sends away his comrades if the party wishes to deal with him.

Bloody Axe keeps a large and vicious attack dog named Skarg that is usually nearby (though out of sight). He occasionally resorts to robbing travelers when low on funds (using Skarg to turn battles in his favor).

Axe also keeps a small treasure chest hidden high up in a tree in a natural hole. The treasure includes: a **potion of extra healing** with 2 quaffs left, a sack of 30gp and golden trinkets he has found in the area worth another 120gp. He also has three maps all supposedly leading to treasure hoards, and all false.

Axe appears as a dirty tall muscular stinking hulk, with the occasional fly buzzing around his head. He carries a +1 **battle axe** of dwarven design and wears only tanned hides. He also has a large dagger of razor sharp flint, 12 stone tipped javelins and a great spear. Axe keeps a moneybag tied around his waist with 30sp, and another bag over his shoulder filled with an assortment of dried meats and fruit. He also keeps a skin of wine mixed with water, and keeps it filled in the wild when possible. He charges double the usual rate of other guides in the area (having a good reputation) and three times his normal rate when guiding in the dreaded Black Fen (also known as the Westenfen), which he despises.

If asked, Axe informs the group he has seen the "Tower of Bones" from a distance while traveling farther out in the fen than most dare to go. He states that he fears the place instinctively (the hair raises on the back of his neck) and at first will refuse to go. However, he can be persuaded with a small upfront payment of 20gp and an additional 5gp a day if he stays outside the tower, or an equal share of the treasure if he joins in any adventuring within (he tells them he is an experienced fighter). **Note** The tower of Bones will require PCs of 3rd level or higher.

Axe does not know of Fraunglain's lair in the monastery, but has heard rumors of a group of bandits run by an assassin who moved to the area in the last year from the East. He stays clear of the camp not wanting to be identified by the occasional travelers coming from the north country (as there is a price on his head). Fraunglain keeps spies in town, and if one overhears the conversation between the adventurers and Axe, there is a good chance the bandits may follow the party from a distance. Axe will take all of his belongings and dog on the journey. He harbors a fear that he will not be returning.

H3 - SIGN OF THE LOAF & SHEAF

(Miller/Baker) [1-story Wood-frame House w/ attached Workshop]: Celric and Brutha, a sour & gruff couple produce quality breads and grind grain for the locals during harvest season. The Baroness has a hereditary monopoly on flour, which exacts a tax for each pound of milled flour (5cp). All of the miller's stock of 50lb. burlap sacks are stamped with the Baroness' seal, although little is actually exported. Most of the flour is delivered to the granary (in the Castle) for long-term storage. Upstairs, the couple keep their savings in a disguised wine cask. They have 145gp in assorted coins and a gold ring worth 50gp.

Celric (0-lvl, Male, 48, LN, hp 5)

Brutha (0-lvl, Female, 50, LN, hp 3)

H4 - SIGN OF THE 3 GOLDEN BALLS

(Moneychanger) [2-story Wood/Stone-frame House]: This solid house has barred windows and a heavy iron door that is always locked.

Prospective clients must knock and wait for one of the three Oiff brothers to open a small spyhole and assess their intentions. Besides operating a pawn shop, the brothers make small loans up to 1,000gp at exorbitant interest rates of 10% per day; and offer money-changing and banking services at more modest rates.

Before their arrival here almost five years ago, the brothers were quite successful working as thieves' guild fences in the capital. When Nocward became embroiled in a blood feud with the Guildmaster, the three decided to flee to more rural surroundings, disguising themselves as merchants. So far, their secretive nature and outstanding loans to several villagers have kept anyone from questioning their identities too closely. They are still quite paranoid about their past however, and will not hesitate to kill and dispose of anyone who threatens to reveal them or discovers their true profession.

In the first floor shop, the following pawned items are displayed on the shelves:

- 1 carved whalebone – price 25gp
- 1 silver ring with inset piece of amber – price 55gp
- 1 ermine ladies jacket – price 150gp
- 1 silver dagger with scabbard – price 35gp
- 4 silver gilt crystal goblets – price 25gp each
- 1 blank vellum 50pp book – price 150gp
- 3 vials of rare perfume – price 20gp/each

Nocward (6th-lvl Human Thief, Male; 45; LE; STR: 13 INT: 12 WIS: 16 DEX: 17 (+2 to-hit/-3 AC) CON: 16 CHA: 12; PP: 55, OL: 52, F/R T: 40, MS: 45, HS: 36, HN: 20, CW: 90, RL: 25; hp 21; AC 3)

Nocward is the eldest, and leader of the three. He manages most of the business end of things. He rarely speaks above a whisper. He carries 2d12gp and 1d10sp in a belt pouch. Concealed under his cloak, he wears a suit of **leather armour +1** and carries a **shortsword +1**. He also keeps a flask of very potent paralytic poison (Save vs. Poison or paralysis for 1d10 turns) which he will coat the sword with if combat appears imminent.

Crisgann (3rd-lvl Human Fighter, Male, 31, LE, STR: 18/88 (+2 to-hit/+5 dmg) INT: 7 WIS: 10 DEX: 8 CON: 15 CHA: 9; hp16; AC 7)

Crisgann is big and stupid and an excellent deterrent to any would-be thieves. He's always seen wearing a filthy set of leathers and carries a shortsword on his belt.

Vensel (2nd-lvl Human Fighter, Male, 28, LE, STR: 11 INT: 12 WIS: 15 DEX: 10 CON: 15 CHA: 13; hp14; AC 7)

Vensel is the youngest, and is constantly being bullied and ordered about by the other two. He wears a filthy set of Crisgann's castoff leathers and has a long knife tucked in his belt.

H5: SIGN OF THE RAZOR (Apothecary/Barber)

[1-story Wood-frame Cottage]: Remus is a relative newcomer to the village, having only lived here for 10 years. He makes a modest living dispensing herbal cures and practicing minor surgery and dentistry for the locals. If approached by someone with more serious wounds (more than 1 or 2 hit points), he will direct them to the Temple of Tirtas (H11). He lives in a small room in the back. Stuffed in his straw mattress is his savings of 100cp, 20sp, and 10gp.

Remus (0-level Male, 26, NG, hp 6)

H6 - SIGN OF THE KEG (Brewer/Alehouse)

[2-story Wood/Stone-frame House]: The scent of hops and grain is almost overpowering. 2 large copper vats fill most of the first floor. In a side room, several small kegs are waiting transport. The brewmeister Artois and his two younger brothers, Heinz and Relph are usually busy at work while their wives tend to the sales. A small patio area has a row of benches and a few tables for those wishing to sit and drink a jack of small beer or two. Prices are relatively cheap, only 4cp. Upstairs the family has their living quarters. A locked iron chest under Artois' bed holds their total savings of 283gp, 180sp, and 5pp.

Artois (0-lvl, Male, 31, LG, hp 6)

Heinz (0-lvl, Male, 28, LG, hp 5)

Relph (0-lvl, Male, 25, LG, hp 7)

2 Women and 3 children
(0-level, non-combatants)

H7 - SIGN OF THE SAW (Carpenter)

[2-story Wood-Frame House]: This sturdy-looking house serves as the home and workshop for the village carpenter, his wife, 3 sons, and unmarried younger brother. Stacks of unfinished wood planks are piled against the house. Inside, the first floor is given over to a sawdust filled workshop. Upstairs, the family makes their home. The two brothers have a very busy schedule and are currently working on several large kegs for the Brewer. While prices are reasonable, buyers will need to wait 1-2 months for carpentry work. The brothers keep their combined wealth (60gp) hidden under a floorboard in the workshop.

Osuf (0-level, Male, Age 42, LG, hp 8)

Marina (0-lvl, Female, Age 38, LG, hp 4)

Manan (0-lvl, Age 29, LG, hp 7)

Pietr (0-level, Male, Age 17, LG, hp 5)

Jemus (0-level, Male, Age 14, LG, hp 4)

Jos (0-level, Male, Age 12, LG, hp 2)

H8 - SIGN OF THE LAMP (Potter)

[1-Story Wood Frame Cottage]: This large ramshackle cottage is home to 3 brothers, all of whom work as potters making cups, vases, bowls and other everyday ceramic items for sale in the market. Next to the cottage is a small wood-burning kiln where they fire the pottery. They make weekly supply runs to a clay-pit near the quarry.

Mingus (0-level, Male, Age , LG, hp 6)

Chet (0-level, Male, Age 17, LG, hp 5)

Horace (0-level, Male, Age 17, LG, hp 5)

2 Women & 1 Child (0-lvl, Non-combatants)

H9 - SIGN OF THE COW (Dairy House)

[2-story Wood Frame House & Barn]:

This prosperous looking farmhouse is the home of Yillem the Dairyman, his wife, 3 sons and their families. They keep a small herd of 12 milk cows, and also purchase cow and goat's milk from other farmers on market days. Much of the milk is turned into butter or cheese, which is in turn sold at the market with a portion going to local temple and another to the Baroness.

Yillem (0-lvl, Male, 39, LG, hp 6)
Wife (0-level, Female, Age 17, LG, hp 3)

Esef (0-lvl, Male, 36, LG, hp 5)
Wife & Child (both 0-lvl, hp 4, 2)

Solm (1st-lvl Fighter, Male, 28, LG, hp 9)
Wife and 2 children (all 0-lvl, hp 2 each)

Anders, farmhand (0-lvl, Male, 22, NG, hp 3)

H10 - SIGN OF THE ANVIL (Smithy)

[1-Story Wood-frame Cottage w/stone outbuilding]: The blacksmith Brothbort works here alone. He is a widower, and his last apprentice left to seek his fortune as an adventurer and never returned. He is quite capable of repairing armour and weapons and even crafting some, but because of a backlog of work he can barely keep up with the villager's daily requests for things like horseshoes and the like. Unless he is paid at least 25% more than normal, he won't be willing to interrupt his work for adventurers.

Brothbort (0-lvl, Male, 32, LG, hp 6, STR 17)

H11 - TEMPLE OF TIRTAS THE HOLY [1-Story Brick Building]: This small temple was constructed some 150 years ago during the reign of Baron Rolf and his successor, Baroness Greetha. It serves the religious needs of the, mostly, Lawful population of Herth, providing a site for community marriage and funeral ceremonies and dispensing medical care to those who can pay. *Cure Light Wounds* costs 75gp, *Detect Magic* 50gp, and *Augury* 250gp.

Honorius (6th-lvl Cleric, Human Male, 42, LG, STR: 13 INT:12 WIS 16; DEX: 10 CON: 11 CHA 15; hp 23; AC 3)

Honorius is the Priest and officiates at most ceremonies as well as providing healing services. He wears a suit of +2 **chainmail** and in times of trouble wields a +2 **hammer**. He usually has the following spells available:

1st-Lvl: *bless, cure light wounds, detect evil, light, resist cold*

2nd-Lvl: *augury, chant, hold person, resist fire, silence*

3rd-Lvl: *cure disease, prayer*

Placidia (4th-lvl Cleric, Human Female; 27; LG; hp 12; AC 7)

Placidia serves as the curate and spends most of her time ministering to the poor in and around Herth. She usually wears only simple clerical robes (AC10) but in times of trouble dons a suit of chainmail and wields a +1 **footman's mace**. She usually has the following spells memorized:

1st-Lvl: *bless, purify food and water, detect evil, cure light wounds*

2nd-Lvl: *hold person, silence*

H12 - AVERAGE FARMHOUSE W/BARN [2-Story Wood Frame Farmhouse w/outbuildings and fenced corral]:

Home to a burly farmer, Poulus, his wife, their 4 small children, and his aging parents. Besides a small herd of 8 cows, they farm a small plot and keep chickens and ducks. They are friendly folk, but they have no interest in the doings of adventurers.

Poulus, farmer
(STR 17, CON 15, 0-level, Male, LG, hp 7)
Wife, 4 Children, 2 Grandparents
(All 0-level, hp 3, 2, 2, 2, 1, 2, 1)

H13 - MODEST COTTAGE & GOATPEN [1-Story Wood Frame Farmhouse w/outbuildings and fence]:

This is a modest cottage with an attached pen for a small herd of 15 goats. A widowed farmer, Stephen lives here with his 2 young daughters, Chloe and Reimy. They make their living selling goat's milk and cheese and the occasional goat. Stephen is often seen practicing his fighting technique with a wooden sword in the yard and he is an enthusiastic member of the village militia. In a cabinet in the cottage he keeps a leather vest (AC8), a short sword, and a small leather pouch with 120sp. Because of his responsibilities to his children, Stephen is unwilling to go adventuring or serve as a hireling – however he might hope to do so.

Stephen (1st-lvl Fighter, Male, 35, LG, hp 8)

Chloe & Reimy (both 0-lvl, hp 3,2)

H14 - WATCHTOWER

[3-story stone tower w/wood enclosure + roof]:

Three men-at-arms are stationed here by the Baroness keep an eye on the clearings. In case of trouble, the roof has a large brass bell which can be rung to alert the village militia and the keep's garrison – who will be armed and ready within 2 turns.

Sergeant in chainmail, shield and wielding a sword (AC 4; MV 120'; F2; hp 2d10 each; THACO 19; #AT 1; D 1d8; LG/LN)

2 Crossbowmen in chainmail with heavy crossbows & shortswords (AC 5; MV 120'; F1; hp 1d10 each; THACO 20; #AT 1; D 1d6+1 or 1d6; LG/LN)

H15 - MODEST FARM COTTAGE

[1-Story Wood Frame Cottage]:

Bronwith & Fermer are two aging widowers whose families perished in an outbreak of the plague in a nearby village. Together they farm a small plot of vegetables, mushrooms and herbs. Helping them are five children who were orphaned by the same plague.

Bronwith (0-lvl, Male, Age, LG, hp 3)

Fermer (0-lvl, Male, Age, LG, hp 4)

H16 - DILAPIDATED FARMHOUSE & PIGSTY

[1-Story Wood Frame Cottage w/attached pigpen and outbuilding]:

This eyesore is occupied by three sisters, known hereabouts as witches. In fact, they are **guild assassins** living undercover. They often travel to carry out and receive their “contracts”, so all three are seldom present at once. Although disguised as hags, they are all fairly young and won't hesitate to dispose of any unwelcome visitors by feeding them to the pigs.

Annora (4th-lvl Assassin, Female, 41, CE, STR: 9 INT: 14 WIS: 12 DEX: 14 CON: 11 CHA: 8, hp 11, AC 6)

Hypatia (2nd-lvl Assassin, Female, 34, NE, STR: 11 INT: 11 WIS: 12 DEX: 15 (-1 AC) CON: 14 CHA: 7, hp 11, AC 6)

Penelope (2nd/3rd-lvl Fighter-Thief, Female, 26, NE, STR: 17 (+1 to-hit/dmg) INT: 10 WIS: 7 DEX: 8 CON: 9 CHA: 5, hp 18, AC 7)

H17 - LARGE PROSPEROUS FARMHOUSE

[2-Story Wood Frame Farmhouse w/outbuildings and fenced corral]: The farmer Rand, his two sons Trafford and Halles, and their wives are hardworking, energetic and wealthy farmers and horse breeders. The family hosts an annual picnic on the summer feastday for all of the villagers, including the Baroness and her house. For obvious reasons, they are unwilling to leave their farm for any kind of adventuring.

Rand (0-lvl, Male, Age, LN, hp 6)

Trafford (0-lvl, Male, Age, LN, hp 5)

Halles (0-lvl, Male, Age, LN, hp 6)

3 Women & 3 children (0-lvl, Non-combatants)

H18 - SIGN OF THE BELT (Leatherworker)

[1-Story Wood Frame Cottage w/shed]: Domum, his son Petrum and their wives make a decent living turning out leather goods for the local market. Most of their time is taken up repairing boots, saddles and belts. They do have a limited amount of finished goods for sale, although more can be had at the market or the general store.

Dornum (0-lvl, Male, 43, LG, hp 5)

Petrum (0-lvl, Male, 28, LG, hp 6)

2 Women (0-lvl, Non-combatants)

H19 - SMALL FARMHOUSE [1-Story Wood Frame Farmhouse w/outbuilding]: Orville and his family eke out a modest living by tending a small plot of corn and vegetables, which they sometimes sell or trade in the market for necessities. Orville only has 1 foot due to a hunting accident a few years ago, and so he does not practice with the militia any more.

Orvill (0-lvl, Male, 35, LG, hp 3)

1 Woman & 4 children (0-lvl, Non-combatants)

H20 - AVERAGE FARMHOUSE

[1-Story Wood Frame Farmhouse w/outbuilding]: Granthum and Marsellus recently lost their father and their two families have set to constant bickering. They maintain a large herd of goats, which is the primary source of their income and their arguments.

Granthom
(0-lvl, Normal Man, Male, Age 27, LN, hp 5)

Marsellus
(0-lvl, Normal Man, Male, Age 25, LN, hp 5)

3 Women & 2 Children
(0-lvl, Normal Men, Non-combatants)

H21 - SIGN OF THE SCALES

(Trading Post/General Store) [2-story, Wood Frame/Stone, House with attached awning]:

Torpus Ruthword, 2 sons Argile & Porl.

The Ruthwords' stock nearly all of the items listed on the Equipment Table (OSRIC, p.28).

The GM should apply a 1 in 6 chance of an item being out of stock for quantities over 1. Magic items, gems & jewelry will never be sold here.

Torpus is a well-known miser in these parts and coming to fair terms with him will demand some hard bargaining. Barter or coin is accepted.

Having only recently (15 years ago) immigrated to the area, the Ruthword's are still considered untrustworthy outsiders by most Herth-folk.

Torpus has a belt pouch with 2d10gp and 25sp at all times. The two sons have only 1d6gp and 10sp each. In a large steel-bound chest hidden under the floor of the common room is the Ruthword savings of 350gp, 1500sp, 2200cp, 10pp, 5 garnets worth 50gp each, and a family heirloom - a **short sword +1** (carefully wrapped in oiled leather).

Torpus Ruthword

(0-level, Male, Age 41, LN, hp 6, Studded Leather, Shield, Longsword)

Argile Ruthword

(0-level, Male, Age 20, LN, hp 7, Studded Leather, Bardiche)

Porl Ruthword

(0-level, Male, Age 19, LN, hp 6, Leather, Shield, Shortsword)

A. Clothing: Common goods are priced as normal. Unusual or fancy items will cost 120% of normal.

B. Leather goods: Belts, saddles, bags, pouches, etc. Prices will be 125% of normal.

C. Tools: Hammers, hatchets, files, saws, nails, etc. Prices are normal.

D. Lighting Equipment: Tinderboxes, lamps, oil, lanterns, etc. Prices 120% normal.

E. Food, Rations & Herbs: Normal rations are 120% normal prices. Hard rations and herbs are marked up 150-200%.

F. Hardware: Ropes, chains, spikes, dungeoneering gear, etc. Prices are 115% normal.

G. Specialty Items: Holy symbols, mirrors,

glassware, writing utensils, parchment. Prices are 150% of normal.

H. Missile Weapons: Longbows & crossbows are unavailable. Prices are 120% of normal.

I. Melee Weapons: Only polearms, short swords and daggers are available. Prices are 110% of normal.

J. Armour: Only leather, studded leather and wooden shields available. Prices 110% of normal.

H22 - SMOKEHOUSE

[1-Story Wooden Shed]:

This is a community-owned smokehouse.

Inside, a smoldering fire pit shows evidence of regular use. Along the walls, hanging on hooks, are a selection of hams and sausages, all marked by the owner. On shelves along the back wall are a few wheels of cheese, also marked. Anyone spied stealing from the smokehouse will be arrested and taken to Opello the Sheriff in the keep.

H23 - ROUGH HUTS, LEAN-TOS, and SHACKS

(Hunters & Trappers Camp) [1-Story Wood + Thatch Hovels]:

A small community of woodsmen, trappers and hunters make their homes here in a collection of roughly-made shelters. At any one time, only around 25% of them will be present, the rest will be plying their trade in the woods. The de facto leader of the group is the ranger Adim Griselle and his feisty wife Tuomelle. Although none of these men and women are regular members of the village militia, they will certainly be available if needed. All of them are armed with a variety of short swords, clubs and short bows and wear either padded cloth or leather armour.

Adim Griselle

(2nd-Level Ranger, Male, 32, NG, hp 12)

Tuomelle

(1st-Level Fighter, Female, 23, CG, hp 6)

10 Woodsmen

(0-lvl Normal Men, Male, 17-30, N, hp 1d8 each)

13 Women and Children

(0-level Normal Men, Non-combatants)

H24 - AVERAGE FARMHOUSE

[1-Story Wood Frame Farmhouse w/outbuilding]:

The brothers Abem and Clem are hardworking and manage to do well for their wives and children. Both serve in the militia but are uninterested in leaving their farm.

Abem (0-lvl, Male, 29, LG, hp 6)

Clem (0-lvl, Male, 32, LG, hp 5)

4 Women & 4 Children (0-level Normal Men, Non-combatants)

H25 - LARGE PROSPEROUS FARMHOUSE & ORCHARD [2-Story Wood Frame Farmhouse w/outbuildings and fence]:

Borlen and his brother Augy are rather prosperous and it shows in their rotund girth. Their orchard produces apples and pears in season, many of which are used to make a rather sweet but potent wine, available in the Ball & Chain.

Borlen (0-lvl, Male, 38, LG, hp 5)

Augy (0-lvl, Male, 34, LG, hp 9)

2 Women & 9 Children
(0-level Normal Men, Non-combatants)

H26 - SMALL COTTAGE

[1 Story Wood + Thatch Hovel]:

The Widow Deevey, a Sage and former 4th-lvl Druid, lives in a small cottage on the outskirts of the village. She is too old to work too much, but she is the village midwife which keeps her quite busy at times. Otherwise, she lives simply, tending to her garden, and her four cats and 2 dogs.

She is happy to answer questions about local history or herbology, provided she is plied with generous offerings of food and fresh pipe weed (her only real vice). Visitors wishing to talk to the Widow should be aware she wakes up before sunrise and goes to bed exactly at sundown.

The widow is a good friend of the Baroness, who regularly calls on her to gossip about gardening and local goings-on.

Widow Deevey (4th-lvl Druid/Sage, Female, Age 77, AL NG, Hp 9)

H27 - OLD PLINTH (Cemetery/Holly Grove): . . .

Standing in the middle of the village cemetery is the stone monolith known as the Old Plinth. No one is exactly sure why it is here or who put it here. Various stories about Merken, the dwarves, the hero Artus, his arch-enemy Thrit-brax, even the goblins have been put forward but none are very convincing. The monolith itself is a solid bluestone roughly 11' tall with no discernable markings of any kind. It does not radiate magic, but a druid with the knowledge of such things (at least 9th-level) could attempt to divine if it is a mundane monument or an artifact. For the time being, no one in Herth is really sure except to say that it is a peaceful spot to be buried near.

GM's Note: Anyone buried in the cemetery will never return as an undead as long as the Plinth is upright.

OTHER VILLAGE SITES OF INTEREST

The NORTH COMMONS (Marching Common):

This field is the site of the fortnightly village militia muster and drill led by the Sergeant-at-Arms, Pontius Galt. All able-bodied male villagers are expected to take part in the half-day long exercises. Afterwards, many of the men retire to the Ball & Chain for a round of tall tales and small beers.

The SOUTH COMMONS (Market Common):

This is the site of the farmer's market, held on the third day of every week. Once, it was held twice weekly but declining local fortunes and the dangers of travel have forced the Baroness to cut it back. On market days, the commons will be full of locals buying and selling foodstuffs and locally crafted goods. Bargaining is commonplace, and potential shoppers should prepare themselves for long bartering sessions. Besides the vendors and shoppers, the market also attracts an occasional traveling bard or troubadour and a few pickpockets (often bandits from the peat bog supplementing their income).

VILLAGE WELLS:

There are 3 - one inside the castle, one near the watchtower, and another in front of the temple.



LOCATION W:
The WASTENFEN

Three miles south of Herth, and extending in a wide swath for nearly 12 miles is an area of low-lying bogs and marsh known as the Wastenfen (also referred to as the Black Fen by locals).

The place has had an evil reputation ever since the humanoid armies of Thrit-brax were driven here to die by the ancient human hero Artus, centuries earlier.

Traversing the Wastenfen is a dangerous and tiring slog across swampy mist-covered scrub fraught with pitfalls and predators of all types. Villagers will gladly warn any potential travelers of the risks involved – indeed, tall tales of weird goings-on in the Wastenfen are a popular amusement in Herth.

Parties traveling in the Wastenfen have a 2 in 6 chance per day of having a random encounter.

If an encounter is called for, the GM should roll 1d8 on the following table to determine the exact nature of the encounter. (Note: it is said primitive temples and burial mounds are located throughout the fen. A GM could create such localities if they wish).



Encounters: Roll twice a day when crossing through the fens. There is a 1 in 3 chance of an encounter.

1d8 Encounter

1 **Stirges (3d4):** AC 8; MV 30'/180'; HD 1+1; hp 9, 9, 8, 8, 7, 7, 5, 5, 4, 3, 2, 2; THACO 18; #AT 1; D 1d3; SA Drain blood (1-4hp/rd); Int Animal; AL N; XP 36+2/hp each. (OSRIC, p. 302)

2 **Wolves (2d6):** AC 7; MV 180'; HD 2+2; hp 16, 15, 12, 12, 11, 10, 9, 8, 8, 8, 8, 6; THACO 17; #AT 1; D 1d4+1; SZ S; Int Semi; AL N; XP 35+3/hp each. (OSRIC, pp. 257-8)

3 **Giant Spider (1):** AC 4; MV 30'/120'; HD 4+4; hp 22; THACO 15; #AT 1; D 2d4; SA Poison, Webs; SZ L; Int Low; AL CE; XP 425. (OSRIC, p. 300)

4 **Giant Bats (2d3):** AC 8; MV 180'; MC: C; HD 1; hp 8, 6, 5, 5, 2, 1; THACO 19; #AT 1; D 1d4; SD -3 to-hit; SZ L; Int Non; AL N; XP 10+1/hp each. (OSRIC, p. 246)

5 **Sinkhole:** One random member of the party is sucked into the bog and drowned. (Save vs. Death to avoid)



6 **Lizard Men (2d6):** AC 4 (shield); MV 60'/120'; HD 2+1; hp 15, 15, 11, 9, 9, 9, 8, 8, 7, 7, 6; THACO 17; #AT 3; D 1d8 (Sword); SZ M; Int Low~Avg; AL N; XP35+3/hp each. (OSRIC, p. 200)

7 **Crocodiles (2d4):** AC 5; MV 120'; HD 3; hp 21, 17, 17, 17, 15, 12, 12, 11, ; THACO 17; #AT 2; D 2d4/1d12; SA surprises on a 1 in 3; SZ L; Int Anim; AL N; XP 60+4/hp each. (OSRIC, p. 249)

8 **Hobgoblins (2d8):** AC 5; MV 90'; HD 1+1; hp 8, 8, 8, 7, 6, 6, 6, 5, 4, 4, 3, 3, 3, 3, 2; THACO 18; #AT 1; D 1d8 or by wpn; SZ M; Int Avg; AL LE; XP 20+2/hp each. (OSRIC, p. 199)



LOCATION W1: BANDIT LAIR and AMBUSH

BANDIT AMBUSH:

Not far inside the boundaries of the fen, a small gang of human bandits led by a 5th level Assassin known as Fraunglain, have made their hideout in the ruins of an old monastery (see below). From their hideout, they conduct sporadic raids on poorly guarded caravans or travelers.

The cutthroats also have one member, Tuoman, acting as a scout/spy in the East Camp (**Location EC1**) always on the lookout for potentially lucrative targets. If the PCs hire Tuoman as a guide he will eventually lead them to a place of ambush the bandits use (near their lair). As Tuoman steers the party to the ambush area he will attempt to talk loudly or begin singing old songs of the marsh to alert the bandits of the party's approach (as sound travels easily in this area). If the party keeps Tuoman quiet and the group remains stealthy there is a 50% chance they will not be detected by the bandit lookouts and thus not be subject to an ambush by the bandits resting in their lair (see below).

If the bandits manage to set up an ambush, they will be very difficult to spot (90% invisible) and surprise 1-3 in 6. The ambush consists of the bandits rushing out from the weeds and thick mist en masse with swords drawn, backstabbing if possible (this ambush will take place 100-500 yards from the monastery ruins). Note: their leader Fraunglain (for stats see **4A** pg. 29 below) will stay hidden in the weeds and give commands while firing his cross bow (fleeing back to the lair if his side begins losing).

The bandits will attempt to take prisoners to question for information about the fabled Hoard of Delusion. Once they are done interrogating, they will feed their prisoners to Fraunglain's pet giant cobra (see pages 26-27).

Bandits (6-12): AC 8; HD T1; MV 120'; hp 1d6 each; THAC0 20; #AT 1; D 1d6 or 1d3; SA Backstab; SZ M; Int Avg; AL NE; XP 15+1/hp each. All wear leather armour and are armed with short-swords and daggers. Each bandit carries 1d10cp and 1d6sp. (OSRIC, p. 191).



BANDIT LAIR / MONASTERY

The ruined monastery is located 3.5 miles south of Herth just inside the Wastenfien. It sits largely hidden by trees and scrub atop a low rock outcropping surrounded by a misty bog. All that is visible from below is a crumbling wall and low tower covered in vines and tree limbs (spotted 1-2 in 6, 1-3 in 6 for elves). If the group searches the base of the rocky hill they will find a hidden trail leading up to the ruins (a ranger may spot some boot prints made by the bandits).

Note: Most of the exterior and interior of the monastery is heavily overgrown and crumbling, with some areas partly collapsed. Its dimensions are approximately 230' long and 200' wide. The outer walls that are still standing range in height from 10' to 15'. Battlements still exist in a few places, but are unsafe to use (if walked upon there is a 10% chance of collapse for every 10').

1. MONASTERY ENTRANCE:

The outer walls of much of the monastery look very unstable, with large cracks running through them and chunks missing throughout (a thief might think twice about trying to climb these walls, as they appear that at any moment they might fall outward with them on it).

The monastery's portcullis is likewise heavily rusted and frozen shut. Luckily there is a 20' section of the north wall that has already collapsed forming a boulder field across its length 8' high at its base and extending 15' out from the wall. Climbing over the boulders will prove time consuming and possibly dangerous. However a narrow trail of removed stones leads into the ruined interior. The massive boulders appear to have been cleared well over a century ago as they are covered in slow growing lichen. Set halfway along the 15' trail (where the rock is about 6' high on each side) is a trip wire attached to the trigger mechanisms of two heavy crossbows set up on tripods 20' away on opposite sides. These camouflaged crossbows are pointed skyward at a high angle and loaded with bolts with specially made oil bombs attached. When the trap is detonated the oil bombs are ignited (by slow burning wicks) and shot in arcs (mortar style) over the debris to smash down on the trail sending sticky droplets of burning oil everywhere. Anyone caught between the trip wire or up to 15' back

must Save vs. Petrification or take 1d8 points of fire damage the first round and an additional 1d4 the following round. The trap is checked twice daily by bandits.

If the party has not yet dealt with the bandits in the fen, they will likely be found resting inside the monastery. The bandits keep two of their number stationed in the old bell tower overlooking the fen and entrance (these guards are usually inattentive, and often gambling or slumbering as they rarely get visitors). If the oil trap is set off, the tower guards will likely hear the glass breaking, see smoke and alert the rest of the bandit group. The two guards will then fire arrows down at the party as they approach the courtyard attempting to give cover to the rest of the bandits who will charge from area 4 (the temple) toward the fallen wall entrance in an attempt to bottleneck the party in the narrow trail. Fraunglain, the bandit leader, will (in 1-3 rounds) attempt to surprise and then assassinate with his crossbow from a pre-determined area of high, dense rubble. If the battle looks as if it's going badly, he will flee back to **Area 4A** and hide within the temple where he will again attempt to assassinate.

In the event the bandits are not present in the monastery (20% of the time they will be out scouting for ambushes), there will be no lookout posted in the tower (or any bandits present in the lair). When away, the bandits rely on their giant snake Nagiana in **Area 2** (Outer Courtyard) to protect their treasure in **Area 4**. The bandits rarely leave their lair for long, and will be back in 4d12 hours, with loot, prisoners or both.

2. OUTER COURTYARD:

The trail through the north debris field leads into a high courtyard in surprisingly good condition and cleared of debris. In the far southwest corner of the courtyard is a locked banded oak door that appears new (if the bandits are present and unaware of the intruders, the party will hear fiddle music coming from behind the door 4A along with occasional laughter). In the south wall is a vine-covered archway (that appears unused) with a short path leading into another courtyard (**Area 3**).

A search of the outer courtyard reveals hunks of rusted metal, broken pottery and some empty wine barrels lying about. The courtyard is unremarkable, save for a large amber colored wooden crate at its center (8' square). The crate has been fireproofed (covered in a waxy substance unaffected by heat). The crate can take 40 points of smashing damage before breaking open. The top of the crate has a hidden trap door that can be locked from the inside (presently the door is slightly ajar and a giant tongue lightly flicks from within, noticed on a 1 in 10 chance).

Hidden within the box waiting to attack intruders is Nagaina, a **giant spitting cobra** raised by Fraunglain (the bandit leader). Nagaina is far more intelligent than the normal giant cobra, as she has the blood of a naga running in her veins. Besides being able to speak common, she is 30% magic resistant and immune to charms. Nagaina lives in the box where she tends to her 3 eggs. . .

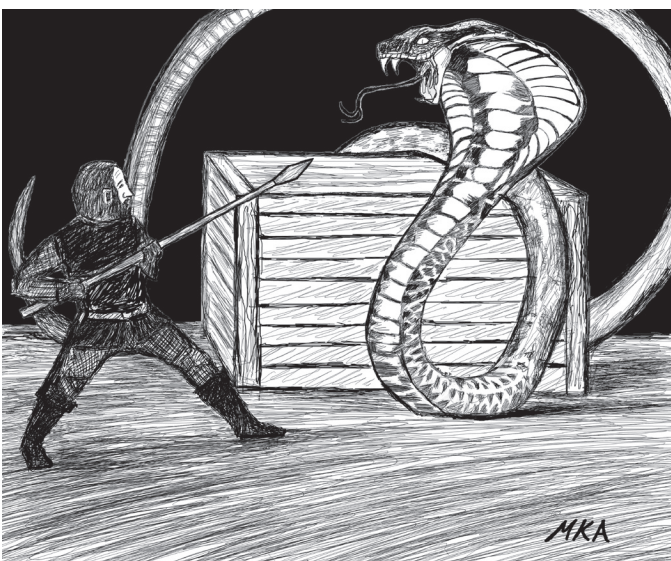
The wicked snake has agreed to act as guardian in return for live human meals brought back from raids (victims are thrown into the courtyard unarmed while the bandits watch from a distance).

When the bandits leave the monastery to go on their raids, they simply knock three times on the side of the box, at which point Nagaina stays alert for intruders. She uses her deadly spitting poison to great effect, and moves quickly. She is also able to perform a hypnotic dance once per day (requiring a full round to complete) any who fail against magic are effectively stunned for 1-3 rounds.

Nagina can track like a ranger even in complete darkness (tasting the air with her tongue).

If the bandits are present in the monastery and under attack, Nagaina will ignore their cries for help and instead stay inside her box locking it shut. If the party is foolish enough to leave the box uninvestigated and chooses to camp out overnight, the giant cobra will sneak out in the darkest hour to feed on any guards before leaving the monastery with her treasure and eggs. The interior of the box contains two human corpses (purple and inflamed from the snake's venom) softening up to be eaten when fully ripe in a day or two. Scattered about the bottom of the box are 120gp worth of treasure in odd coinage, a ring with an opal worth 75gp and 3 semi-precious gems worth 30, 40 and 55gp each. Within a small iron chest are her three eggs. If she needs to leave in a hurry, she will stick her belongings in a sack and flee.

