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GAMER'S GROUP PUBLICATIONS PRESENTS

THE RUINS OF QUINSTEAD

FANTASY ROLE PLAYING ADVENTURE



Gordax "The Terrible" is gone but, the ruins of his cursed castle remain. The last band of adventures to enter the ruins met a horrible fate. Can you discover the truth of the ruins? Can you discover the treasure of Gordax?

Preface:

The idea for Gamer's Group Publications was conceived in 1989. As an avid supporter of the fantasy role playing games, I became discouraged by the lack of quality in the modules I was purchasing. Several of my gaming counterparts also felt this same dissatisfaction. The modules published by Gamer's Group Publications come from a group of experienced role players who enjoy creating and playing fantasy role playing scenarios.

The original the Ruins of Quinstead adventure was created in 1980 by a novice game-master for use with the fantasy role playing system distributed by TSR industries. As this novice game-master improved his skills and knowledge of fantasy role playing games, the adventure underwent several modifications in an attempt to create a truly enjoyable gaming experience. The result, is the product you have just purchased. I hope you enjoy this adventure as much as I did in creating and playing it!

A special thanks to the Shreveport gaming group of Dennis Rhodes, Jay Maynard, Roger, Robert and Dave Martian, and Howard Venerable, Rickey Thompson, James Wedgeworth, James Wedgeworth Jr., John Otto, Steve Kominoski, and Fred Kessler. Thanks for all the good times!

R.O.C

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Monster Power Explanations

Amount Encountered: This details the number of monsters encountered in normal circumstances.

Difficulty to Kill (DK): This details how hard the monster is to kill. Generally monsters roll a 12-sided dice a number of times equal to their difficulty to kill rating. The score from these rolls are totalled and the result is the amount of Damage Points (DP's) the monster can withstand before being slain.

Armor Rating (AR): This details the basic level of difficulty in harming the monster. This may result from armor worn, quickness, thickness of hide, etc.

Combat Potential (CP): This details the number of strikes the monster has during each combat sequence. This number may be the result of numerous appendages, sheer quickness, degree of training, etc.

Damaging Potential (DP): This details how much damage the monster inflicts by each successful combat action.

Movement (Mvm): This details the speed at which the monster moves. This is noted in a number of feet moved during each minute of normal walking; running movement rates are considered to be ten times faster. If movement involves a form other than walking, it will be fully noted here also.

Unique Abilities (UA): This details any abilities unique to the monster, or that help the monster unique.

Defenses Against Magic (DAM): This power denotes that some monsters are inherently immune to magic. Most monster have a Normal rating in this category. However, some monsters will have a percentage score in this category. When these monsters are exposed to unwanted magic of any origin, percentage dice are rolled. If the roll is equal to or less than the DAM percentage then the magic has no influence upon the monster. Even if the percentile roll exceeds the DAM percentage, the magic still only has a limited impact on the monster. In these situations a certain amount of magic potential, equal to the monster's DAM percentage is totally negated. This may be reflected in reduced harm, decreased duration of effect, or similar results.

Ethical Beliefs: This details whether the monster has a basically good or evil attitude towards others. Many monsters may be neither good or evil; these beings are thus "Indifferent" to the ethical questions of good and evil.

Monster Power Explanations (Cont)

Body Build: This details the monsters general size. The body build will normally include both the monsters general height and its typical weight.

Mental Capability (MC): This details the level of mental power that the monster has. This will be expressed by a rating of 0 to 12. When determining the degree of mental potential indicated by these scores use the following guidelines:

- 0 = Non-thinking (Plants, automations, etc.).
- 1 = Normal animals.
- 2 = Trained animals.
- 3 = Simpleton (Far below normal human standards, capable of very simple thought processes.).
- 4 = Dullard (Moderately below normal human standards, very superstitious, easily fooled, and controlled.).
- 5 = Slightly below normal human potential.
- 6 = Normal human.
- 7 = Slightly above normal human potential.
- 8 = Moderately above normal human potential.
- 9 = Exceptionally gifted (Oracles, Mystics, etc.)
- 10 = A true genius.
- 11 = Nearly Omniscient
- 12 = Omniscient

Reward for Defeating: This details how many points are earned for defeating the monsters. This is divided into three categories; Simple, Moderate, and Difficult. Simple points are earned if the monster is faced in a straight forward situation and uses no unique plans or defenses to enhance its powers. Moderate points are earned if the monster takes precautions to enhance its powers, such as hiding among cliffs, using traps etc. Difficult points are earned for defeating monsters that show great precautions and prove to be exceptionally difficult to defeat.

THE RUINS OF QUINSTEAD

BACKGROUND,

Over 100 years ago the castle Quinstead was constructed by hundreds dwarven slaves for "Gordax the Terrible". Legends say Gordax led a mighty army in an attempt to overthrow a huge dwarven mountain. As the battle raged, the dwarves proved to be more of a challenge than expected. Their many pits and stonework traps foiled Gordax's plans for a quick victory. Fearing defeat, Gordax used a powerful scroll to summon the demon Garznik. Garznik crushed the resistance and Gordax claimed a treasure valued at over 100,000 gold coins.

Garznik expected a percentage of the treasure and to be immediately released from service; this was not to be. Gordax kept the treasure, claimed hundreds of dwarven slaves, and banished Garznik to the abyss. As Gordax relished in his victory; Garznik plotted revenge.

Named after his wife Quiniver, the Quinstead castle took several years to construct. After its completion, Gordax and Quiniver kept to themselves not much was heard from them for some 25 years.

Then, one spring morning Gordax went out to inspect the crops. When he returned he found that his beloved Quiniver had hanged herself. Some say it was suicide, but others say it was the wrath of Garznik. What happened next is unclear. Gordax released all his slaves and servants, pulled the drawbridge, and was never heard from again.

For some 50 years the castle stood dormant. But then, strange things began to happen. Townsfolk began to disappear, screams and moans could be heard echoing from the castle, and strange winged creatures could be seen flying away from the castle in the moonlight.

News of the hauntings was sent to one of the areas most powerful nobles. Using siege equipment and powerful spells, the noble, quickly reduced the castle to broken masses of crumpled walls. The hauntings stopped and things returned to normal.

Weeks later, the town council decided to inspect the ruins. Upon doing so, they discovered a passage that led into the dungeon complex below. Fearing that something may still be dwelling in the castle's dungeon, the council decided to hire a band adventures enter the ruins and report their find.

Soon, a party of twelve was assembled and entered the ruins. For weeks the council waited, but received no word. Finally, the last survivor emerged from the ruins. He told stories of horrid creatures and of an arena where the servants of good are forced to do battle with one another. With this news the town's leaders decided to have the entrance sealed forever.

BACKGROUND, (Cont)

Recently, a band of elves hunting near the ruins has reported that someone or something has broken through the seal. This has the town council worried. Does a new threat face the community? What happened to the treasure of Gordax? Perhaps, a strong party of adventurers could answer these questions if they could enter and survive the "RUINS OF QUINSTEAD".

NOTES TO THE GAME-MASTER,

The Ruins of Quinstead is designed for a group of 6-8 players. It is advisable that most of the characters have good ethical beliefs as those who are evil will more-than-likely not be willing to take on the task of destroying a demon. The 1st dungeon level is designed for novice characters with few magic items. The 2nd and 3rd dungeon levels are designed for intermediate characters with some special abilities and healing capability. It is suggested that the party consist of at least three knights, a mage, a thief, and a zealot. It will also be necessary for characters to have the ability to detect hidden doors and sliding passages. In addition, some form of mining ability may be helpful as well.

The plight of Gordax is really a case of lost love. When Gordax banished Garznik to the abyss, Garznik was overcome with hatred. "*How dare this mortal banish me!*" he thought. For almost 30 years Garznik visualized ways to exact revenge on the mortal who had betrayed him. Finally, Garznik discovered the perfect plan. Men like Gordax care little for their own lives; they live and die by the sword. Thus, Garznik knew the best way to exact revenge on Gordax was to destroy the one thing he cared for most; his beloved wife Quiniver. While Gordax was out inspecting the crops, Garznik hung Quiniver. When Gordax discovered the body, he was overcome with guilt and anger. He released the slaves, pulled the drawbridge, and drank a glass of poisoned wine.

However, Gordax was quite clever. Being near the age of 60, Gordax knew that facing Garznik now would be a tragic mistake, so he used several powerful scrolls and tomes to fortify his complex. Gordax's hoped that some day a band of adventures would be resourceful enough to overcome the many traps and summoned creatures and discover his body. Before drinking the wine he used a **RING OF WISHING** to insure that if his body was discovered that he would be restored to life. His intent was to have those discovering his body aid him in one last battle against Garznik. There are several clues the party must uncover if they are to discover Gordax's plan and destroy Garznik. The clues are as follows:

1. The key in room 12, is the first clue the party must discover. This key is the only key that will open the door to treasure room 30. From the appearance of the key, the party should be able to determine that it holds some special significance. If the party uses some form of *Lore* ability on the key, they will discover that it fits a special door to a treasure vault. If they have this key in their possession, the door demon, who guards room 30, will not appear and the party may enter the treasure room without incident.
2. The second clue the party needs to discover is the scroll in treasure room 30. This scroll is a message from Gordax asking for the party to help him destroy Garznik. It urges them to discover his body and restore his life. Gordax does not go into specifics as he realizes that those who are not capable of filling in the missing pieces will not be resourceful enough to be of much good in a battle against Garznik.
3. The next clues the party must discover is a set of gold keys that resemble various bones of the human body. Obtaining these keys will be a difficult task as they are scattered throughout the 2nd dungeon level. If the complete set of skeletal keys are placed in the recess of door 68, the door will vanish revealing the entrance to the 3rd dungeon level.
4. Another clue for the party lies in the vampire's lair, room 62. A parchment hidden in one of Jennifer's spell books tells of the easiest way to destroy the Tome of Demon Summoning and any creature conjured by it. This valuable tidbit of information will help keep the party from a terrible battle with Garznik. It should be noted that Gordax does not know this information. His plans, should he be restored to life, will be to summon Garznik and attack him.
5. The final clue for the party is the discovery of Gordax's body. When the body is discovered, Gordax will begin to come back to life; now the conditions of the *Wish* are fulfilled. If the party has the Tome of Demon Summoning, Gordax will want to go to the Demon Summoning Chamber (room 60) to summon Garznik and slay him. If the party has not discovered the tome, Gordax will ask them to accompany him while he goes to recover it.

DESCRIPTION OF THE RUINS,

The ruins of the castle set atop a large grassy mound that is overgrown with thistles, briars, and weeds. Through the thorns and briars the remains of broken stone walls and the remnants of a castle foundation can be discerned. As the party explores the mound, they will discover a stone pathway along the west side of the ruins. This pathway leads to a weather beaten door (area 1 on the Ruins of Quinstead Dungeon Level 1 map). No encounter area outside of the ruins are provided in this module, however, the game-master is free to add some, if desired.

AREA 1) OLD DOOR.

Leaves, pieces of rubble, and old vines litter the path that ends in an old weather beaten, wooden door.

When the party opens the door, its hinges will give way and it will fall to the ground. This will disturb a group of about 20 swallows that were nesting in the corridor just inside the door. The swallows will fly through the now open door into the faces of the party member(s) who opened the door. This is not an attack as the birds are confused and just trying to escape. This encounter is intended to frighten the party rather than cause them harm.

NOTES:

ROOM 2) ENTRY CHAMBER

The corridor that leads to this chamber is lined with corn husks, old bones, and dirt. Mice scurry through the clutter and cobwebs hang from the corridor's arched ceiling. As the party traverses this hallway, they notice four bodies laying on the floor of a room ahead. As the party cautiously advances they find themselves standing at the entrance of a room.

About five feet inside the room lie the dead bodies. Hanging from the ceiling are three wooden bird cages with large crows in them.

The large crows have been trained to act as sentries and will squawk the moment the party enters the room. This squawking will alert the guards in rooms 3, 4, and 21. The guards from rooms 4 and 21 will arrive in 1 minute, while the guards in room 3 will arrive in 1-6 minutes.

CROWS:1 Dp each, ½ DK, Mvm:12", AR:9, CP:Nil, DP:Nil. UA: Squawking alerts guards.

When the party enters the room they will notice a 5th body that has been impaled through the chest with a spear and is stuck to the wall.

To remove the spear from the wall will require a successful strength check for the character making the attempt.

The bodies on the floor have been stripped to their undergarments, however, if the body stuck to the wall is taken down and searched the party will discover a small belt pouch hidden under a fold in the body's clothes. This belt pouch contains 8 gc's and a garlic bud.

NOTES:

ROOM 3) ORC GUARD ROOM

This room appears to be a barracks of some sort and is inhabited by several humanoid creatures with pig-like features. Along the east wall are four bunk beds. Leaning against the west wall are several spears. Set in racks along the north wall are two barrels. A large one labeled "water" and a smaller one labeled "wine". Above the barrels is a shelf that has several mugs on it.

This room is a orc guard post and is normally manned by 1-6 orcs. The orcs will bargain with a strong party (more party members than orcs), otherwise they will attack.

ORCS:13 Dp's each, 2 DK, Mvm:10", AR:6, CP:1, DP:d8. UA: Each carries 1-4 sc's and is armed with a battle axe.

Hidden under one of the beds is a small unlocked chest that contains 500 sc's.

NOTES:

ROOM 4) KOBOLD GUARD ROOM

In this room are six small sleeping mats. The mats are little more than old animal skins stuffed with corn husks. Along the east wall are five boxes and two casks. Along the west wall is a large wooden chest. In the center of the room is a small wooden table with six small chairs around it.

This room will be empty if its guards were alerted by the crows in room 1. Otherwise, it will be occupied by 1-6 kobolds.

KOBOLDS:6 Dp's each, 1 DK, Mvm:8", AR:8, CP:1, DP:d4. UA: Skilled in close formation combat, each is armed with a large knife.

ROOM 4) KOBOLD GUARD ROOM (Cont)

BOXES ALONG EAST WALL:

1. Full of raw meat, the meat is very smelly.
2. 10 neatly folded blankets.
3. 60 candles. Each candle will burn for 4 hours.
4. 6 Flasks of oil, 12 torches, 100 ft. of rope, and 3 weeks food.
5. 2 suits of chain-mail, 2 long swords, 2 helmets, and a shield.

The casks each contain 3 gallons of wine that has spoiled to the point of smelling and tasting like vinegar.

The chest holds 300 sc's.

NOTES:

ROOM 5) GIANT VINEGARROONS'S ROOM

This room appears to have been forgotten long ago. Thick cobwebs hang from the ceiling. As the party looks about, they will notice that the floor is made of sand and covered with various scraps of old armor and bones.

Not long ago the orcs and kobolds captured 3 giant vinegarroons and locked them in this room where they serve as garbage disposals.

If the party examines the floor, they will notice something moving under the sand, which is where the vinegarroons hide. As soon as the room is entered the vinegarroons will attack.

GIANT VINEGARROONS:26 Dp's each, 4 DK, Mvm:12", AR:7, CP:3, DP:d8/d8/2d8. UA: When attacked, vinegarroons are capable of shooting a spray of musk at opponents within 10 ft. Those within range must make a poison check or become blinded for 1-4 minutes due to blurred vision and watery eyes from the musk. Vinegarroons can shoot a spray of musk every 4 minutes.

NOTES:

AREA 6) RUBBLE FILLED HALLWAY.

As the party approaches this area they will notice that the walls are cracked. Proceeding about ten feet further, the corridor is completely collapsed.

ROOM 7) GOBLIN'S ROOM

Upon entering this room, the party will notice that it is inhabited by several small humanoid creatures. Leaning on the east wall are several spears. Scattered about the floor are several pallets made of animal hides. In the northwest corner is an iron box.

This room is the lair of 20 goblins. There is a 40% chance that all 20 goblins will be here, otherwise, only 3-18 will be encountered.

GOBLINS:6 Dp's each, 1+1 DK, Mvm:8", AR:6, CP:2, DP:d6/1d4. UA: Each is armed with a short sword and dagger.

There are a total of 20 sleeping pallets; hidden inside each pallet is 2-12 sc's.

The iron box contains 3-5 lb. sacks of flour and a 4 lb. slab of beef jerky. At the very bottom of the box is a scroll case that contains a **ZEALOT SCROLL WITH CURE MINOR WOUNDS** spell (See new spell list).

NOTES:

ROOM 8) PRISON CELL

The door to this room has a barred window in it. Inside this small room are two sets of shackles mortared into each wall except the one the door is in. The floor is covered with a thin layer of dust and old straw. It appears this room hasn't been entered for quite sometime.

ROOM 8) PRISON CELL (Cont)

NOTES:

ROOM 9) PRISON CELL

The door to this room has a barred window in it and is a prison cell. Mortared into each wall except save that of the door are two sets of shackles. Shackled to the east wall are two skeletons. The first skeletons is dressed in a rusty suit of chain-mail, helmet, and gauntlets, while the second is dressed in a suit of plate-mail and has a large shield leaning on the wall next to it. Everything here is covered with cobwebs and a thin layer of dust. It appears this cell hasn't been entered for quite sometime.

The shield is a **LEVEL 1 SHIELD**. The remaining items are of no value.

NOTES:

ROOM 10) PRISON CELL

This room is another prison cell. Inside the cell are a total of six skeletons shackled to the walls. The skeletons are those of humans dressed in normal clothing. Scattered about the floor are several bowls and plates.

This cell is the home of 4 angry spirits. As soon as the cell is entered, the shackles will rattle, terrifying moans will be heard, and the party will be pelted with the items laying on the floor.

ANGRY SPIRITS:3 Dp's each, ½ DK, Mvm:6", AR:10, CP:1, DP:Nil. UA: Any who encounter these ghost-like spirits must make a magic check or flee in terror for 2-8 minutes, struck only by silver or magical weapons.

NOTES:

ROOM 11) PRISON CELL

The door to this room has a barred window in it. The door to this cell is locked. Inside this small room are two sets of shackles mortared into each wall except the one the door is in. In the southwest corner of the cell is the skeletal remains of a small humanoid creature laying next to a small wooden coffer.

The skeletal remains are that of a kobold who stole the coffer several years ago. After being chased, the kobold hid in this cell, closed the door, became trapped, and later died of starvation. The coffer contains 15 pc's.

NOTES:

ROOM 12) GHOUL'S LAIR

As the party approaches this room they will notice that the hallway is full of old furniture and the door is barricaded with a heavy oak dresser. Once the party clears away the furniture and opens the door, they will see what appears to be an old barracks. Thrown against the north wall are several old cots. In the center of the room are several pieces of broken furniture. As the party looks around the room they will see three humans coming toward them.

Hidden in the dresser, that is used to barricade the door, is a neatly folded **LEVEL 1 CLOAK OF GUARDING**. The humans coming toward the party are actually ghouls that were trapped in this room by the orcs a few weeks ago. They will attack anything that opens the door.