Nagina, Giant Spitting Cobra (1): AC 5; MV 120'; HD 4+2; hp 20; THAC0 15; #AT 1; D 1d3; SA Spit Poison; hypnotic dance SZ M; Int average; speaks Naga language and common; AL N; XP 490. (OSRIC, pp. 298-9)



3. INNER COURTYARD and STABLES:

A narrow vine covered passageway leads into the monastery's inner courtyard (this area is avoided by the bandits and giant cobra). Originally, the inner courtyard was used by the monks to stable horses in a stone building (3A) and maintain a vegetable garden (3B). The once pleasant and clean sanctuary is now overgrown with thick 8' high reeds, thorny bushes and vines, making forward progress difficult. Heading south through the high reeds will reveal an opening through an old iron fence into a marshy area with a fountain at its center surrounded by a 3' high circular granite wall. This fountain was the monastery's fresh water supply, but it is now choked with thick algae, mud and scum. The water gives off a slight sulfur smell like rotting eggs. At the center of the fountain is the statue of a woman pouring water from a shell. She is now covered in thick blackish algae giving her a grotesque appearance. The water spills over the sides here and there creating bright streaks of yellow, orange and red algae and fungus (centuries ago the drain became clogged). This spill has created a muddy swampy area 1-3' deep in this portion of the courtyard. With some

considerable effort, the drain could be cleared to allow the area to eventually dry out. Hidden behind some vegetation is a rotting carriage dating back to when the monastery was destroyed. Time has reduced the grand coach into a rotting heap, its shape barely held in place by thick roots and mineral deposits from the spring. Its interior is still searchable by removing plants blocking the carriage door (see "the Wrecked Carriage of Joro" below).

Hidden near the fountain is a **giant toad** appearing as a boulder, perhaps fallen from the walls (a convenient place for a PC to sit or stand to get out of the water). Another toad sits still near the coach hiding behind reeds, also appearing as a large rock. These immense cousins of the normal toads are difficult to spot, and will attack when their prey moves within range using one sudden gulping movement.

Giant Toads (2): AC 6; MV 60'/60' hop; HD 2+4; hp 17, 12; THAC0 17; #AT 1; D 2d4; SZ M; Int Anim; AL N; XP 101, 86. (OSRIC, p. 256)



THE WRECKED CARRIAGE of JORO:

Joro, former magistrate and owner of this once luxurious four person carriage, fled to the monastery with his family for sanctuary, but was instead stabbed to death before he and his family could exit the cab by an assassin disguised as a temple acolyte helping him out the door (hired by a rival church). The coach (now a pile of rust and rotted wood) is in such poor condition it could be pushed over and collapsed with minimal effort.

The coach door is corroded shut, but can be carefully pried open with some force. Immediately noticed are 4 skeletons (two adults and two children). Hidden on the underside of one of the adult skeleton's seats is a small locked silver box (3 inches wide and 16 inches in length). Seated above this box are the remains of its previous owner Joro (dressed in a rotted leather tunic).

His skeletal hand grasps tightly onto a silver key worn about his neck on a silver chain. The skeletal hand must be forced open, even after so many years (the key opens the locked silver box hidden below him).

Inside the box is a 6" long **smoky black quartz whistle**. The whistle is magical, and if blown will emit an ear splitting high-pitched sound that will summon a hell hound in 1d3 rounds. The hound will appear within 1d3x10' in a puff of sulfurous purple smoke, and attack randomly (though not the summoner). The hell hound will stay with the summoner for 3d10 hours or until killed.

The whistle can be used once a month to summon a new hell hound. If the skeletons are searched, Joro is found to have a small pouch sewn into his tunic with 5 small emeralds worth 100gp each. He also has a ruby ring worth 90gp (with his name engraved on the inside) and a money purse with 78gp and 12pp in it. On his belt he carries a **+1 short sword (+2 vs. larger than man sized)**.

His other belongings have long since rusted or rotted away. Joro's wife and children's clothing has been reduced to dry webbing. They wear a smattering of jewelry (earrings, bracelets and the like) worth 255gp in total.

4. CHAPEL COMPLEX

This large central building complex consists of 5 parts (A-E): the Chapel of St. Arathia, the Bell Tower, the Prayer Room, the Mortuary/Crypt and the library.

4A. The CHAPEL of SAINT ARATHIA

(LN goddess of beauty and protection)

This once opulent chamber is roughly 20 feet high and 150 feet long. Despite eons of dust and filth the room can still be seen to be ornate in its design with heavily carved walls and an opulent barrel shaped ceiling painted gold with occasional murals of the gods peeking through the grime and statues of important humans and animals. This room connects to a bell tower 4B at the south end (see bell tower below). In happier times, travelers would find peace and safety within the confines of this holy chamber as they prayed with the learned priests. Eventually the monastery fell prey to the great Wizard Wars some centuries earlier which nearly leveled it. This huge room is now used as the temporary home of 6-12 human and half-orc bandits and their leader Fraunglain (note: if the bandits and their leader were killed in the marsh ambush, the room will be empty of bandits).

The bandits have a fire burning in the center of the room with a deer cooking over a spit. They have mats of straw, odd bits of rotting furniture (dragged here from other rooms in the monastery) and a tall pile of firewood. There is also a cask of oil (8 flasks worth remaining) and several boxes of dry goods, salted fish, loaves of bread and local vegetables and fruit. Two tapped barrels of fine red wine keep the bandits jovial, as they sit about gambling with bone dice and telling stories of cruelty and debauchery. Tied up to a large empty barrel (being used for occasional target practice) is Soldar, an old and trembling wine merchant. Daggers surround his head, as if thrown from a few dozen feet away. Bruising indicates he has been recently beaten. He will pay the PCs 150 gp for his safe return to Herth. He has also overheard the bandits mentioning their leader has a 200 gp bounty on his head, dead or alive. There is a 20% chance 4 Girovagli prostitutes from town will be present.

Girovagli Prostitutes (4): AC 10; HD NM; hp 6, 6, 4, 3, 3, 2; THACO 20; #AT ;D 1d3; SZ M; Int Avg; AL N; XP 16, 16, 14, 13. (See Appendix 1: New Monsters).

If the PCs were detected by the tower lookout (or by some other means), the bandits will be alerted and quickly charge the group attempting to block the party at the boulder entrance while the archers and their assassin leader rain down with arrows and bolts.

Bandits (6-12): AC 8; HD T1; MV 120'; hp 1d6 each; THAC0 20; #AT 1; D 1d6 or 1d3; SA Backstab; SZ M; Int Avg; AL NE; XP 15+1/hp each. All wear leather armour and are armed with short-swords and daggers. Each bandit carries 1d10cp and 1d6sp. (OSRIC, p. 191).

Fraunglain, 4th level Assassin NE Human. S.11, W.13, I.14, D.16, C.12, Chr. 8 (AC 5; HP17; MV120'; D 1d8 +1; 1d6; 1d4+1 SA Assassination; Backstab; Poison)

Fraunglain has journeyed to Herth in search of the fabled treasure, and has only recently befriended these bandits. Fraunglain is a known killer and has a 200 gp bounty on his head. It remains a mystery as to where Fraunglain hales from (his tanned skin and dark complexion suggests far to the south), or how this mid-level assassin found and tamed a giant intelligent cobra. He carries a light crow with 21 bolts (3 coated in a poison causing an additional 3d6 damage), 2 javelins coated with paralysis poison (save or be paralyzed for 1-6 hours), a **+1 long sword** and a **+1 dagger** with a demon pommel and sapphire eyes (+2 vs. undead, +2 to savings throws versus undead paralysis attacks). Tucked in his boot is a hidden pocket holding a vial of paralysis poison with three applications remaining. Fraunglain wears a cape and boots made of human skin (dyed black and not noticed until studied). Also in his backpack are a disguise kit, a thieves kit, 2 flasks of oil (made into bombs with wicks), flint and steel, 3 wax candles, 200 feet of thin strong string and 50' of rope. He has a purse with 20 gp, 20 sp and a pouch hidden in his boot with 3 sapphires worth 100 gp each. Fraunglain will take prisoners if possible, discovering what they know about the fabled hoard before feeding them to his pet giant cobra in the main courtyard. If Fraunglain eludes death or capture, he may be inserted later at the DM's discretion. The assassin sleeps under an old table in the center of the room (hidden from view with a

rotting table cloth). Amongst his things is a leather sack holding several books and scrolls (found in the monastery library 4E). The clever assassin has started translating these books (written in the cryptic language of the church). So far his translations relate nothing of interest.

Two bandits are always on guard duty in the tower, and will use the 2 bows kept there. If the party chooses to observe the chapel from a hidden position, the bandits come outside every 4-8 hours in groups of 2-4 to check hunting traps, collect fire wood, water etc. The bandits will strike out twice a week on average to raid and pillage. On occasion travelers can be spotted from the tower and may be targeted for attack. Each bandit carries 5d6 gp in treasure (a mix of coin and less expensive jewelry). They keep a smattering of cloths and food where they sleep.

4B BELL TOWER (LOOKOUT TOWER):

A narrow open passageway leads to the bell tower. The bottom floor consists of a small room with a heavily rusted ladder leading 25 feet up to the top floor. The rusted ladder was repaired by the bandits and is functional. Sitting in the center of this room is a large barrel with 35 3' pieces of wood soaking in oil (being made into torches). The barrels oil (20 flasks worth) is of a lower grade, and is not suitable for lanterns or combat. The rusted ladder will seem sturdy and safe enough (despite its rusted condition). The ladder leads through a square opening into a lookout room 25' above (which used to house the temple's bell).

TRAP 2:

The third ladder rung from the top has been intentionally weakened, and will collapse if 20 pounds of pressure is put upon it (20' fall for 2-12 damage. Save at +2). Unless the bandits have left the monastery, there are always two lookouts present in this open air room. Today Jar and Plago are on guard. Each uses a long bow (propped up against the wall) and has a bag with 30 arrows. The two occasionally doze off or gamble without much worry (discipline is slack). If the crossbow trap (Trap 1) is triggered there is a 70% chance the guards will notice and alert their comrades below. If the party fights the giant cobra in the main courtyard there is a 90% chance per round of combat that the guards will notice (the guards will fire at spell casters first). Otherwise there is only a 50% chance the bandits will spot the party as it crosses the marsh or enters the monastery. The bandits take shifts in the tower every 6 hours. There is a 30 foot length of rope kept in the tower with one end tied off, allowing for a quick escape if the bandits find themselves overwhelmed.

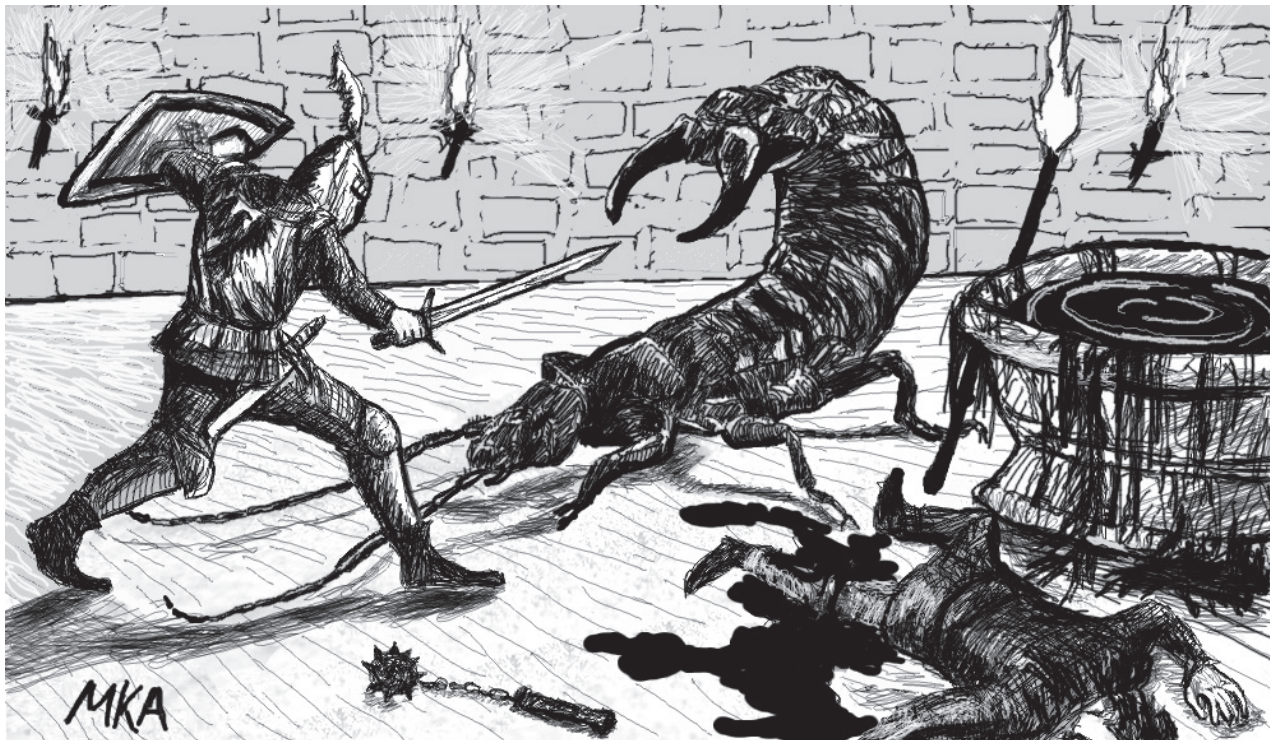
Jar & Plogo (Bandits). AC 8; HD T1; MV 120'; hp 5, 4; THAC0 20; #AT 1; D 1d6 or 1d3; SA Backstab; SZ M; Int Avg; AL NE; XP 15+1/hp each. Both wear leather armour and are armed with longbows and daggers. Each bandit carries 1d10cp and 1d6sp. (OSRIC, p. 191).

4C PRAYER ROOM:

This room was once used for meditation and communication with the temple deities. A large brass bowl sits in the center, filled with algae covered water. 1-2 giant earwigs hide in long narrow cracks on the ceiling above the bowl, waiting for prey to come and drink (normally giant rats). The earwig scouts are from a nearby colony and are here collecting food. Inside the bowl under a layer of fine mud are 33 gp, 3 pp and 3 semi-precious gems worth 50, 80, and 120 gp. The condition of the water is filthy, slimy and smelly. The bowl is fastened to the ground and cannot be moved.

Earwig, Giant:

AC 5; MV 150ft. ; Size: Large; HD 4; hp 15, 10; #AT 2; D 1-6/2-12; Int Animal. Giant Earwigs have an enormous pincher on their backside that can hold prey and inflict 2-12 damage, while its smaller front mandible inflicts 1-6. (See Monsters of Myth p.31)



4D MORTUARY/CRYPT:

A onetime secret trap door in the center of room 4C is now in a state of collapse. Pulling it out of the way will reveal stone stairs leading down 20 feet into a small catacomb with 30 stone tombs. All have been broken open and looted long ago. Many human bones, pottery shards and pieces of rusted metal lie scattered about. One skull (once belonging to the head priest) has a painted tooth fashioned from a near flawless diamond (worth 1,000 gp).

A player must specifically say they search this skull's teeth to find it (1 in 6 chance).

4E LIBRARY:

A dead bandit lies in the center of the room, his sword still in its scabbard. If his body is searched, a bite mark can be found on his hand and another on his foot (having penetrated his leather shoe). The bites consist of two punctures an inch apart surrounded by black skin. A ranger or druid will likely recognize this as a snake bite. The body appears to have been dead for 3 or 4 days.

Two aggressive poisonous snakes attacked the outlaw when he disturbed the books they nested behind. The bandits have given up on the idea of searching the library for the moment, fearing the vipers. The bulk of the books and scrolls are rotting or moth eaten and otherwise worthless.

However, hidden behind several books, is a corked metal tube inscribed with demonic faces. Within it is a **scroll of protection from demons and devils**. The two poisonous snakes now nest near the metal tube, perhaps gravitating toward its evil power.

Poisonous Snakes (2): AC: 6; MV: 60ft. ; HD: 2+1; hp 9, 11; #AT: 1; D: 1-3 (Save with a -3 penalty on the die roll, or die.); Int Animal; AL NE (See Appendix 1: New Monsters).



WARTHTRAW'S HUNTING LODGE

Deep in the forest outside Herth exists the undiscovered hunting lodge of Warthtraw. From this secret location, he and his guests would venture out into the wild and conduct bi-yearly animal hunts using all sorts of magical spells to incapacitate their prey. Because Warthtraw was constantly under threat of assassination from rival wizard houses, he kept the location of this lodge, as well as his other warrens, well hidden. After the brutal civil war that engulfed this region, there was no one left alive who knew of this place's existence, and so it has remained hidden since that time.

The PCs may hear a rumor from a local woodsman about a huge stone statue deep in the woods about 10 miles northeast of town (a full days hike and half days ride). It is said to stand about 15' feet high and is completely covered in vines. Also the PCs are told about a beautiful small lake that sits at the base of the statue that seems cursed, as its waters will not quench a person's or animal's thirst no matter how much one drinks. Several locals are familiar with the statue and lake and can give good directions (or will act as a guide for 1-4 GP).

The PCs travel five miles up the north road, and then cut east into the forest toward a hilly region. They find a small trail used by woodsmen and animals that leads in the general direction of the statue. Check for random forest encounters (see OSRIC, p.170) The trail twists between steep granite outcrops where bare rock is visible. Bear, deer, hawks and other forest animals seem plentiful and exceptionally healthy in this region.

Hidden behind a group of tall elm trees stands a 20' tall basalt stone statue of an elderly robed man (now covered in vines and grime). The statue was defaced long ago from the hairline down to the chin. A close examination reveals a human wearing flowing robes and holding what looks like a large book (an MU will identify it as a large spell book). This is indeed a statue of the evil Warthtraw, one of 10 that used to mark his property lines. So hated was Warthtraw that his serfs destroyed the other markers shortly after his demise, though they only managed to knock off the face of this particular statue. The grimacing stone face can be found several feet below the ground two yards from the front of the statue (this should prove difficult to find).

WARTHTRAW'S LODGE

THE STATUE: A thorough search of the statue reveals nothing of interest, except for some faint symbols still visible on the statue's book cover. The symbols are in the Lawful Evil language. Anyone fluent in this language will be able to identify the book as a "book of unspeakable magical power".

THE LAKE:

About 15' to the west of the statue is a small spring fed lake (complete with aquatic plants, fish, turtles, frogs and the like). A stream leads away from the lake in a series of falls before finally disappearing into multiple cracks in the earth some 30' to the south. The water feels cold and tastes like normal clean water, but just as the legend states, it offers no relief from thirst when drunk. If the water (or anything found within) is carried 30' away it will vanish. The lake, attached stream with falls, plants and animals living within it, are in fact, illusions that serve to disguise a dry limestone quarry of the same dimensions as the lake, roughly 100' in circumference and 10' deep on the sides, dropping to 25' near the center.

At the center of the quarry is a 3'x6' cave entrance leading to Warthtraw's subterranean hunting lodge (the lodge was placed underground and hidden to make it more secure against enemies). The lodge entrance at the bottom of the illusionary lake appears to be nothing but a spring pumping out a high volume of water into the lake.

Only those touching the water have a chance of detecting the illusion (Save vs. Spells). If a PC jumps into the illusory water (to swim, etc.) he will drop like a stone to the bottom (despite feeling the splash and coldness of the water) taking 1d6 points of falling damage (complete submersion in the water affords a second save against the illusionary water at +2). Unless disbelieved, the person submerged in the illusory water will begin drowning in one round, and die within 3, succumbing to the potent illusory effect. Of course no attempt at swimming will work, as there is no actual water here (note: other types of movement, such as walking, running or climbing the steep wall are slowed as if in real water).

A lowered rope, or something similar, may be used to rescue anyone stuck in this illusion.

A small stairway made of mortared stones leads into the quarry on the south side, continuing to the floor of the illusionary lake. The stairs are difficult to spot due to the overgrowth of real plants and being partly covered in dirt (spotted on a 2-6, 3-6 for elves and rangers). If spotted the victim can easily climb out using the stairs.

LODGE ENTRANCE:

The entrance to the lair is hidden by the illusory spring mentioned above. Once the PCs disbelieve the illusion (checks can be made every turn) and investigate the spring entrance, they will discover spiral stairs cut into the rock leading 50' down into a natural cavern (the stairs are 5' wide). When the party is halfway down the stairs, an illusion of a **giant albino crayfish** swims out from the darkness attacking with its deadly pinchers (if the word "spider" is spoken it will retreat). This is a *shadow monster* placed here to protect the lair from intruders. The shadow monster has a faint glow making it visible in complete darkness. For spell purposes it was cast by a 15th level illusionist. If the party knows the water is illusory they will gain a +4 to their Saving Throw to realize the crayfish is an *permanent illusion* (see OSRIC, p.112)

Once the shadow monster is dealt with, the party can continue down the stairs. The stairs end in a rectangular room 10' wide, 20' long and 10' high. The only thing of interest here is a large thoroughly rusted grate covering a drain in the floor (placed here to deal with the occasional heavy rains that effect this area). In the north wall is a secret door leading into the lodge. The door slides open if pushed hard at its center and then slid to the left. It automatically closes shut in one turn, but can be reopened from the inside by pulling a small lever positioned to the right of the door.

Note: All halls are 10 feet wide and cut from limestone, unless otherwise stated.

Giant Albino Crayfish Shadow Monster (1): AC 4; MV 60'/120' swimming; HD 1+1; hp 9; THACO 18; #AT 2; 2d6/2d6; SA Nil; SD Nil; SZ L; Int Animal; AL N; XP 39 (OSRIC, p. 114).



1. COMMON ROOM:

A 20' hallway leads into the common room. The room is 50' square and 25' high at its center tapering to 15' at the walls. There is an open doorway to the north and a large but unlit fireplace in the center of the west wall. The room reeks with age and the heavy smells of mold and fungus. A huge owlbear skin is positioned on the floor in front of the room entrance forming an enormous rug. Hanging on the walls at even intervals are dozens of stuffed and mounted animal heads (including wild boars, small elephants, deer, elk, lion, dire wolves and other species unknown to the PCs). Once the first person moves 5' into the room an illusory fire ignites with a loud "pop" in the fireplace (large logs appear to be burning giving off a good deal of illusory light and heat with smoke going up the chimney). An ornately carved fiddle lifts off a stand next to the fireplace, shakes off dust for a moment, and then starts playing a peppy tune. The fiddle is not an illusion but a magical item and in remarkably good shape despite its age (it is worth 2,000gp). If the command word "goro" is given it will lift and play a tune of your choosing, when the command word is spoken again it will lower back to its stand. The command word is written in very small writing on the underside of the instrument (spotted on a 1-6 if looked for).

Hidden deep in the mouth of one of the wild boars is a braded wire sticking out of a 4" hole positioned where the creature's throat should be. If the 12' of braded wire is completely pulled out from the wall, it will reveal a small glass bottle at its end. The bottle is thick and stopped with a wax plug. Inside the 6" x 4" bottle is a green misty gas so thick that it's difficult to see into. The PCs will just be able to make out the figure of an unconscious bearded little person 3 inches in length apparently in some sort of catatonic state. The little fellow is Milo Bellows, a leprechaun who was put into suspended animation when the lodge was in use (captured during one of the hunts and kept as a curiosity). If the bottle is opened or broken the gas escapes, and the leprechaun awakens within 1 turn (growing to his full 2' stature). He is small enough to squeeze through the throat of the bottle and then falls to the ground before standing and dusting himself off (expanding to his still rather small size). For

a few moments he complains about his nasty treatment. If asked, he tells the party that he was walking amongst some clover minding his own business when suddenly a beam of light shooting out of some nearby bushes hit him and knocked him out. He remembers being painfully poked awake with needles several times while being groggy, heavy laughter from his tormentors, and then some spells cast upon him that hurt a great deal before he was pushed back into the bottle like some sort of toy. The next thing he remembers was being released by the PCs. He doesn't have any inkling that eons have passed. He offers the party a gift for getting him out of this mess. Taking off his hat he pulls out a very small sapphire sewn inside its lining, worth 500gp. If the group asks for his hidden treasure (buried someplace outside) he will try to escape. If captured he will agree to bring them to his treasure. After a prolonged walk through the now changed forest, Milo finds that his treasure is lost, perhaps forever. He is so saddened he will be of no more use to the party. If let go and treated well, Milo will stick around the statue area while the PCs are inside, perhaps offering help if asked. Eventually, he will leave to find any of his own descendants who still live in the forest.

Milo Bellows, Leprechaun (1): AC 8; MV 150'; HD 1-1; hp 4; #AT Nil; Damage Nil; SA/SD *polymorph non-living, invisibility at will, create illusions, ventriloquism* spells at will, keen hearing (surprised only 25% of the time); SZ S; Int Exc; AL N; XP 62, (OSRIC, p. 235).

1A. HALLWAY:

Three large heavily rusted iron banded doors can be seen down a spider web-filled hall. All three are on the east wall and shut, though unlocked. There is a pressure plate trap 10' down the hall that if stepped on (3-6 chance per person), results in a heavy portcullis falling quickly from a hidden place in the ceiling causing 3d8 damage to the person who set the trap off and blocking the hall to those behind him. The heavy iron portcullis weighs 300lbs. and can be pushed upward with a Bend Bars/Lift Gates roll (some sort of object could be placed under it to keep it open, such as a piece of furniture from room 1 or a large piece of wood collected from the forest).

A large keyhole 10' beyond the portcullis is visible in the wall. If the stone key found in **room 4** is placed in the hole and turned it will raise and lower the portcullis effortlessly.

2. DINING CHAMBER:

This is a large elegant dining chamber now covered in dust and spider webs. It is roughly 30' around with a small 10' x10' kitchen attached at the south end. The kitchen is equipped with a stove and cooking gear and a magically chilled cabinet now empty of its once ample food stocks.

When the room is entered an illusory fire ignites in a stone fireplace (similar to the one in **room 1**). Dancing within the fireplace are **three fire nymph shadow monsters** (semi-real illusions that appear as beautiful naked women). They have a calming effect if looked at, and seem to hum a melody ever so quietly while smiling. They otherwise appear harmless.

A thick layer of dust and cobwebs covers a large wooden dining table. It is set for 13, complete with china and candelabras (the wax candles are burnt to stubs with wax running down onto the table). Twelve skeletons sit in heavy wooden chairs around the table, most slumped forward, others to the sides; while one chair is empty. Each skeleton has a stemmed wine glass in front of them empty of wine (as if drunk), while the seat without the skeleton in it has its wine glass filled (though the wine has long since evaporated, the residue suggests it dried in a filled state). A wine bottle sits haphazardly on its side on the table corked with about a quarter of wine remaining. Two doses worth of ingestible deadly poison remain in this spoiled wine.

The seated skeletons were once the lodge's most loyal henchmen. They had chosen suicide when they heard of their beloved master's death. However, one of the henchmen named Rebruke, lacked the nerve to kill himself (despite his sincere sadness) and only pretended to drink the poison. Once the others were dead he woke from his pretend dead state and, making the best of the situation, started looting the dungeon for what valuables he could find. As you might suspect, his greed got the better of him (see **Room 5**).

The 2 silver candelabra on the table are worth 20gp apiece, and the china set is worth 100gp (great care will be required in getting the china

back to Herth). The skeletons have no valuables on them, as Rebruke already looted their bodies. However, hidden under the dancing nymphs in the fireplace is a box disguised as a half-bunt log containing **3 labeled potions** (*ESP, levitate, and neutralize poison*).

The illusory nymphs will attack anyone who attempts to touch the box (they do no damage if disbelieved but are still visible and their attacks can be lightly felt). If not saved against they attack biting and scratching doing burn damage.

Fire Nymph Shadow Monsters (3): AC 5; MV 120'; HD 1; hp 5, 2, 1; THAC0 19; #AT 1; D 1d6; SA Nil; SD Nil; MR Std; SZ M; Int Avg; AL N; XP 35, 32, 31. They cannot leave the fireplace and are extinguishable with water, as they are semi-real though weaker than a normal shadow monster. (OSRIC, p. 114).

3. GUEST QUARTERS:

This 40' x 100' room once served as the hunting lodge's sleeping and living quarters for guests. This once brightly adorned room with gold leafed ceiling, chandeliers, expensive silk rugs and exquisite furnishings, has slowly, over the centuries, fallen into a dilapidated state. Heaps of rotting wood, twisted rusted metal, and unidentifiable piles of waste lay about the room. Large colonies of purple phosphorescent mushrooms and slippery puddles of slimy brown water spot the room making forward progress difficult at times. A filthy and tattered tapestry runs the entire length of the east wall (a quick examination will reveal it is largely spun from silver and gold and illustrates a hunt described in more detail later). The tapestry is comprised of 20 separate panels each forming a sort of door concealing a corresponding alcove hidden behind it.

Royal guests invited to the hunting lodge, once used these 20 alcoves as bedchambers. Ironically they still serve as bed chambers to **23 giant rats** and their babies that use many of them as a large communal nest. Two adjacent chambers near the center of the wall serve as the main lair. Each is filled floor to ceiling with debris dragged here by the giant rats to tunnel into. Also, tunnels have been dug through the solid lime stone connecting the 20 alcoves with one another.

Once the rats have detected the party they will attack, pouring out from holes in the nest at a rate of 5 rats per round (75% of the time they will wait for the intruders to move in close before attacking). Hidden below the remains of one of the beds in the central alcove is a rat tunnel leading downward 30' to a larger complex of tunnels and chambers. In these chambers live an additional **37 giant rats** and **two wererats**. If alerted by noise or the smell of blood from room 3, there is a 2 in 10 chance per round that an additional 1-3 giant rats will crawl out of the rat hole and attack the party (if fire is placed at the rat hole entrance it will temporarily block their access as these rats greatly fear fire). The two wererats will stay below, until the party has been destroyed, at which time they will cautiously investigate looking for treasure. It will be difficult or maybe even impossible to investigate the 3' wide tunnels (smaller than man-sized demi-humans can squeeze in if they take off the balk of their equipment and crawl). In the wererats' deepest chamber, hidden under a flat rock, is a **bag of holding** containing 7,020cp, 2,540gp, 1,000sp, and a **+2 dwarven LG battle axe** named *Gluebenfurge*, which does double damage to goblins and *detects gems*. *Gluebenfurge* glows red when within 100' of goblins (but otherwise gives off normal magical light when concentrated on).

If the tapestry is cleaned off a bit, it will reveal a hunting scene. Weaved in a somewhat abstract form are two dozen large coal-black hounds with glowing red eyes chasing 6 mighty lions toward a stand of trees. Hidden behind the trees are six elderly men in cloaks firing lights from their hands that appear to have knocked some of the lions to the ground. Other men, stronger and younger, wearing leather tunics of varying designs, run up with long narrow spears running the lions through while they are still prone. Each spear has a unique flag attached to its end to identify the noble or wizard family it belongs to. Apparently this sport was dangerous as one lion is depicted mauling and killing several servants while another runs toward one of the wizards, undeterred by his magic, poised to attack. The complete set of tapestries will sell for 1,000 gp (if sold in a large town or city).

In the center of the room is a 4' diameter well surrounded with a low 3' stone wall. The bucket and crank once present here rotted away long ago. Clear water begins 15ft down and is 10 feet deep

with a muddy bottom. Two inches below the mud is a **+2 dagger**, dropped here long ago for safe keeping (it will likely require a detect magic spell to find the dagger, or a roll of a 1-10 if the well bottom is searched. Living in the well are **2 giant leeches** sleeping in a crag. There is a 50% chance per round they will awaken. They have voracious appetites and will attack anyone poking around in the mud. An extensive search of the room turns up 180gp in copper, silver and gold coinage, and 300gp worth of silver and gold woven into the tapestries (which can be sold by weight).

Giant Rats (x23)(x37): AC 7; MV 60'; HD ½; hp 1d4 each; THAC0 20; #AT 1; D 1-3 + disease; SZ S; Int Anim; AL N; XP 7 + 1/hp each. (OSRIC, p. 254).

Wererats (x2): AC 6; MV 120'; HD 3+1; hp 16, 10; THAC0 16; #AT 1; D 1-8 or by wpn; SA Surprise on 1-4; SD +1 or silver wpn to-hit; SZ S~M; Int Very; AL LE; XP 214, 190. (OSRIC, pp. 232-3).



Giant Leeches (x2): AC 9; MV 30'; HD 2; hp 14, 12; THAC0 18; #AT 1; D 1-4; SA Drain blood (2hp/rd), 50% chance to cause disease; SD 1% chance of detection/rd; SZ S; Int Non; AL N; XP 216, 208. (OSRIC, p.280).

4. STOREROOM: This is a large domed 30' x 40' storeroom. Crates and barrels of food were stored here but have long since spoiled and rotted away. A large stone key is hidden under one of the barrels. **3 giant centipedes** will scurry out if any of the items in this room are disturbed. The key is used to raise and lower the portcullis in the hallway (see **1A**).

Giant Centipedes (x3): AC 9; MV 120'; HD ¼; hp 2 each; THAC0 20; #AT 1; D -; SA Poison; SZ S; Int Non; AL N; XP 32 each. (OSRIC, p. 267).

5. NATURAL CAVERN: This natural cavern lies on the other side of the illusory wall at the end of the hallway. The cave, once used as a potions lab, is now in shambles. Piles of broken glass litter the floor and rotting tables and chairs are overturned as if thrown around in anger. Hiding under the remains of a collapsed table is one time servant Rebruke who is now a **shadow**. When alive, Rebruke was the model servant, but he always yearned for more...why was his bread and cheese less than the others? When those in the lair learned of their master's death, all but Rebruke committed suicide in the dining hall (**room 2**).

Once the others were dead, he went about his business of collecting magic and treasure, and had amassed a nice collection after a few hours. But the greedy henchman pushed his luck. After remembering once seeing his master puzzlingly

disappear in the hallway, he started looking for a secret door. After some prodding Rebruke discovered the wall was a clever illusion and passed through. Unfortunately, he was unaware of a shadow guardian left by his master to guard the laboratory from potential thieves. The simple unarmed servant was no match, and shortly after his death he awakened as a shadow. The original shadow that turned him left the dungeon centuries ago, and of course, Rebruke's could have left as well, except for his immense greed making it impossible for him to tear himself away from his pile of treasure.

After several centuries as a shadow, he grew bored and in a fit destroyed everything in the room, and then fell into a state of inertia, occasionally looking over his treasure. His treasure is placed in an open trunk and contains: 158gp, 200sp, 10 pieces of minor jewelry taken from his fellow servants' and acolytes' bodies worth 600gp, a **wand of magic missiles** with 20 charges remaining, and **bracers of defense AC 4**. Also a small locked chest is present. Inside is a **potion of extra healing** and a **potion of gaseous form**. The locked chest is trapped with a needle covered in deadly poison. The shadow will not attack unless someone tries to take his little pile of treasure. Nothing else of value is in this room.

Shadow of Rebruke (1): AC 7; MV 120'; HD 3+3; hp 24; THAC0 16; #AT 1; D 2-5; SA Drain STR; SD +1 wpn to-hit, 90% Hide in Shadows; SZ M; Int Low; AL CE; XP 321. (OSRIC, p. 242)



CARNIVOROUS APE GROTTO

Five woodcutters are a week overdue from the forest. Their cargo of felled cherry trees is urgently needed at the mill for work to begin on Castle Merkhens's grand dining hall remodel. The owner of the mill, a burly sweaty balding fellow named Draksis, will pay each adventurer 2gp to travel to the woodcutters expected location and deliver the message that they must return now with whatever wood they have collected. He will pay an additional 2gp if they "escort" them back in a timely manner with their load of wood. Draksis also seems very concerned about his two draft horses, heavy wagon and tools. He will pay up to 30gp for returning his property (if his men have lost control of it) and another 10gp for the safe return of each man if they are incapacitated or in need of rescue.

Draksis will supply the party with a hand drawn map with an "x" on it indicating the woodcutters' probable location, 7 miles into Northwood along a loggers' road. He tells the adventurers that he doubts his men are in any real trouble as they are strong and experienced woodcutters. He thinks it more likely his men are carousing with some Girovagli women known to camp in that area of the forest. He tells the PCs to look out for half a dozen or so brightly covered wagons, and some very scantily-dressed Girovagli women along with their male escorts (or as Draksis prefers to call them, their pimps).

If the adventurers take the job, roll for random encounters once during the day and once during the night. There is a 2 in 6 chance of an encounter from the table below.

1d10 Random Wilderness Encounter

- 1 **Giant Ticks (1d3):** AC 3; MV 30'; HD 2; hp 11, 8, 3; THACO 18; #AT 1; D 1d4; SA Blood Drain (1d6); SZ S; Int Non; AL N; XP 105+2/hp each. (OSRIC, p. 303).
- 2 **Wolves (2d4):** AC 7; MV 180'; HD 2+2; hp 14, 14, 13, 12, 11, 8, 7, 7; THACO 17; #AT 1; D 1d4+1; SZ S; Int Semi; AL N; XP 35+3/hp each. (OSRIC, pp. 257-8).