GHOULS:14 Dp's each, 2+2 DK, Mvm:9", AR:6, CP:2, DP:d3/d3. UA: Anyone struck must make a magic check or suffer one of the effects as listed in the chart below:

ROOM 12) GHOUL'S LAIR (Cont)

Ghoul Attack Effects (roll d6 to determine effect)

1. Victim is stricken with racking pains for 1-4 minutes. Victim attacks are made at -10% and victim's armor rating is increased by 10%.
2. Victim is paralyzed for 1-4 minutes.
3. Victim is dazed and confused for 1-4 minutes. Victim wanders around aimlessly allowing the ghoul to attack him at will.
4. Victim is stricken with terror and flees for 1-4 minutes.
5. Victim is filled with an unnatural rage attacking any within 10 ft. (enemies and friends alike) for 1-4 minutes.
6. Victim is allowed another magic check. If this one is made no effects are suffered; if this one is failed, the victim dies of a heart attack.

In the southeast corner of the room is the half eaten body of an orc. In the northeast corner of the room is a hidden portal (detect as hidden door). This portal contains a **VIAL OF CURING POTION** (See new magic item list), 5,600 cc's, and 3,591 sc's.

If the pile of old furniture in the center of the room is searched, the party will find a large silver key with a gold tassel. This key is magical and is used to open the door to treasure room 30.

NOTES:

ROOM 13) KOBOLD'S LAIR

In this room are several small dwarf-sized tables with small chairs around them. Setting at some of the chairs and standing about the room are several small dwarf-sized creatures with distorted features. Leaning on the walls are several wood shields. In the southeast corner of the room are two large kegs and three crates. Along the east wall are several javelins. As the dwarf-like creatures become aware of the party's presence several of them rush to grab shields.

This room is the lair of about 20 kobolds. There is a 40% chance that all 20 kobolds will be here, otherwise, only 3-18 will be present.

KOBOLDS:6 Dp's each, 1 DK, Mvm:8", AR:8, CP:1, DP:d4. UA: Skilled in close formation combat, each is armed a large knife, and carries 1-3 sc's as treasure.

The kegs in the southeast corner each contain watered ale. The contents of the crates are as follows:

1. Full of old, moldy food, a total of 12 weeks food.
2. 30 torches and 10 flasks of oil.
3. A small coffer that contains 76 gc's and a **VIAL OF CURING POTION** (See new magic item list).

NOTES:

ROOM 14) GOBLIN'S LAIR

As the party enters this room they will notice that it is inhabited by several small humanoid creatures. Leaning against the east wall are several small spears. Scattered on the floor are several pallets made of animal hides. In the northwest corner of the room is an iron box.

This room is the lair of a band of 11 goblins. There is a 40% chance that all 11 will be here, otherwise, only 2-8 will be encountered.

GOBLINS:8 Dp's each, 1+1 DK, Mvm:8", AR:7, CP:2, DP:d6/d4. UA: Each is armed with a short sword and a dagger. One of the goblins is armed with a **LEVEL 2 DAGGER** and carries a 10 gc gem.

There are a total of 11 sleeping pallets in this room. Hidden in each pallet is 2-20 ec's.

There are a total of 11 spears leaning against the east wall should the party attack then retreat the remaining goblins will grab the spears and follow, hoping to fight at a distance.

The iron box holds 2 hams, a 5 lb. sack of flour, and a jar of pickles. Hidden at the bottom of the box is 250 gc's.

ROOM 14) GOBLIN'S LAIR (Cont)

NOTES:

ROOM 15) ORC'S LAIR

As the party enters this room they will notice that it is occupied by several humanoid creatures with pig-like creatures. Along the west wall are a total of twenty bunk beds, being in two rows of ten beds. Just to the left of the door is a wooden table with four chairs around it. Along the south wall is a long couch with faded cushions. Along the north wall is a pile of shields, spears, and an iron chest. On the north wall is a set of shelves that holds items from human heads to mugs and bowls.

This room is the lair of 10 orcs. There is a 20% chance that all 10 will be here. If not, only 2-8 will be present. These orcs post guards and are not likely to be surprised.

ORCS:13 Dp's each, 2 DK, Mvm:10", AR:6, CP:1, DP:d8. UA: Each is armed with a battle axe and carries 1-4 sc's as treasure.

There are a total of 12 spears and 20 shields along the north wall. On the shelf above these items is an assortment of heads, in various stages of decay, taken from past victims. Also on the shelf are several cooking utensils, 3-20 lb. sacks of beans, and a wooden bowl, that contains the key to the iron chest.

The iron chest is locked and contains 2,000 cc's, 350 sc's, 100 ec's, 20 gc's, 1 pc, and a **RING OF ATLANTIS** (allows wearer to swim and breathe water like a mermaid).

NOTES:

ROOM 16) EMPTY BARRACKS

This room appears to have been a barracks, once, long ago. The floor here is covered with a thin layer of dust and leaves. Cobwebs hang from the ceiling and it appears no one has occupied this chamber for several years. Along the north wall are a total of twenty bunk beds, being two rows of ten beds in each row. Just to the left of the door is a wooden table with four chairs around it. Set into the west wall is a fireplace with mantle, tripod, and caldron. To the left of the fireplace is a small pile of wood; to its right is a pile of old pots, pans, and an old barrel.

Hidden under one of the bunk beds is a giant flea which will attack anything that enters the room.

GIANT FLEA:12 Dp's, 2 DK, Mvm:3", AR:3, CP:1, DP:d4. UA: Sucks blood draining d4 Dp's per minute attached.

NOTES:

ROOM 17) STORAGE CHAMBER

As the party enters this room they will see a room full of crates and kegs. There are a total of eight crates and six kegs in this room.

The items in this room represent most of the items the orcs, goblins, and kobolds have stolen from passersby.

The contents of the crates and kegs are as follows:

CRATES:

20 Silver plates worth 3 gc's each.	200 Torches.	20 Silver bowls worth 2 gc's each.
6 New shields.	100 Blankets.	20 Silver mugs worth 3 gc's each.
50 Silver spoons worth 10 sc's each.	100 Steel vials.	A gold necklace worth 50 gc's

KEGS:

6-50 gallon kegs of rich brandy worth 750 gc's per keg.

NOTES:

ROOM 18) GAME ROOM

This large chamber was perhaps a game room of some sort. In the room's center are two small tables with chairs loosely grouped around them. The tables are made of wood and have marble tops that are patterned like chess boards. Set against the north wall, just to the right of the door is a large structure covered with a dust covered blanket. Hanging on the north wall just to the left of the door is a dart board, but there are no darts visible in the room. Hanging on the east wall is a bow rack that now contains a single short bow. Next to the rack is a small table on the top of which sets a quiver of six arrows. In the southern most part of the room hanging on the wall are two archery targets; one of which has two arrows shot into it. On the floor against the west wall is a set of thick wrestling mats.

During the castle's prime, this room was frequently visited by all who lived here and was one of Gordax's and Quiniver's favorite places. Over the many years looters have taken most of the items of value. However, a dust covered blanket hides a meticulously carved cabinet. This furniture piece has upper and lower sections, brass hinges, and brass attachments.

The upper section features stained glass doors and contains a set of chess and checker pieces placed in a velvet lined holder. The chess pieces are made of highly polished black and white marble and have a sale value of 10 gc's each. The checker pieces are made of highly polished red and black marble the top of each is engraved with Gordax's family crest and each has a sale value of 3 gc's.

The lower portion of the cabinet features wood doors carved with Gordax's family crest. It contains a single teak-wood case with brass hinges and corner covers and the Gordax's family crest etched into its cover. The teak-wood case is locked; once opened it will be found to contain 6 brightly vanned **LEVEL 2 DARTS**.

NOTES:

ROOM 19) ORC LEADER'S ROOM

This room appears to be a bedroom. Along the far wall are two beds. In the center of the room is a table with a skull on it. Sticking in the top of the skull is a lit candle. On the walls are several paintings of a muscular, orc dressed in black scale armor wielding 2 jagged edged swords. Set in racks along the east wall are two kegs. A large one labeled "water" and a smaller one labeled "wine". Above the kegs is a shelf with mugs on it.

This room is the quarters of the orc leaders. The door of this room is protected by a *Warning* spell. All normal orcs are forbidden to enter this room. There is a 35% chance that each of the orc leaders will be in (roll for each separately). The orc leaders are as follows:

OME (LEADER):36 Dp's, 4 DK, Mvm:10", AR:0, CP:3/2, DP:d8. UA:Dressed in a suit of **LEVEL 1 CHAIN-MAIL**, **LEVEL 1 SHIELD**, helmet, and uses a **LEVEL 1 BATTLE AXE**. He carries a 50 gc gem.

THORAGG (WITCH DOCTOR):14 Dp's, 3 DK, Mvm:10", AR:5, CP:1, DP:d6. UA: Wears a set of **BRACELETS OF ARMOR RATING 7** and uses a **WAND OF MAGIC DARTS** (with 65 charges).

Thoragg has the following spells in memory:

ZEALOT SPELLS:

1st level: Cure Wounds Level I, Protection from Good Beings, Detection of Magical Aura

2nd level: Hymn, Cure Minor Wounds (See new spell list)

MAGE SPELLS:

1st level: Protect, Magic Dart, Sprint

2nd level: Invisibility, Shifting Images

The keg labeled "water" is false; it contains 1,000 gc's, 3,000 sc's, and a **CURSED STONE OF COMBAT** (causes anyone carrying it to attack at a penalty -25% and get only half of his normal attacks during the combat sequence).

NOTES:

ROOM 20) ORC BARRACKS

This room appears to be a commons room and is inhabited by several humanoid creature with pig-like features. Along the north wall are a total of fifteen bunk beds. Lined against the west wall is a stack of crates and old weapons. In the northeast corner of the room is a large gong and mallet.

ROOM 20) ORC BARRACKS (Cont)

This room is the barracks of 15 orcs. There is a 30% chance that all 15 will be in, otherwise only 3-12 will be present. ORCS:13 Dp's each, 2 DK, Mvm:10", AR:6, CP:1, DP:d8. UA: Each carries 1-4 sc's and is armed with a battle axe. The crates contain 2 weeks of food, 50 ft. of rope, 3 lanterns, a hammer, 6 large bags, and 3-5 lb. sacks of beans. The old weapons consist of 22 spears and 6 short swords.

NOTES:

ROOM 21) ORC GUARD ROOM

This room appears to be a guard room. Along the east and west walls are a total of fifteen bunk beds. Along the far wall is a stack of crates and boxes. Set into the far wall is a fireplace.

This room is the barracks of 16 orcs. There is a 35% chance that all 16 will be in otherwise, only 3-9 will be encountered. ORCS:13 Dp's each, 2 DK, Mvm:10", AR:6, CP:1, DP:d8. UA: Each carries 1-4 sc's and is armed with a battle axe. The crates contain the following items; 10 weeks of food, 50 ft. of rope, 1 lantern (full of oil), a mace, and a broad sword.

NOTES:

ROOM 22) STORAGE ROOM

It would appear, that this room is where some of the looted and plundered items taken by the creatures that dwell here are kept. This room contains a multitude of items and in some places crates are stacked to the ceiling.

The room contains the following items:

44 Military picks	4 Pick Axes	4 Crates of 100 Arrows Each
100 Leather Hides 75 gc value each.	3 Long Bows	50 Gallon Keg of Tanning oil
6 Blocks of Hard Cheese	14 Cases of 30 Bolts each	4 Smoked Hams
4 Butter Churns	4 Harnesses	6 Bits and Bridles
6 Flails	14 Maces	Silver Mace 20 gc value
24 Short Swords	9 Hammers	2 Two-Handed Swords
27 Light Crossbows	12 50 ft. Lengths of Rope	4 Daggers

NOTES:

ROOM 23) KOBOLD QUARTERS

In this room are several dwarf-sized tables with small chairs around them. Along the east wall are thirteen dwarf-sized bunk beds. Setting at some of the tables, laying on the beds, or standing about the room are several dwarf-sized creatures. Leaning against the west wall are several small shields. In the southeast corner of the room are two large kegs, three wooden crates, and several javelins.

This room is the lair of 20 kobolds. There is a 40% chance that all 20 will be here, otherwise only 3-18 will be encountered. KOBOLDS:6 Dp's each, 1 DK, Mvm:8", AR:8, CP:1, DP:d4. UA: Skilled in close formation combat, each is armed with a large knife, and carries 1-3 sc's as treasure.

The kegs each contain 20 gallons of watered ale.

The contents of the crates are as follows:

1. Full of maggot infested food.
2. 30 torches, 4 flasks of oil, and 135 gc's.
3. A small coffer that contains a **VIAL OF RESISTANCE TO FIRE POTION.**

ROOM 23) KOBOLD QUARTERS (Cont)

NOTES:

ROOM 24) EMPTY BARRACKS

At one time this room was probably a guard room or a barracks. Along the north wall are twenty dwarf-sized bunk beds. Near the center of the room, running east and west, are two long wood tables with about twenty chairs loosely grouped around them. Hanging from wall pegs set into the north wall are several dwarf-sized cloaks, capes, and weapon belts. Piled in the southwest corner are several small shields, spears, javelins, and maces.

This room has a musty smell about it and hasn't been used in quite some time.

One of the cloaks hanging on the wall pegs is a dwarf-sized **LEVEL 2 CLOAK OF GUARDING**.

NOTES:

ROOM 25) ABANDONED TREASURE ROOM

This room is empty except for a medium sized chest along the far wall.

At one time this room was the treasure vault of a band of dark dwarves that dwelt in room 24. They were killed long ago and their treasure was never discovered.

The chest contains 6,000 gc's and 6-100 gc gems.

NOTES:

ROOM 26) OLD BARRACKS

As the party enters this room they will notice a burnt smell. This room has been completely gutted by flames long ago.

NOTES:

ROOM 27) OLD BARRACKS

This room appears to have been a bedroom at one time. Along the west wall are five dwarf-sized bunk beds. Along the south wall are two twenty five gallon kegs labeled brandy. In the eastern corner of the room is a small table with five chairs around it.

Under one of the bunk beds are 3 giant fleas which will attack anything that enters the room.

GIANT FLEA:13 Dp's, 2 DK, Mvm:3", AR:3, CP:1, DP:d4. UA: Able to leap up to 30 ft., sucks blood draining d4 Dp's per minute attached.

NOTES:

ROOM 28) EMPTY ROOM

The floor of this room is covered with a thick layer of dust. Scattered about the room are a few pieces of old furniture.

NOTES:

ROOM 29) PARTIALLY COLLAPSED CHAMBER

The north and west walls of this room have collapsed, the rest of the room's walls appear to be shaky at best. Laying on the floor are several chunks of stone and rock that have fallen from the ceiling. Scattered about this room are several old pieces of furniture.

The ceiling of this room is very unstable. There is a 15% cumulative chance per 10 minutes that the party spends searching the room that the ceiling will collapse. A collapse will cause 2-16 Dp's damage to all in the room, furthermore everyone must make a strength check be pinned in the rubble unable to free themselves without assistance.

NOTES:

ROOM 30) LEVEL 1 TREASURE VAULT

This door is made of hard wood reinforced with steel bands and hinges. Engraved over the corner stone of the door is a carving of some type of demonic creature.

There are two scenarios that may be played out when this door is discovered. Scenario 1 will occur if the party has failed to discover the special Silver Key in the Ghoul's lair room 12. Scenario 2 will occur if the party has found the key and attempts to open the door.

Scenario 1: If this door is approached by closer than 10' a Door Demon will appear from the door and say, "*Do not try to pass this way. Flee from here without delay. I fight with strength. My Breath is fire. To crush your bones is my desire. I give you a clue do as you are told. Discover the key with tassels of gold. It fits my lock; it is my key. For without it, I will not open unto thee.*" After the demon has spoken, it will see what the party is going to do. If they do not leave within 3 minutes it will attack.

DOOR DEMON:40 Dp's, 8 DK, Mvm:9", AR:1, CP:3, DP:d6/d12/d12. UA: Hit by level 2 or better weapons immune to edged weapons, breath attack.

If the door demon is defeated, the party will find the door to be locked and that all attempts to open it will fail. The only way to open this door is to use the key which was made for the lock, this key is the silver key found in the ghoul's lair room 12.

Scenario 2: If the special key is in the party's possession, the door demon will not appear and the party may enter the treasure room without incident. All that is required is for the party to open the door. As the door opens, the party will hear the sound of rushing air almost as if an airtight seal had been broken. On the north, south, and east wall are shelves. On the shelves are a total of 50 jade vases. Each vase is about 3 ft. tall and is full of silver coins. Each jade vase is worth 200 gc's and holds 1,000 sc's.

In the center of the room are 3 marble pedestals. On the left pedestal sets a sword, on the center is a staff, and on the right pedestal is a mace and a scroll case. The long sword is a **LONG SWORD OF SEVERING**; the staff, a **STAFF OF THE MAGUS** (19 Charges); the mace, a **MACE OF LIVING DEAD SLAYING** (See new magic item list). The is a message from Gordax. It Reads as follows:

My friends,

In life I was but a cruel man, caring little for rules and laws. What I could not buy, I stole. What I could not steal, I destroyed. As I write this, I am but a shameful old man; the murder of my wife has revealed unto me my evil ways. I repent my sins and ask for forgiveness. I beg thee that thou aidth me in one final quest; the destruction of the murderous demon Garzник. Discover my bleached bones and restore my life. Then, together we will banish Garzник and my tormented soul will find rest. My castle is riddled with shifting walls and secret passages, leave no stone unturned. Beware of my many servants for they will try to stop you. Good Luck!

Thank You,

Gordax

NOTES:

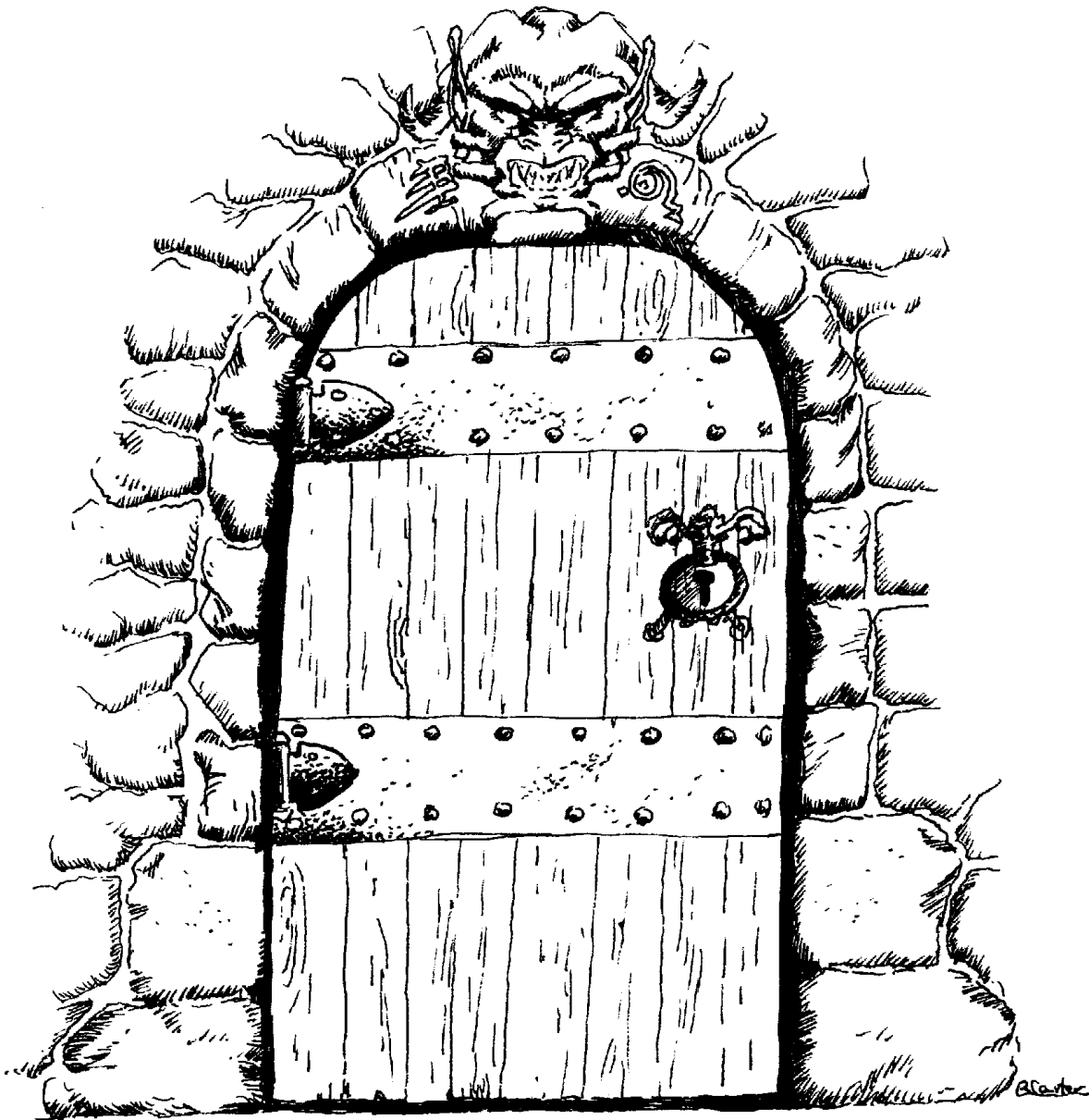
AREA 31) DEAD BODY.