- 3 **Owlbear (1):** AC 5; MV 120'; HD 5+2; hp 25; THACO 14; #AT 3; D 1d6/1d6/2d6; SA Hug (2d8); SZ L; Int Low; AL N; XP 375. (OSRIC, p. 289).
- 4 **Brown Bears (1d2):** AC 6; MV 120'; HD 5+5; hp 27, 24; THACO 14; #AT 3; D 1d6/1d6/1d8; SA Hug (2d6); SZ L; Int Semi; AL N; XP 462, 444. (OSRIC, p. 247).
- 5 **Wild Boars (2d4):** AC 6; MV 120'; HD 7; hp 47, 45, 44, 44, 41, 40, 35, 28; THACO 13; #AT 1; D 3d6; SZ L; Int Anim; AL N; XP 225+8/hp each. (OSRIC, p. 248).
- 6 **Giant Worker Ants (1d4):** AC 3; MV 180'; HD 2; hp 11, 10, 9, 8; THACO 18; #AT 1; D 1d6; SZ S; Int Anim; AL N; XP 20+2/hp. Ants will drop onto the party from trees. (OSRIC, p. 261).
- 7 **Large Spiders (1d2):** AC 8; MV 60'/150'; HD 1+1; hp 6, 2; THACO 18; #AT 1; D 1; SA Poison (Save +2, Webs; SZ L; Int Low; AL N; XP 77, 69. Webs will be spread across road or on ground. (OSRIC, p. 301).
- 8 **Elves (2d4):** AC 5; MV 120'; HD 1+1; hp 9, 9, 7, 6, 5, 5, 4, 3; THACO 18; #AT 1; D 1d10 or by wpn; SA +1 to-hit w/ normal bows/swords; SD 90% immune to Charm/Sleep; SZ M; Int Very; AL CG; XP 30+1/hp each. If the party has an elf they will approach and ask to barter. (OSRIC, p. 194).
- 9 **Men (2d3):** AC 10; MV 120'; NM; hp 6, 5, 4, 4, 2, 3; THACO 20; #AT 1; D by wpn; Int Very-High; AL N; XP 7+1/hp each. Either hunters, trappers, woodcutters, bandits or Girovagli.
- 10 **Deer (1d6):** AC 7; MV 210'; HD 1+3; hp 10, 10, 9, 8, 7, 7; THACO 18; #AT 1 or 2; 1d8 or 1d2/1d2; SA nil; SD nil; SZ L; Int Animal; AL N; XP 30+1/hp each. 50% chance will be with 1d3 aggressive stags which are 50% likely to attack and which will flee after one is killed.

The party follows a winding dirt road through an old growth hardwood forest, traversing streams and bogs along the way. They do not pass a Girovagli camp, only a few log cabins in the woods long ago abandoned. (Note: The DM may wish to make one cabin be home to an evil witch, or some other occupant the PCs would rather not find).

When the party reaches the “x” on the map, where the woodcutters are supposed to be, they instead discover (spotted on a 3 in 6 chance) their heavy wagon hidden behind some bushes. The horses and supplies have been removed, and a trail of hoof and footprints is visible in the mud leading west along a trail passing through heavy underbrush. No signs of violence can be found.

Draksis the Miller: 1st-lvl Human Fighter, Male, 37, LN, STR: 13 INT: 11 WIS: 10 DEX: 10 CON: 12 CHA: 11; hp 9; AC 7.

Draksis is a hard-working commoner with a curt, blunt manner. He wears a suit of well-worn leather and carries a handaxe.

THE WOODCUTTERS’ CAMP

If the party follows the trail, they travel a quarter-mile before reaching the woodcutters’ camp, located in a natural clearing next to a stand of tall cherry trees (if there is a forester in the group, they identify these as a rare variety, known for an unusually dark rich veining that’s quite beautiful when worked). Lying in the clearing are five felled and dressed cherry trees with towropes attached, ready to be hooked to the draft horses and pulled back to the wagon. A quick search alerts the party that something is badly amiss. Logging axes and band saws lie haphazardly scattered about in the muddy grass rusting; but far more disturbing, the woodcutters’ sleeping tents and a supply lean-too are torn apart like twigs. Food supplies, cooking utensils and the like lie scattered about in a 50-foot radius. Nothing else of value is found other than a small money purse with 20sp and 12cp under a blanket in one of the tents, and two hunting short bows with quivers holding 30 arrows each (both bows are in good condition).

A careful search of the camp periphery reveals a trail heading west into a more wild hilly section of the forest. A ranger can identify these tracks (75%) as including a draft horse, a few booted men and something else, barefoot, possibly humanoid, but at least twice the weight of a man. The tracks are too old to give much more information.

Two hundred feet down this trail the party finds the half eaten remains of one of the draft horses (now covered in flies and maggots). An examination of the bloody remains reveals huge bite marks, and signs of rending and tearing.

The trail continues westward for a half-mile, eventually leading into a steep tree covered ravine with a shallow creek running out of it. If followed, the ravine dead ends 500’ later at a vertical cliff face with a 7’x4’ cave entrance-spilling water into the terrestrial creek.

The party will also notice a rotting smell coming from around the cave entrance. Looking about the party will discover hundreds of gnawed-upon bones of animals, men and other humanoids. (If the party cares to excavate through the filthy banks they will find evidence of bones over a century old also gnawed-upon in a similar manner). It is a gruesome discovery. On the embankment near the cave entrance a pit has been recently covered over. If the group investigates the shallow hole, they find the ripped off and mangled head of one of the woodcutters. The head appears to have been pulled off the neck with amazing force. A gaping 5” hole atop the skull reveals an empty cavity as if the victim’s brain was pulled or sucked out like an oyster.

It is quite dark inside the cave, and the party will need a light source. When the party enters they discover the stream continues through the center of the passage they are following. The cave passage varies throughout, but averages 6’ high 10’ wide with a 3’ stream running down the center of it. The crystal clear stream has an unusually deep channel cut from the limestone with an average depth of 10’. Moving down the passage may prove risky and slow going for a fighter in plate, as they will have only three slippery feet on either side of the stream to walk.

If the party searches the stream as they travel, there is a 1 in 6 chance the PCs will spot a mineralized skeleton (100’ from the entrance) stuck to the wall in a calcified formation. The skeleton is 6’ underwater and, given the degree of calcification, appears to be quite ancient. If the PCs enter the water, they can carefully free the skeleton from the mineral deposit (a PC will need to use a tool to assist in this such as a dagger or short sword). It would be best if a thief or a monk removed the skeleton, as it requires some finesse

(use a Find/Remove Traps roll for a thief; if he fails, roll a Saving Throw vs. Petrification). A successful save indicates the skeleton is rescued and brought to the surface, while a fail results in the skeleton breaking apart and any valuables being sucked down into a foot wide crack running along the floor of the stream and being lost forever.

Within the lump of minerals surrounding the skeleton are the remains of a braided silver belt and a scabbard holding a scimitar. This is *Oristar*, a magical scimitar made by the elves as a gift to the druid head priest who once lived here. If the user is neutral, he gains the benefit of a permanent *stone skin* spell while wielding the sword. The sword is able to hit monsters that require a +3, but bestows no extra damage.

As the party progresses further, (if it is daytime or a bright moon is out) they will eventually notice natural light begin to trickle in from up ahead. As they progress it gets much brighter and it becomes clear this passage likely leads out. The sound of splashing water also gets very loud, suggesting a waterfall is ahead. The party eventually enters a chamber (20' wide and 20' tall), with an illuminated waterfall cascading in from someplace outside. The group must ascend a series of handholds cut into the stone adjacent to the falls, making for wet work.

As the party ascends the handholds they attract the attention of a **giant cave salamander** hiding below the fall. It will attempt to surprise and drag a victim back into the water to feast upon.

If the PCs manage to avoid or kill the salamander, they eventually exit the cavern into a huge open-air grotto filled with trees and vegetation. The grotto is 200' in diameter with steep 60' fern-covered limestone walls surrounding it on all sides. The stream that forms the falls flows out of a stand of trees toward the center. If daytime (or moonlit) the view is quiet dazzling. Dozens of waterfalls spring forth from the fern covered walls surrounding the sink, and spill downward in long silvery cascades eventually splashing into shallow pools that ultimately feed into the stream that exits the way the party entered.

Giant Cave Salamander (1): AC 7; HD 4; MV 120'; hp 22 THAC0 18; #AT 3; D 1d3/1d3/2d4; SD slippery mucus makes grappling difficult (-3); SZ M; Int Non-; AL N; XP 238. (see Appendix 1: New Monsters).

THE GROTTO

For centuries the grotto was used as a sacred druidic temple, until its discovery and destruction at the hands of Warthraw's devotees. The druidic religion, along with most other religions, was outlawed in the tyrant's lands. Since that black time, the forest has reclaimed the shrine. Now trees grow between man-made flagstones, pushing them up in all directions, while lush ferns and vines cover the walls of the grotto and dangle from tall trees.

Once the party moves past the waterfall, and into the clear, they can hear low grunting and scratching sounds coming from someplace ahead, hidden in the vegetation. If the party approaches silently they move to near the center of the grotto where they see a circle of broken columns surrounding a steamy, bubbling pool of water. Moving about the pool is a large fur-covered figure holding a long wooden stick that he uses to poke and stir something that looks like meat floating around in it.

This is a **carnivorous ape** poaching dismembered parts of the woodcutters (heads, legs, arms, torsos and the like) as well as other various animals in a repulsive stew. If the carnivorous ape notices anyone approach it will grunt loudly, charge and attack with a look of hunger in its eyes. If the PCs move within 10' of the pool during combat, the carnivorous ape will attempt to throw its victims into the boiling water (causing 2d6 points of scalding damage per round they are submerged).

Over many generations, the carnivorous apes that live in this area have become fond of boiling their meals into a sort of thick stew (giving it texture and flavor to their tribes liking). This particular ape is somewhat distracted cooking (the bubbling noise and strong pungent smells make it more prone to surprise than normal). If the ape is killed the party can investigate the pool more thoroughly.

The boiling pool is filled with hundreds of bleached white bones, including skulls (some human), chunks of meat, gobs of fat, gristle, hair and other unpleasant things. The pool seems to glow a faint orange, more noticeably at night.

The boiling pool of water is 8' across and 3' deep. The pool is perfectly round and tapers down to its depth (definitely human or demi-human made) with a druidic leaf pattern carved around it (suggesting this had some special religious purpose to those who used it). If the boiling stew is examined, swollen and red body parts of the woodsmen and other men and animals can be observed floating around. Observing the heads seems most disturbing, with swollen faces and bulging milky eyes staring blindly back.

Resting on the floor of the pool producing the orange light (hidden under bones and small pebbles) is a **flaming blade** (see OSRIC, p. 325), now activated and boiling the water into steam (the sword burns without a master perhaps out of anger of its predicament, a desire to be found, or for some other odd reason). The carnivorous apes know nothing of the sword, only that the water boils here and that it cooks well. The flaming blade is only found if the PCs actively attempt to search the bottom (perhaps curious as to why this pool boils. Pulling a long stick or long pole arm along the bottom might eventually hook the sword's hilt). Once the sword has been removed from the water it stops burning, and will henceforth behave as normal.

The flaming blade originally came to this odd resting place by chance, when its owner, a powerful fighter, was slain by goblins in one of the many humanoid battles that plagued this area after the fall of the wizard families. After several decades of inactivity the sword began burning with its heat (due to some magical effect of the druids' sacred pool). Water is directed to the pool through ceramic pipes beneath the surface, so, despite constant evaporation from boiling for hundreds of years it has never evaporated.

After a few minutes the group hears a weak voice from above. Dangling upside down from vines 20' up is a badly injured woodsman who has just woken from a slumber. He is missing an arm from the shoulder down. A primitive tourniquet made of roots is wrapped tightly around his shoulder, keeping him from bleeding to death (the

woodsman's arm has already been cooked and eaten). He is barely conscious at 1hp. Unable to form intelligible words, he slowly points with his remaining arm toward the entrance, panic on his face. When he is sure he is noticed he holds two fingers up and then points again at the entrance, attempting to warn the group of the 2 remaining carnivorous apes in the area who will be returning soon (in 2d12 rounds from this moment). Unless the party covered their tracks and scent, it is very likely the returning apes will be aware of intruders.

The larger of the two is the tribe elder. It has white fur on its back, broken teeth, a missing eye and scars across its face. Both will pound their chests before attacking and fighting to the death.

There are three more carnivorous apes foraging farther away. They will return to the grotto in 1d6 days. A search of the grotto turns up 8 ape nests.

Scattered about the grotto floor are 280gp, 240sp, and 2,100cp. Remnants of swords and armour lie about rusted and of no value. Amongst these is a **+1 spear** in good condition. In one old purse there are 4 small rubies worth 100gp each.

Carnivorous Apes (x5): AC 6; MV 120'; HD 5; hp 28, 25, 23, 22, 17; THAC0 15; #AT 3; D 1d4/1d4/2d4; SA Rending 1d8, Surprise only on 1; SZ L; Int Low; AL N; XP 310, 295, 285, 280, 255. (OSRIC, p. 245).



GHOST SPIDER LAIR

During their stay in Herth, the characters may hear from some of the locals about the “ghost spider” that haunts some nearby ruins. The local gossips will tell the PCs that about 7 miles out of town, following an old, now unused trail, they will come upon the ruins of what the players will be told is an old mill. The interesting part, is that they will also be told about a harmless, huge “ghost spider” that has been spotted living in the ruins. One particular local, an old woodcutter named Niezer, will also tell the PCs that he’s gone out to the ruins at night once and seen the spider himself. He will state that when you walk about 10 feet away from the walls of the ruin a large trapdoor will open and the “biggest spider you ever saw will come out and wriggle its legs at you”! He insists that the spider never left its lair and that others who have seen the spider have never been chased. Old Niezer will state he thinks it’s some kind of ghost, because it seemed to faintly glow, and perhaps was trying to communicate something to him. He is so confident that the spider is harmless that he will escort the group for 1gp.

If the PCs decide to check out the ruins, they are directed by townspeople to an old hunter’s trail, which begins about a half-mile east of Herth, and quickly leads into a rarely travelled portion of woods. The trail has become overgrown and is almost never used anymore. Seven miles heading east the characters will see about 25 feet off the road, to the north, a rectangular wall 20’ by 40’. The wall is made of stone, and has fallen down completely in many places. The average height of the remaining wall is 4’, with many spots where an average-sized human could simply step over the remaining wall. The roof of the building collapsed long ago, and dirt and small growing trees cover the now exposed interior stone floor. This is not the ruin of a mill, but was a small garrison, which housed some troops and a tax collector during the time of Warthtraw.

As a mechanism to keep away intruders and thieves, Warthtraw had cast a powerful, *programmed permanent illusion* of a giant trapdoor spider which will emerge from an illusory trapdoor about 10 feet from the ruins. The spider does not attack or leave its lair, but it is certainly frightening and has led to most avoiding this trail.

Unbeknown to the PCs a real **giant trap-door spider**, of the opposite sex, was travelling by and saw what it thought was a most promising mate. It tried various ritual mating dances to lure the arachnid beauty out of her lair, but to no avail. The spider has since dug out its own trapdoor lair about 30’ directly south of the illusory spider. As the PCs concentrate on looking at the illusory spider, they are more likely to be surprised by the “real” heart-stricken giant spider attacking from the rear. (Surprise 1-4 in 6). This giant spider is the trap-door variety and does not use webbing to trap its prey. It can leap up to 15’ and attack in the same round, but prefers to grab nearby prey and drag it into his tunnel, pulling the trapdoor closed behind it and then holding it shut. If the PCs should wish to pull the trap door open it requires a 17 STR (1-3 in 6), or an 18 STR (1-5 in 6). If the spider is not in its lair for some reason, the trap door can be opened with minimal effort. The trapdoor is composed of branches, grass and debris held together by the spider’s webbing. It can take 30 points of damage before falling apart.



The spiders tunnel is 15' long and 3' wide and slopes downward into the earth at a 45 degree angle. Half way down lie the remains of one Babbins Harfoot, a now deceased 3rd-lvl Halfling thief who just had to see the ghost spider for himself! Found with his remains is a purse with a 100gp gem, a **potion of healing**, and 50sp. The halfling also wears a small sized **cloak of protection +1** (acts as the **ring** of the same name). Medium sized characters (human, elf, etc.) will not benefit from trying to wear this cloak.

If the PCs investigate the ruins more closely they will discover patches of an old stone floor showing through the dirt. Clearing the soil away will reveal a metal trapdoor near the center of the room's floor leading to **Room B1**. This door can be pried open (age and dirt have caused it to be jammed closed).

Giant Spider, Trap-Door (1):

AC 4; MV 30'/120'; HD 4+4; hp 27; THACO 15; #AT 1; D 2d4; SA Poison, Webs; SZ L; Int Low; AL CE; XP 450. (OSRIC, p. 300).

B1. BASEMENT:

The PCs will see a stone stairway leading about 10' down to an earthen basement. The basement is 10' square with a 7' ceiling. A 1'x2' metal chest can be seen against the far north wall of the basement. This was the working strong chest used by the tax collector in his weekly collections. It rests on a 2'x 3' slab of stone. The metal chest has a strange locking mechanism, which appears to be a circle with 3 holes in a triangular pattern approximately 2" apart. This cannot be opened by a thief's pick, and seems to be stuck to the top of the slab of stone it rests on. A thief will likely conclude that the device that unlocks the chest will also disengage it from the slab below so that the chest could be removed.

When the party finds the three pronged key (see **Seal of Warthraw** in **room B5**) they can return to this room and open the chest. It is not trapped, however, it is empty, save for 3gp and 1 pp. Before the garrison fell during the wizard civil war, the treasure in the "working chest" had been transferred to a better-hidden chest, which was directly below the first. This second chest had a *permanent illusion* cast upon it to make it appear

to be a slab of stone. The illusory slab (if first touched) can be detected with a Save vs. Magic. The chest has a lock that can be picked and opens at the top. Within are 1,500gp (in platinum, gold, and silver), 5 small rubies (100gp, 50gp, 45gp, 129gp, 91gp) a **scroll of phantasmal force** made by a 12th level illusionist, a **+1 dagger** and a map to the the **Tower of Bones** location deep in the Black Fen (Wastenfen). Once the PCs have this map (and assuming they make it back to Herth alive and are the least bit inquisitive) they should eventually be directed by someone in town to the unpleasant Bloody Axe, a notorious barbarian from the wild north and expert guide for those traveling in the Wastenfen (when not drunk). (c.f. Bloody Axe, Location H2, Herth)

A mere foot away from the chest is a secret trap door in the stone floor. The secret door lies beneath a half-inch of dry dirt, which covers the entire floor of the room (the dirt can easily be brushed or swept aside). Before the PCs can attempt to discover the secret trap door, they must first remove the dirt above it.

The secret door is unlocked, and when opened reveals narrow stone steps leading downward at a steep angle. All passages are 10' wide and all rooms and ceilings 10' high, unless otherwise noted.



B2. GUARDS' QUARTERS:

After descending 10ft, the characters enter a room 10' x 20' with a 7' ceiling and a large fireplace in the NE corner. A rotted wooden bench is pushed up against the center of the south wall and the remains of 4 rotted beds line the east wall. A large collapsed table occupies the center of the room. A broken candle stick, pottery fragments and pewter dishes suggest the table was made before time caused the legs to collapse.

The metal-banded door on the west wall is swollen in place. Forcing the door open will create a loud scrapping noise and vibration which alerts **1d4 giant wasps** guarding their hive, which was dug out of the wall located directly behind the bench. A total of **6 adult wasps** fly in and out of the hive during the day. Any not encountered now will return at the rate of 1 per hour carrying building material or paralyzed prey.

The giant wasp nest consists of two chambers connected by a tunnel. The outer chamber is directly behind the bench, and serves as the outer resting area for 6 giant wasps and 4 larvae close to transforming into adults (still helpless). The tunnel descends at a 45 degree angle. It is lined in sticky wax and, due to its size, will prove a tight squeeze for a human (requiring armour be removed) though a small elf might be able to keep their armour on. The tunnel ends at the top of the queen's chamber, which is 12' around and 5' high. The **wasp queen**, a large bloated wingless wasp with huge mandibles, occupies the center of the chamber. She protects 5 melon-sized, wrinkly wasp eggs glued to a very frightened and paralyzed gnome, Jax Sunbones. Jax is presently awake and capable of moving his eyes, but nothing else. Unless rescued, he will be eaten alive in 2 days when the eggs hatch. The floor of the queen's chamber is strewn with human and animal bones, all victims from years past.

If these masticated remains are searched the party finds 120gp worth of jewelry (once belonging to merchants) and 82gp in coins (some in purses, others scattered about). The wasps enter and exit the room from the fireplace chimney located in the NE corner of the room. When a wasp is about to enter it will be preceded by a loud buzzing noise.

Opening the door reveals a straight hallway heading due east, 40' in length and 10' wide. Also noticed will be torch holders made of brass spaced 7' off the ground every 10' on each side of the hallway. Closer inspection will reveal a small 6"-square hole in the ceiling above each torch, which allowed smoke out, and fresh air into this lower level (These holes have been blocked with dirt and decay through the ages). The GM should note what type of light source is being used and how many. If many torches are used, smoke could become a problem for both visibility and air quality. Lanterns do not cause nearly as much of a problem with air quality.

At a point 20' down the hallway the PCs will notice two doors made of metal and oak. Each door is directly across from the other. (North and South) These doors are locked and will need to be picked open or smashed down (They can withstand 50hp of damage assuming a metal or strong wooden smashing type weapon is used). At the East end of the hallway is another similar door.

Giant Wasps (6):

AC 4; MV 60'/210'; HD 4; hp 22, 21, 20, 15, 14, 14; THACO 16; #AT 2; D 2d4/1d4; SA Paralyzing Poison; SZ M; Int Non; AL N; XP 366, 363, 360, 345, 342, 342. (OSRIC, p. 305).

Wasp Queen (1):

AC 9; MV 60'; HD 5; hp 26; THACO 15; #AT 1 / 2 rounds; D 1d12; SA Paralyzing Poison; SZ L; Int Non; AL N; XP 428. (OSRIC, p. 305).



B3. STORAGE ROOM:

The north door opens into a room filled with much clutter. This appears to have been some sort of storage area. The room is 40' by 40' and many old crates and barrels litter the room. Some mold can be detected on the floor where ancient food supplies once rested in barrels. An oak table with two chairs still stands. On the table is a map on parchment, which has almost disintegrated over time. Yet, if the PCs are careful, they can discern from the remains on the table a map of what appears to be directions to some sort of statue and pond, marked as "The Hunting Lodge" in small almost indiscernible common. This map shows directions to **Warthtraw's Hunting Lodge** mini-lair and gives the command of "*Spider*" to be used when the giant crayfish is encountered at the entrance. A skeleton lies in the SE corner of the room, its bones heavily gnawed upon by rats. Nothing of value is in the room.

B4. CISTERN:

The door to the South opens into a hemisphere-shaped room with a radius of 20'. In the center is a small stone well standing 2' tall. There are the remains of a now useless wooden bucket and some old rope attached to it. Fresh water can still be drawn from the well. This room echoes due to its design and will amplify the footsteps of any PC (except for those who successfully manage to *move silently*).

At the bottom of the well (which is 7' deep and 3' in circumference) under the remains of a rusted fighter's gauntlet, is a small bag. If the bag is found and opened a small dark blue sapphire worth 50gp is found.

The final door at the end of the hallway is banded metal and locked. If the last torch holder nearest to the door at the end of the hallway is not pulled out from the wall slightly, deactivating a trap mechanism, the first PC who walks through the threshold will activate a pit trap comprised of a trap door and chute. The PC will fall 15' onto 3 metal spears greased with oil (impalement and falling damage is 2d10, halved with a successful Saving Throw (indicating only hitting one spear). The PC will notice the skeletal remains of a past victim at the base of the same 5' metal spears he is stuck to. The skeleton is still holding a scimitar in one hand and a wooden shield in the other.

A PC who has survived the initial impact will be stuck on the spears, and will need to use his hands to prevent himself from sliding down another 4' (which will cause an additional 2d6 points of damage). Other PCs may attempt to rescue their fallen companion, perhaps using rope. When and if the victim is attached to a rope, the **skeleton** will suddenly spring to life, severing it with its scimitar (if the rope is cut, the victim must make an additional Saving Throw or suffer impalement damage of 2d6 as they slide down the spears they are impaled on). If the victim is operating alone, he will need exceptional strength to pull himself off of the metal spikes, and will of course still have to deal with the attacking skeleton.

Skeleton (1): AC 7; MV 120'; HD 1; hp 6; THAC0 19; #AT 1; D 1d6; SD Immune to *sleep/charm/cold/sleep*, ½ dmg from edged wpns; SZ M; Int Non; AL CE; XP26. (OSRIC, pp. 242-3).

B5 TAX COLLECTOR'S QUARTERS:

The last door leads to the room of the wicked Graveious Nordom, past tax collector of the oppressive tyrant Warthtraw. Through sheer evil will power or through unknown calamity, Graveious has now become a **ghoul**. His greed for gold in undeath equals his craving for mortal flesh. His room is 20' x 30' with 12' ceilings. Graveious is likely aware of the adventurers (due to the echoing effect in the well room or perhaps the sound of the trap activating). The dark and musty room contains the remains of a once large bed and mattress, now little more than rags and dust. A large writing desk sits in the SE corner. Sitting on the desk is a platinum pen worth 35gp. On the west wall is a large wooden wardrobe still in fair condition, its doors partly closed. A silver bowl sits on the ground near the bed worth 5gp.

Graveious wears a magical necklace (see **The Seal of Warthtraw** below) around his neck that, among other things, grants him *improved invisibility* for 5 rounds. He hides inside the wardrobe waiting for someone to come near before he activates his *improved invisibility* and viciously attacks. If no one moves in range of him within the two rounds, Graveious will grow impatient and charge out of his hiding place attacking invisibly (losing his chance of surprise).

Graveious wears filthy rags, which were once fine silken clothes. He will devour the PCs in a grand feast, and then spend weeks counting and re-counting any gold and silver he may have found on them. Beside his bed are 12 piles of silver and gold neatly stacked. Each pile is worth 100gp.

Graveious the Ghoul (1):

AC 6, MV 90'; HD 2; hp 16; THAC0 18; #AT 3; D 1d3/1d3/1d6; SA Paralyzation; SD Immune to *sleep/charm*; SZ M; Int Low; AL CE; XP 97. (OSRIC, p. 240).

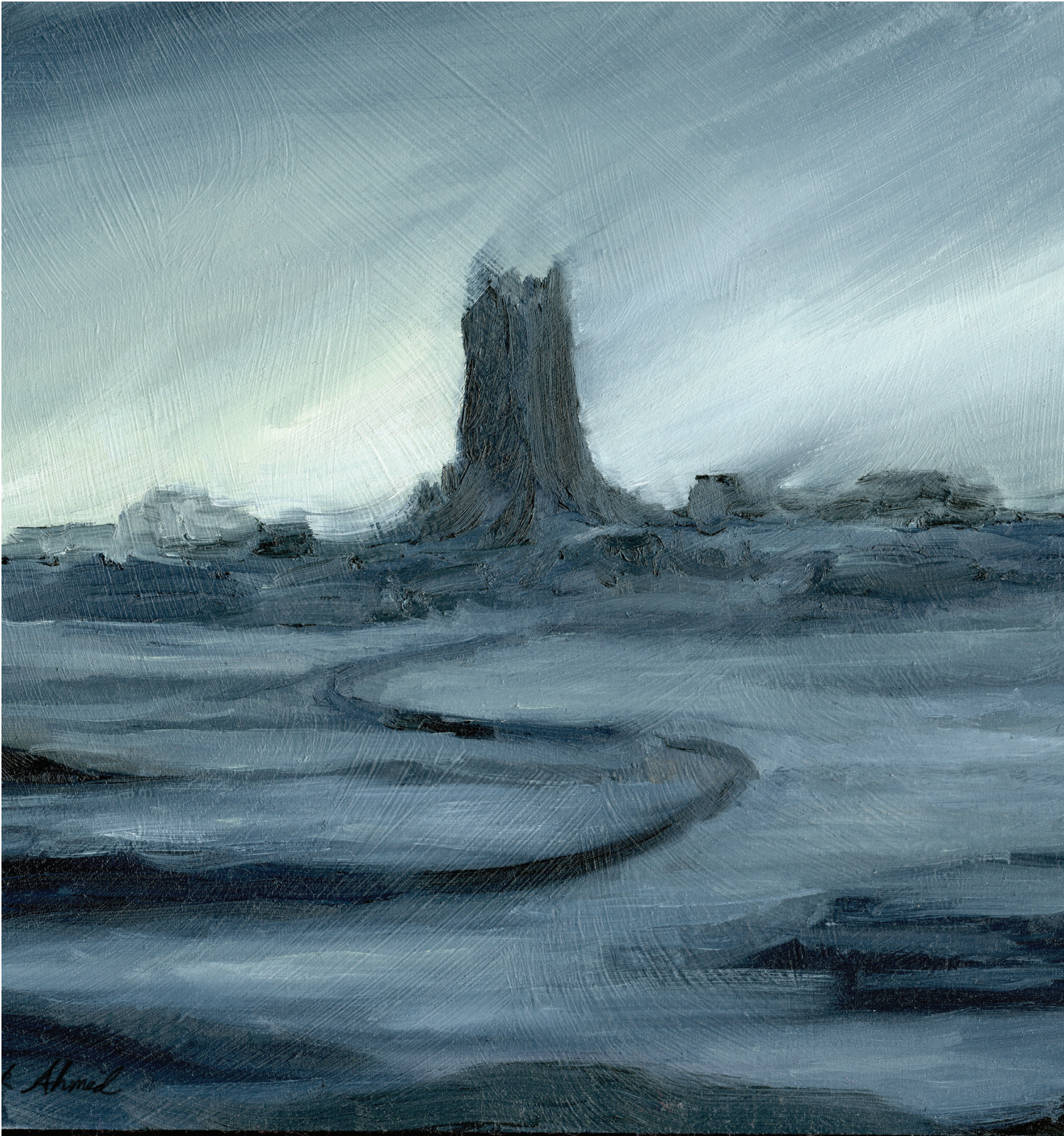
The Seal of Warthtraw

The necklace worn by Graveious consists of a silver chain with a silver circular disc at its end. The disc is 5" in diameter and ½"-thick, with 3 small studs in the back (these studs can be used to unlock the chest found earlier in **room B1**).

On the face of the disc is the likeness of Warthtraw (an elderly stern looking man with an emaciated long angular face, sunken blue eyes, and prominent nose). This disc served four functions when Graveious was alive: it demonstrated his power in collecting taxes granted by Warthtraw; it allowed Graveious to see the *permanent illusory* spider at the entrance of his outpost; it held a single *improved invisibility* charge that lasts 5 rounds once activated; and it acted as a key to unlock royal money chests throughout the kingdom, including the one in room **B1**.

Note: the key will prove critical in entering the main dungeon below **The Tower of Bones**. The disk can only store one *improved invisibility* charge, but can be recharged by any illusionist of 11th-lvl or higher.





The Tower of Bones

The Journey to the Tower of Bones

The map found in room **B5** of the **Ghost Spider Lair** shows an old road bending this way and that throughout the marshlands, before reaching the Tower of Bones deep in the center of the Wastenfen. The road fell away into the marsh centuries ago from lack of maintenance, though portions of it remain here and there. Luckily, the mad barbarian knows a fairly safe path through the miserable bug invested marsh. If the party is kind to him, Bloody Axe will mark this path on their map in good faith.

Traveling to the Wastenfen from Herth takes 2 days. The PCs will have 3 encounters during this time (appear to roll these randomly behind a DM screen):

1. Attacked in the middle of the night by a rabid **wolverine** that wanders into camp following the scent of the PCs' food.

Wolverine (1): AC 5; MV 120'; HD 3; hp 17; THAC0 17; #AT 3; D 1d4/1d4/1d4+1; SA Musk; SZ S; Int Semi; AL N; XP 176 (OSRIC, p. 258).

2. While hacking through the brush they hear a loud squealing from their rear. Turning around they see a huge **wild boar** charging them - followed by a couple of **wolves**, chasing the boar for dinner!

The boar tries to plow through the party, goring with his tusks. Then the wolves dive in and a big melee ensues.

Wild Boar (1): AC 6; MV 150'; HD 3+3; hp 21; THAC0 16; #AT 1; D 2d6; SZ M; Int Anim; AL N; XP 169. (OSRIC, p. 248).

Wolf (2): AC 7; MV 180'; HD 2+2; hp 13, 12; THAC0 17; #AT 1; D 1d4+1; SZ S; Int Semi; AL N; XP 74, 71. (OSRIC, pp. 257-8).

3. A pair of **ogres** are sitting by a fire roasting some mutton they stole from a herder outside Herth. If they detect the PCs they will be all too happy to attack.

Ogres (2): AC 5; MV 90'; HD 4+1; hp 22, 21; THAC0 15; #AT 1; D 1-10 or by wpn; SZ L; Int Low; AL CE; XP 200, 195. (OSRIC, p. 205).

Once in the 'Fen, the PCs will be shadowed by lizard men until they bed down for the night. The lizard men will make noise all night so the PCs cannot sleep, then just before dawn they will toss bags of **10 giant centipedes** into the PCs camp, which will promptly attack. The lizard men will not be seen again all day, although their presence will be felt. That night, the same procedure follows until just before dawn, when the lizard men send in a wave of five **giant toads** to attack. They can hop over any defenses the PCs have erected. The third night **twenty lizard men** attack. Six are riding **giant lizards**, some hurling javelins and others throwing barbed darts as they rush forward to melee.

If the PCs survive all this they will be left alone, considered too dangerous to mess with. The fourth night passes in peace and on the morning of the fifth day the PCs arrive at the Tower of Bones.

If the party has a ranger and wishes to track, they will find the remaining lizard men camped a half mile away resting in a small clearing behind some thick brush. Their camp includes a fire and crude 12' lean-to, covered over in a large tarp so that the interior cannot be seen. **Five lizard men** sit around the fire making plans as they harden wooden javelin tips over the flames. Inside the large lean-to are **3 giant lizards** guarding a chanting **lizard man shaman** in an incense filled room. The shaman has the normal stats of a lizardman and the ability to cast 1st-level cleric and magic-user spells (3 each).

Lizard Men (20): AC 5; MV 60'/120'; HD 2+1; hp 3-17 each; THACO 17; #AT 3; D 1d2/1d2/1d8 or by wpn; SZ M; Int Low~Avg; AL N; XP 35+3/hp each. (OSRIC, p. 200).

Giant Centipedes (10): AC 9; MV 120'; HD ¼; hp 2 each; THACO 20; #AT 1; D -; SA Poison; SZ S; Int Non; AL N; XP 32 each. (OSRIC, p. 267).

Giant Toads (5): AC 6; MV 60'/60' hop; HD 2+4; hp 18, 17, 16, 15, 15; THACO 17; #AT 1; D 2d4; SZ M; Int Anim; AL N; XP 50+3/hp 104, 101, 98, 95, 95. (OSRIC, p. 256).

Giant Lizards (9): AC 5; MV 150'; HD 3+1; hp 20, 20, 14, 12, 11, 8; THACO 16; #AT 1; D 1d8; SA Swallow; SZ L; Int Non; AL N; XP 205, 205, 181, 173, 169, 157. (OSRIC, pp. 280-1).

LIZARD MEN CAMP:

Lizard Men (20): AC 5; MV 60'/120'; HD 2+1; hp 11, 8, 5; THACO 17; #AT 3; D 1d2/1d2/1d8 or by wpn; SZ M; Int Low~Avg; AL N; XP 68, 54, 45. (OSRIC, p. 200).

Lizard Man Shaman (1): AC 3; MV 60'/120'; HD 4; hp 21; THACO 16; #AT 3; D 1d2/1d2/1d8; SZ M; Int Avg; AL N; XP 168. (OSRIC, p. 200). Wears a **ring of protection +2**.

Spells: *Cause Light Wounds* (x2), *Magic Missile* (x2), *Light*, *Shield*

Giant Lizards (3): AC 5; MV 150'; HD 3+1; hp 18, 13, 12; THACO 16; #AT 1; D 1d8; SA Swallow; SZ L; Int Non; AL N; XP 174, 172, 168. (OSRIC, pp. 280-1).