Here lies remains of a body partially buried under a part of the wall that has fallen in.

If the body is dug out there is a 25% chance that the digging will cause more of the wall to collapse. If a dwarf is involved in the digging this chance will be reduced to 10%. If the wall does collapse all within 20 ft. will take 2-16 Dp's of damage and must make a magic check to avoid being trapped under the fallen rubble. Trapped characters will be able to dig themselves out in 10-40 minutes.

The body is that of a human dressed in a suit of chain-mail, gauntlets, a back pack, and a pair of **BOOTS OF SILENT MOVEMENT**. If the back pack is searched it will be found to contain 50 ft. of rope, 4 torches, and 3 flasks of oil.

NOTES:



THIS ENDS THE KEY TO DUNGEON LEVEL 1

ROOM 32) OLD GUARD ROOM

This room appears to have been abandoned long ago. Along the east wall is a couch and two boxes, one in the southeast corner and one in the northeast corner. The box in the northeast corner appears to have something growing on it.

Both boxes are empty, they were used as stools when this room served as a guard room. The growth on the box in the northeast corner is a fungus pod, which will attack as soon as victims are in range. If the party has never encountered a fungus pod before they will not gain the first attack.

FUNGUS POD: 26 Dp's, 4 DK, Mvm: 3", AR: 5, CP: 2, DP: d3/d3. UA: Every time a fungus pod is struck with a weapon it spews forth a cloud of infectious spores. Anyone within 10 ft. of the fungus pod must make a poison check or inhale the spores. Those failing the poison check will die within 1-6 hours as new fungus pods sprout from the infected victim. The effects of the spores can be avoided if some form of disease curing spell or potion is used.

NOTES:

ROOM 33) RANSACKED ROOM

Scattered on the floor of this room are several old chairs, most of which are broken, and a few end tables. At one time this room was probably a reception room or waiting chamber, but it appears to have been looted long ago.

NOTES:

ROOM 34) ZEALOT'S CHAMBER

The door to this chamber is locked. Once the door is opened the party will see a bed chamber. The room reeks with the stench of dust and decay. The floor is covered with a earth-tone tapestry with designs of blue and grey mixed throughout. In the southwest corner is a large wood framed canopied bed. The curtains that hang from the canopy prevent anyone one from seeing what is on or in the bed. Next to the bed along the south wall is an ivory end table with oriental designs and a single drawer. Above the end table is a large mirror with a wood frame. In the southeast corner is an oriental style dressing curtain with black trim. In the northwest corner is a walnut dresser. Set into the west wall is a fireplace that looks as if it hasn't been used for several years.

The lock that holds the door closed is rusted badly thus, all attempts to pick the lock will be at -20%.

BED: The bed is made of wood and has a large canopy. Those pulling back the curtains will find a human body dressed in chain-mail laying on the bed. Its hands are crossed over its chest and it wears a golden **RING OF FALLACY** on its right index finger. The Ring of Fallacy is cursed such that the owner will believe the ring to be quite beneficial. The Game-master is encouraged to use his imagination to make the player believe the ring's false powers. In fact the ring will actually provide these false powers until the ring's owner really needs them.

The body is that of Daron the Zealot of Loki. Daron had plans to take over the ruins until he became diseased and died. Daron's body is dressed in a suit of **LEVEL 2 CHAIN-MAIL**. Hidden under the bed are the following items; a weapon belt with a **LEVEL 1 MACE**, a small sack that holds 12 garlic buds, and a belt with a large pouch that contains 3 wooden stakes and 12 blessed holy wafers.

END TABLE: This small teak-wood end table is inlaid with mother of pearl and muscle shells and engraved with designs of oriental sailing ships and sea monsters. This table is worth 750 gc's and weights about 20 pounds. It has a single drawer that is locked and trapped. If the trap is not disarmed a poison dart will shoot from a small opening near the lock. The dart strikes all armor ratings as AR: 5 and does 1-2 Dp's of damage on a successful hit. In addition, the victim must make a poison check at -5% or suffer 5-20 Dp's of poison damage. A successful poison check indicates only half damage is sustained. The drawer contains 4 sheets of vellum, a silver comb worth 75 sc's, and a jeweled letter opener worth 150 gc's.

MIRROR: The mirror is about 4 ft. tall, 2 ft. wide, and made of highly polished silver. It is worth 2,000 gc's, and weights about 100 pounds.

ORIENTAL DRESSING CURTAIN: This curtain is made of ivory set into a glossy black frame and engraved with designs of oriental sailing vessels and sea serpents. It has a value of 700 gc's. Hidden behind the dressing curtain is a minor room guardian which will attack if disturbed.

ROOM 34) ZEALOT'S CHAMBER (Cont)

MINOR ROOM GUARDIAN:13 Dp's, 2 DK, Mvm:9", AR:2, CP:1, DP:d8. UA: Bite paralyzation unless victim makes a successful magic check. Those who fail the magic check are paralyzed for 1-8 minutes

DRESSER: This dresser is made of walnut, has 6 drawers, and is in fair condition. The top of the dresser is decorated with a cloth doily that has several knickknacks setting on it. The knickknacks are detailed as follows:

1. Small porcelain turtle worth 2 sc's.
2. Glass unicorn worth 12 cc's.
3. Jade rabbit worth 25 gc's.
4. Porcelain pheasant worth 3 sc's.
5. Marble bird worth 1 sc.
6. Crystal wagon pulled by 2 crystal horses worth 15 gc's.
7. Glass dog worth 2 sc's.
8. Stone man worth 10 cc's

A search of the dresser will reveal only moth and mouse eaten clothing.

NOTES:

ROOM 35) ROOM OF DREAD

The door to this room is barred and locked with a large steel padlock. As the party nears the door they can hear pounding and moaning from behind the door.

Trapped in this room are 4 possessed corpses. If the padlock or the door is tampered with the possessed corpses will bang on the door and moan loudly as if to signal they wish to be released. In reality the possessed corpses hate all living creatures and will attack as soon as the door is opened.

POSSESSED CORPSES:13 Dp's each, 2 DK, Mvm:6", AR:8, CP:1, DP:d8. UA: Hit only by blessed silver or magical weapons.

Those searching the chamber will find a small fist-sized stone that gives off a pale blue light. The stone is a **STONE OF RESURRECTION** with 3 charges. This item will allow a zealot to resurrect slain party members. The stone may be used once per day and each use drains 1 charge. After all the charges are used the stone crumbles to dust.

NOTES:

ROOM 36) OGRE'S LAIR

As the party approaches this area they will notice the constructed corridor has turned into a rough hewn natural passage. As the party proceeds they will come to a cavern that is inhabited by several very large humanoid creatures. Leaning on the walls of this cavern are several large spears. Scattered on the floor are several pallets made of animal hides. In the southern most part of the cavern is a large chest.

This cavern is the lair of 12 ogres. There is a 20% chance that all 12 ogres will be here, otherwise only 2-8 will be encountered.

OGRES:33 Dp's each, 5 DK, Mvm:9", AR:5, CP:1, DP:d10. UA: Each uses a large axe in battle and carries 1-6 gc's as treasure.

There are a total of 12 sleeping pallets in this cavern. Hidden inside each pallet is 200 - 2,000 cc's. Hidden inside one of the sleeping pallets is a golden plaque formed in the likeness of a skull. This skull is one of the keys needed to open the alloy door at area 68 (see Visual Aid #1). If a *Detection of Magical Aura* spell is cast on the plaque, a magical aura will be detected.

The large chest is not locked and holds 2 smoked hams, 3-5 lb. sacks of flour, a 4 lb. slab of beef jerky, and a jar of pickles. At the bottom of the chest are **2 VIALS OF CURING POTION**, a **VIAL OF SIZE ALTERATION POTION**, a **VIAL OF PHANTOM FORM POTION**, and a **VIAL OF SIZE REDUCTION POTION** (See new magic item list). The potions will not be found if the party fails the thoroughly search the chest.