THE TOWER OF BONES

Outside the Tower

The Tower is now a ruin, located in the middle of a dry clearing. The outside edges of the clearing are thick with **shriekers** (c.f. OSRIC, pp. 296-7), and once the PCs approach within 30' they give off their usual siren, alerting a nearby **hydra** to the presence of intruders. As the PCs approach, they can make out more detail. The Tower is made of smooth black stone. The outside is carved in columns of armoured skeletons, standing one atop the other. The remaining wall of the Tower is 20'-30' high and shows lots of damage. Chunks are missing, scorch marks, gouges, cracks and even melted portions cover the surface. Clearly a huge battle occurred here in the past.

The entrance to the tower is a large peaked archway; no doors are present. As the PCs approach the entry, the hydra charges forth and

attacks. It is a very tough opponent, meant to encourage the PCs to explore the other areas for maximum experience first. If the party wishes to camp out overnight before they encounter the hydra, there is a 50% chance (if the night is sufficiently dark) the beast will track them to their camp (using its smelling ability) where it will attack (the party will likely feel the earth shaking as the beast nears, but the exact direction of the beast will be impossible to discern). Scattered about the tower are portions of stone walls and ruins of buildings, the remnants of a support village.

The ruins can be used by the party as a place to camp, but will prove little protection from the hydra who can easily knock them down.

8-headed Hydra (1): AC 5, MV 90'; HD 5; hp 40; THAC0 15; #AT 5; D 1d6 each; SZ L; Int Semi; AL N; XP 365. (OSRIC, p. 278).



The Tower Ruins

Inside the tower, the remnants of rooms and staircases of a near-black hardwood are now reduced to rotting, crumbling remains. The floor is black marble, split with weeds and plants. A few minutes of searching will reveal all is destroyed and useless. The hydra's lair is in one of the side rooms. It is nothing more than a collection of grasses like a huge birds nest, and a bone-strewn floor. In the center of the tower is a most curious chamber. It is a large round room of black marble, but here the floor is intact. It is also marked with a series of concentric silver rings with rotating circles of varying size and hue actually travelling along them at different rates of speed. In the center of the floor is a large golden disc, spinning slowly and throbbing with a gentle golden light that weakly illuminates the room. This curious chamber was once Warthtraw's throne room and audience chamber. It was looted by his conquerors of its rich trappings and thus it now lies in its current bare state.

Only specifically stated, close inspection will reveal that the golden disc has three small indentations in it that look curiously familiar. If the PCs use **The Seal of Warthtraw**, they will find it a perfect fit. A half-turn to the right and a deep grinding sound will shake the floor of the chamber. All the motion of the circles will stop and slowly the central portion of the floor will sink into the ground a little, then split down the center and gently retract to reveal a staircase of black marble streaked with swirls of silver winding down into darkness. This is the entrance to the real lair of Warthtraw.

Dungeon Level One

Note: All rooms on level 1 are cracked with holes here and there and are thus difficult to secure. Halls are 10 foot wide and high unless otherwise noted. Every turn there is a 1 in 10 chance the party will encounter a monster that has made its way down into the dungeon from the marsh above. Due to strange vapors coming from level 2, wandering creatures will avoid further exploration and will not be encountered after level 1.

1d6 Wandering Monster Encounter

- 1 **Giant Slugs (1d2):** AC 8; MV 60'; HD 12; hp 46, 40; THACO 8; #AT 1; D 1d12; SA Spit acid; SD Immune to blunt wpns; SZ L; Int Non; AL N; XP 2,736, 2,640. (OSRIC, p.298).
- 2 **Giant Worker Ants (1d3):** AC 3; MV 180'; HD 2; hp 13, 8, 7; THACO 18; #AT 1; D 1d6; SZ S; Int Anim; AL N; XP 46, 36, 34. (OSRIC, p.261).
- 3 **Large Spiders (1d2):** AC 8; MV 60'/150'; HD 1+1; hp 6, 3; THACO 18; #AT 1; D 1; SA Poison (Save +2, Webs; SZ L; Int Low; AL N; XP 77, 71. (OSRIC, p. 301).
- 4 **Giant Male Ear Wigs (1d3):** AC 5; MV 150'; HD 4; hp 22, 18, 17; THACO 16; #AT 2; D 1d6/2d6; SZ L; Int Animal; AL N; XP 148, 132, 128. (Monsters of Myth, p. 31).
- 5 **Giant Lizard (1):** AC 5; MV 150'; HD 3+1; hp 15; THACO 16; #AT 1; D 1d8; SA Swallow; SZ L; Int Non; AL N; XP 180. (OSRIC, pp. 280-1).
- 6 **Ghoul (1):** AC 6, MV 90'; HD 2; hp 8; THACO 18; #AT 3; D 1d3/1d3/1d6; SA Paralysis; SD Immune to sleep/charm; SZ M; Int Low; AL CE; XP 81. (OSRIC, p. 240). One of the former citizens of the village above.

1: SPIRAL STAIRCASE.

The spiral staircase descends 100' before dropping another 30' down into a 40' diameter circular room. The ceiling the staircase drops through is covered in a dramatic mural of red clouds mimicking the way the sky can look over the Black Fen during summertime sunsets. In the center of the clouds is painted a large red eye (5' in length). Attempts to fire arrows or magical attacks at this painted eye scuff off a little bit of paint but do little else, so it should appear as nothing particularly harmful.

Cracked and blackened bones litter the floor, with many ghost images burnt into the walls (as if a terrible fire consumed many people). There are 4 locked stone doors in this room, each with a bas-relief of a life sized minotaur holding a staff with a depression at its top as if a 2" round marble shaped stone or gem might fit. No unlocking mechanisms can be detected. If someone touches a door, the eye on the ceiling suddenly turns to flesh and pulls itself free from the painting (with a loud popping sound) and forms into an **oculethe**, a horrid monster comprised of a single enormous eye and tendrils dangling below it. It will drop from the ceiling and attack those it encounters first with its gaze effect then its tendrils.

Oculethe (1): AC 3; MV 10'/60' fly; HD 7+6; hp 37; THACO 12; #AT 1; D 1d8; SA Gaze; SZ M; Int Very; AL N; XP 650+10 (Monsters of Myth, p. 73).



The creature first attempts to gaze attack with its eye (those that fail will succumb to fatigue and fall asleep in 1d4+2 rounds). The creature will hover over its sleeping victims and place its tendrils upon them to suck their juices from their bodies at a rate of 1hp of damage per round. In combat the creature uses its tendrils inflicting 1d8 damage.

A search of the dead creature's body will reveal a 2" silver orb held within one of its many tendrils. Placing the orb into the spherical depression found in each door will unlock the door with a loud thud. There is similar bas-relief on the opposite side of each door allowing them to be locked and unlocked from that side as well.

2: ARMOURY.

This was once the main armoury, its many weapons and suits of armour now nothing but piles of rusted metal. This room could be locked and sealed to offer some protection to rest parties.

3. BARRACKS.

This was the main sleeping quarters for the tower garrison. Besides 150 old rotted cots, now collapsed, some broken and rusted weapons and empty bottles, nothing else of interest is found.

4: SCRIPTORIUM.

Here Warthraw's apprentices spent countless hours mastering the difficult magical illusionist language. The many writing desks have collapsed with age and are covered in webbing and dust. Dried bottles of magical ink and fine feather pens litter the floor. Bookshelves that once housed an extensive magical library are now nothing but piles of frayed and crumbly paper. Sitting on the ground next to one of the collapsed desks is a silver scroll case, its cap sealed in wax. Within is a **dispel magic scroll** and a **phantasmal spider**, which attacks when the scroll is pulled free (surprise 1 - 4 in 6). It is capable of killing with its bite but if a Saving Throw vs. Magic is successful, the spider seems smoky and intangible and does no damage.

Phantasmal Spider (1): AC 8; MV 60'; HD 1; hp 5; THACO 19; #AT 1; D Nil / Death poison; SA Poison; SZ S; Int Animal; AL N; XP 85 (OSRIC, p. 301).

5: MESS HALL.

4 large stone tables and stone benches dominate the center of this room. A fireplace and cooking tools are also present. If anyone climbs up the chimney they will find a ledge 10' up that is not visible from below. Sitting on the ledge is a **bag of holding** tied shut. Within the bag are the skeletal remains of an elf wearing a suite of **elven chain** along with a rotting red cape and high soft boots. Careful examination will reveal a crack on the elf's skull suggesting he was bludgeoned to death and stuck in this sack by someone.

6: STAIRS TO LEVEL 2.

This room served as the grand entry to the second level. The severely cracked marble columns lining the staircase are carved with images of naked dancing girls. However, the stairs only descend a few yards before they are blocked by rubble from a cave-in of some sort. The debris cannot be cleared without substantial effort of at least 2 weeks of steady work.

7: LARDER.

50 large ceramic jars once held all sorts of fresh foods and dry goods. They are now empty save petrified bits and morsels. Within one jar filled with dirt is a diamond worth 300gp. The dirt must be removed and sifted through to find it.

8: PRAYER ROOM.

The tower cleric used this room to conduct black rituals and hold ceremonies. A statue of a demonic looking beast lies broken on the ground. The floors, walls and ceiling are heavily cracked, as if a massive earthquake or explosion occurred here. One crack near the center of the room is large enough to fit into, and if looked into seems to continue downward (see **Dungeon Level Two, area 1**). Strange plumes of putrid purple smoke billow out of it, but it appears otherwise safe.



The Caverns

Dungeon Level Two

While the PCs are exploring this level, the GM should check for a wandering monster encounter every third turn, with a 1 in 6 chance of an encounter occurring. If skeletons or grimlocks are encountered, these numbers should be subtracted from any later encounters with these groups.

1d6 Wandering Monster Encounters

- 1 **Skeletons (1d3):** AC 7; MV 120'; HD 1; hp 5, 5, 4; THACO 19; #AT 1; D 1-6; SD Immune to *sleep/charm/cold*, ½ edged wpns; SZ M; Int Non; AL CE; XP 20, 20, 19. (OSRIC, pp. 242-3).
- 2 **Grimlocks (1d3):** AC 5; MV 120'; HD 2; hp 7, 4, 4; THACO 18; #AT 1; D 1d6 or by wpn; SD Immune to visual magics, Save as F6; SZ M; Int Avg; AL NE; XP 57, 54, 54. (see Appendix 1: New Monsters).
- 3 **Shadow (1):** AC 7; MV 120'; HD 3+3; hp 22; THACO 16; #AT 1; D 1d4+1; SA Drain STR; SD +1 wpn to-hit, 90% Hide in Shadows; SZ M; Int Low; AL CE; XP 338. (OSRIC, p. 242)
- 4 **Giant Rats (3D10):** AC 7; MV 120'; HD 1/2; hp 1d4 each; THACO 20; #AT 1; D 1d3; SA 5% *cause disease* as Divine spell; SZ S; Int Semi-; AL N; XP 7+1/hp each (OSRIC p. 253)
- 5 **Giant Bats (1d6):** AC 8; MV 180'; MC: C; HD 1; hp 1-8; THACO 19; #AT 1; D 1-4; SD -3 to-hit; SZ L, Int Non; AL N; XP 10 + 1/hp each. (OSRIC, p. 246)
- 6 **Large Spiders (1d2):** AC 8; MV 60'/150'; HD 1+1; hp 6, 3; THACO 18; #AT 1; D 1; SA Poison (Save +2, Webs; SZ L; Int Low; AL N; XP . (OSRIC, p. 301)

1. ENTRANCE:

The PCs find a 3'x5' crack in the earth with plumes of purplish acrid smelling vapours rising from it. The crack continues 20' down and is a tight squeeze but can be traversed (the smoke smells putrid but will not harm those that breath it). Rope will be needed to make the vertical descent. The crack leads into an octagonal shaped room 30' across and 12' high. There is a large crater in the center of the floor 5' in diameter and 6" deep filled with bubbling purple liquid giving off the purplish smoke. The walls are severely cracked and covered in thick black ash. This room had been one of the labyrinth's potions' laboratories. A particularly potent experiment that was left unattended exploded creating the massive crack to the level above and causing the dungeon level's abandonment.



2. POTIONS LABORATORY:

This is a destroyed laboratory. The door to this room was blown to pieces from the blast that destroyed the entrance to this level (Room 1). Mounds of broken bottles and beakers litter the floor mixed with every variety of powder and liquid typical to such alchemist labs. The only thing of value remaining in the room is a **pair of magical black high hard boots** and a **black cloak** (both will magically fit any demi-human/human size) and are made from the hide of a black dragon (+4 Save vs. Acid attacks). Also in this room is what appears to be a beautifully carved granite statue of an elf holding a dagger. This is in fact an elf thief who had found his way into the dungeon, but was turned into stone by a medusa that once wandered these halls. If it is examined it will appear to have an expression of horror.

3. HALL:

This hall leads south and then turns east. The walls here are heavily cracked and covered in black soot from the explosion in room 1.

At the south end corner of the hall is a 45-degree 3'x3' chute hidden by an illusory wall (Save vs. Magic to detect). If a torch is brought near the wall it will flicker and grow toward the shoot.

Grimlocks and medusa use this passageway to travel to the dungeon. If one travels down the chute, he or she will emerge onto a small stone platform near a rickety rope bridge that crosses an underground river. The other end of the bridge is attached to a small cave entrance (the guard post in room 21). There is a 1 in 6 chance **1d3+3 grimlocks** (hiding against the rocks) will be encountered here; they carry rusty battle axes and spears and will fight to the death.

A secret door is on the east end of the hall, and is cracked open.

Grimlocks (1d3+3): AC 5; MV 120'; HD 2; hp 11, 11, 10, 7, 6, 3; THAC0 18; #AT 1; D 1d6 or by wpn; SD Immune to visual magics, Save as F6; SZ M; Int Avg; AL NE; XP 50, 50, 48, 42, 40, 34. (OSRIC, p. 199).

4. HALL:

This area of the dungeon was not affected by the explosion in room 1. At the south end of the hall is a trap made by the grimlocks. It is a pit trap with a 10' drop onto spikes (2d10 damage). It is used to capture giant rats and humanoids that get into the dungeon. The trap room was once used as a storage area, and old rotten barrels and boxes lie about. If the boxes are searched a **grey ooze** will come crawling out and attack. Nothing of value is in this room.

Grey Ooze (1): AC 8, MV 10'; HD 3+3; hp 18; THAC0 16; #AT 1; D 2d8; SA Corrosion; SD Immunity to most magic; SZ M; Int Animal; AL N; XP 290. (OSRIC, p. 276).



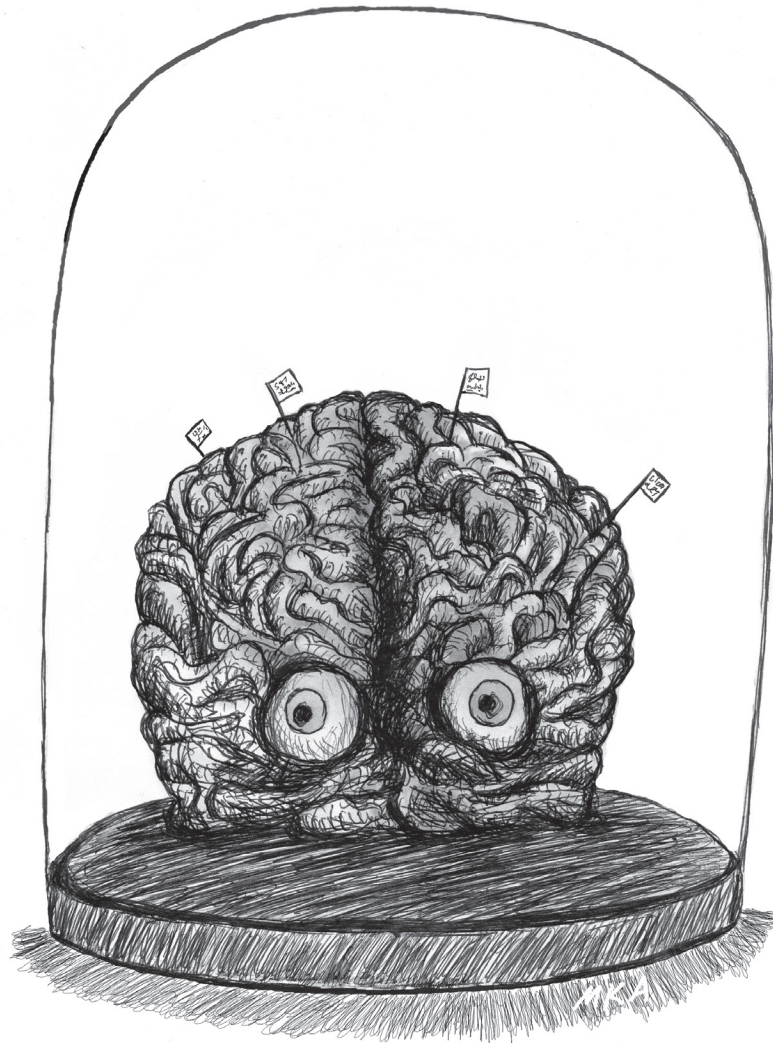
5. THE BRAIN LAB:

A secret door opens onto a stairway leading down 20' and into a room. The room is not lit, but several candles will magically come alight once the room is entered. The walls are covered with large transparent glass jars sitting in stone alcoves carved into the walls. Each jar contains a different kind of brain floating in strange liquids and labeled in a forgotten evil Phantasmal language.

A desk on the north wall has a jar sitting on it with swirling pink gas in it. A closer inspection of the jar reveals a living human brain connected to eyes and supporting eye muscles. The eyes are lidless and follow the PCs around as they investigate. It means no harm to the PCs. If it is communicated with using *telepathy* it reveals itself to be the brain of Harvey, a trusted servant who was simply in the wrong place at the wrong time. The pink gas is keeping his brain alive.

This lab was used by Warthtraw's Illusionist cult to study how illusions affected the brain. Small pins with labeled tags stick out of Harvey's brain and with a large magnifying glass (worth 50gp) sitting on the desk, an illusionist may read the labels (they are written in Phantasmal script). A book (also in Phantasmal script) rests on the desk next to the brain. In it are detailed descriptions of brain anatomy and experimental notes describing how certain Phantasmal spells seem to effect certain regions of the brain. It is worth 100gp to a sage, wizard or illusionist. A platinum pen and ink set and 10 sheets of quality silk parchment is locked in one of the drawers. Together they are worth 150gp.

Hidden in a secret compartment on the north wall is a set of dissecting knives and saws worth 50gp. Also within this compartment are **two Phantasmal light scrolls**. The rest of the vast collection of brains are worthless due to their age and irreparable state of decay.



6. PROTEAN PORTAL:

Blocking the real door to room 6 is a large and hungry semi-intelligent protean (marked as a T on the map). It replicates the stone door it stands in front of perfectly. The protean is very hungry, and as soon as someone gets within a few inches it attacks.

Inside the creature are 200gp, 33sp, and 3pp, as well as 3 small gems (100gp, 130gp, 305gp values). Also inside the protean is a crystal key that unlocks this door (without the key the group would need to pick it or do 400 points of crushing damage to break it open).

Protean (1): AC: 7; MV 30'; HD 10; hp 41; THACO 11; #AT: 1; D: 3d4; SA: adhesive pseudopod; SD: Camouflage; SZ: L; Int Semi-; AL: N; XP: 1,260. (New Monster. See Appendix 1: New Monsters).

This square room was once the main entrance to the level above before it was permanently sealed with an *earthquake* spell. The room has a stairway, now blocked with heavy rubble. If cleared (it will take 3 humans at least 1 week of steady labor), the stairway eventually leads up to **Dungeon Level 1**.



On the wall to the south is an illusory 4' by 3' window (actually a painting) that looks into an illusory world. Loud crickets can be heard chirping through the window, and a view of a dusky countryside can be seen with a gibbous moon hanging in a clear night sky. Those standing in front of it will feel a light cool breeze. If the surface of the window is touched it feels like cold stone wall. If anyone stares at or studies the illusory window for three or more rounds, a black cloaked figure can be seen in the distance sneaking up toward the front of the painting. If the viewer does not look away for at least 3 more rounds the figure will notice the PCs and rush at them, jumping out from the illusory window into the room.

This black ghostly figure is an **improved shadow monster**. It attacks with chillingly cold hands that paralyze its prey. If a character is paralyzed or taken to zero hit points, it will attempt to drag the player back into the painting with it (a semi-real 3D world but only about the size of what can be seen in the painting). An illusionist casting *dispel illusion* (as vs. a 14th level illusionist) causes the illusion to break and anyone inside the painting to fall to the floor. Otherwise anyone that goes into the painting is trapped within the illusory world where they will eventually die of starvation or thirst.

Improved Shadow Monster (1): AC 0; MV 120'; HD 12; hp 54; THAC0 8; #AT 2; D 1d8 / 1d8 (Save vs. Spells or paralyzed for 1 turn) ; SA paralysis; SZ M; Int Avg; AL N; XP 2,064. The improved shadow monster attacks those who fail to Save first. Its *paralyzation* ability does not work if those viewing it Save vs. Spells (see the spell description, OSRIC, pp. 112-3).

7. TOILET:

This room contains a porcelain toilet and sink with lion head faucets that move about following the hands of the user and their commands (turn on hot water, etc.). A **deadly black pudding** lives in the toilet pipes here. If anyone uses the toilet the pudding will attack. Otherwise, it stays in the pipes.

Deadly Black Pudding (1): AC 10; MV 60'; HD 10; hp 40; THAC0 10; #AT 1; D 3d8; SA Dissolve wood /metal; SD Immunity to blows/cold/lightning/acid/poison; SZ M; Int Non; AL N; XP 1,910 (see Appendix 1: New Monsters).

8. CLOAK ROOM:

This large walk-in closet has been magically dweomered to prevent rotting, and is permeated with the scent of roses. Here are 12 capes, 3 hats, and 3 large trunks filled with quality clothing packed as if ready to go on a trip. The value of this fine silk clothing is 300gp total. Food can be kept fresh indefinitely in this room.



9. GLASS ROOM:

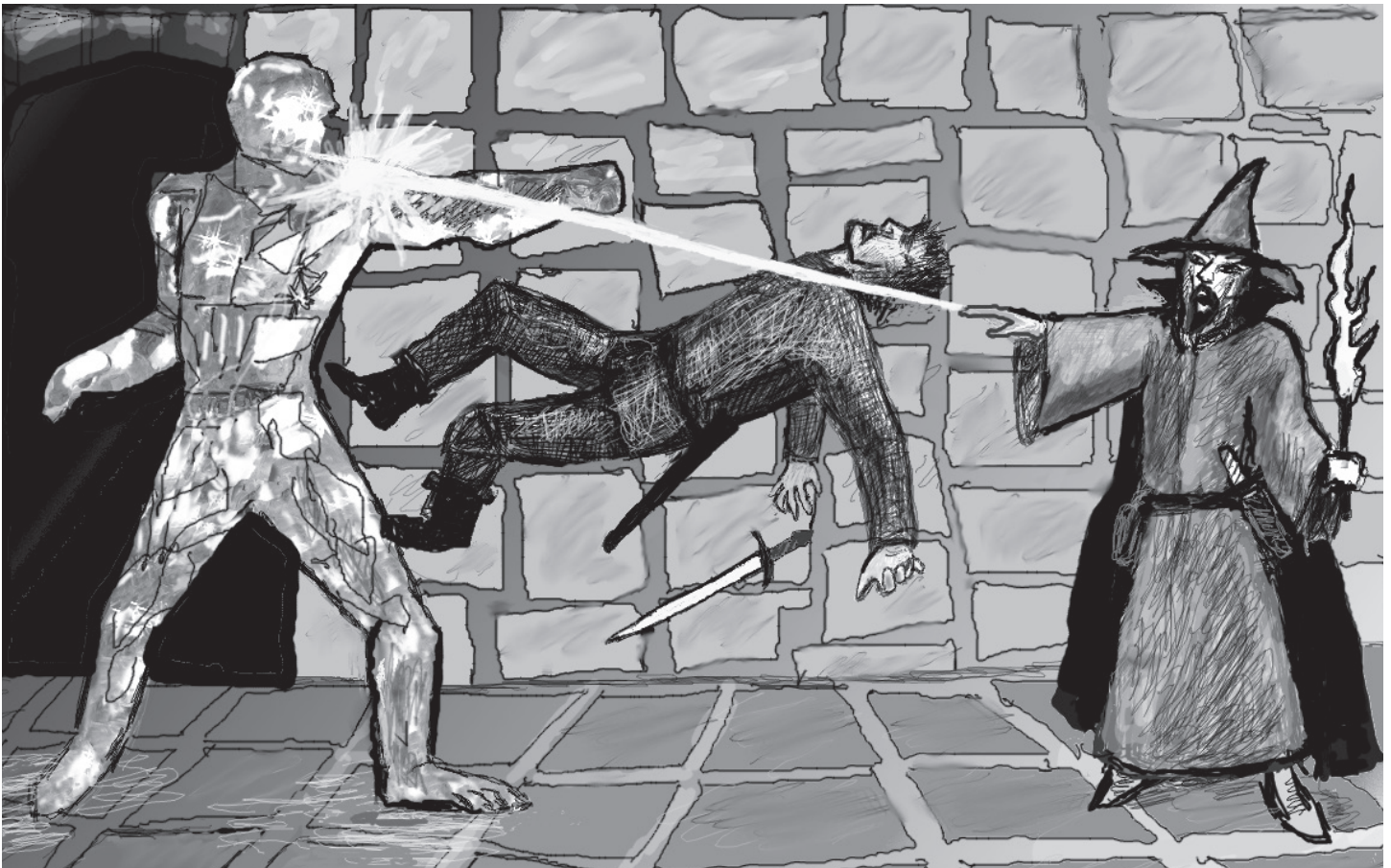
A large furnace and cooling chamber lies in the north wall of this round room. This is where all the glassware used in the dungeon was made. Besides many glass blowing billows, tongs and related equipment used to make glass objects, empty bottles and tubes, bags of rare sand, and rods of glass, the room contains 3 large human statues made of transparent solid glass (each 6' tall). They stand along the southern portion of the room. The pupils of the statues' eyes consist of small cut diamonds. Each statue weighs 400 pounds, and can only be damaged by +1 or better weapons. The diamond pupils screw out clockwise and each is worth 100gp. These statues are beautiful works of art, but are also **phantasmal golems** (c.f. Appendix 1: New Monsters), made by Warthraw himself. Two are non-functioning, but one works though it was never used in battle.

The functioning golem will be activated by turning the right pupil diamond clockwise 1 turn. Upon activation the statue will attack. When hit with magical weapons, cracks will develop throughout the glass until it eventually shatters. It can be shut off by turning its pupil back 1 turn, but this should be very difficult to accomplish.

When it casts spells its entire insides will glow the colour of the spell, and the spell will be projected through its diamond pupils in a 270 degree angle. These golems were designed to be used in series of great wizard battles which swept the region but were not completed in time.

Phantasmal Golem (1): AC 2; MV 60'; HD 12; hp 42; THAC0 8; #AT 2; D 2d8/2d8; SA can cast 1x each a day (*detect invisibility, colour spray, improved phantasmal force of lightning bolt* (10th-level), *chromatic orb, wall of fog, mirror image*; SD +1 wpn to-hit; MR 50%; SZ L; Int Non; AL N; XP 2,716. (See Appendix 1: New Monsters).

The first two statues are worth 300gp (not including the diamonds); and the functioning golem (if taken back inactivated) is worth 2,000gp. The golem's last command before it was turned off was to destroy anyone who activated it except its creator.





10. OLD GRIMLOCK CAGE:

Rusty bars blocks a smelly dank cavern. Two of the bars have been bent and will allow one PC to squeeze through at a time. Inside the cave are **12 grimlocks**. They happen to be enjoying a feast of giant rats when the PCs enter but the scent of humans coming into the room is so strong they will turn to attack. Each is armed with a rusty weapon. One carries an elvish **+2 LG long sword** named *Grythlorn*, which can *detect normal secret doors* at 1' for good-aligned PCs only (though it favors LG).

Grimlocks (12): AC 5; MV 120'; HD 2; hp 12, 12, 11, 11, 10, 9, 9, 8, 8, 7, 7, 6; THAC0 18; #AT 1; D 1d6 or by wpn; SD Immune to visual magics, Save as F6; SZ M; Int Avg; AL NE; XP 62, 62, 61, 61, 60, 59, 59, 58, 58, 57, 57, 56. (OSRIC, p. 199).

11. LOUNGE:

The floor of this old lounge is covered in a thick mouldy wall to wall red carpet and huge cozy chairs, now completely rotten. A wet bar is set up with 12 bottles of fine brandy, 12 bottles of fine wine, and 10 barrels of stout Dwarven ale. Each bottle of brandy is from a different year and worth 1d4 x 50gp each. Each barrel of ale is worth 100gp (Pontus Galt, the owner of the Ball & Chain in Herth would be very interested in purchasing these barrels). Several book shelves lining the north wall are stuffed with rotting worm-eaten books. Three reading desks with reading lamps are set up against the south wall. A locked stone double door is in the center of the western wall. A large key hole is indelibly painted on the door, but no pickable lock exists.

Sitting on the center desk is a book in good condition, written in Common and entitled “*The Wickedness of King Tazair*”. It is a sententious morality tale about a cruel king. On the tattered page 120 is a large picture of a key. Anyone attempting to grab the key can, and it will leave the book. It feels real enough in the hand and will open the double doors at which point it disappears. If the book is checked again later the key will once again be present within the book (smart PCs may want to take the book with them so the door can be locked behind them).

12. DINING HALL (12A) and KITCHEN (12B):

A fountain of a spitting half lion half fish dominates the center of the eating hall. Lights of every color illuminate the water in a beautiful display. The walls are covered with a mosaic of pipe-smoking wizards in robes, as well as monsters of all sorts, some eating villagers to the wizards’ delight.

The kitchen portion is connected by two doors; though covered and dust and grime, it is still impressive with three specialized fire places for cooking and huge pantries. A garbage chute located on the floor at the southern end of the

room is hidden under a ¼ inch of dust.

Any who investigate the south wall area will likely step into it and activate the 5’x 5’ trapdoor (70lbs causes the trap door to drop down). It closes up again after 30 seconds.

The trap door can also be activated by stepping on a pressure switch a few feet away (also covered over in dust and difficult to spot).

This is where the cooks and cleaning staff would throw out spoiled food stuffs, scraps and uneaten food. The chute is very greasy and steep, and leads to an exit 8 feet above an underground river. Unfortunately for any that fall in, a **giant catfish** often hangs out in this portion of the river and may be attracted by the splash of incoming food (1 in 3 chance). If the giant catfish is present, roll initiative.

Giant Catfish (1): AC 7; MV 180’; HD 8; hp 39; THACO 12; #AT 1; D 3d4; SA Poison spines, Swallow; SZ L; Int Anim; AL N; XP 1,118 (see Appendix 1: New Monsters).





13. STATUE ROOM and BOAT LANDING:

If the door to **11** is opened it reveals a small room with a huge statue to the west and a wide staircase leading down to the south. Thousands of small mushrooms cover the floor here. The statue is of some kind of insectoid looking demon that seems to sweat a puckish bile. Any characters below 2nd-level must Save vs. Spells or be scared as if by the 4th-level Arcane spell *fear* and want to turn back. Behind the statue is a secret door. It is locked and trapped with a hidden needle that causes death within 1d6 rounds.

The secret door is opened by pushing in and up and then to the left. The needle will shoot from the center of the stone if this exact sequence is not followed). When touched, the secret door feels unnaturally cold to the touch.

Down the stairs to the south the mushrooms get much larger, some standing up to 8' tall, and many must be cut to proceed forward. The ceiling to this chamber is 20' high. Hidden behind some of the giant mushrooms is a throne made of 555 fused skulls, some of which chatter every now and then, if approached within 10' by a living being.

Seated on the throne is the mummified remains of a once powerful wizard who took his own life rather than succumb to defeat. He holds a staff with a crystal at its end. A *light* spell cast within the crystal magnifies its brightness by a factor of 10 and allows it to be directed like a flashlight (this item does not detect as magical).

A secret compartment in the arm of the throne contains a **wand of wonder**, **2 potions of extra-healing**, and a **scroll of protection from evil**. This throne served as a place of high respect where elders of the Illusionist cult would meet important members of the underworld to make alliances and plot their wicked deeds.

A stone landing stands before an underground river flowing through a huge natural cavern. Hiding amongst the giant mushrooms near the throne are **two blindheim**. This evil pair will first blind their prey with their powerful lamplike eyes and then attempt to grab the smallest person near the water and drag them in, biting as they go. They will then pull them below the surface and rip them apart, taking their corpse back to their lair.

They live in a small underwater cave with an air pocket 20' to the west and 15' down. In their cave they have 500gp worth of jewelry, 302gp, and 1,022sp. They are always looking for shiny stuff to add to their collection. The smaller blindheim is wearing a **ring of warmth**. If unhindered, the pair may attack later.

Blindheims (x2): AC 3(1); MV 90'; HD 4+2; hp 26, 23; THAC0 15; #AT 1; D 1-8; SA Blinding Stare; SZ S; Int Animal; AL CE; XP 260, 245. (OSRIC, pp. 264-5).



14. UNDERWATER RIVER CAVERN:

The river here varies in depth from 10'- 20'. In the middle of this 40' foot high chamber is an island which is also covered with giant mushrooms. A boat can be seen from the landing (room 13) stuck against the north shore of the island, which is only 30 feet away. A rope with a weight could be used to snag the boat and drag it back (or someone could swim to it etc.). Inside the battered boat is a good quantity of adventuring equipment (5 bullseye lanterns, a pot of tar, 10 flasks of oil, 200 torches, 300' of rope, 2 grappling hooks, 3 weeks of hard rations for 3 grown men, cooking gear and a barrel of fresh water). Also in the boat are 2 short bows and 97 arrows. If inspected the anchor line appears to have been severed and frayed as if bitten or ripped free from the rest of the anchor line. The boat has a slow leak near the center where it appears to have been hit from below with a heavy object. It can be easily patched.

14A. THE TOWER'S TREASURE:

During the final attack on the Tower of Bones, panicked functionaries buried a small fortune atop a cavern ledge for safe keeping (in case the dungeon was raided). The clerks were killed in the battle, and the treasure was never recovered.

Over the centuries, natural erosion eventually caused a partial collapse of the ledge revealing the treasure. Anyone using light and coming down the river will see sparkles glistening off coins and jewels clinging to the cavern wall (note: If the party never ventures down this stretch of river they will likely never find this treasure). A 20' ledge just above the water surface near this portion of the cavern allows for collection of the fallen treasure (adventurers can either swim to this ledge or use a boat as the water remains deep near shore). The process of collecting the treasure will take 1d4+2 rounds per chest.



This activity will likely attract the attention of the **two giant catfish** that live along this stretch of river. Both are accustomed to grabbing morsels off the shoreline and occasionally off boats, using powerful thrusts of their tails to briefly go on land (every round there is a 1 in 6 chance one or both giant catfish will attack).

The **first chest** fell over and partially scattered 120gp, 401gp, 200sp and **3 elven made magical broaches** (it may take some time and experimentation by the PCs to figure out how these strange broaches work). The first broach has a small ruby at its center and bestows a +1 to all Saving Throws when worn, the second has an emerald at its center and gives the wearer the ability to climb walls as a 12th level thief 1x per day (its command word “thesis” is engraved on the back), while the third has a piece of petrified dragon bone at its center and allows the user to levitate 1x per day for 20 minutes at will.

The **second chest** sits high up on a ledge. It contains: 500gp and 4 pieces of jewelry worth 350gp, 180gp, 240gp, and a small emerald-encrusted tiara worth 600gp.

A **third chest** rests near the shoreline where it almost rolled into the river. This chest also lies close to a grove of giant mushrooms where **4 large spiders** dwell. This chest contains 5 strings of pearls, each worth 200gp, a collection of miscellaneous jewelry worth 440gp and a 350gp emerald ring set in gold. Sitting atop the coins is an even more alluring treasure, a sparkling multifaceted crystal goblet - the **Chalice of Mesmerization** (see Appendix 2: New Magic Items) any PC gazing into the many faceted chalice will fall under a hypnotic spell and automatically suffer 1d4 rounds of surprise. Large spiders crouch hidden amongst the giant mushrooms, having learned that animals and humanoids who find the chalice become easy prey. Any victim that they successfully poison will be dragged back to their lair (using both their webbing and powerful legs). In the middle of the mushroom grove is the spiders’ nest which holds 20 spider eggs (captured PCs will be placed next to these eggs awaiting the hatchlings...which will, by chance, be any moment). Only a *neutralize poison* spell will save the lives of any placed in the nest.