ROOM 36) OGRE'S LAIR (Cont)

NOTES:

ROOM 37) OGRES LEADER'S LAIR

The floor of this cavern has a sandy gritty feel about it. Water can be heard dripping from the ceiling. Stalactites can be seen hanging from the ceiling while stalagmites are on the cavern's floor. To the rear of the cavern several dark objects can be seen in the shadows.

The fact that the floor is sandy is of no matter. The objects hiding in the shadows are actually 4 ogres; the tribe's leader, their chieftain, and his 2 body guards. As soon as the cavern is entered the ogres will throw spears and attack.

OGRE BODYGUARDS:39 Dp's each, 6 DK, Mvm:9", AR:5, CP:1, DP:d10. UA: Each uses a large axe in battle and wears a silver necklace worth 50 gc's.

OGRE LEADER:47 Dp's, 7 DK, Mvm:9", AR:3, CP:1, DP:2d6. UA: Uses a Two-Handed sword in battle and wears a gold necklace worth 100 gc's.

OGRE CHIEFTAIN:53 Dp's, 8 DK, Mvm:9", AR:2, CP:2, Dam:2d6+2. UA: Uses a **LEVEL 4 SPEAR** in battle and wears a girdle made from dwarf beards that has a gold buckle worth 500 gc's and wears platinum necklace worth 1,000 gc's.

Laying on the cavern's floor are 4 very large bear skins filled with straw that the ogres used as beds. Stuffed inside each skin is 500 ec's. Scattered about the cavern's floor are several old bones and scraps of armor.

NOTES:

ROOM 38) OLD STUDY

This room has a thick layer of dust on the floor and appears not to have been used for several years. At one time it was probably used as a study, but now has suffered the ravages of time through years of neglect.

In the center of the room is a wood table with a handsomely carved wood globe atop it. Along the north and east walls are bookshelves full of old books. also in the room are two old chairs with rotten cushions. Glancing about the room the party can see cobwebs hanging from the ceiling.

There is little of value in this room. The globe is in fair condition and might bring as much as 50 gc's if brought back to town and sold, however this might be difficult as the globe is about 3 ft. in diameter and weights about 30 lbs.

The books are old, in fair condition, but have no real monetary value. Their subjects range from poetry to love stories.

NOTES:

ROOM 39) SKELETONS

This room has no door. As the party looks into this chamber they see twelve armor clad skeletons standing upon small white, marble pedestals. Each skeleton is covered with a thin layer of cobwebs and is dressed in a suit of chain-mail, shield, war helmet and has a sheathed long sword at its waist.

The skeleton are placed here to act as guards and will attack those who attempt to enter this chamber or attempt to open the door at area 37.

SKELETONS:12 Dp's, 2 DK, Mvm:12", AR:4, CP:1, DP:d8. UA: Suffers but 1 Dp damage from piercing weapons attacks, immune to mind influencing spells.

If the skeletons are defeated and the remains searched the party will find that one of the skeletons was wearing a gold plaque shaped like a human rib cage on a string around one of the skeleton's neck. The plaque appears to be worth about 400 gc's, but its real value is that it is one of the keys required to open the alloy door at area 68 (see Visual Aid #1). If a *Detection of Magical Aura* spell is cast on the plaque, a magical aura will be detected.

ROOM 39) SKELETONS (Cont)

NOTES:

ROOM 40) DARK DWARVES' CAVERN

As the party approaches this are they will notice that the constructed hallway ends and opens into a natural cavern. This cavern is inhabited by several dark skinned dwarf-like creatures. In the northern most part of the cavern is a pile of armor and old shields. In the center of the cavern are two fire pits with tripods suspended over them. Hanging from the tripods are cauldrons with a boiling gruel in them. Scattered about the floor of the cavern are several bedrolls. In the southern most part of the cavern are several sacks and boxes.

Due to the strength of this encounter the game master should not attack without just cause. If the party approaches this cavern with any form of artificial light the dark dwarves that dwell in this cavern will come to investigate. This cavern is the home of 20 dark dwarves. There is a 30% chance that all 20 will be here, otherwise only 4-12 will be present.

DARK DWARVES:28 Dp's each, 4 DK, Mvm:9", AR:3, CP:2, DP:2d4/2d4 UA: All magic checks are made at +20%. One of the dark dwarves uses a **LEVEL 3 SHORT SWORD** in battle.

The sacks and boxes contain a total of 60 candles, 34 torches, 4 large blankets, 4 large bags, 12 small bags, 2-50 ft. lengths of heavy rope, 4 blocks of hard cheese, a 50 gallon keg of water, 2-20 lb. slabs of beef jerky, and 2 cakes of cram.

There is a **LEVEL 3 SHIELD** in the pile of old shields and armor scraps. The gruel in the cauldrons is a deer stew which could be eaten by characters, if they so desire.

The dark dwarves keep their treasure in room 41.

NOTES:

ROOM 41) DARK DWARVES' TREASURE VAULT

The floor of this cavern is made of hard stone with several stalagmites sticking up from the floor. The ceiling in this cavern looms some thirty feet above.

The dark dwarves are the only creatures on this level that know of this cavern. If the hidden door is opened without use of a special knocking code, the 4 dark dwarf guards will attack without hesitation.

DARK DWARVES:28 Dp's each, 4 DK, Mvm:9", AR:3, CP:2, DP:2d4/2d4 UA: All magic checks are made at +20%.

Along the far wall is a table and a chest. The table has 4 bolts of fine silk, 500 gc value per bolt, laying on it. The chest is locked and trapped with a poison needle trap. The needle strikes as an 8 DK thief at +20% to hit. If the needle scores a hit it does 1-3 Dp's damage and the victim must make a poison check at -25% or die within 1 minute. The chest contains 4,000 cc's, 2,500 ec's, 10,200 gc's, 10-100 gc gems, 5 bracelets worth 1,200 gc's each, a **SCROLL WITH A REMOVE PAIN SPELL** (See new spell list), and a **LEVEL 2 TWO-HANDED SWORD**. The scroll case is trapped and will release a blast of flame that causes 12d4 Dp's of damage to all within a 15 ft. radius. A successful magic check will indicate that only 6d4 Dp's of damage is sustained.

NOTES:

ROOM 42) VAMPIRE'S LAIR

This small, dark, dank chamber contains only a wood coffin, a chair, and a large wooden box.

This room is one of the several secret rooms used by Jennifer the vampire. During the day, there is a 25% chance that she will be sleeping in this coffin. Jennifer is detailed at the end of this module.

NOTES:

ROOM 43) HUGE CAVERN

As the party enters this cavern they will hear the sound of water lapping against a lake shore. They will also notice that the ground here is soft and sandy and the air here is moist and cool. As the party investigates further they will see that this cavern houses a large underground body of water and that the cavern's ceiling looms some sixty feet above them.

The nooks and crannies in the walls of this cavern are home to 40 death bats which will attack any living creature that enters the cavern. Death bats are creatures common to the abyss that occasionally escape and seek refuge in underground caverns. They despise all forms of life and seek to destroy it at any chance. There is a 30% chance that all 40 death bats will be here, otherwise only 1-20 will be encountered.

DEATH BATS:5 Dp's each, 1+1 DK, Mvm:12", AR:8, CP:1, DP:d4. UA: Bite causes permanent damage that cannot be healed unless the victim make a successful poison check. These creatures have no treasure.

NOTES:

ROOM 44) LAKE OF TROUBLE

As the party stands at the edge of this underground lake, they will notice that the water is smooth as glass and that it is very clean and fresh looking. From the shore the party can see a rocky out cropping that forms a small island in the center of the lake.

Although the pond looks harmless, it is home to 2 gargantuan crayfish and 30 piranha. These creatures will attack anything that enters the water.

GARGANTUAN CRAYFISH:39 Dp's each, 6 DK, Mvm:6"/18", AR:5, CP:2, DP:d4/d4. UA: Squirt a stream of water doing 3d10 Dp's of damage unless a magic check is made in which case only 2d10 Dp's of damage is sustained.

PIRANHAS:3 Dp's each, 1-1 DK, Mvm:9", AR:8, CP:1, DP:d2.

The lake has a depth of 75 ft. at its deepest point. At the bottom of the pond is a pile of 3,000 gc's, a suit of **LEVEL 2 BANDED-MAIL, LEVEL 1 SHIELD**, and a **LEVEL 1/LEVEL 3 AGAINST TROLLS LONG SWORD**.

NOTES:

AREA 45) ISLAND OF ASSURACK "THE DAMNED"

This island is little more than a rock out cropping in the water. There is a set of stairs carved into the stone that leads to a trap door. The trap door is made of stone and has a large iron ring attached to its center.

The trap door opens to a shaft that leads straight down. Attached to one of the walls of this shaft is a ladder. The shaft leads down about 30 ft. and opens into a tomb. In the tomb are a total of 5 wights and 10 ghastrs which will attack the party. Anyone who enters the tomb will automatically loose initiative while they are climbing down the ladder. All who enter the tomb must make a poison check or vomit for 1-4 minutes due to the stench of carrion and death.

WIGHTS:34 Dp's each, 5 DK, Mvm:12", AR:5, CP:1, DP:d4. UA: Anyone struck by a wight must make a magic check or loose an ability point (see chart below), immune to cold based attacks, hit by silver or magic weapons.

Wight Attack Effects (roll d6 to determine effect).

1. Victim loses 1 point of endurance.
2. Victim loses 1 point of prowess.
3. Victim loses 1 point of intelligence.
4. Victim loses 1 point of agility.
5. Victim loses 1 point of leadership ability.
6. Victim loses 1 point of will power.

GHASTRS:26 Dp's each, 4+4 DK, Mvm:13", AR:5, CP:2, DP:d6/d6. UA: Anyone struck by a ghastr must make a magic check or suffer one of the effects as listed in the chart below:

Ghastr Attack Effects (roll d6 to determine effect)

1. Victim is stricken with racking pains for 2-8 minutes. Victim attacks are made at -15% and victim's armor rating is increased by 15%.
2. Victim is paralyzed for 2-8 minutes.