Large Spiders (4): AC 8; MV 60’/150’; HD 1+1; hp 9, 9, 5, 3; THAC0 18; #AT 1; D 1; SA Poison (Save +2, Webs; SZ L; Int Low; AL N; XP 83, 83, 75, 71. (OSRIC, p. 301).

15A. THE ISLAND:

Huge blind crabs eat at the giant mushrooms growing here but nothing else of interest can be seen on the rocky island surface. Below one of the mushrooms in the center is an old metal trap door (now covered in 2 inches of dirt). The outline of this trap door is detectable (1 in 6 chance/2 in 6 chance for elves). A stairway leads down to a 30’ circular room (**15B**).

15B. MENAGERIE:

Several rusted metal animal traps are set out around the room. One closed trap contains the small skeleton of a mole evidently captured long ago. On the southern wall is a closed metal door. Living within the dirt floor of this room are **2 brain moles**, and **4 brain mole babies** (non-combatants). They have been breeding in here for many generations eating occasional rats and insects that find their way in. If Harvey (from room 5) was brought along with the group, the adult brain moles will try to eat his mind first (the group will be alerted by his psychic screams). Behind the door is a hall with two banded doors on either wall and one at the end. In each side room there are many small cages containing bones and fur. What was once an expansive subterranean animal collection has withered away.

Brain Moles (2):

AC 9; MV 10’; HD ¼ ; hp 1 each; THAC0 -; #AT -; D -; SA Psionic burrowing; SZ S; Int Anim; AL N; XP 31 each (see Appendix 1: New Monsters).



This is a **starving troll** that has been stuck in this cage for eons. It is at 1/3 normal Hit Points due to starvation and deals only ½ normal damage.

The silver ring is simply a silver piece that it gnawed and pressed on until it formed a band and then twisted it around its finger. It hopes to lure the party close with the ring. The troll's cage has grown rusty over the centuries and will break open in 1d3 rounds once the monster begins pulling and pushing on the corroded bars.

If the party attacks the troll before it reveals itself, it will play dead as long as possible, knowing it will eventually regenerate. If fire is used on it however, the troll will jump up and attempt to break out.

Troll (1):

AC 4; MV 120'; HD 6+6; hp 34 (currently 12); THAC0 13; #AT 3; D 1d4+1/1d4+4/2d6 (halved due to current injuries); SD Regeneration 3hp/rd, Darkvision 60'; SZ L; Int Low; AL CE; XP 621. (OSRIC, p. 206).

15C. OFFICE:

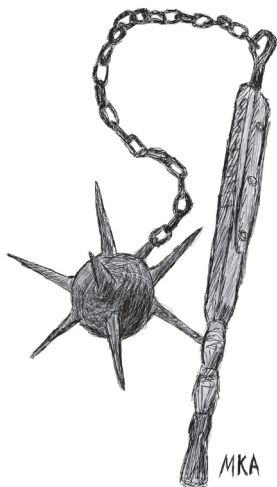
Here are several rotting desks with paper on them, now illegible and fragile to the touch. In one of the drawers is a set of keys that opens any of the cages in the three rooms. In this room there are much larger cages that housed subterranean humanoid or bipedal creatures. There are 12 in all, however only two are not completely skeletonized. In a cage on the west wall is a desiccated cephaloid, which is now completely mummified though it stands with his hands holding on to bars as if watching the party. Within a corroded cage on the east wall is a shriveled up creature with a blanket pulled up over itself. Apparently, the poor creature starved to death slowly. If the blanket is removed it reveals an unidentifiable large humanoid body that looks dried like a raisin. On a 3 in 6 chance a silver ring is spotted on the creatures finger. If anyone in the party moves to within two feet of this cage the thing inside jumps up with amazing quickness and reaches to grab for flesh (roll for Surprise). It plays dead until someone is within range.



16. ETTIN LAIR:

12' above the river is a natural cave opening 12' high and 10' wide. A **giant albino catfish** circles curiously below the water here, but doesn't seem particularly aggressive (in truth it will eat anyone who falls into the water). If the PCs climb up to the cliff, they find a 12' x 12' natural passage leading south and east. The passage traverses 50 feet and then snakes back to the south and west. Sitting in a large cavern at the end of this twisting passageway is the huge **ettin, Fuddmentz**. His two heads, Fudd & Mentz, are arguing over who should get the biggest piece of an already half-eaten human adventurer. On the ground in front of the ettin are two dead dwarves and a dead half-orc ripped apart with their entrails covering the floor. Several large gashes can be seen on the ettin suggesting the adventurers put up a good fight (leaving the ettin at 1/2 of its normal Hit Points). The ettin has already eaten three other humans, evident by its bulging stomach. The dead bodies have been stripped of most of their belongings as the beast prepares to feast on them.

Visible behind the ettin to the south is a rectangular room 30' x 25' with six large columns supporting the roof. Thousands of bones of every sort cover the floor. The treasure of the ettin can be found here under a mound of skin and bone it sleeps on at the foot of a granite statue of a tall, robed man. In it are many rusted and broken pieces of armour and weapons including a +2 **handaxe** (which had belonged to one of the dead dwarves) and +1 **flail** (both in good condition). Scattered amongst the debris are 1,200gp, 450sp, 1,200cp and a broken necklace set with a palmed sized emerald worth 1,000gp.



Giant Catfish (1): AC 7; MV 180'; HD 8; hp 42; THACO 12; #AT 1; D 3d4; SA Poison spines, Swallow; SZ L; Int Anim; AL N; XP 1,154 (see Appendix 1: New Monsters).

Fuddmentz the Ettin (1): AC 3; MV 120'; HD 10; hp 43; THACO 10; #AT 2; D 2d8/3d6; SD surprised only 1 in 6; SZ L; Int Low; AL CE; XP 1,972. (OSRIC, p. 204).

17. WATERFALL CAVERN:

This 40' domed cavern has a large waterfall falling from a hole in the top west corner. Fifteen feet up the north wall is a small crack with wisps of white smoke being released (the rock face is sheer here, **climb walls** skills are at -30% if a Thief wishes to investigate). The waterfall cannot be heard outside of the cavern entrance due to a permanent **silence** spell cast upon the entrance area (which will be noticed by the PCs as they pass through).



A sunken boat lies 30' directly below the waterfall. The hold of the 25' boat contains a large wooden chest containing 3,000gp and 10,000sp.

Also in the hold are 10 skeletons that will try to kill any who approach their treasure. Their weapons have long since rusted away. When the skeletons were alive they were bandits working with the Illusionist cult. Once they could no longer be of use they were locked in the hold with their treasure and pushed under the waterfall to drown a fool's death. The strongest skeleton has on +2 **chain armor** and holds a +2 **dagger**, +4 vs. **lycanthropes**.

Skeletons (x10): AC 7; MV 120'; HD 1; hp 8, 8, 8, 8, 7, 6, 5, 4, 4, 4; THACO 19; #AT 1; D 1-6; SD Immune to *sleep/charm/cold*, ½ edged wpns; SZ M; Int Non; AL CE; XP 23, 23, 23, 23, 22, 21, 20, 19, 19, 19. (OSRIC, pp. 242-3).

If the strange smoking crack is investigated, it is found not to be smoking, but rather freezing air crystalizing escaping water vapor midair, giving the impression of wispy smoke. The crack reveals a locked secret door (appearing as a cavern wall) leading to room 20. The secret door can be unlocked by pushing upward and then to the left.

18. PHANTASMAL WATERFALL:

The underwater path leads to a waterfall which looks and sounds as if it falls 100' onto rocks far below. If one goes through the illusion they will find that they are plummeting down 20', at which point the illusionary waterfall ends and they fall onto a landing with a stone dock to which they can tie off. Stairs carved from stone lead down to **Dungeon Level 3**. A grate covered drain cut into the floor prevents flooding of the lower level.



19. ZOMBIE ROOM:

A secret entrance raises revealing stairs leading down into an octagonal room 20' high. The party members immediately notice a coldness to the air and pinpricks on the backs of their necks. The lower 8' of the room before them is covered in a **continual darkness** spell. Unlike other **continual darkness** spells, this one was made by an Illusionist and is not affected by cleric or magic-user **light** spells (for purposes of **dispel magic**, the **darkness** saves as 17th level Phantasmal magic). Only a Phantasmal **light** spell will temporarily counteract the **continual darkness** spell).

If the party is unable to remove the **darkness**, they may be forced to go forward into the **darkness** blind. In such an event, an adventurer will soon find their fingers probing wet, cold visceral organs! Standing in the darkness are 11 zombies. They will not move until touched, then those touched will gain surprise on a 2 in 6 chance (due to the **continual darkness**). Once the first zombie is engaged, it will moan a signal for the rest of the zombies to attack. PCs can run back out of the **darkness** (though this might be difficult due to tripping etc.).

If the PCs continue forward or defeat the zombies, they will eventually leave the **darkness** and come face to face with a large statue of a muscular man holding a sword across his folded arm. This is a stone guardian positioned 1' in front of the door to room 20 (see below). The guardian attacks anyone that attempts to open the door to room 20 without saying the password "spider".

Zombies (11): AC 8; MV 60'; HD 2; hp 14, 14, 13, 11, 10, 9, 9, 9, 7, 4, 2; THAC0 18; #AT 2; D 1d8; SD ½ dmg from blunt wpn; SZ M; Int Non; AL N; XP 44, 44, 43, 41, 40, 39, 39, 39, 37, 34, 32. (OSRIC, p. 244). Hidden on each zombie (in mouth, ear, pocket etc.) is an odd piece of black stone, similar to a puzzle piece. When the pieces are snapped together in the correct order they form a key, which will open the stone door to room 20.

Stone Guardian (1): AC 2; MV 100'; HD 4+4; hp 29; THAC0 15; #AT 2; D 1d8+1/1d8+1; SD ½ dmg from cold/ fire/electricity, ¼ dmg from edged wps, immune to missiles/ poison/ charm/ paralysis/ fear; SZ L; Int Non; AL N; XP 661.(see Appendix 1: New Monsters).



20. THE CRYPT:

The stone door leading into the crypt is very cold to the touch, and undoubtedly the source of the cold in room 19. The black stone door has many large eyes carved on its surface, which occasionally blink. At the center of the door is a keyhole with an odd starburst shape embossed onto it. It is presently locked and can only be opened by putting together the stone key components held by the zombies (this lock cannot be picked). Once the door is unlocked it is found to be frozen shut and must be pried or forced open (requiring a combined Strength of 30).

Heating the door for a turn will be helpful (reducing the required strength to 14). Once opened a cloud of freezing mist drifts out toward the PCs. The temperature of the room they enter is -25° F. Once the mist clears, the party can see 6 stone sarcophagi in the room before them.

Each lid is carved with the likeness of its unique occupant, yet they all share the lines and facial expression of wickedness. If the sarcophagi are forcibly pried open, each reveals a body frozen solid and exactly as it was at the time of entombment. Each is dressed in fine robes and together the corpses possess a total of 245 gp worth of jewelry.

Moving the bodies to get to the rings, bracelets, pendants, necklaces etc. causes fingers and heads to break off the corpses. Despite these being fine pieces of treasure to most, they did not even qualify as costume jewelry compared to what these old masters possessed in life. Undoubtedly, their relatives looted their bodies after death and replaced their valuable jewelry with rubbish just barely suitable for the priests to bury them in.

The west wall of the crypt makes those who go near it feel bit nauseous. A secret door in the center is frozen shut and must be forced open (requiring a combined strength of 20). Behind the secret door is a small 8' by 20' room. This room is much colder at -50°F.

Two gargoyles frozen in a layer of ice flank either side of this room. A sword sits under the hand of a tall black statue of a horse headed demon. If the sword is touched or moved the room quickly warms to 70°F and the ice covering the gargoyles instantly melts and they will attack in 1-3 rounds.

The **two-handed sword +2 (+4 vs. good)**, is possessed by an incorporeal demon named **Gorxio**, who will attempt to take possession of anyone not evil-aligned that attempts to grasp it. It can grant a CE wielder the ability to **levitate** 1x a day (1-4 turns) and **detect good**. Anyone of good alignment cannot get within 5' of the statue due to its oppressive aura of permanent evil.

Gargoyles (x2): AC 5, MV 90'/150'; MC: C; HD 4+4; hp 29, 22; THAC0 15; #AT 4; D 1d3/1d3/1d6/1d4; SD +1 wpn to-hit; SZ M; Int Low; AL CE; XP 155+4/hp 277, 243 (OSRIC, p. 274)



21A. RICKETY ROPE BRIDGE:

This bridge crosses over the underground river connecting the small 3'x3' shoot in the dungeon hallway (room 3) to a cavern entrance on the far side of the river (located 6' above the water).

A giant catfish waits under the bridge for the occasional scraps of food thrown down by the grimlock that live here. The giant catfish from room 15 normally stays on the river bottom and will not be visible from above. If the party deploy the boats in room 21 to explore the river, the catfish will follow the party and wait for an opportunity to attack; biding its time (perhaps when PCs are exiting a boat or when exploring room 14A). The giant catfish will not eat grimlocks due to their rancid taste.

21. GRIMLOCK CAVERN:

Twelve grimlocks are resting in this musty cave and another dozen are away in room 10, and yet a dozen more are on a hunting mission on the surface (looking for humans and humanoid cattle to bring back to feed their tribe). The grimlocks here have an old raft and even older rowboat (still functional) with paddles capable of carrying 6 men and equipment.

Four of the 12 grimlocks are always on guard here (nearly invisible due to their ability to **camouflage** when near rock). The rest of the vile grimlocks sleep in depressions near the back wall, where a nearby smoldering fire keeps them warm. Piles of bone litter the floor of this room (if searched through, about a third are found to be human bone). Periodically, when the pile gets too large, they gather the remains and throw them into the river. Hidden in a hole in the wall near the entrance is a sealed metal tube containing a potion of **levitation**.

Grimlocks (12): AC 5; MV 120'; HD 2; hp 12, 12, 11, 11, 10, 9, 9, 8, 8, 7, 7, 6; THAC0 18; #AT 1; D 1d6 or by wpn; SD Immune to visual magics, Save as F6; SZ M; Int Avg; AL NE; XP 62, 62, 61, 61, 60, 59, 59, 58, 58, 57, 57, 56. (see Appendix 1: New Monsters).



22. GUARDPOST:

Two grimlocks guard this room. They will grunt loudly if attacked, signaling those in room 21 to come to their aid. If they are defeated, the PCs enter an old sanctuary encompassing six stone columns with large snakes carved into their surfaces supporting a domed ceiling. **Two giant cobras** nearly the same color as the stone snakes are also wrapped around the first two columns (1 in 6 chance to detect). They will try to surprise the group as it passes. Standing behind the middle column to the south is a **medusa**. If the PCs kill her pet snakes she will shriek and jump out, pull back her hood and use her gaze attack. Behind her is a snake pit where she sleeps. In it are **8 potions**: 3 *neutralize poison*, 3 *healing* and 2 *water breathing*. Also in this pit is a treasure chest with 3,000 gp and **2 scrolls of stone to flesh**. Wrapped in a tunic is a **+1 longsword** that allows the holder to jump once per day. Guarding the sword is a **poisonous snake** trained to attack any who disturb it.

Grimlocks (2): AC 5; MV 120'; HD 2; hp 9, 7; THACO 18; #AT 1; D 1d6 or by wpn; SD Immune to visual magics, Save as F6; SZ M; Int Avg; AL NE; XP 59, 57. (see Appendix 1: New Monsters).

Giant Cobras (2): AC 5; MV 120'; HD 4+2; hp 17, 11; THACO 15; #AT 1; D 1d3; SA Poison; SZ L; Int Anim; AL N; XP 258, 234. (OSRIC, pp. 298-9)

Medusa (1): AC 6; MV 90'; HD 6; hp 24; THACO 14; #AT 1; D 1d4; SA Petrifying Gaze, Poison; SZ M; Int Very; AL LE; XP 894. (OSRIC, p. 282)

Poisonous Snake (1): AC 6; MV 150'; HD 2+1; hp 10; THACO 17; #AT 1; D 1; SA Poison (Save with a -2 penalty or be incapacitated by illness for 2-12 days); SZ S; Int Anim; AL N; XP 105. (see Appendix 1: New Monsters).

UNDERGROUND RIVER COMPLEX:

A maze like network of caves with underground lakes and rivers spread out over countless underground miles below the Wastenfen and the surrounding areas.

If the PCs attempt to head down river from the dungeon they are blocked after traveling a 1/4 mile by a **huge water elemental** that will attempt to scare off the PCs before attacking. It allows monsters to pass (which it was commanded to do by its masters), but drives away humans and demi-humans. It can be passed by screaming out "*Poseidon*". **GM's Note:** This could lead to other more treacherous dungeons of the GM's own creation.

Water Elemental (1): AC 2; MV 60'/180' swim; HD 16; hp 60; THACO 5; #AT1; d 5d6; SA overturn watercraft; SD +2 or better magical weapon to-hit; SZ: L; Int Low; AL N; XP 4850. (OSRIC, p. 271)

Dungeon Level Three

While the PCs are exploring this level, the GM should check for a wandering monster encounter every third turn, with a 2 in 6 chance of an encounter occurring. Each encounter listed should only occur but once per expedition, reroll duplicate results.

1d6 Wandering Monster Encounters

- 1 **Giant Rats (3d6):** AC 4; MV 120'; HD <1; hp 1 each; #AT 1; D 1; SA *cause disease* 1 in 5; SZ S; Int Semi-; AL N; XP6 each (OSRIC, p. 254)
- 2 **Skeletons (1d10):** AC 7; MV 120'; HD 1; hp 7, 7, 5, 4, 4, 4, 4, 1, 1; AT; D ; SA ;SD ; SA ;SZ ;Int ;AL ; XP 22, 22, 20, 19, 19, 19, 19, 16, 16; (OSRIC, p.242)
- 3 **Shadow (1):** AC 7; MV 120'; HD 3+3; hp 17; #AT 1; D 1d4+1; SA Drain STR; SD +1 wpn to-hit, 90% Hide in Shadows; SZ M; Int Low; AL CE; XP 318. (OSRIC, p. 242)
- 4 **Large Spiders (1d6):** AC 6; MV ;HD 1+1; hp 8,7,7,4,4,3; AT 1; D 1d4; SA Poison (Save vs. +2); ;SZ S;Int Animal;AL N; XP 91, 89, 89, 83, 83, 81; (OSRIC, p.301)
- 5 **Giant Bats (2d4):** AC 8; MV 10'/240' fly; HD <1; hp 1d4 each; AT 1; D 1d2; SA *cause disease* (1%); SD -3 to-hit with missiles; SZ S; Int Animal; AL N; XP 5+1/hp each; (OSRIC, p.246)
- 6 **Giant Centipede (1):** AC 5; MV 180'; HD 3; hp 12; AT 1d3; D ; SA Poison ;SZ Medium; Int Non-; AL N; XP 161; (Source, p. OSRIC, p.267)

The PCs descend a stairway of stone from the second level of the dungeon and walk down approximately 50', where at the bottom is an open doorway (8' wide, 10' high) which is the entrance to a rectangular 40' by 40' foot room. The opening is directly in the middle of the southern portion of the room.

1: MOUTH OF THE HYDRA:

This room has a stone floor and the ceiling is a good 15' from the ground. A rainbow of light can be seen directly across the room. Crossing the

room reveals a stone door, 5' by 10', and the source of the rainbow coloured light. In the middle of the door (5' off the floor) is a bas-relief of a hydra with 5 heads, made of some sort of stone. Each head is 4" long, protrudes from the door 4" and the heads curl about one another. Each head's mouth is open and emits a different colour of light: blue, green, yellow, red, and purple. The lights are not very strong and each head only gives off as much light as a normal candle. 2' above the bas-relief hydra is what appears to be a some sort of dark black stone, approximately 5" in diameter.

The black stone is embedded in the door. It is also cool to the touch. There appears to be no door handle or locking mechanism. This stone door can withstand 350hp of damage from crushing weapons such as maces and flails. Hanging on a metal peg in the middle of the east wall of the room is a polished metal mirror. The PCs can either use this mirror or one of their own to unlock this strange door. If a mirror is held by the hydra heads and the light from the heads is reflected up into the black stone embedded in the door, an interesting thing occurs. The stone will begin to take on the various colours of the reflected light and within 5 rounds the door will open inward! At this point, a **slithering tracker**, which is presently on the west wall, will begin to follow the PCs and track the PCs until they stop for sleep. It will then attack a random sleeping PC. The attacked PC must make a Save vs. Paralyzation or have his blood plasma drawn completely out of his body in 6 turns. It is quite possible the PCs will awake in the morning to find one of their compatriots has become much paler than usual, taking on an almost mummified look! If the PCs have not encountered this foe in the past they may have no idea what has occurred. The slithering tracker will continue to follow the group and attack in the night. This creature will follow the PCs out of this level and out of the dungeon for that matter.

Slithering Tracker (1): AC 5; MV 120'; HD 5; hp 29; THAC0 15; #AT -; D -; SA Paralyzation; SD Transparency; SZ S; Int Avg; AL N; XP 395. (OSRIC, p. 297-8)

The open door reveals a stone passageway, 50' long, 15' in height, heading directly north, with a perpendicular bend at the end forming a 90 degree angle with the passage way continuing directly east for another 25'. At the end of this passageway is a door of solid oak wood with metal bands. A keyhole is present as is a brass ring handle. This door is locked and can be picked. There is a secret door located 15' from the door at the end of the 25' long passageway. The secret door is 5' by 5' and is on the north wall of the passageway. It can be opened by sliding it to the right while at the same time pushing in. Opening this door reveals a 10' long hallway.

2. THE LIBRARY:

This is a large stone, circular room some 30' in diameter and 20' in height. Shelves line the walls of this obvious library as many books can be seen filling the shelves! A tall brass ladder is perched near one of the shelves which have 4 different levels each. In the middle of the room is a large round table (8' diameter) made of black obsidian and three chairs of thick oak are around it. Hundreds of books line the shelves; some are quite rare. Together, these rare works would fetch upwards of 1,200gp in a large city. Also found on the first level of shelves will be a **spellbook** containing 5 random 1st-level illusionist spells. The obsidian table itself radiates magic, if *detect magic* is cast. When one places an object on the table, it gives off a yellowish-white light, lighting some of the room in a gloomy, flickering candle-like light in a 6' circumference starting from the center of the table. If the characters remove the object from the table without first saying the name of the ancient illusionist, Warthtraw, the table will give off a *darkness* spell engulfing the entire room and a **shadow** will be released from the table to deal with these intruders. The shadow is bound to the table and will not leave the room to pursue. The shadow is released seconds after the *darkness* spell is triggered. The *darkness* spell will last 10 turns and then vanish unless dispelled. There is nothing else of value in the room.

When the PCs leave the library they can continue to the door located at the end of the passageway. The door opens into another passage, 10' wide by 10' high. The passage way heads 15' south where it ends at an oaken door with a

brass ring. The passage heads northward for 60' and leads to a pair of metallic doors, apparently made of iron. Each door has a brass ring and there appears to be no locking mechanism. When a PC pulls on either metal ring, the ring will pull out for 4" triggering a 5' by 5' trapdoor in the ceiling directly above the PC. The trapdoor will swing open dropping upon the hapless character a Green Slime. The door is not locked and can be pulled open, leading to **room 3**. The door to the south is unlocked and can be opened with ease. This leads to **room 4**.

Shadow (1): AC 7; MV 120'; HD 3+3; hp 17; THAC0 16; #AT 1; D 1d4+1; SA Drain STR; SD +1 wpn to-hit, 90% Hide in Shadows; SZ M; Int Low; AL CE; XP 318. (OSRIC, p. 242)

Green Slime (1): AC 9, MV 0'; HD 2; hp 12; THAC0 18; #AT -; D -; SA Slime; SD Immunity to most magic; SZ S; Int Non; AL N; XP 44. (OSRIC, p. 298)

3. SITTING ROOM:

This room is 40' by 40'. The ceiling is 20'. A large rectangular stone table sits in the middle of the room. At the north end of the table sits a large oaken chair. The chair is designed in the shape of an owl, with the wings acting as armrest. Three normally shaped oak chairs are also found on the east and west sides of the table. There are doors located at the northeast and northwest corners of this room. Both doors are oak bound with with metal and are unlocked. On the west wall hangs a 15' long tapestry. On this tapestry a *permanent illusion* has been cast to portray the illusionist of old casting powerful spells upon hordes of human soldiers....as the PCs watch the scene will shift to one of many peasants on their knees throwing flower petals as the illusionist walks amongst them. (This tapestry may be of value to a collector.

The GM can set a price or value it at 250gp). At the center of the north wall is an opening leading out of the room into another passageway heading north.

4. WELL:

This is a square 20' by 20' chamber with a well in the center. The well has a stone and mortar wall around it 4 feet in height. There is a rope and bucket which can be lowered to access drinking water. There is nothing in the well beyond fresh drinking water. The door to the northwest opens into **room 5**.

5. KITCHEN:

This room is 30' in length and 10' wide. This room was obviously used as a kitchen. 10 large barrels line the southern wall of the room. Most are empty but one contains 10 lbs. of salt and another 15 lbs. of pepper. A clay oven takes up most of the west wall of the room. If a PC looks up, he can see a chimney leading up about 5' before spider webs and debris block this narrow, now mostly blocked, passage to the surface.

6. CONCUBINE'S BEDROOM:

An unlocked oaken door leads into a 20' x 10' room, which once served as a bedroom for Warthraw's concubine. An dusty wooden bed frame can be seen with an old, apparently empty, wooden chest lying open nearby. Hidden in the false bottom of this chest is a **scroll with a cure serious wounds spell** (use normal chance of finding a secret door to discover this hidden compartment). Continuing down to the end of this tunnel leads to a pit trap, with a depth of 20'. Those falling into it will suffer 2d6 points of damage.

7. FLAMING PILLAR:

This room is circular in design. It is 30' in diameter with a ceiling reaching 20' in height. There are open passageways located at the center of the far north wall, the center of the east wall, and the center of the west wall. In the center of the room is what appears to be a 20' tall and 5' wide, roaring column of fire! This is a *permanent illusion*. It has thermal and audio components, so if believed it will give off quite a bit of perceived heat.

The PCs will also see the pommel and about 1' of the blade of a longsword stuck upright into a slot in the floor in the middle of this column of fire. Anyone disbelieving can simply walk over to the sword and pull it out of the floor. Those who

fail to Save vs. Spells will take from 4d10 points of damage. The illusionist who casts this spell was of 17th-level for purposes of *dispel magic*.

The longsword is a **+3 Frost Brand**. (See OSRIC, p. 326) It is the sister sword to the **flaming blade** found earlier (in the **Carnivorous Ape Grotto**).

The opening at the center east wall leads to a stone 10' by 10' passageway leading directly east for 40' until ending in an open hallway leading into **room 8**. Approximately 2' in front of the open doorway, on the floor, is a message written in the Phantasmal script of illusionists. Only another illusionist can read the message which has been engraved upon the stone floor in a strange, yellowish glowing script: "*Close your eyes while you seize the prize.*" Any other character attempting to read the message will be *confused* (as per the 4th-lvl MU spell). There is no Saving Throw for this and the effect will endure for 5d4 rounds. Those who do not attempt to read it will not be affected.

The passageway entered from the opening located in the center of the west wall is 60' in length and heads directly west where it ends at an oaken door with metal bands and a keyhole. It is currently unlocked.

8. SANCTUARY:

This 20' by 20' stone room has a 10' high ceiling. In the middle of the room is a cloak that appears to be covering a rectangular object about 4 feet in length, 2 feet in wide and 2 feet tall. There is a piece of rope wrapped around the cloak and tied in the back. This rope can be cut or untied. When the cloak is removed the PCs will see it was covering up a glass tank containing animated fluid and, floating in the tank staring up at the PC who lifted up the cloak, the living severed head of a medusa! The PC will be subject to a gaze attack and must make an immediate Saving Throw vs. Petrification. The head is trapped in the tank and effectively immobile. PCs will not normally be subject to the medusa's snake bite attacks unless they were to open the lid of the tank or smash it open. If removed from the re-animation fluid, the head will remain animated for 2 hours.

The cloak is a new magic item, a **cloak of misdirection** (c.f. Appendix 2: New Magic Items). Writing in Phantasmal script on the inside seam of the cloak reveals what the cloak is to the reader. The reader, if not an illusionist, will be *confused* (as per the 4th-lvl MU spell) for 5d4 turns. An illusionist of any level will be able to read the script and relay the particular powers of the cloak.

Medusa Head (1): AC 6; MV 90'; HD 1; hp 8; THACO 19; #AT 1; D 1d4; SA Petrifying Gaze, Poison; SZ S; Int Very; AL LE; XP 148. (OSRIC, p.282)

9. SERVANTS' QUARTERS:

This room once housed either servants or guards. The room is 20' by 20' with 4 stone slabs approximately 2" in height and 6' long. Once mattresses rested on these stone slabs, but little is now left of them except for a few tattered remains. A hooded lantern is also found in the room, empty of oil.

10. SERVANTS' QUARTERS:

The door to this room is also unlocked. It is identical in layout and contents to (9), except there is no lantern in it. There is nothing else of value in the room.

11. HYPNO-SPIDER LAIR:

The door to this room is locked and will need to be either picked or forced open. It can withstand 200 hit points of damage from crushing type weapons. When the door is opened the PCs will see a rectangular 40' x 10' room with a 15' ceiling. A large web is strung across the northern portion of the room from floor to ceiling. These strange webs seem to glow and shimmer with the various colours of the rainbow. Located in the southern section of the room is a well. It is a circular, stone well with 4' high walls. Also, partially webbed 14' off the floor in the center of the southern wall is a 5' long staff with a 3" diameter stone at the top of the staff which is giving off light. This stone had a *continual light* spell cast upon it long ago.

Residing in this room are a pair of **hypno-spiders** (c.f. Appendix 1: New Monsters). The spiders have carried the staff and webbed it to its present location to ensure their web will give off its hypnotic lure. If the spiders see their lure is not working they will attack. Their venom leads to immediate paralyzation with actual death occurring within 3d4 turns for a man-sized creature, halved for smaller creatures.

Presently one spider is in the back of the web in the northern section of the room. There is only a 1 in 10 chance of spotting it. (2 in 10 for an elf). The other spider is located in the now dry well. This well is 4' in circumference and is 8' deep. The well is dry, but at its bottom there is a crack in the earth.

When the well dried out long ago the bottom of it collapsed and it now opens up into a natural cavern of some 15 odd feet in length and 7' in width at various points. This small chamber is only 4' in height. Water fills 2' of the chamber. This is where the spiders find water. 10 small tunnel entrances are located above the water line and 8 more below it. These tunnels have openings from 4" - 7" inches wide that lead into the burrows of various indigenous underground life, including rats and blind snakes. The hypno-spiders have been feeding on the rats mostly, and occasionally other types of creatures.



The only treasure in the room is as follows. The staff is a wooden staff with the above described stone which has had a continual light spell cast upon it. The bottom 5" of the staff can be unscrewed to reveal a hollow portion of the staff which contains the following: 1 ruby worth 600gp, 2 emeralds worth 500gp apiece, a **scroll with neutralize poison**, a **scroll of cure serious wounds**, and a **+2 ring of protection**. The opening on the north wall leads to a tunnel, 10' by 10' and 10' in height. This tunnel extends some 30' before ending in the entranceway to the Grey Ooze's Lair (12).

Hypno-Spiders (2): AC 4; MV 120'/300' in webs; HD 4+4; hp 34, 20; THAC0 15; #AT 1; D 1d6; SA Poison (death); SD hypnotic webs; SZ L; Int Low; AL CE; XP 371, 315. (see Appendix 1: New Monsters, also Monsters of Myth)

12. GREY OOZE LAIR:

This a rectangular stone room 40' in length and 20' in width with a 12' tall ceiling. Located in the northwest corner is an opening in the floor with stairs leading down to **dungeon level 3**. Located 4' away from the east wall of the room is a large urn some 6' tall and 3' at its widest. It appears to be made of some sort of brittle-looking black crystal. The top of it appears to be sealed with a crystal cork. This crystal urn will shatter if struck with very little force (i.e. an arrow, sword blow, etc.) or the crystal cork can be removed by unscrewing it to the left five times. Either method will unleash the resident of the crystal urn - a **grey ooze**. This creature is actually intelligent and has developed a limited psychic blast ability. The psychic blast can be used on one creature per day at a range of up to 6'. A victim will need to make a Saving Throw vs. Petrification with failure indicating total neural failure and death. There is no treasure in this room.

Grey Ooze (1): AC 8, MV 10'; HD 3+3; hp 27; THAC0 16; #AT 1; D 2d8; SA Corrosion, Limited Psychic Blast (see above); SD Immunity to most magic; SZ L; Int Low; AL N; XP 156. (OSRIC, p. 276)

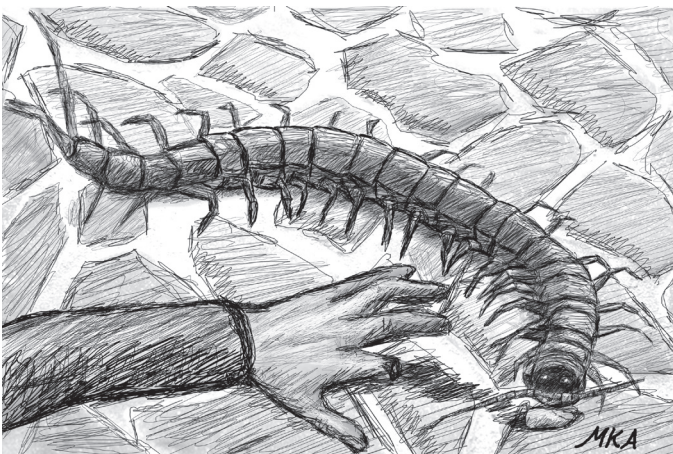


Dungeon Level Four

While the party is exploring this level, the GM should check for wandering monsters every third turn with a 1 in 6 chance of an encounter. Each encounter listed should only occur but once per expedition; reroll duplicate results.

1d6 Wandering Monster Encounters

- 1 **Giant Rats (3d6):** AC 4; MV 120'; HD <1; hp 1 each; THACO 20; #AT 1; D 1; SA *cause disease* 1 in 5; SZ S; Int Semi-; AL N; XP6 each (OSRIC, p. 254)
- 2 **Skeletons (1d10):** AC 7;MV 120';HD 1;hp 7, 7, 5, 4, 4, 4, 4, 1, 1; THACO : AT; D ; SA ;SD ; SA ;SZ ;Int ;AL ; XP 22, 22, 20, 19, 19, 19, 19, 16, 16; (OSRIC, p.242)
- 3 **Shadow (1):** AC 7; MV 120'; HD 3+3; hp 13; THACO 16; #AT 1; D 1d4+1; SA Drain STR; SD +1 wpn to-hit, 90% Hide in Shadows; SZ M; Int Low; AL CE; XP 302. (OSRIC, p. 242)
- 4 **Large Spiders (1d6):** AC 6;MV ;HD 1+1;hp 7, 6, 5, 2, 1, 1 ; THACO; AT 1; D 1d4; SA Poison (Save vs. +2); ;SZ S;Int Animal;AL N; XP 89, 87, 85, 79, 76, 76; (OSRIC, p.301)
- 5 **Giant Bats (2d4):** AC 8;MV 10'/240' fly;HD <1;hp 1d4 each; THACO : AT 1; D 1d2;SA *cause disease* (1%); SD -3 to-hit with missiles;SZ S;Int Animal;AL N; XP 5+1/hp each; (OSRIC, p.246)
- 6 **Giant Centipede (1):** AC 5;MV 180';HD 3;hp 18; THACO ;AT 1d3; D ; SA Poison ;SZ Medium;Int Non-;AL N; XP 179; (Source, p. OSRIC, p.267)



Map Notes:

The bell shapes in Room 4 represent treasure piles. In Room 8, there is a symbol representing a vase/urn . The squares with dotted lines represent the underwater lair of the haniver. Unless stated otherwise each square represents a 10'x10' area. All tunnels and rooms are made of stone.

The stairway from **DUNGEON Level 2** descends 30' into the earth from the floor above at a 45 degree angle and ends at the beginning of a tunnel. The stone is cold at this low level with a temperature of about 60° F. There is a tinge of dampness in the air.

1. WARTHRAW'S LABORATORY:

Two 5' wide, iron, double doors lead into this room. The doors are unlocked. This room is 70' in length, 40' in width, with a 20' ceiling. This room was Warthraw's old laboratory. Four large rectangular tables made of stone are located on the north, west and east portions of the room. Each table is covered with various instruments such as glass tubes filled with sand, strange glowing sands in mortar, pieces of silver, brass, gold and platinum. At least 3 scales can be found as well as pouches filled with the arcane spell components used by illusionists. Stains which glow bright colours can be noticed on the tables...perhaps left over from various spilled ingredients overflowing from containers. The table on the east wall also has a small 1' by 1' drawer. The brass handle to this drawer is trapped with a poisoned needle (save versus death poison). If this trap is not detected and removed a Saving Throw vs. Poison must be made, with failure resulting in a painful but thankfully quick death within 1d6 rounds. Inside the drawer the PCs will find **8 aqua coloured potions of water breathing** which are labeled as such in Common. Also found will be **two unlabeled potions of healing**.

In the southern portion of the room is a large stone rectangular sandbox filled with various coloured sands. These sands will move about forming different patterns and will sparkle every few minutes for a second or two, expressing the entire spectrum of the rainbow when doing so.

The equipment in the room is worth a total of 3,000 gold pieces (the scales, glass tubes, metals, spell components, etc.) The sand in the “sandbox” was used for spell components and maybe of value to any Illusionist at the GM’s discretion.

There is a locked wooden door on the NE section of the wall which leads to a 20’ long hallway. The hallway ends at an oak door banded with iron. When the PCs are 10’ into the hallway a *magic mouth* will appear on the door and ask in a booming voice, “*What is the password?*” If the reply “*Reality*” is not given within 10 seconds the *magic mouth* will emit the *programmed illusion* of a 6 HD lightening bolt. Those making a Saving Throw vs. Spells will suffer no damage. The *magic mouth* will disappear after the bolt is loosed upon the PCs. The door itself is unlocked.

2. WARTHTRAW’S BEDROOM:

When the door to this room is opened the PCs will see a most amazing sight. It is as if a doorway to a sunny bright open field has been opened with a gentle breeze blowing. The PCs will see a small stream which will appear to go on for 100 yards to the north and south. Strands of yellow and green grass will move about as if in a gentle breeze. Birds will be flying about and chirping as white clouds every now and then pass over the sun. It feels as if it is a cool, comfortable 72 degrees. A luxurious looking bed appears to be placed in this open field 30’ to the north of the door and a well can be seen 20’ directly in front of the door. This is, of course, just a grand *permanent illusion* cast by Warthtraw many years ago. Any PC who makes their Saving Throw (if attempted) will see the room as it really is, a 50’ by 30’ stone room with the luxurious bed and well. This was the bedroom of the illusionist Warthtraw. PCs entering and staying in the room will watch as various animals come by to drink from the stream and witness sunset and the emergence of the night sky filled with stars. Fresh water can be gotten from the well, which is only 1’ in depth before water is reached.

Under the bed is a 4’ by 2’ wooden chest. If this chest is touched, a well-dressed half-elf figure (a *programmed illusion*) will appear. He is 5’1 and is wearing light chain mail and holding a short sword in one hand. He will drop the sword and yell out in a commanding voice “*Do not take from what is under the bed!*” He will then cover his eyes with his hands.

Within 2 seconds he will utter an agonized scream of pain and blood will seep from between his fingers. He will then remove his hands, revealing bloody, empty eye sockets before disappearing. The wooden chest does not appear to have a lock on it. Anyone opening the chest or causing it to be opened will trigger a *delayed phantasmal killer* spell which was placed years ago upon this chest (c.f. OSRIC, pp. 112-3). It was cast at 17th-lvl in regards to distance and duration. The GM should keep in mind that the other PCs will not see what is happening as only the victim will see the *phantasmal killer*. It is also important to take into consideration the unique Saving Throw used as described in the spell description. Inside the chest is one of Warthtraw’s spellbooks; containing spells up to 5th-level as follows:

1st -lvl: colour spray, darkness, light, phantasmal force, wall of fog, detect illusion, gaze reflection
2nd -lvl: detect magic, invisibility, magic mouth, misdirection, blur
3rd -lvl: paralyzation, rope trick, continual darkness, non-detection
4th -lvl: phantasmal killer, shadow monster
5th -lvl: summon shadow



This spell book is worth 12,000 gp. The GM of course may alter this to suit his or her own campaign. A **+2 dagger of blurring** is also found in the chest. This strange dagger will cause the wielder to gain the effect of a *blur* spell cast at 12th-lvl once per day if it is held and the wielder is either attacked or attacks with it. (c.f. spell description, OSRIC, p. 107). Nothing else is in the room.

2B. ILLUSORY WALL:

At the end of the 180' long hallway is the *permanent illusion* of a wall. If the PCs do not openly state they are trying to disbelieve the wall, no Saving Throw should be allowed. The PCs may very well miss this section and have to return to the dungeon at a later date. An oaken door, which is locked, is found at the eastern end of the hallway. This door opens into a 130' long stone hallway. 70' to the east is another wooden door opening up into **Room 3**.

3. GUEST QUARTERS:

The unlocked door leads into a 30' by 20' room with 10' high ceilings. Two beds are contained within, as is a large wooden cabinet in the SW section. A wooden bench is found on the NW section of the room. This was perhaps a guest room or servants quarters. Nothing of value is in the room.



Heading further west the PCs will encounter a pit trap, 30' from the entrance to **Room 4**. A trapdoor located in the stone floor will open up underneath the first creature stepping on it that weighs more than 100lbs. A 40' fall into the covered pit trap will result in 4d6 falling damage (halved with a successful Saving Throw vs. Death).

4. THE HOARD OF DELUSION:

The first thing the PCs will notice upon entering this room are the four piles of treasure located along the eastern wall of the room. This large room is 60' in length, 40' in width and has ceilings of 20'. Also immediately noticed will be the two large stone pools of water located to the north and south as one enters the room. The stone pools are rectangular shaped and are 20' by 10'. There is a 3 foot high stone lip about each pool. Inside each pool is a thick, algae layer covering what appears to be near stagnant water. Each pool is 15' deep, filled with a blackish coloured, foul smelling water. Each treasure pile appears to be pieces of gold and silver stacked into piles 10' wide and 5' in height!

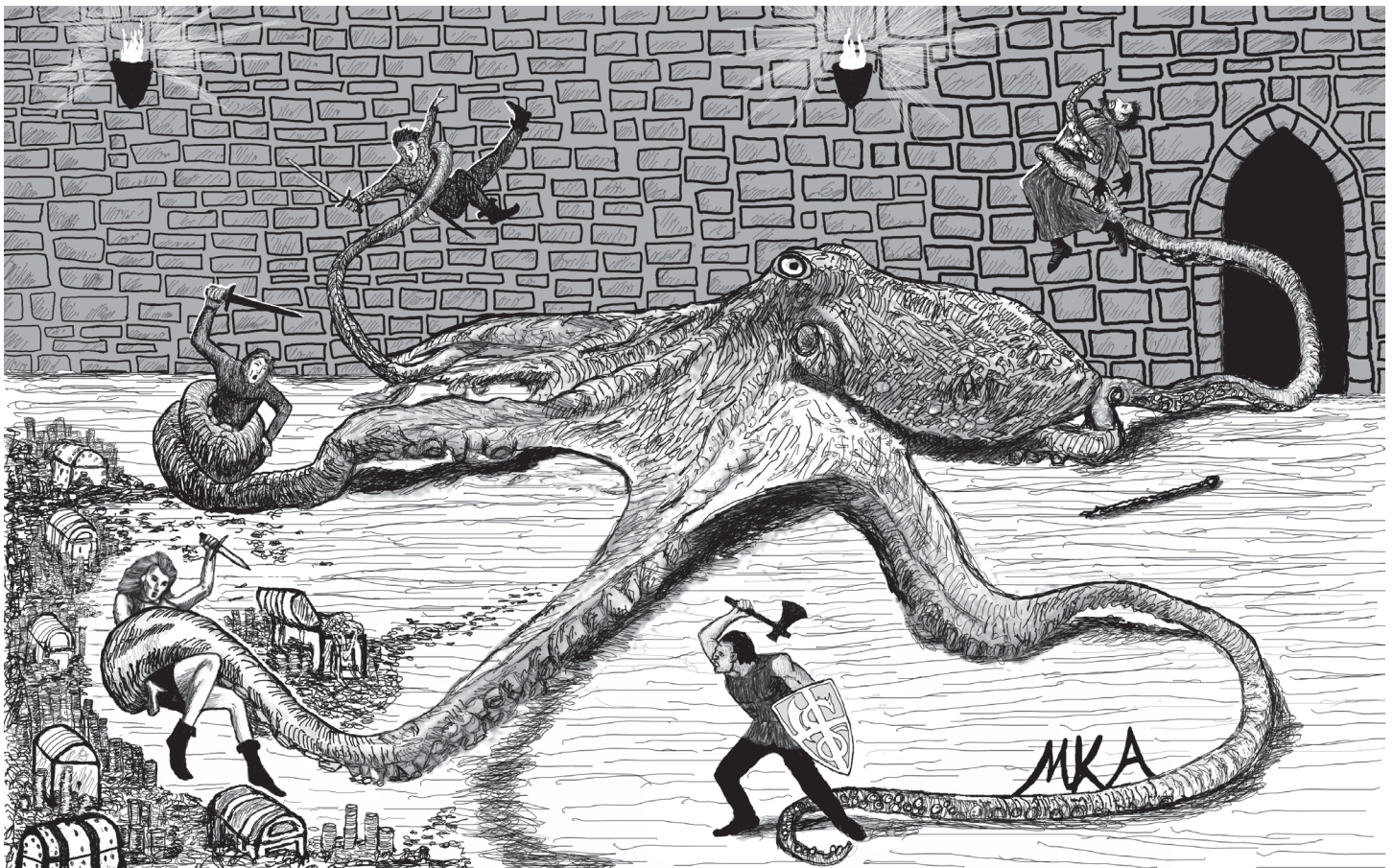
Also scattered about the piles are a **shield +1**, various gems, and a **battle axe +1**. The PCs can try to disbelieve the piles of gold (over 200,000gp in total) but will find the pieces appear to be real. In fact the pieces are under the influence of a type of *fool's gold* spell (c.f. OSRIC, pp. 79-80) which was cast upon these copper pieces many years ago.

This spell will last for 10 days after being removed from the dungeon, which could lead to quite a few upset merchants and trainers who wake up to find copper where gold was. As the spell was performed with sprinkling crushed oriental topaz powder, there is only a 1% chance that striking the gold pieces with cold-wrought iron will transform them back into copper. Also found will be 30,000sp and 30 gems worth 5,000gp in total.

When the PCs begin to investigate the treasure piles the two guardians of the room will make their presence known and attack. Inside each pool of water is a **giant octopus shade** (c.f. spell description, OSRIC, p. 113), each wearing a very special ring at the end of one tentacle. If the PCs make their Saving Throws, then each shade octopus will possess only 60% of their hit points and damage potential, but actually possess a higher armour classes of 6. Each of these creatures was created by Warthraw and still exist due to a new magical item – a **Ring of Being** created by the illusionist. For further details see Appendix 2: New Magic Items.

Each octopus will crawl out of its pool and attack to defend the hoard of treasure until it is dead. Each octopus will not engage with whichever tentacle is wearing the ring (usually one of the tentacles being used to crawl about the floor and not engaged with opponents). Should the tentacle with the ring be noticed (1 in 20 chance, 1-2 in 20 for elves) an attempt can be made to sever the tentacle. If this is successful the octopus will try to scoop up the ring with another tentacle. If it cannot do so, it will fade away after normal spell duration; in this case 17 rounds.

Giant Octopus Shade (2): AC 7/6; MV 30'/180'; HD 8; hp 64 (38), 54 (32); THAC0 12; #AT 7; D 1d4/1d2 (x6)/2d6/2d3; SA constriction; SZ L; Int Animal; AL N(E); XP 1,140 (880), 1,040 (820). (See OSRIC, pp. 255-6)



5. UNDERGROUND LAKE:

Once the PCs realize the wall is an illusion and walk through it, they will enter a natural cavern 30' at its widest point and approximately 60' in length. The ceiling of this cavern varies from 10' to 28'. The cavern leads to a natural, small, underground lake some 140' at its widest and some odd 65' in width. The ceiling above the lake ranges from 25' to 75' near the center of the lake. The PCs will immediately notice there is a greenish tint of light emanating from the depths of the lake. Also noticeable is a small shoreline and beach, some 25' by 12'. A small 12' long wooden boat with 4 oars is pulled up on shore.

Nearby are two smaller skiffs and a paddle in each. As the PCs enter they will be slowly approached by 4 figures dressed in tattered rags wearing thick cloaks with the hoods drawn. These creatures slowly approach the PCs; a vigilant PC may notice one of the approaching figures has one of its hands balled into a fist.

These creatures are **four zombies** and will attack once they are within 5' of the PCs, realizing none of them are their old master, Warthtraw. Once destroyed, if the zombie's closed fist is pried open will be revealed a **Ring of Free Action** (c.f. OSRIC, p. 346) which was being held for its old master. These creatures once served Warthtraw by hauling his treasure underwater, through the haniver's lair, to the treasure chamber.

The ring was worn by the Warthtraw when he travelled under the lake to view his gains. Inside the larger 12' boat will be found a **+1 club**.

Zombies (4): AC 8; MV 60'; HD 2; hp 16, 14, 10, 9; THACO 18; #AT 2; D by wpn; SD ½ dmg from blunt wpn; SZ M; Int Non; AL N; XP 52, 48, 40, 38. (OSRIC, p. 244)

6. HANIVER LAIR:

After dispatching the zombies, the PCs may feel compelled to see where the green light is coming from. At this point in time, the PCs can leave the chamber without feeling the strange force within the lake.

If the PCs use the boats to investigate the cavern, or with the Potions of Water Breathing, they will soon pass over the haniver's lair. This lair is composed of a strange, phosphorescent green coral.

At first glance, these formations might appear as enormous submerged stalagmites. If the PCs swim down, they will see these are in fact coral reef formations with tunnels leading to a central chamber built on the bottom of the lake. Each tunnel has a glowing opening approximately 6' wide in circumference and about 12' under the water. The lake is 30' deep at its deepest point. Each tunnel slants downwards at a 45 degree angle and is approximately 50'-60' feet in length.

The dotted lines located at #6 on the map represent the 4 tunnels passing through huge coral formations leading up towards the surface. There are four such tunnels leading towards the surface of the water the PCs can swim into.

Any PC passing over the glow will be drawn to the lair hypnotically, by the mesmerizing patterns created by the tunnels. There is no Saving Throw allowed and the PCs will enter the tunnel entrances and continue downwards due to this arcane effect. PCs can imbibe any potions and otherwise prepare themselves for underwater travel. Those that cannot will try to hold their breath and swim for the tunnel openings glowing beneath the water. It is likely these PCs will drown. Once a PC is within 6' of the haniver, this hypnotic effect is broken and PCs will face a new Saving Throw vs. Spells at -4 to resist the creature's **charm** ability. Those who fail will stand by as they are eaten alive.

Haniver (1): AC 3; MV 180'; HD 7; hp 51; THACO 13; #AT 1; D 1d12; SA Hypnosis; SD Spell reflection; SZ M; Int Exc; AL CE; XP 1,458. (see Appendix 1: New Monsters)

Once the evil of the haniver is overcome the PCs will notice a 10' square opening located on the floor of the submerged chamber with stone steps leading down into it.

6A. EXIT:

The stairs lead down another 10' to a stone tunnel extending north 30' before heading to more stone steps leading up at a 45 degree angle. The passage and stairs are not made of the strange coral-like material (as was the rest of the haniver lair), suggesting this stairway was fashioned by men or demi-humans. PCs that walk or swim down and then up this passageway will soon exit the water and continue to walk upwards another 20' where they will enter **Room 7**.

7. WARDROBE:

This is a rectangular room some 30' by 10', with the midsection of the northern wall an open archway leading to a 30' foot stone hallway which, if followed, will bring the characters to Room 8. Located in the east section of Room 7 is a wooden cabinet. Inside will be found a set of dry clothes of the finest material and 8 potions of water breathing. Nothing else of value is in the room.

8. THE LAIR OF PRAX:

This is the true treasure chamber of the old Illusionist, Warthtraw. It is made of stone and is 110' by 50'. The ceiling is some 30' in height. The PCs will notice by the east wall five large urns

made of brass standing 10' tall. There appear to be no lids on these urns. Located in the far northwest corner of the room is a strange item. Here stands a slab of obsidian. It is 9' in height, 10' in width, but only 4" in thickness. This black stone is polished and acts like a mirror, it is in fact a powerful artifact known as the **Mirror of Twilights**. The PCs will be able to view themselves when looking into it. Strange symbols are located around the bottom, top, and sides of this strange obsidian mirror. When the PCs investigate the urns, they will find the four closest to the east wall contain inside of them a combined total of 18,500gp, 850pp, 600ep, 8,500sp, 38 gems worth a total of 6,000gp and 27 assorted pieces of jewelry and other valuables worth a total of 22,000gp. In the fifth urn is a grisly find. What appear to be two skeletal remains of a left and right arm with a wrist guard of some sort on each arm. Each wrist guard has 4 small emeralds worked into it. A few tattered remains of cloth are intertwined about the skeletal arms.

These wrist guards are in fact **Bracers of**



AC 4 and once belonged to Warthtraw when he lived. The arms, also belonging to Warthtraw, were placed in the fifth urn by **Prax, an Umbral Dragon** (see Appendix 1: New Monsters). Also found amongst the treasure is a strange platinum necklace holding what appears to be a third of a marble sized sphere crafted from the rarest of meteorite metals.

The sphere-piece is covered in odd magical glyphs that faintly glow when gazed into. This odd necklace is Warthtraw's portion of the tripartite **artifact of Abilthexes** (the other two portions were given to his two wizard brothers). This artifact has no definite magical properties, and will be described in later modules or determined by the individual GM. If the PCs investigate the wrist guards more carefully, they find one has a button that when pressed opens a secret compartment. Within is a folded map printed on a very fine sheet of gold. The map gives the location of a dungeon marked only as "The Cliffs of Chaos".

Any PCs who investigate the urns are secretly being watched by Prax through the polished obsidian **Mirror of Twilights**. This mirror was discovered by Warthtraw, who, after many years of studying the strange markings on it, realized it was a portal to the **Demi-Plane of Shadow**. The Illusionist at first figured out how to use it to glance into the Demi-Plane, and then discovered the words to activate it as an actual gate. Warthtraw stepped through his portal and out of an identical stone mirror located in this other plane. Unfortunately for this spellcaster, he was noticed first by the umbral dragon. The dragon waited and listened, hidden as a high level thief, to the words used by the human Illusionist to activate the mirror gates.

Prax, watching from the Demi-Plane of Shadow viewed the Illusionist's chamber full of treasure, and eyed it greedily. At last, Prax could wait no more. Speaking the incantations learned from the illusionist, he watched as the stone mirror's symbols glowed a pale blue and the stone surface seemed to transform into a bubbling black cloud of ink.

At this point the dragon stepped through the mirror on his plane and out of the one located in the treasure chamber. Warthtraw was surprised, and failed to shake off the effects of the hideous dragon's breath attack. With the dragon's breath

attack of *darkness* causing the loss of all memorized spells and greatly weakening this once mighty caster, all the Illusionist could do was try to escape.

Eventually, Prax caught Warthtraw, and with malicious delight, proceeded to bite off each of his limbs one at a time. He consumed all of the spellcaster, except for the two arms with the jeweled wrist guards. These he placed into the fifth urn. Prax often checks on his "new" treasure lair through the mirror. He has noticed the PCs and will attack when they seem the most preoccupied. In any case, he will not allow them to leave the lair alive.

Prax, Ancient Umbral Dragon (1): AC -2; MV 180'/240' flying; MC: E; HD 7; hp 63; THAC0 14; #AT 3; D 1d4+1/1d4+1/3d4; SA darkness cloud breath weapon + Spells; MR 20%; SZ L; Int Genius; AL NE; XP 1,039. (see Appendix 1: New Monsters)

The devastating breath attack of this monster is a cloud of *darkness* 40' in length, 30' wide and 20' in height. All within are blinded while within and any spellcaster loses all memorized spells automatically, with no Saving Throw. A Saving Throw will then be made to determine the other horrifying effect. Those who fail will be reduced to 25% of their former level and hit dice, while those who save will only be reduced to 50% of their former selves. This effect will last for 5 turns. Prax is of 18 Intelligence and possesses the following 1st-level Phantasmal spells: *colour spray* and *hypnotism*; 2d-level Phantasmal spells: *blur*, *detect magic*; 3d-level Phantasmal spells: *dispel illusion*, *paralyzation* and 4th-level Phantasmal spells: *confusion*, *shadow monsters*.

After disposing of Prax, the PCs, if they wish, may sell the **Mirror of Twilights** for 10,000gp to a collector of magical items while a magic-user might pay 25,000gp and an illusionist close to 35,000gp. Prax will have spoken the words of activation on his side of the mirror and, therefore, the words will not have been heard by the PCs. When Prax activates the stone mirror on the Demi-plane of Shadow, the symbols on the one

by the PCs will begin to glow a faint blue and the stone mirror will begin to bubble and form into a black cloud of ink. PCs paying close attention to the mirror may notice this and not be caught off guard.

So ends The Hoard of Delusion.

*To be continued in Part 2:
The Cliffs of Chaos*

APPENDIX 1: NEW MONSTERS

BRAIN MOLE

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Small
Move:	90' / 30' burrowing
Armour Class:	9
Hit Dice:	1hp
Attacks:	1
Damage:	1
Special Attacks:	See text
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	1 / 25

Brain moles are an evolution of ordinary moles that can feed on psionic energy as well as earthworms and other small invertebrates. They cannot be detected by psionics and are not subject

to psionic attack. If they detect psionic activity (which they can do within 30'), they will begin mentally "burrowing" into the psionic. "Psionic activity" includes using any spell or magic item that affects the mind-particularly charms and illusions.

A creature subject to the "burrowing" will go insane on a roll of 1 on 1d4, rerolled each round. The only way to prevent this effect is to kill the mole, stop using the power or move out of range. Brain moles are not "animals" for the purposes of determining which spells affect them.

Treasure: None

CATFISH, GIANT

Frequency:	Rare
No. Encountered:	1
Size:	Large (8'-24')
Move:	180' swimming
Armour Class:	7
Hit Dice:	7 ~ 10
Attacks:	1
Damage:	3d4
Special Attacks:	Poison whiskers, swallow
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	6 / 650 + 12/hp

Large catfish, given a long lifespan and plenty to eat, may grow into giant catfish over time. They are only found in large freshwater lakes or rivers in tropical environments. Giant catfish are primarily bottom-feeding scavengers although they are aggressive enough to attempt to consume any creatures small enough for them to swallow as food. 7HD giant catfish are large enough to swallow halflings and gnomes, 8HD dwarves, 9HD elves and human children, and 10HD can swallow an adult human. Swallowing inflicts normal damage as well as an additional 1hp of damage per round from the catfish's digestive juices as well as having a 5% chance per round of suffocating the victim. Swallowed victims can only attempt to escape if they have an edged or pointed weapon in hand. Attacks and damage while swallowed are treated normally. If the total damage inflicted equals or exceeds half of the catfish's total the victim has succeeded in either slicing their way out or forcing

the catfish to regurgitate their erstwhile meal. Attacks on the swallowing catfish from outside will have a 2 in 10 chance of inflicting a similar amount of damage on the swallowed victim.

Giant catfish also possess a number of spined “whiskers” around their mouth that secrete a powerful poison that will inflict an additional 2d4hp of poison damage (halved with a successful Saving Throw vs. Poison). Attacking giant catfish will thrash their head about when attempting to bite a victim which has the potential to strike up to 2 additional opponents in melee range.

Treasure: Nil

DEADLY BLACK PUDDING

Frequency: Uncommon

No. Encountered: 1 or 1d4

Size:	Small ~ Large
Move:	60'
Armour Class:	6
Hit Dice:	10
Attacks:	1
Damage:	3d8
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	7 / 1,240+14/hp

A black pudding is a syncytium, like a giant slime mould. It moves relatively slowly, but can cling to any surface and cross any gap. Black puddings can eat almost anything except stone, but they prefer meat. If struck in melee, by a missile, or by lightning, it will take no damage, but will divide into two smaller creatures, each of which fights as a full-sized one. Cold has no effect on black



DRAGON, UMBRAL

Frequency:	Very Rare
No. Encountered:	1d2
Size:	Large
Move:	180'/210' flying (AA:III)
Armour Class:	-2
Hit Dice:	5 to 8
Attacks:	3
Damage:	1d4+1/1d4+1/3d4
Special Attacks:	See text
Special Defences:	See text
Magic Resistance:	25%
Lair Probability:	45%
Intelligence:	Very to Genius (INT 11-18)
Alignment:	Neutral Evil
Level / XP:	4 / 245+5/hp

Umbral dragons are a nocturnal species that dwells in temperate subterranean or permanently shadowed terrains. They are semi-transparent but their eyes glow with an eerie grey opalescence. They are typically encountered alone but 25% of the time will found with a mate. Umbral dragons prefer to walk, as they are poor flyers and can only stay aloft for a few turns.

Their hit dice are determined by their size and sex. To determine their HD, use the table below. Age and actual hit points are determined as with other dragons, but umbral dragons always gain +1hp per HD. Females or mated pairs may be found with a clutch of 1d4+4 eggs or a single hatchling (2hp per HD).

d%	SIZE/HD	SEX
01-25	Small (5 HD)	Always female.
26-75	Medium (6 HD)	50% male, 50% female
76-00	Large (7 HD)	Always male.

Umbral dragons see poorly in bright light and normally in starlight or dim light. They all possess superior darkvision (180'). Additionally, they all possess the ability to hide in shadows as a 10th -lvl Thief, can be struck only by magic weapons of +1 or better and are immune to level draining attacks. They cannot be subdued. They speak the language of evil dragon-kind and 1d4 other languages according to their Intelligence: 1 additional language (INT 11-12), 2 additional languages (INT 13-14), 3 additional languages (INT 15-16), 4 additional languages (INT 17-18).

Umbral dragons with a 17 or 18 INT are able to cast 2 Phantasmal spells of levels 1-4 per age class over Adult. Thus, an ancient umbral dragon of INT 18 is able to cast 2 spells each of levels 1st-4th. When spellcasting, they prefer to cast spells related to shadows and will never cast those related to light or fire.

In melee, umbral dragons attack with 2 claws and one bite. Their breath weapon is a conical cloud of darkness (40' long x 30' wide x 20' high). Those caught within the area of effect are both blinded and weakened to 25% of their normal hp or HD (save vs. Breath Weapon for 50%). This effect will last for as many turns as the umbral dragon's age category. So, an ancient umbral dragon would affect victims for 8 turns. Further, all victims will lose all memorized spells until re-memorized normally.

Treasure: Umbral dragons hoards will contain 10d4 dark, opaque gemstones and 1d4 random magic items related to darkness or shadows.



HANIVER

Frequency:	Very Rare
No. Encountered:	1
Size:	Medium
Move:	180' swimming
Armour Class:	3
Hit Dice:	7
Attacks:	1
Damage:	1d12
Special Attacks:	Hypnosis
Special Defences:	Spell reflection
Magic Resistance:	See text
Lair Probability:	100%
Intelligence:	Exceptional
Alignment:	Chaotic Evil
Level / XP:	7 / 1,050+8/hp

Hanivers are aquatic monsters of fearsome reputation that inhabit labyrinthine lairs in the deep ocean depths. They have barrel-like torsos with vertical symmetrical flaps, big membranous “wings” and tentacle legs. Their heads are squid-like with a sharp beak.

Haniver lairs are constructed from spiraling tunnels of rock or coral that lead towards a middle “room” where lurks the haniver. Any creatures passing over the labyrinth must make a Saving Throw vs. Spells at -4 or be hypnotized and drawn inexorably towards the middle where they can be eaten by the haniver. Only small or medium-sized creatures can enter the labyrinth.

In melee, a haniver will bite with its sharp beak. Hypnotised victims will be unaware of attack and completely at the mercy of their attacker. Spells directed at a haniver will be reflected back upon the caster and possibly others nearby, if the spell is one with an area effect. If dispel magic is cast at a haniver in tandem with another spell, the creature may (50%) be unable to reflect the spell, although they are still allowed a saving throw as normal.

Treasure: Hanivers will keep a hoard in the middle of their labyrinthine lairs that includes 10d4 x 1,000gp (50%), 1d20 x 100pp (50%), 5d4 gemstones (30%), 1d10 pieces of jewelry (25%), and 1d4 random magic items plus one potion (35%).

HYPNO-SPIDER

Frequency:	Uncommon
No. Encountered:	1d4
Size:	Large
Move:	120' on ground/ 300' in web
Armour Class:	4
Hit Dice:	4+4
Attacks:	1
Damage:	1d6
Special Attacks:	See text, poisonous bite (death)
Special Defences:	See text
Magic Resistance:	20% vs. illusions only
Lair Probability:	75%
Intelligence:	Low
Alignment:	Chaotic Evil
Level / XP:	4 / 235+4/hp

These strange spiders produce a strange and deadly, but inflammable webbing. These webs capture light and, through the prism of the hollow webbing, reflect it back out in a hypnotic pattern of scintillating rainbow colours. All creatures within 50 feet of this web altered lighting must save versus spell or become entranced. The hypnotic webbing does not work in darkness. Entranced creatures will walk over and into the webs while attracted and entranced by the colourful, glowing webs. Prey captured in this manner will stand motionless and ensnared as the hypno-spider lazily delivers its bite. These creatures like to patiently wait for their prey to enter the webs, but will aggressively defend themselves if forced to. These spiders have their own rudimentary language of clicks and hisses.

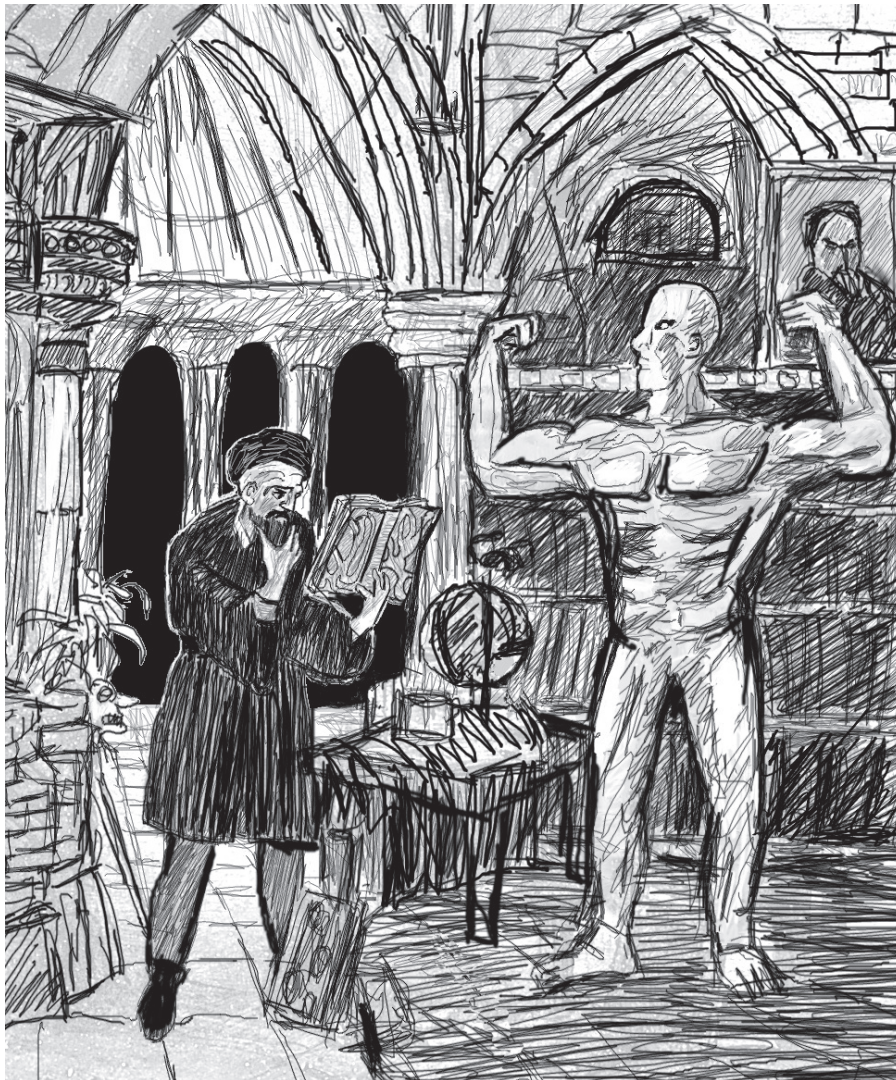
Treasure: If encountered in their lair, a hypno-spider will have a hoard of treasure including 1d12 x 1,000cp (20%), 1d6 x 1,000sp (30%), 1d4 x 1,000ep (10%), 1d6 gemstones (25%), 1d3 pieces of jewelry (20%) and 2 random magic items of any type (10%).

GOLEM, PHANTASMAL

Frequency:	Very Rare
No. Encountered:	1d3
Size:	Large (6')
Move:	60'
Armour Class:	2
Hit Dice:	12
Attacks:	2
Damage:	2d8
Special Attacks:	Spells (see text)
Special Defences:	+1 wpn or better to hit
Magic Resistance:	50%
Lair Probability:	Nil
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	10 / 1,900+16/hp

Phantasmal golems are constructed by high-level illusionists of at least 17th-level to serve as them as guardians. They resemble muscular humanoids constructed entirely of coloured glass with diamonds inset into their eye sockets. In combat they use their powerful fists to batter their opponents. Additionally, phantasmal golems have the ability to cast the following spells once per day each as a 10th-lvl illusionist: *detect invisibility*, *colour spray*, *improved phantasmal force lightning bolt*, *chromatic orb*, *wall of fog*, and *mirror image*. When casting a spell, the entire golem will begin to glow from within and the spell will be projected through its diamond pupils in a 270 degree radius. Construction of a phantasmal golem requires at least 25,000gp in raw materials in addition to two flawless diamonds worth at least 5,000gp each.

Treasure: Nil



GOLEM, STONE GUARDIAN

(NB: Tome of Horrors creature--use appropriate copyright license)

Frequency:	Very Rare
No. Encountered:	1d4
Size:	Medium ~ Large
Move:	100'
Armour Class:	2
Hit Dice:	4+4
Attacks:	2
Damage:	1d8+1/1d8+1
Special Attacks:	Nil
Special Defences:	See text
Magic Resistance:	Standard
Lair Probability:	100%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	6 / 545+4/hp

Stone guardians are a form of lesser golem used as guardians of particular areas by magic users. The process for creating a stone guardian is an exacting task; expensive and dangerous spells are required. First, a heart must be fashioned from rock; if possessing skill at sculpture, a magic user can do this himself or he can hire an artisan to perform the task. Secondly, a body between 5 ft and 10 ft tall is fashioned from mud. The creature must be within this range to animate; no amount of research has successfully created smaller or larger stone guardians. The heart is placed correctly within the chest of the body, which is then ready to receive the spells which will animate it.

First, the heart is magicked with enchant an item. This is followed by magic mouth, which allows triggering instructions to be implanted, and detect invisibility. Detect invisibility is the only spell not required in the process, but if left out than the guardian will be created without this ability, which cannot be later given to it. Lastly, transmute mud to rock is cast upon the body, followed by a limited wish (or wish) to give it sight and hearing. If desired by the caster, at this time an object such as a pendant or other piece of jewelry may be created which grants the wearer and all within a 10' radius protection from the guardian. Such tokens are specific to the guardian they are attuned to during the creation process. If a limited wish is used, it is possible (1-2 on 1d10) that any triggering instructions will fail and the stone guardian will attack any unprotected creature it becomes aware of.

Stone guardians are immune to missile weapons, and only take 25% of damage from edged weapons. It takes 50% damage from magical cold, fire and electricity; as a constructed being it is unaffected by poison, and can't be charmed, held, paralyzed, or subjected to fear magic. Once activated it attacks until its destruction. A stone guardian does have some weaknesses; with no chance of save, the spells stone to flesh, transmute rock to mud, stone shape or dig will annihilate it.