AREA 45) ISLAND OF ASSURACK "THE DAMNED" (Cont)

Ghast Attack Effects (roll d6 to determine effect) (Cont)

3. Victim is dazed and confused for 2-8 minutes. Victim wanders around aimlessly allowing the ghast to attack him at will.
4. Victim is stricken with terror and flees for 2-8 minutes.
5. Victim must make a poison check or be infected with a disease which will be fatal (unless cured) in 1-4 days.
6. Victim is allowed another magic check. If this one is made no effects are suffered; if this one is failed, the victim dies of a heart attack and will be reborn as a ghast in 1d4 days unless anointed with holy water.

Along the far wall is a stone sarcophagus that is engraved with runes of evil. The lid of this sarcophagus is sealed with wax and lead foil. If this sarcophagus is approached by closer than 5 ft. a *Voice* spell will be activated and speak the following phrase *"In days of old the evil walked, from its mouth the evil talked. Its words were vile, men were deceived, gifts were promised, none were received. Now this evil, will not creep it lies in this tomb fast asleep. If your heart be pure leave in peace and pray the evil is not released. Free this evil, cry in sorrow, for if you disturb it, you will not live to see tomorrow."*

The sarcophagus is that of "Assurack the Damned". If the party breaks the wax and lead seal, the magic that binds Assurack will be broken causing the sarcophagus to explode doing 10d4 Dp's damage to all in the chamber (a successful magic check will indicate only half damage is sustained). Assurack has been cursed to stay on this island for eternity, however on here he has great power. Assurack will not be damaged in the explosion and will attack those who have disturbed his slumber. ASSURACK:51 Dp's, 7 DK, Mvm:6, AR:2, CP:2, DP:d12/d12. UA: Assurack wears a **LEVEL 2 RING OF GUARDING** and platinum necklace that bares the symbol of a snake. The necklace has a value of 12,300 gc's. Assurack regenerates 3 Dp's/minute and is immune to fire-based attacks. Takes no damage from non-magical weapons and suffers only half damage from magical weapons. Anyone struck by Assurack must make a magic check or suffer one of the effects as listed in the chart below:

Mummy Attack Effects (roll d4 to determine effect)

1. Victim is stricken with the "Mummy's Curse" and will loose 1 point a leadership ability per day the he or she is the recipient of a *Cure* or *Dispel Curse* spell. The victim die if zero leadership ability points are reached.
2. Wounds inflicted on the victim may not be magically healed; only rest will restore lost Dp's. Lost Dp's will return at the rate of 1 per day of rest received.
3. Victim is stricken with some form of insanity which will manifest itself in the victim's mind and not be revealed until a critical moment faces the victim.
4. Victim is stricken with terror and flees for 20-80 minutes. At the end of this time the victim must make an endurance check or die of a stroke.

The sarcophagus sets upon a turn table (detect as a revolving wall). If turned a passage will be revealed that leads to a hidden room that is full of treasure. The treasure consists of the following items **A PAIR OF GAUNTLETS OF STRENGTH**, a **VIAL OF PLANT COMMAND POTION**, a **VIAL OF SUPERIOR-CURING POTION**, a **LEVEL 3 MACE**, and 3 Red Dragon teeth. Hanging on wall pegs on one of the tomb's walls is part of a red dragon's hide. This hide has been properly preserved to create a suit of red dragon skin scale mail armor.

NOTES:

ROOM 46) KITCHEN

This room has no door. Along the north wall is a set of cabinets. In the northwest corner of the room is a wood burning stove. On top of the stove is a large covered pan. Next to the stove is a large box that is full of wood. The flu of the stove has a damper that goes into the ceiling. Along the south wall is a set of shelves that of full of canisters. Along the east wall are two fifty gallon barrel of water. Around the room a few orcish females busy preparing a meal.

The cabinets contain various sizes of pots and pans. Also the north wall is a rack of meat cleavers, knives, and other sharp utensils.

The stove has a fire burning in it. The covered pan on top of the stove contains a large ham that is just about finished being cooked.

ROOM 46) KITCHEN (Cont)

The shelves along the south wall hold a total of 27 canisters. The contents of the canisters are as follows:

- | | | |
|--|----------------------|-----------------------|
| 1. Flour | 2. Sugar | 3. Dates |
| 4. Tea Leaves (acts as a <i>Remove Poison</i> spell if applied to a wound, enough for 2 doses) | | |
| 5. Pecan Meat | 6. Walnut Meat | 7. Dried Onions |
| 8. Corn Meal | 9. Dried Herbs | 10. Garlic Salt |
| 11. Salt | 12. Muffins | 13. Raspberry Muffins |
| 14. Sage | 15. Sesame Seed Salt | 16. Blueberry Muffins |
| 17. Savory | 18-20. Empty | 21. Mustard Four |
| 22. Ginger | 23. Onion Salt | 24. Fennel Seed |
| 25. Paprika | 26. Parsley Flakes | 27. Whole Wheat |

The orcs will fight only if attacked and their retreat is blocked, if the party shows them no hostility the orcs will be friendly. There are a total of 5 orc females here. Each female has 4 Dp's and is AR:6, they will grab and kitchen utensil to defend themselves with.

NOTES:

ROOM 47) REFRIGERATOR

The door to this room is about six feet wide, nine feet tall and appears to be made of iron. The door feels cold to the touch. Once the door to this room is opened the party will be hit by a blast of cold air. Everything in this room is covered with a layer of frost. There are several shelves in this room and they are all full of food stuffs. There are several smoked hams hanging from the ceiling on meat hooks and there are two sealed barrels along the south wall.

This room is lined with a material not of this plane. This material keeps this room a constant 33 degrees.

The barrels are full of smoked salmon. There is enough salmon, ham, and other foodstuffs here to feed a party of 8 for about 2 weeks.

NOTES:

ROOM 48) DINING HALL

This room appears to be a dining hall. There are two, twenty foot long tables in the center of the room. Each table is made of heavy wood and is in fair condition. Around each table are a total of ten heavy wood chairs. Set into the every wall except the south wall, at ten foot intervals, are torch holders. The torch holders contain the remains of torches that burnt out long ago. The south wall of this room is paneled with fine cherry paneling and has five groups of crossed swords mounted on it. Each sword appears to be made of gold and is in good condition.

The only item of interest here are the crossed swords. If a sword is touched, the would-be thief will have a uncontrollable desire to attack the nearest party member (no magic check allowed). This effect will last 1 minute then will pass. Each sword has a value of 750 gc's.

NOTES:

CAVERN 49) BUGBEAR'S CAVERN

As the party enters this cavern they will see several humanoid creatures huddling around a fire pit apparently cooking something.

The bugbears have guards posted at each entrance of this cavern, so it is not likely they will be surprised. This cavern is the lair of a tribe of 30 bugbears. There is a 30% chance that all 30 will be here, otherwise only 3-18 will be present.

BUGBEARS:20 Dp's each, 3 DK, Mvm:9", AR:5, CP:1, DP:2d4. UA: Each is armed with a broad sword and carries 1-8 gc's as treasure.

CAVERN 49) BUGBEAR'S CAVERN (Cont)

BUGBEAR LEADERS:25 Dp's each, 4 DK, Mvm:9", AR:4, CP:1, DP:2d4. UA: Each is armed with a broad sword carries 2-12 gc's as treasure and wears a bracelet worth 50 gc's.

BUGBEAR CHIEF:30 Dp's, 4 DK, Mvm:9", AR:0, CP:3/2, DP:2d4. UA: Dressed in plate mail, shield, and helmets. Uses a **LEVEL 2 DRAGON SLAYER BROAD SWORD** in battle. Carries 3-18 gc's as treasure and wears a necklace worth 75 gc's.

Scattered on the floor of this cavern are the following items: 12 old rotten back packs, 6 iron spikes, 3 empty flasks, a mallet, 6 wood stakes, 2 flasks of oil, 4 daggers, a long sword, a small belt pouch with 11 holy wafers in it, a suit of chain-mail, 3 small sacks, a garlic bud, 50' of rope, and 4 shields.

In the northern most part of the cavern is a hidden portal (detect as a hidden door) which contains 7,000 cc's.

NOTES:

ROOM 50) THE CRYPT

The doors to this chamber is locked and barred with a large steel padlock and a bar of iron. Painted on the door in white wash is the image of a skull and crossbones.

Once the door is opened the party will see a large crypt with several coffins setting upon stone pedestals, all the lids of the coffins are closed. The air of death permeates this cursed place. As the party looks into this chamber they will see several of the coffins beginning to open.

There are a total of 25 coffins setting on stone pedestals. The coffins that are opening at this time are occupied by wights. The wights will move to fight with the party while the other living dead wait in their coffins. Trapped in this room, but not dwelling in any coffin are 5 ghosts.

WIGHTS:34 Dp's each, 5 DK, Mvm:12", AR:5, CP:1, DP:d4. UA: Anyone struck by a wight must make a magic check or loose an ability point (see chart below):

Wight Attack Effects (roll d6 to determine effect).

1. Victim loses 1 point of endurance.
2. Victim loses 1 point of prowess.
3. Victim loses 1 point of intelligence.
4. Victim loses 1 point of agility.
5. Victim loses 1 point of leadership ability.
6. Victim loses 1 point of will power.