Treasure: Nil



GRIMLOCK

Frequency:	Uncommon
No. Encountered:	1d20 x 10
Size:	Medium
Move:	120'
Armour Class:	5
Hit Dice:	2
Attacks:	1
Damage:	1d6 or by wpn
Special Attacks:	None
Special Defences:	Various
Magic Resistance:	Standard
Lair Probability:	50%
Intelligence:	Average
Alignment:	Neutral Evil
Level / XP:	2 / 50 + 1/hp

Grimlocks are humanoids that have entirely adapted to living below ground. Whether driven there after losing a war on the surface in eons past, the result of magical manipulation by some evil intelligence, or the evolved offshoots of primitive cave dwellers is a matter of speculation, but what is known is that they hold a great enmity for surface dwellers and often strike out against settlements near their subterranean lairs. Typically a lair will have 3 females for every 4 males, and a number of children equal to the males. While the children have no combat abilities, grimlock females are 1HD creatures with an AC of 8, and will assist in the defense of their homes. Occasionally (1 on 1d10), grimlocks will enter into a symbiotic relationship with medusae, with the monster serving as their leader. Even more rarely (1-2 on 1d100), they will be under the domination and direction of more powerful denizens of the underearth.

They typically wear the tattered remnants of clothing taken in their attacks, which is inevitably stained in shades of black or grey by the filth of their daily existence. Grimlocks themselves are similarly unkempt; their hair is a mass of greasy locks, their teeth cracked and jagged. The effects of their squalour on their outer appearance serves as effective camouflage when under ground, or above in petrous environments. Then, they are undetectable by sight unless the searcher is under the effects of a detect invisibility spell. When seen, however, their milky and unseeing eyes are their most striking feature. All grimlocks

are blind, and thus have certain advantages and disadvantages. Arcane phantasms or other magic primarily acting upon a target's sight (ex. darkness and light, invisibility, mirror image, phantasmal force) have no effect on grimlocks. Conversely, spells or other substances and phenomena which disrupt hearing or smell can cripple a grimlock. In normal circumstances, a grimlock's senses grant it the equivalent of vision in a 20' radius. Without full hearing and smell, this is reduced to 10 ft, and the grimlock attacks at a -2 penalty. Grimlocks are resistant to such attacks, however, their Saving Throws being equivalent to Fighters of the 6th-lvl of ability.

Grimlocks have a modicum of organization in their society, and for every 10 there will be a sergeant with 3 HD and an AC of 4; captains with 4 HD and an AC of 3 command groups of 40. Grimlocks use a wide variety of weapons taken while surface raiding, and for every 100 grimlocks the following is an approximate distribution of weaponry (sergeants and captains use battle axes and/or two-handed swords only):

20 wield hand axes

15 wield battle axes

15 wield two-handed swords

15 wield bastard swords

15 wield broad swords

20 wield long swords

There is a 10% chance that grimlocks will be encountered without any weaponry so taken. In that case, they do 1d6 damage due to their above-average strength and sharp teeth.

Treasure: Individuals 3d6 sp, 2d6 ep, 2d4 gp; In lair 1d8 x 1,000cp (50%), 1d6 x 1,000sp (25%), 1d4 x 1,000ep (25%), 1d3 x 1,000gp (25%), 1d8 gems (30%), 1d4 jewelry (20%), 1 random sword/armour/misc. weapon (10%)

MEN, GIROVAGO

Frequency:	Uncommon
No. Encountered:	20d10 (2d10 wagons or boats)
Size:	Medium
Move:	See text
Armour Class:	See text
Hit Dice:	1d6hp
Attacks:	1
Damage:	By weapon type
Special Attacks:	Leader types
Special Defences:	Leader types
Magic Resistance:	Standard
Lair Probability:	0%
Intelligence:	Average to Very
Alignment:	Any neutral
Level / XP:	variable

Girovaghi belong to their own distinct ethnicity with their own unique culture and even language, and because they are generally unwelcome and persecuted within mainstream human society, most of them live as itinerant vagabond travelers. Girovago bands typically travel by wagon or riverboat. Each wagon or boat houses an entire family, and the band as a whole will be ruled over by a self-styled “prince.”

Girovaghi bands consist of various sorts of entertainers and peddlers (offering handicrafts, trinkets, and small items), as well as pickpockets, con artists, and pilferers, and the band is also typically accompanied by a number of beggars, foundlings, and runaway “servants” (2-20 of each) who do not necessarily belong to the Girovago culture. Typical Girovaghi bands will be organized as follows (the exact makeup depending, naturally, upon the size of the band encountered):

The “prince” with family: 1 wagon and horse herd or one boat Gamblers and their families*: 2 or 3 wagons/boats

Acrobats and their families*: 2 or 3 wagons/boats

Knife-thrower and his family*: 1 wagon/boat

Strongman wrestler and his family*: 1 wagon/boat

Musicians and their families*: 2 or 3 wagons/boats

Astrologer and her family*: 1 wagon/boat

Fortuneteller and her family*: 1 wagon/boat

Hucksters and their families*: 2 or 3 wagons/boats

*Dancers and beggars will be family members, and in these groups will be included foundlings and runaway “servants.”

Each band of Girovaghi will typically have several exceptional members. The “prince” is typically a fighter (50%), thief (35%), or troubadour (15%) of high level (8th +), and he will be guarded by 1d4 bodyguards, each of whom are fighters of 2nd through 5th level (in groups of evil Girovaghi these guards may (20% likely) be assassins instead). Elsewhere in the caravan will be at least 1d4 additional fighters of 1st through 3rd levels, 2d4 thieves of 2nd through 7th levels, and a chance of the following additional figures: for each 20 Girovaghi in the band there is a cumulative 10% chance of 1d3 thieves of 2nd through 5th level, cumulative 5% chance of 1d2 thieves of levels 6-9, cumulative 10% chance of 1d3 troubadours of levels 2-5, cumulative 5% chance of 1d2 troubadours of 6th through 9th levels, and a cumulative 1% chance of a witch of 1st through 6th level (such a character, if present, will be working as an astrologer or fortune teller; if such a character is not present then those positions will be occupied by mundane 0-level con artists). Even non-exceptional Girovaghi are often trained pickpockets and pilferers, and any adult Girovago regardless of class (or lack thereof) has a chance to pick pockets at least equal to that of a 1st level thief.

Girovaghi are typically only lightly armed and armoured. Most wear nothing more than leather armour, and any armour heavier than ringmail or chainmail is unheard of. Daggers and short swords are typical armaments (many Girovaghi wielding both simultaneously), with a store of spears, pole arms, short bows, and light crossbows on hand for emergencies. Exceptional figures and leader types will of course have the standard chances of having magic items.

Treasure: Girovaghi are typically not rich.

Individuals will have only 3d8cp and 3d6sp, and the band as a whole will keep a combined hoard of 1d12 x 1,000cp (20% chance), 1d6 x 1,000sp (30% chance), 1d4 x 1,000ep (10% chance), 1d6 gems (25% chance), 1d3 pieces of jewelry (20%) and a 10% chance of any two magic items. This treasure will usually be secreted away and spread across several wagons or boats.

PROTEAN

Frequency:	Rare
No. Encountered:	1
Size:	Large
Move:	30'
Armour Class:	7
Hit Dice:	7-10
Attacks:	1
Damage:	3d4
Special Attacks:	Adhesive
Special Defences:	Camouflage
Magic Resistance:	Standard
Lair Probability:	0%
Intelligence:	Semi-Intelligent to Average
Alignment:	Neutral
Level / XP:	6/850+10/hp

Proteans are multi-cellular intelligent, carnivorous slime molds. There are two main varieties: a smaller 7-8HD type which is of Low or Average Intelligence (1d6+4 INT), and a larger, more ferocious 9-10HD type which are Semi-Intelligent (1d3+1 INT). All proteans are subterranean dwellers with a strong aversion to sunlight (direct exposure will cause them 1 full HD of damage per turn). Proteans are immune to acid and unaffected by other slimes, molds or jellies.

Depending on their intelligence and environment, smaller proteans will cleverly alter both their shape and appearance to resemble either wood or stone.

In a dungeon they may often be encountered taking the form of a static object like a chest, door or piece of furniture while in a natural cavern they may take the form of a stalactite, stalagmite or a patch of wall.

If the protean knows a suitable language (1 in 3 chance) they may parley with PCs or even offer information about the area in return for fresh meat.

Semi-intelligent proteans are voracious eaters and constantly slither around disguising themselves as whatever surface they find themselves on looking for new prey. These proteans will never speak and will immediately attack any victims approaching them.

In combat Proteans will lash out with an adhesive pseudopod (3d4 damage) which is coated in a strong adhesive secretion (targets which have been struck successfully by a protean will be held fast and can only be freed by the application of alcohol or fire). The corpses of victims will then be slowly absorbed and digested by the protean over a period of 1d6 turns.

Sages often consider proteans, stunjellies (OSRIC, p.302) and trappers (OSRIC, p.303) to be similar to, and possibly even related to doppelgangers (OSRIC, p. 271).

TREASURE: Proteans never possess any treasure beyond incidental valuables that might already be present in their environment when encountered.



SNAKE, POISONOUS

Frequency:	Uncommon
No. Encountered:	1d6
Size:	Small
Move:	90'
Armour Class:	6
Hit Dice:	2+1
Attacks:	1
Damage:	1
Special Attacks:	Poison
Special Defences:	Nil
Magic Resistance:	Standard
Lair Probability:	Nil
Intelligence:	Animal
Alignment:	Neutral
Level / XP:	3 / 75 + 3/hp

Giant snakes are covered in the [OSRIC](#) core rules. These are normal-sized snakes. There are many kinds of poisonous snake. To find out the effect of a particular poisonous snake's bite, roll on the following table:

1d20	TYPE
1-4	Save with a +3 bonus on the die roll, or be incapacitated by illness for 2d4 days.
5-8	Save with a +2 bonus on the die roll, or die.
9-11	Save with a +1 bonus on the die roll, or take 2d4 points of damage.
12-14	Save, or take 3d4 points of damage
15-17	Save with a -1 penalty on the die roll, or be incapacitated by sickness for 1d4 days.
18-19	Save with a -2 penalty on the die roll, or be incapacitated by illness for 2d6 days
20	Save with a -3 penalty on the die roll, or die.

Treasure: None



SALAMANDER, GIANT CAVE

Frequency:	Rare
No. Encountered:	1d3
Size:	Large (4-5' long)
Move:	120'
Armour Class:	7
Hit Dice:	4
Attacks:	3
Damage:	1d3/1d3/2d4
Special Attacks:	Nil
Special Defences:	Slippery mucus covered skin
Magic Resistance:	Standard
Lair Probability:	10%
Intelligence:	Non-
Alignment:	Neutral
Level / XP:	5/150+4/hp

Giant cave salamanders are a species of large amphibian troglobites that primarily dwell in subterranean caves and grottoes. They completely lack eyes, relying on their sensitive sense of motion and smell to track prey in their natural, lightless environment. Because of their unique physiology they are immune to *Light* spells or any *illusions* that rely on visual elements. The hide of a cave salamander continually exudes a slippery mucus-like substance that makes grappling with them difficult (-3 to such attempts).

Cave salamanders attack with 2 claws for 1d3 hp of damage each and one bite for 2d4 hp of damage.

Treasure: None



APPENDIX 2: New Magic Items

CHALICE OF MESMERISATION

This is a multifaceted crystal chalice that causes the faintest light to sparkle like a diamond. Anyone gazing at the chalice must Save vs. Spells or become *hypnotized* as per the 1st-lvl illusionist spell (c.f. OSRIC, p. 110). Without a command from an illusionist, the viewer will stay in a trance until shaken back to their senses or the chalice is removed from their sight. An illusionist that is exposed to the chalice gains a +6 to his Saving Throws vs. Charm magic.

XP Value: 2,000

GP Value: 8,500gp

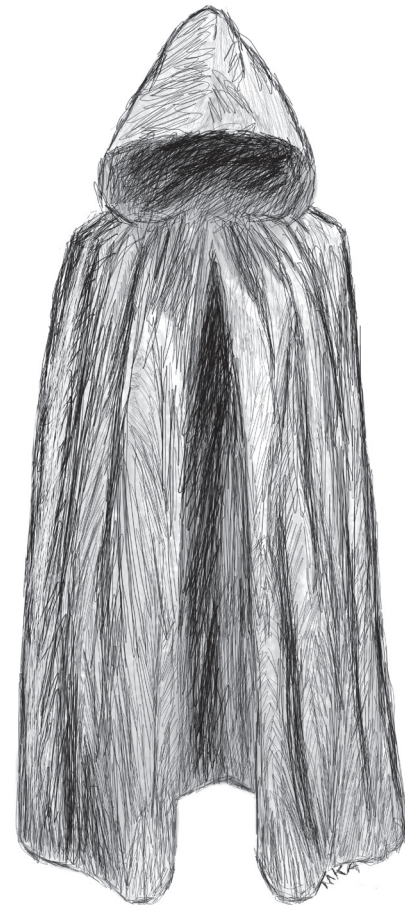


CLOAK OF MISDIRECTION

The wearer of this wondrous item has himself and all items on his person under the continual effect of a Misdirection spell. (See OSRIC, page 112) The cloak misdirects the information from any detection-type spell such as *detect charm*, *detect evil*, *detect invisibility*, *detect lie*, *detect magic* etc. While the cloak is worn any detection spell cast upon the wearer and all objects on his person will be protected. Invisible objects will not be seen, magic items will not be detected (including the cloak of course), and the opposite of the truth will be revealed in respect to *detect evil* and *detect lie*. A 12th-level or higher illusionist is needed to create this magical cloak.

XP Value: 3,000

GP Value: 15,000gp

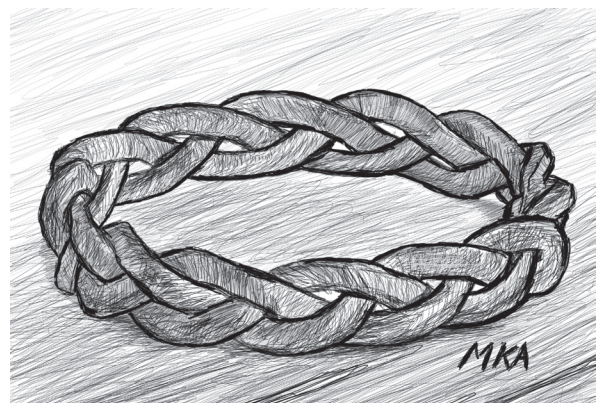


RING OF BEING

These rings are created by illusionists of at least 12th-level, and are used to maintain *shadow monsters* and *shades* created by those spells. Each ring, when worn by such a creation, opens a small link to the Demi-Plane of Shadow. As long as the ring is worn, the shadow-being will continue to exist indefinitely and ignore any duration spell requirements.

XP Value: 2,500

GP Value: 15,000gp



APPENDIX 3: Pre-Generated Player Characters

CALLADIN THE YELLOW, 3rd-lvl Male Human
Magic-User; LG; hp 8
STR 9; INT 16; WIS 11; DEX 12; CON 11; CHA 14
AC: 10 (no armour)

Weapons: Staff

Spellbook: 1st-lvl: *Magic Missile*, *Read Magic*, *Light*,
Unseen Servant, *Charm* 2nd-lvl: *Invisibility*

Possessions: 3 belt pouches (for spell
components), water skin, 1 week rations, back
pack, 3 flasks of oil, hooded lantern, 3 torches,
22gp.

SUBDOLUS, 3rd-lvl Male Half-Elf Thief; N; hp 12
STR 8; INT 9; WIS 10; DEX 17 (+2/-3); CON 15 (+1hp);
CHA 9

AC: 8 (5) (leather armour)

Weapons: 3 Daggers, Longsword

Possessions: 3 large bags, belt pouch, thieves'
tools, 3 flasks of oil, bullseye lantern, tinderbox,
high soft boots, cloak, wine skin, 1 week rations.

SOGATHAN, 3rd-lvl Male Human Cleric; LN; hp 18
STR 14; INT 10; WIS 16; DEX 13; CON 14; CHA 11
AC: 4 (+1 **chainmail**, small shield)

Weapons: Footman's mace

Possessions: silver holy symbol, backpack, 3
vials of holy water, 3 flasks of oil, 2 weeks rations,
leather scroll case, hooded lantern, tinderbox,
water skin, riding horse, **scroll of silence**, 20gp.

TIBERIOUS, 3rd-lvl Male Human Kung Fu Monk;
LN; hp 9

STR 15; INT 11; WIS 15; DEX 15 (-1); CON 14; CHA 11
AC: 3

Weapons: hand axe

Possessions: 1 week rations, 10 torches, backpack,
high soft boots, leather gloves, waterskin, lock-
picking kit, small metal mirror, 3 flasks oil, flint
and steel, 50' rope, one small pouch of what appear
to be kool-aid crystals



ZARGON THE OCCASIONALLY LUCID, 3rd-lvl Male

Human Fighter, NG, hp 28

STR 15; INT 8; WIS 10; DEX 13; CON 13; CHA 11

AC: 3 (platemail armour)

Weapons: Two-handed sword, short bow (quiver w/36 arrows), 2 daggers

Possessions: backpack, small silver mirror, 2 large belt pouches, 50' rope, 1 week rations, water skin, tinderbox, 3 flasks oil.

HARRIE CALHAGN, 3rd-lvl Male Human Fighter; CG; hp 23

STR 16 (+1 dmg); INT 10; WIS 11; DEX 17 (+2/-3);

CON 15 (+1); CHA 12

AC: 7 (2/1) (chainmail, large helm, shield)

Weapons: bastard sword, longbow (quiver w/20 arrows), 4 daggers

Possessions: backpack, large sack, large belt pouch, tinderbox, 5 torches, waterskin, iron rations, high hard boots, cape.

ERMANARIC, 3rd-lvl Male Human Fighter; LN; hp 27

STR 18 /38 (+1/+3); INT 11; WIS 10; DEX 15; CON 14; CHA 13

AC: 0 (platemail armour, +1 shield)

Weapons: long sword, dagger, club, light crossbow (quiver w/40 bolts)

Possessions: backpack, 1 week iron rations, waterskin, 6 torches, tinderbox, 1 small sack, 1 large belt pouch, **ring of warmth**, 42gp.

KRIGOR, 3rd-lvl Male Human Ranger, NG, hp 25

STR 13; WIS 14; INT 13; DEX 14; CON 16 (+2); CHA 10

AC: 10 (3/2) (platemail armour, small shield)

Weapons: two-handed sword, long sword, longbow (quiver w/70 arrows, 25 silver arrows), silver flail

Possessions: cloak, high hard boots, belt, gloves, hat (all grays and greens), 2 flasks oil, (made into bombs and carried in strapped sack), 20 torches, 100' rope, 5 iron spikes, 10' pole, 1 week rations, bedroll, 2 water skins, flint and steel, 23gp.

MELORA BRANGWEN, 2nd/2nd-lvl Female Human Magic-User/Thief, N, hp 7

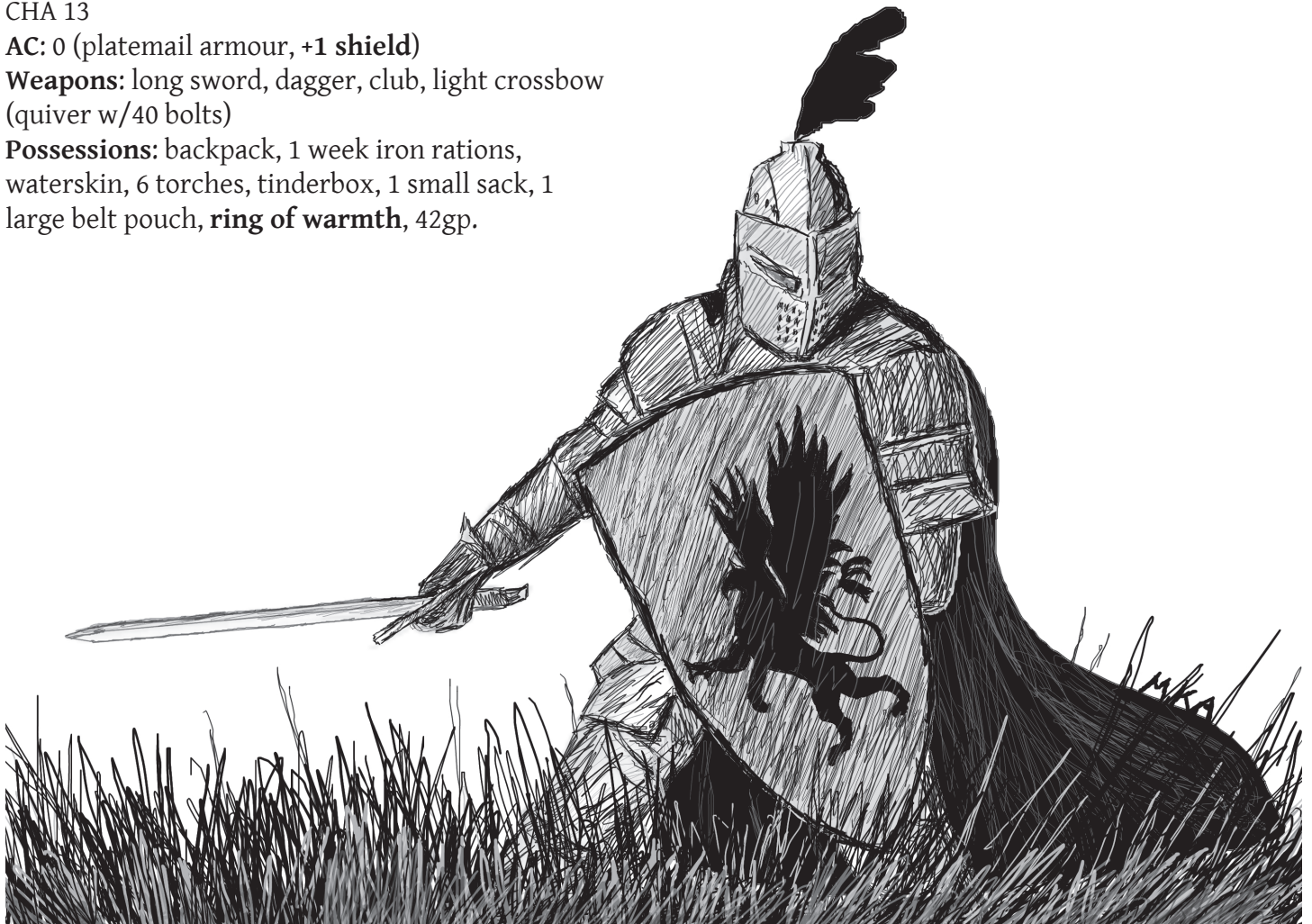
STR 7 (-1); INT 17; WIS 8; DEX 16 (-2); CON 11; CHA 16

AC: 8 (no armour)

Weapons: 2 daggers

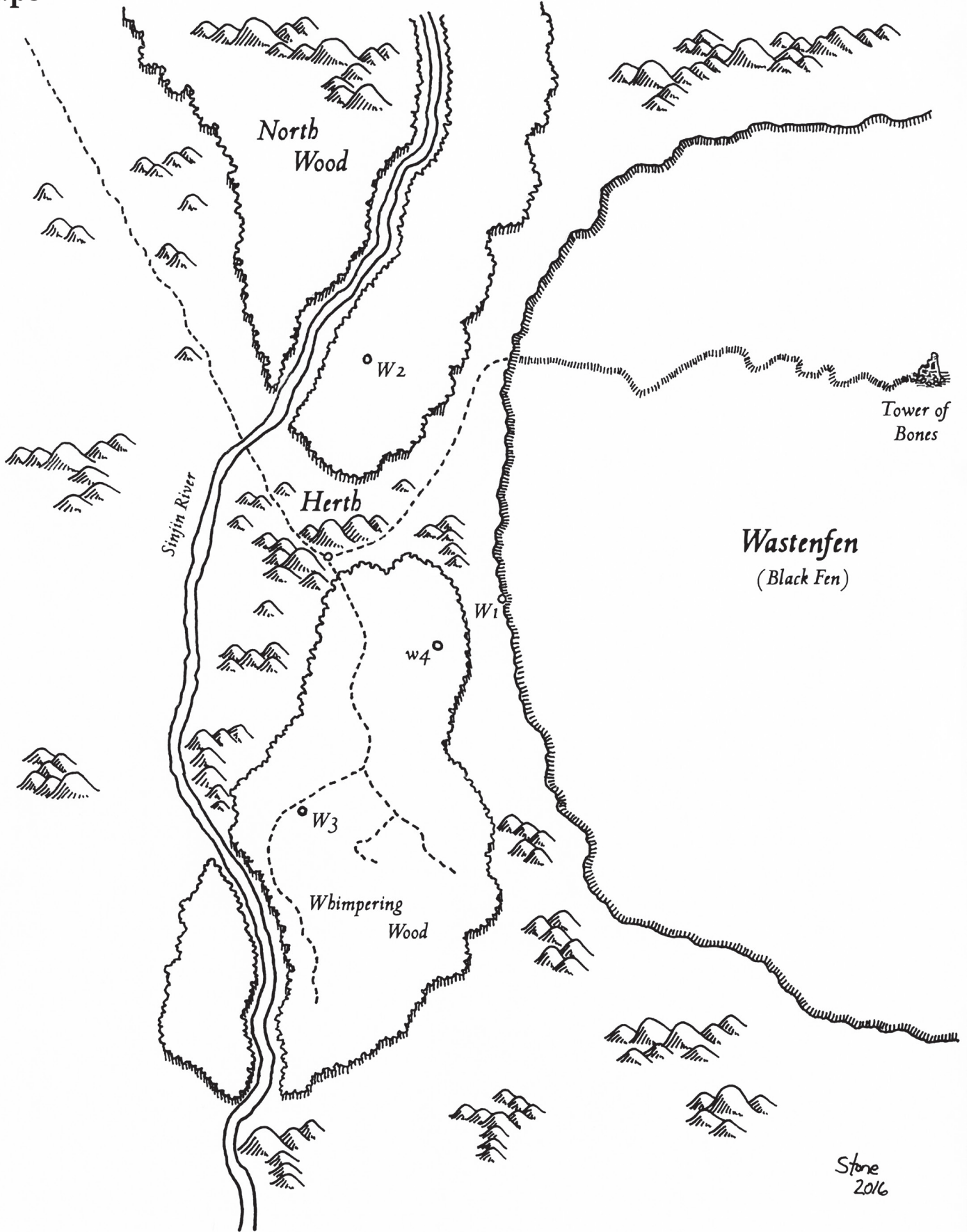
Spellbook: 1st-lvl: *find familiar, read magic, shield, sleep*

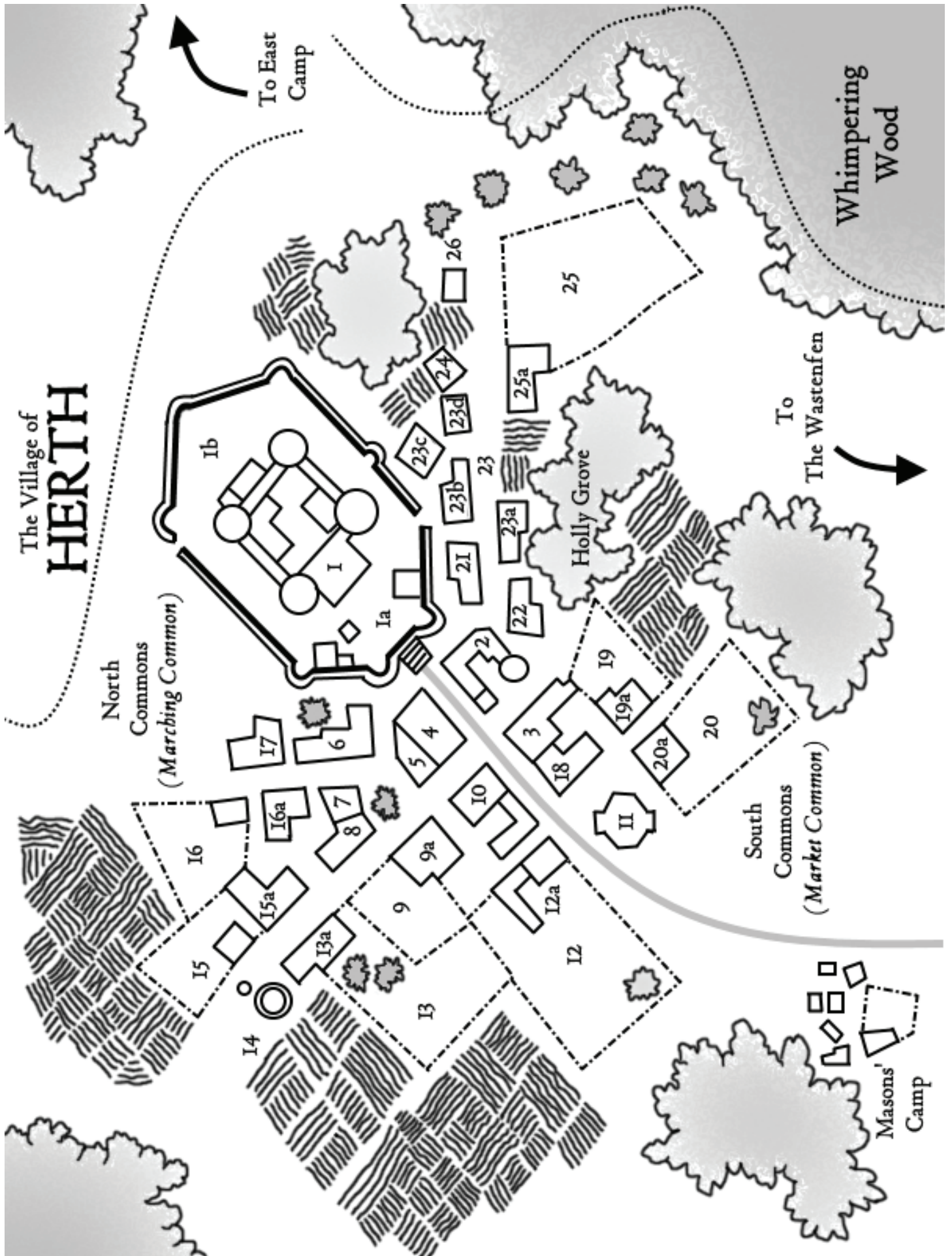
Possessions: cloak, cap, high soft boots, belt, small belt pouch, large belt pouch, tinderbox, ink, quill pen, parchment, wax candle, slate board, spell components, black cat familiar "Bentley" 48gp



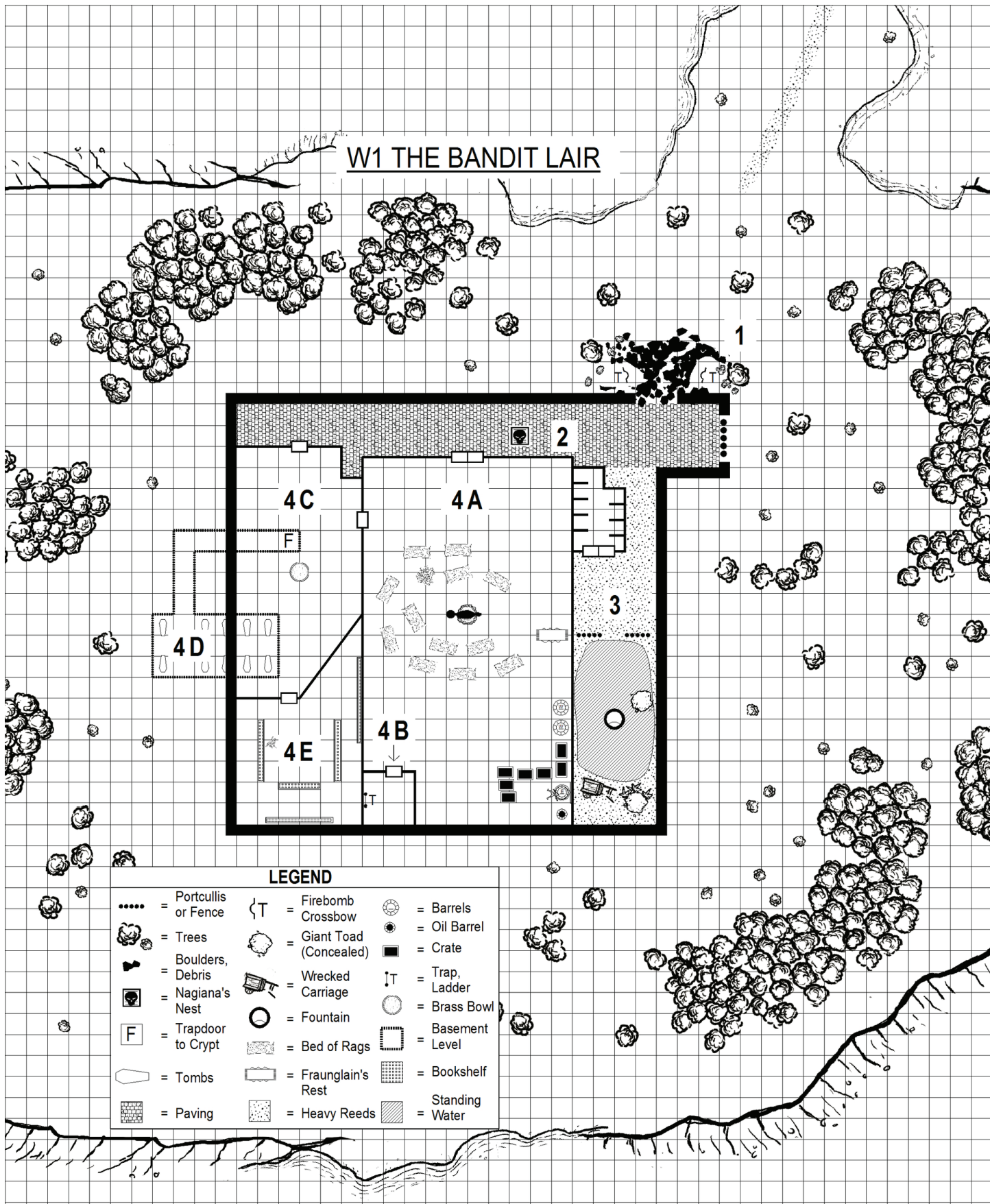
APPENDIX 4:

Maps





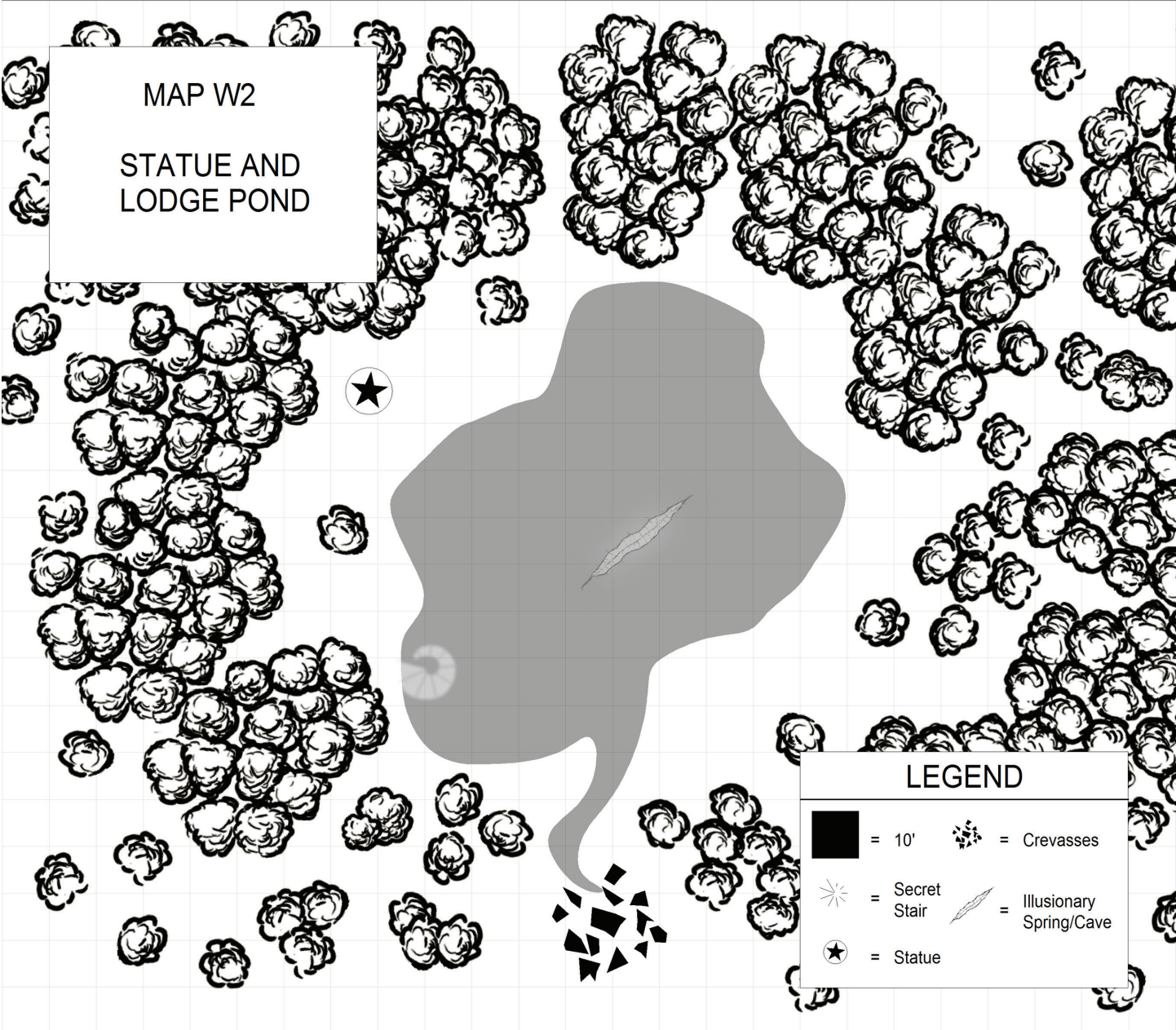
W1 THE BANDIT LAIR








LEGEND

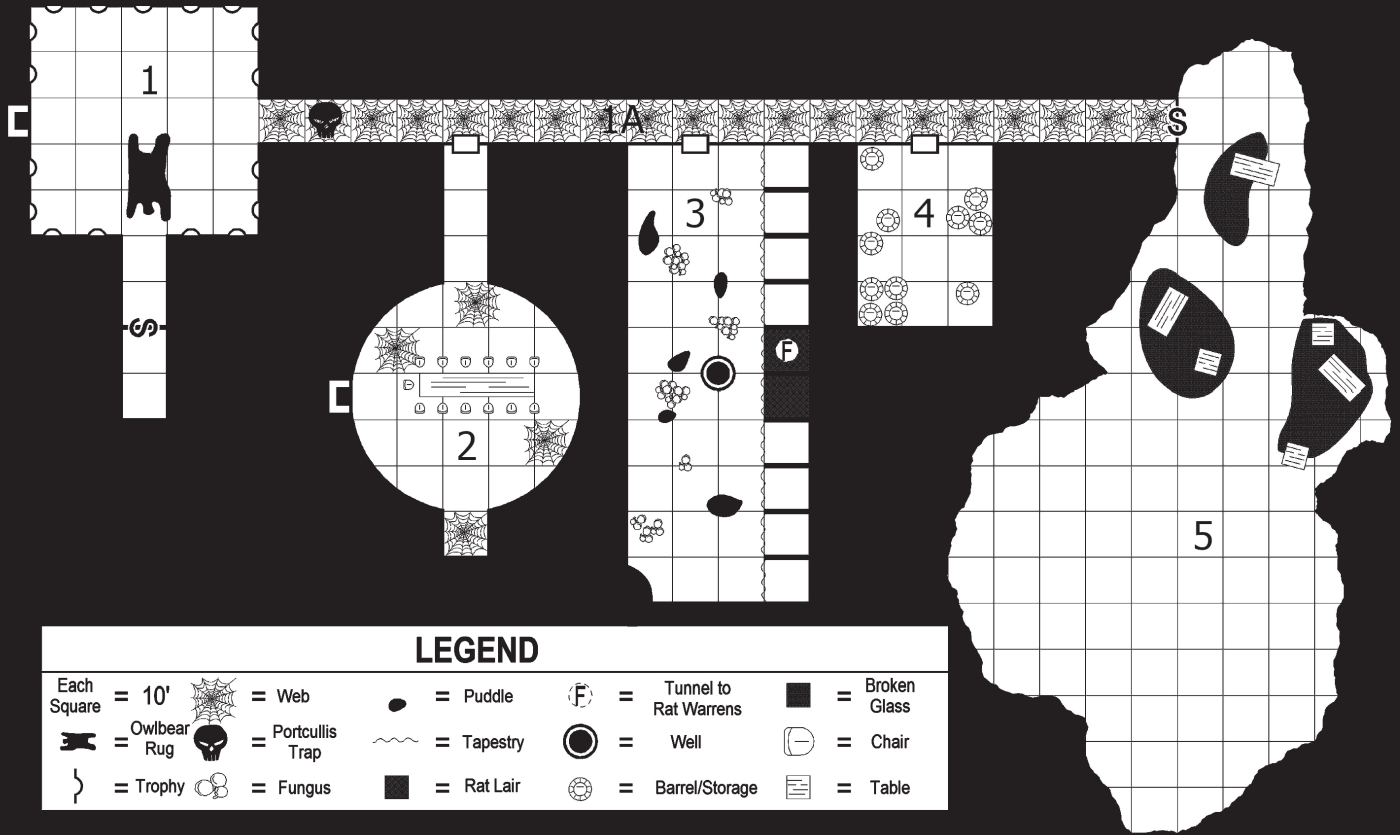
- | | | |
|-----------------------------|----------------------------|--------------------|
| = Portcullis or Fence | ⚡ = Firebomb | 🗄️ = Barrels |
| 🌳 = Trees | 🏹 = Crossbow | 🛢️ = Oil Barrel |
| 🪨 = Boulders, Debris | 🐸 = Giant Toad (Concealed) | 📦 = Crate |
| 🏠 = Nagiana's Nest | 🛑 = Wrecked Carriage | 🪜 = Trap, Ladder |
| Ⓜ️ = Trapdoor to Crypt | 🗓️ = Bed of Rags | 🍷 = Brass Bowl |
| 🪦 = Tombs | 🛏️ = Fraunglain's Rest | 🏠 = Basement Level |
| 🏠 = Paving | 🌿 = Heavy Reeds | 📚 = Bookshelf |
| | | 🌊 = Standing Water |

MAP W2
 STATUE AND
 LODGE POND



LEGEND	
	= 10'
	= Crevasses
	= Secret Stair
	= Illusionary Spring/Cave
	= Statue

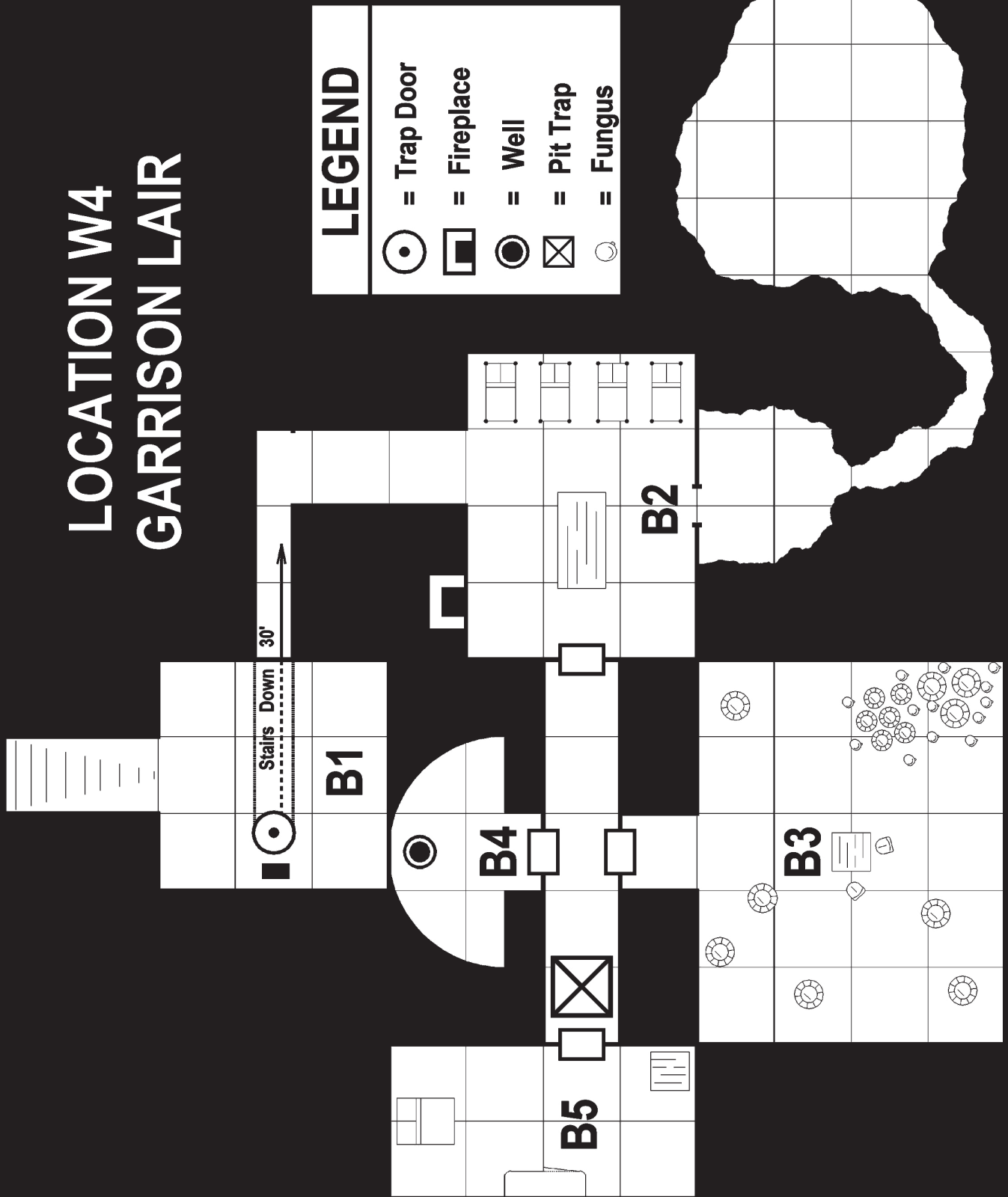
W2 WARTHRAW'S HUNTING LODGE



LEGEND

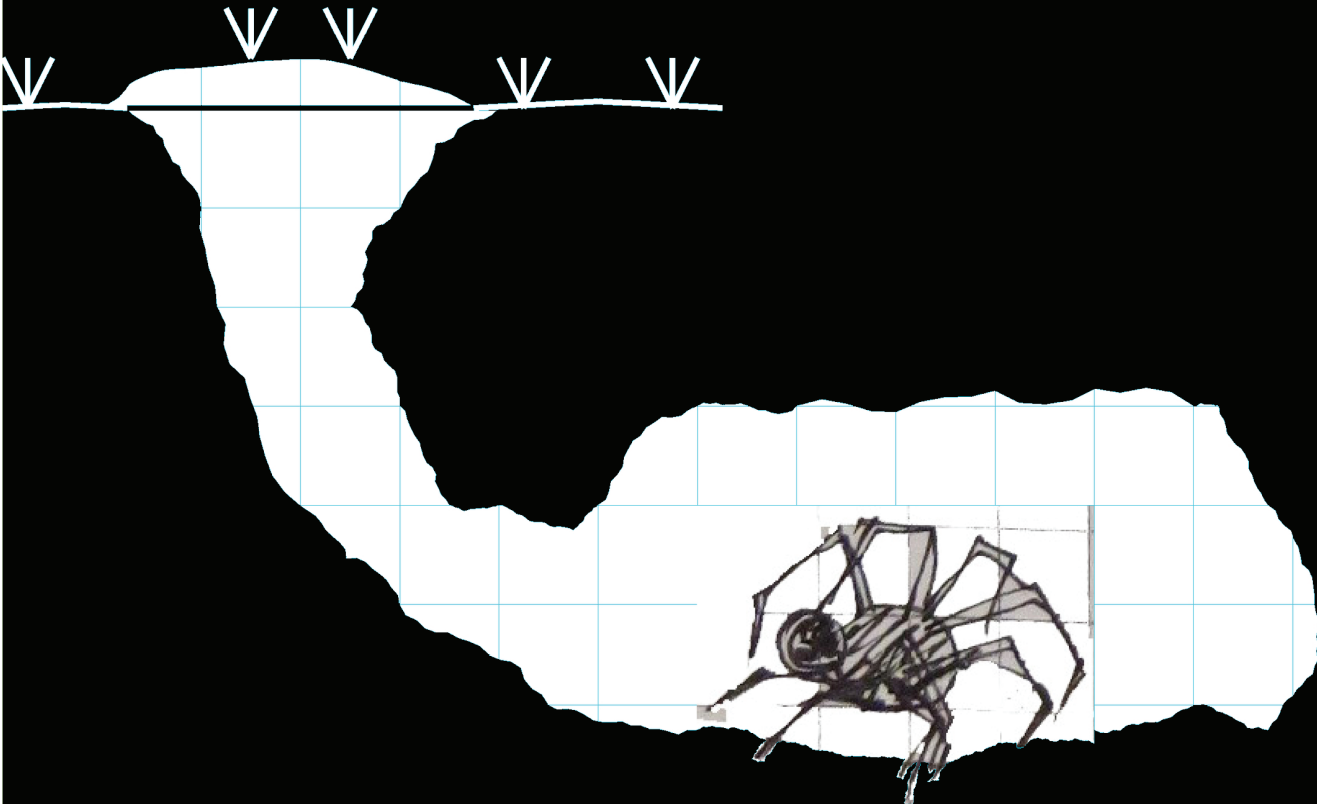
Each Square = 10'	= Web	= Puddle	= Tunnel to Rat Warrens	= Broken Glass
= Owlbear Rug	= Portcullis Trap	= Tapestry	= Well	= Chair
= Trophy	= Fungus	= Rat Lair	= Barrel/Storage	= Table

LOCATION W4 GARRISON LAIR

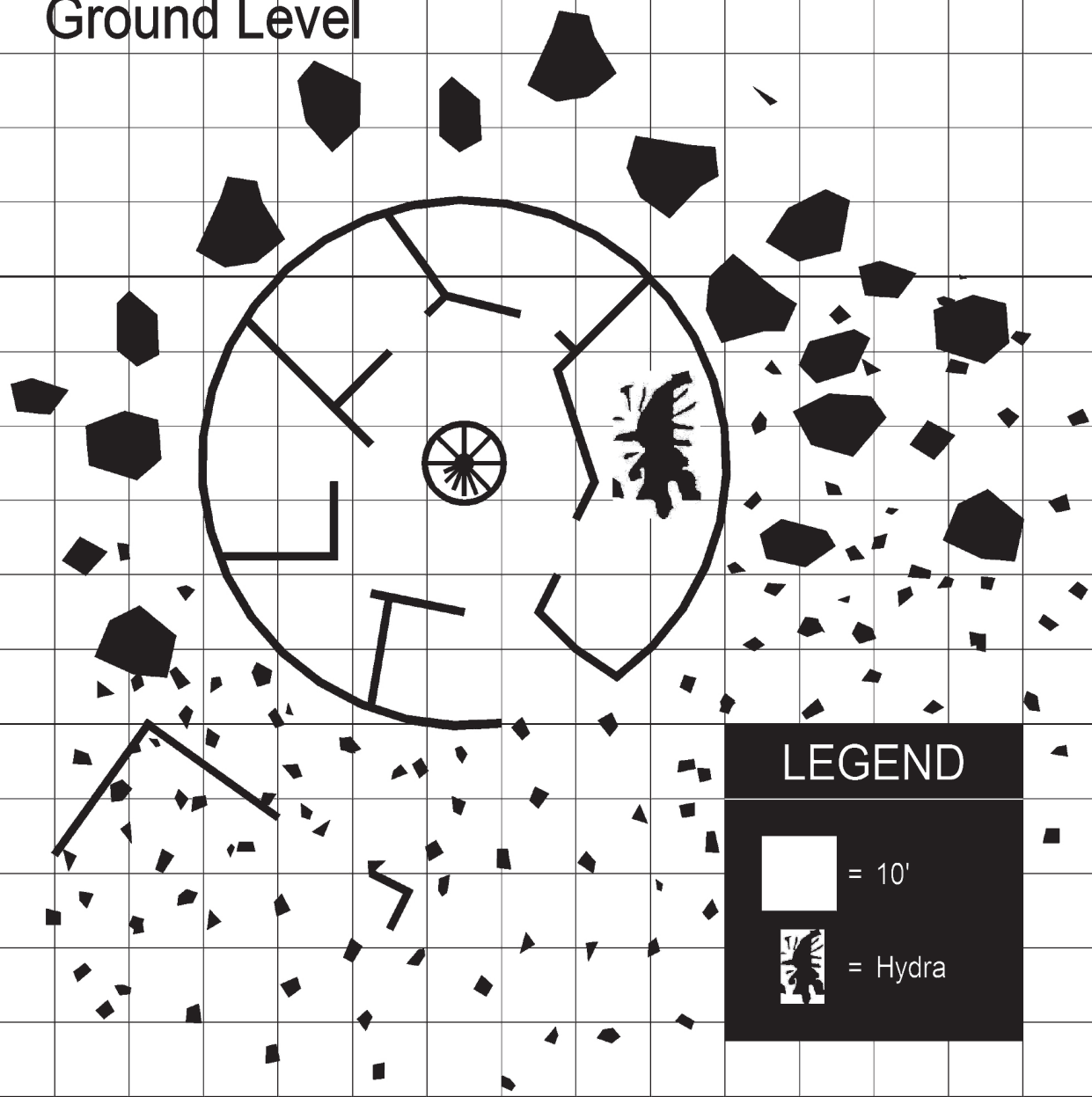


LEGEND	
	= Trap Door
	= Fireplace
	= Well
	= Pit Trap
	= Fungus

**LOCATION W4
TRAP DOOR SPIDER
Sideway View**



Tower of Bones Ground Level

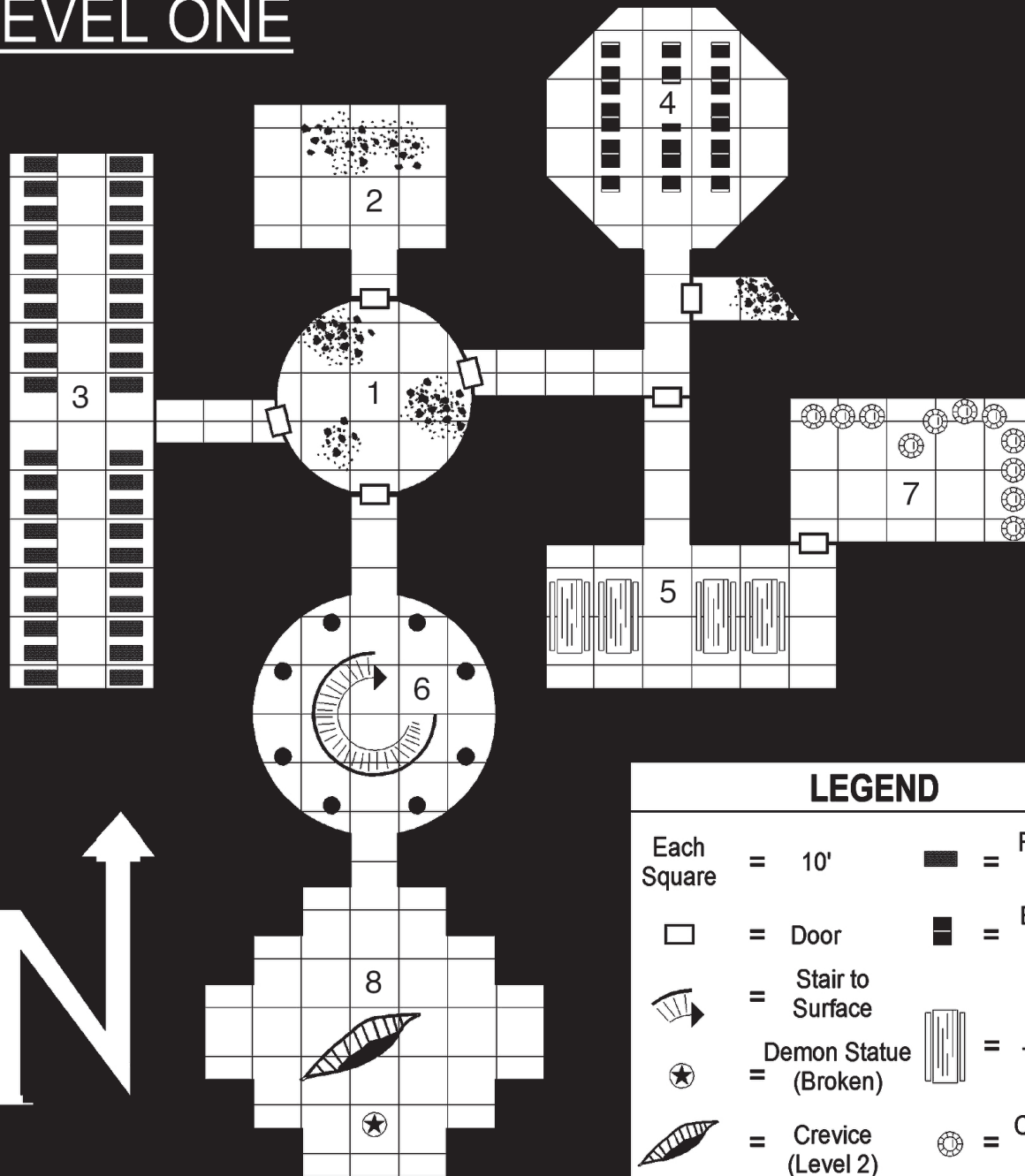


LEGEND

□ = 10'

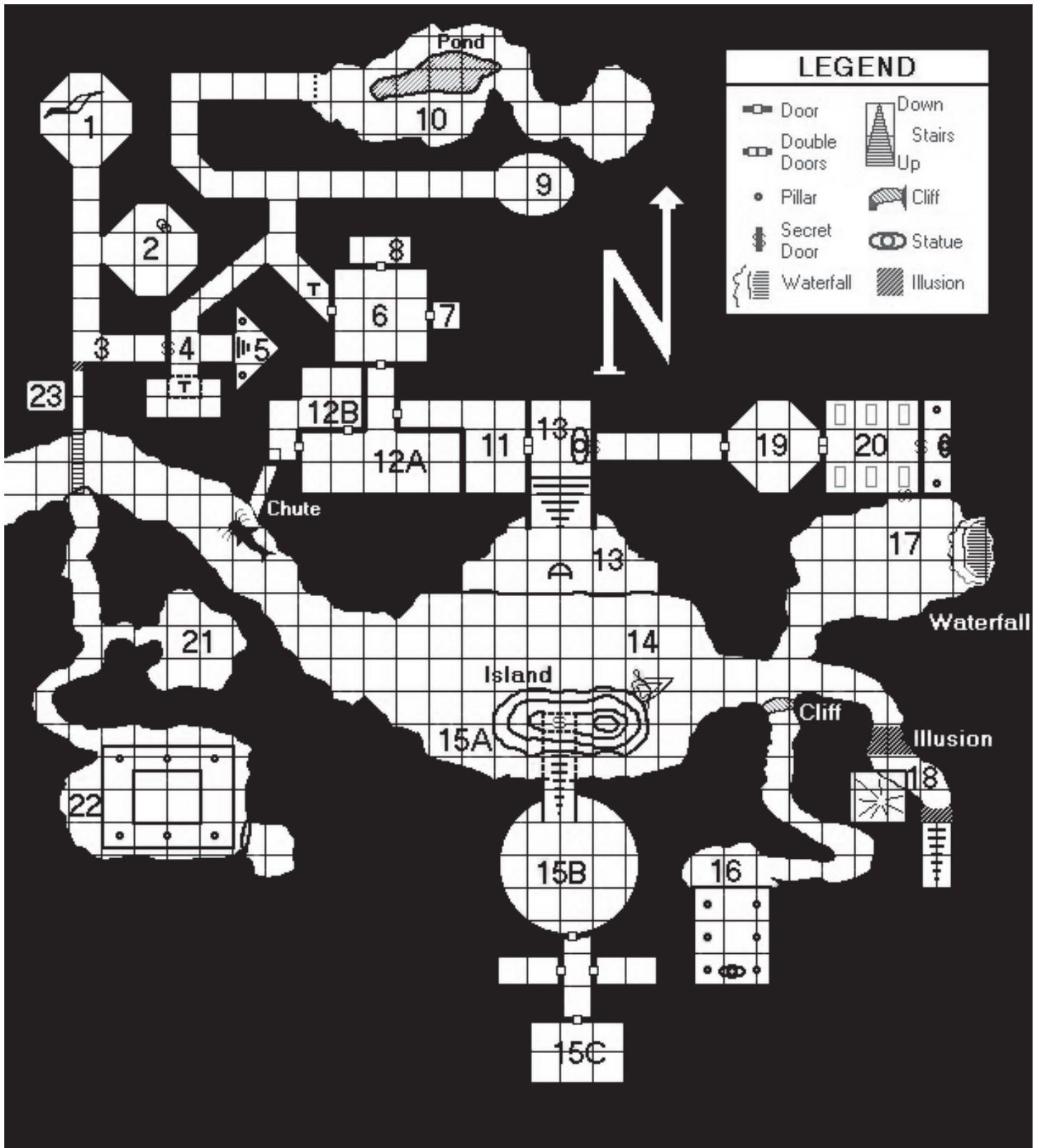
Hydra = Hydra

LEVEL ONE

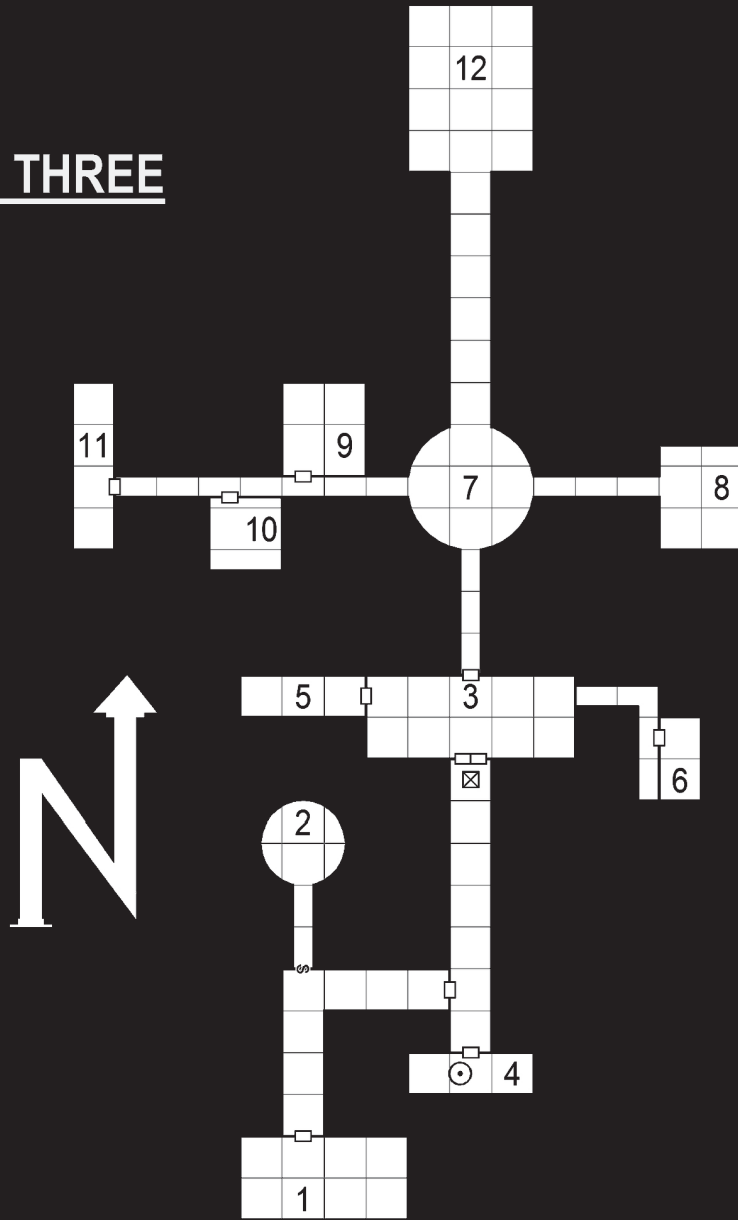


LEGEND

- | | |
|-------------------------|-------------------------------------|
| Each Square = 10' | = Rotted Cot |
| = Door | = Broken Desks |
| = Stair to Surface | = Stone Tables |
| = Demon Statue (Broken) | = Ceramic Jars |
| = Crevice (Level 2) | = Cave-In, Bones, or General Debris |

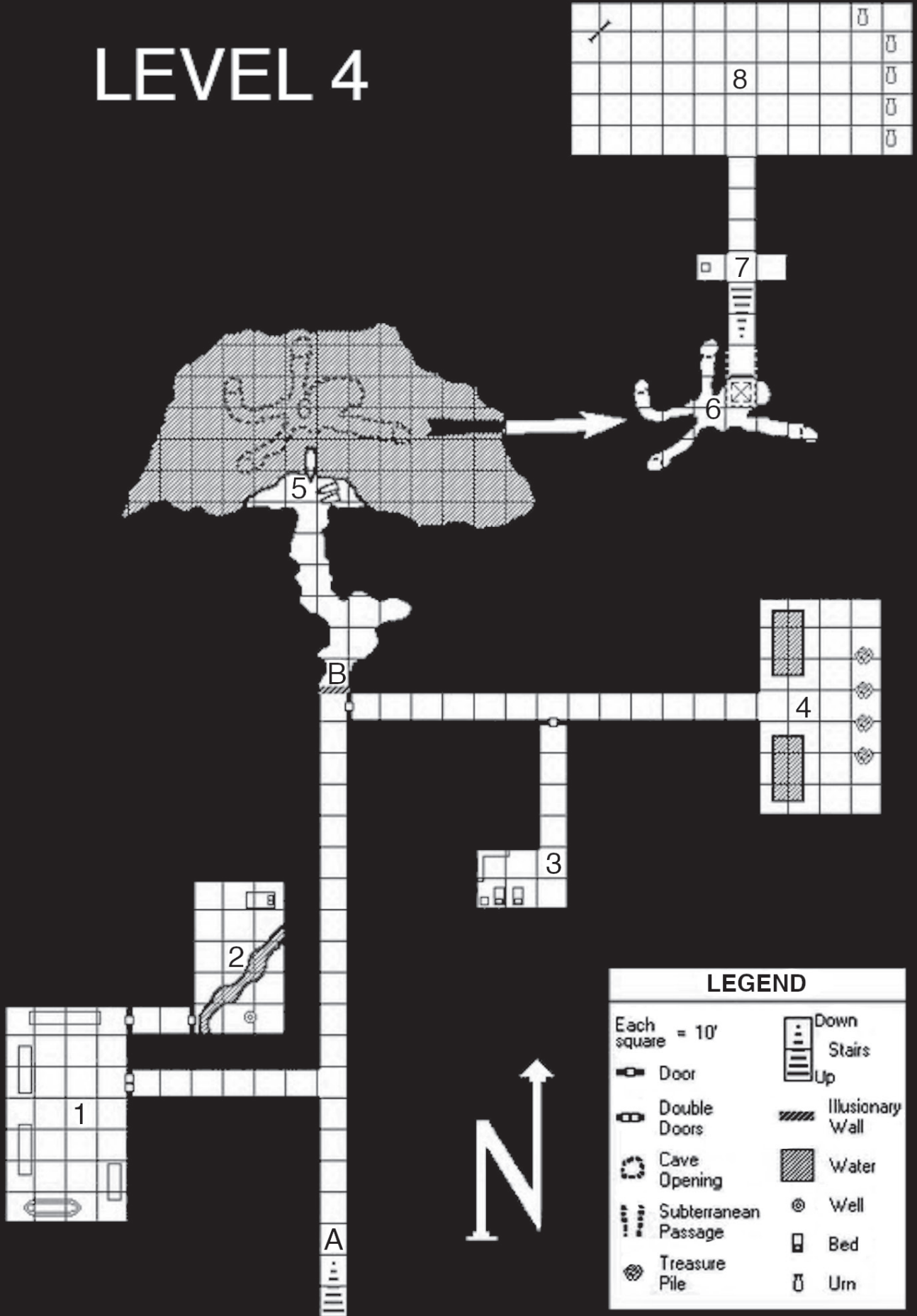


LEVEL THREE



LEGEND	
Each Square	= 10'
	= Door
	= Double Door
	= Well
	= Ceiling Pit Trap with Green Slime

LEVEL 4

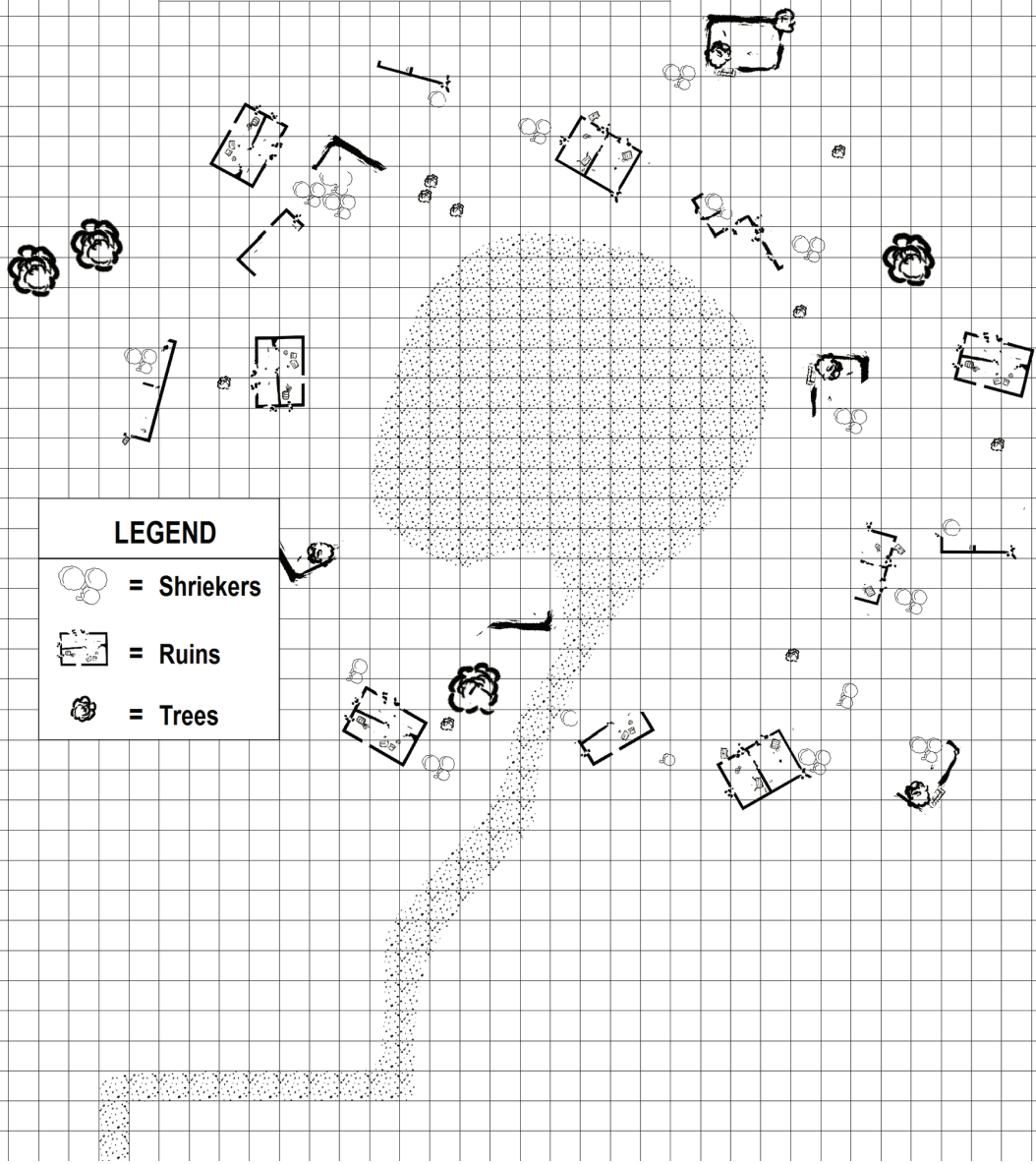


LEGEND

Each square = 10'

Door	Down Stairs
Double Doors	Up
Cave Opening	Illusionary Wall
Subterranean Passage	Water
Treasure Pile	Well
	Bed
	Urn

TOWER OF BONES - EXTERIOR



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