GHAISTS:26 Dp's each, 4+4 DK, Mvm:13", AR:5, CP:2, DP:d6/d6. UA: Anyone struck by a ghost must make a magic check or suffer one of the effects as listed in the chart below:

Ghost Attack Effects (roll d6 to determine effect)

1. Victim is stricken with racking pains for 2-8 minutes. Victim attacks are made at -15% and victim's armor rating is increased by 15%.
2. Victim is paralyzed for 2-8 minutes.
3. Victim is dazed and confused for 2-8 minutes. Victim wanders around aimlessly allowing the ghost to attack him at will.
4. Victim is stricken with terror and flees for 2-8 minutes.
5. Victim must make a poison check or be infected with a disease which will be fatal (unless cured) in 1-4 days.
6. Victim is allowed another magic check; if this is made no ill effects are suffered. If this is failed, the victim dies of a heart attack and will be reborn as a ghost in 1d4 days unless anointed with holy water.

The contents of the coffins are as follows:

1. The bleached bones of a human male wearing a silver ring worth 10 gc's on his right index finger.
2. The coffin's lid is open as it formally contained a wight. A search of this coffin will reveal nothing of value.
3. As the lid of this coffin is opened the party will be struck with the stench of decaying flesh. The coffin contains the remains of a human body that is wrapped in burial robes. The body is covered with some type of grey moldy material. The mold is not harmful, but the game master should not be to quick to relay this information to the party members.

ROOM 50) THE CRYPT (Cont)

4. The coffin's lid is open as it formally contained a wight. A search of this coffin will reveal a 100 gc gem hidden in the coffin's silk lining.
5. Bleached bones of a human. It wears a gold ring (10 gc value) on its right index finger.
6. Empty. There is a hidden portal in the pedestal (detect as a hidden door) that contains 1,267 ec's.
7. The coffin's lid is open as it formally contained a wight. A search of this coffin will reveal nothing of value.
8. Empty. A search will reveal nothing.
9. The decaying remains of a human male dressed in burial robes.
10. The coffin's lid is open as it formally contained a wight. A search of this coffin will reveal nothing of value.
11. WRAITH:39 Dp's, 6 DK, Mvm:15", AR:3, CP:1, DP:d6. UA: Takes no damage from non-magical weapons and suffers only half damage from magical weapons. Anyone struck must make a magic check or suffer one of the effects as listed in the chart below:

Wraith Attack Effects (roll d6 to determine effect).

1. Victim loses 1 point of endurance.
2. Victim loses 1 point of prowess.
3. Victim loses 1 point of intelligence.
4. Victim loses 1 point of agility.
5. Victim loses 1 point of leadership ability.
6. Victim loses 1 point of will power.

If the wraith is destroyed the party will find the following items laying inside the coffin: 3-100 gc gems, bone scroll case that contains a **MAGE SCROLL** (spells to be randomly determined), a helmet, a **LEVEL 3 MACE**, a **LEVEL 2 GIANT SLAYING LONG SWORD**, and a pair of normal boots.

12. The coffin's lid is open as it formally contained a wight. A search of this coffin will reveal nothing of value.
13. The skeletal remains of a dwarf.
14. The decaying remains of a human that is dressed in faded clothing and has a beautiful gold pendant (worth 300 gc's) pinned to its shirt.
15. Empty.
16. ZOMBIE:20 Dp's, 3 DK, Mvm:9", AR:6, CP:1, DP:3d4. UA: Immune to mind control spells. There is nothing of value hidden in this coffin.
17. Empty.
18. The decaying remains of a human female.
19. SPECTRE:47 Dp's, 7 DK, Mvm:20", AR:2, CP:1, DP:d8. UA: Takes no damage from non-magical weapons and suffers only half damage from magical weapons, immune to electrical attacks. Anyone struck must make a magic check or suffer one of the effects as listed in the chart below:

Spectre Attack Effects (roll d6 to determine effect).

1. Victim loses 2 points of endurance.
2. Victim loses 2 points of prowess.
3. Victim loses 2 points of intelligence.
4. Victim loses 2 points of agility.
5. Victim loses 2 points of leadership ability.
6. Victim loses 2 points of will power.

Hidden in a portal within the coffin is a silk bag that contains 3,000 gc's in gems.

20. Empty.
- 21 through 25. The decaying remains of a human dressed in burial robes.

NOTES:

ROOM 51) VAMPIRE'S ROOM

This room appears to get very little use all the items in this room are covered with a thin layer of dust. The floor is covered with a thick layer of dust, however foots prints can be seen going from the door to a wood coffin along the far wall.

ROOM 51) VAMPIRE'S ROOM (Cont)

This room is one of the several secret rooms that Jennifer the vampire keeps extra coffins. During the day, there is a 25% chance that she will sleeping in this chamber. For details on Jennifer see the NPC roster.

NOTES:

CAVERN 52) GHAST CAVERN

As the party enters this cavern they will notice the awful stench of decaying flesh. At the far end of the cavern are several humanoid creatures devouring what appears to be an elf.

This cavern is the lair of 8 ghasts. There is a 10% chance that all 8 will be here, otherwise only 1-6 will be encountered. GHASTS:26 Dp's each, 4+4 DK, Mvm:13", AR:5, CP:2, DP:d6/d6. UA: Anyone struck by a ghost must make a magic check or suffer one of the effects as listed in the chart below:

Ghast Attack Effects (roll d6 to determine effect)

1. Victim is stricken with racking pains for 2-8 minutes. Victim attacks are made at -15% and victim's armor rating is increased by 15%.
2. Victim is paralyzed for 2-8 minutes.
3. Victim is dazed and confused for 2-8 minutes. Victim wanders around aimlessly allowing the ghost to attack him at will.
4. Victim is stricken with terror and flees for 2-8 minutes.
5. Victim must make a poison check or be infected with a disease which will be fatal (unless cured) in 1-4 days.
6. Victim is allowed another magic check; if this is made no ill effects are suffered. If this is failed, the victim dies of a heart attack and will be reborn as a ghost in 1d4 days unless anointed with holy water.

The eleven body the ghasts were eating has been stripped of any valuables. Scattered on the floor of this cavern is the following treasure: 2,000 ec's, 6,000 gc's, 4-200 gc gems, a **VIAL OF SIZE REDUCTION POTION** (see new magic item list), a **CLOAK OF FLIGHT** (see new magic item list), and a golden plaque shaped like a human pelvis and back bone. The plaque appears to be worth about 700 gc's, but its real value is that it is one of the keys required to open the alloy door at area 68 (see Visual Aid #1). If a *Detection of Magical Aura* spell is cast on the plaque, a magical aura will be discovered.

NOTES:

CAVERN 53) EMPTY CAVERN

This cavern is pretty much empty. Scattered on the floor of this cavern are a few old bones and armor scraps.

If this cavern is searched, the party will find a golden plaque shaped like a human's left arm and hand. The plaque appears to be worth about 600 gc's, but its real value is that it is one of the keys required to open the alloy door at area 68 (see Visual Aid #1). If a *Detection of Magical Aura* spell is cast on the plaque, a magical aura will be discovered.

NOTES:

ROOM 54) EMPTY CAVERN

As the party enters this cavern they will notice that the ground here is soft and damp. If they are fairly quiet they will be able to hear the sound of water dripping. The ceiling here is about thirty feet tall.

If this cavern is searched, the party will find a golden plaque shaped like a human's right arm and hand. The plaque appears to be worth about 600 gc's, but its real value is that it is one of the keys required to open the alloy door at area 68 (see Visual Aid #1). If a *Detection of Magical Aura* spell is cast on the plaque, a magical aura will be discovered.

ROOM 54) EMPTY CAVERN (Cont)

NOTES:

ROOM 55) THE THANTOS

The door to this room is made of etched brass. Although the door is covered with a thin layer of cobwebs it still appears very shiny. Etched in the door is a poem that reads as follows: *"Behind this door the Death Wish lies. A familiar foe seeks your demise. Summoned by evil; messenger of gloom. Proceed any further; meet your doom! A wraith-like opponent that resembles a ghost. See your likeness; face the Thantos."*

The door to this room is locked. Once the door is opened the party will see a brightly lit, empty chamber with a single marble pedestal in its center. Laying on the ground before the pedestal is a pile of old bones and dust. Setting on the pedestal is a large book with brass bindings. Set into each corner of the room is a lit oil lamp that provides this chamber with illumination.

The door is locked with a very complex lock, thus all chances to open locks are at -10%. The lock is trapped with a poison needle trap. The needle strikes as a 13 DK thief doing 1-3 Dp's damage on a successful hit. Anyone struck with the needle must make a poison check at -10% or began to have weird hallucinations, this will begin 1 minute after the poison has been injected.

When the party enters the room the pile of bones will began to coalesce. After about 20 seconds the bones and dust will begin to swirl into a 6' tall whirlwind. During this time the room will grow bright, then dim, then bright again and horrifying laughter will be heard emanating from the whirlwind. All party members who hear this laughter (all party members in or near the room) must make a magic check or flee in terror for 3d4 minutes. After about 1 minute, the whirlwind reaches its peak and turns into the likeness of the most powerful character present; the Thantos (See New Monster Description) has been summoned.

The Thantos was summoned by Gordax long ago to guard the book that is setting on the pedestal. The Thantos will attack all intruders (except Gordax) and his special abilities to kill as many party members as possible.
THANTOS:Dp's Special, DK: Special, Mvm: Special, AR: Special, CP: Special, DP: Special. UA: 50% DAM, repair damage at the rate of 1 damage point per minute.

PEDESTAL: Laying on the pedestal a large leather bound book with brass bindings. The book is protected by an *Encasement Glyph* which will be triggered when the book is touched (successful magic check or be encased). The book is a **TOME OF DEMON SUMMONING** and details how to summon and force servitude from the powerful demon lords and princes. This tome works in conjunction with the Demon Summoning Chamber room 40. Each demon lord or prince has a different method of being summoned but the process is similar to this. First the conjurer must sacrifice a good person in the name of demon lord to be summoned, they must collect the victim's blood, mix it with 50,000 gc's with of crushed diamonds, and splatter the mixture on the pentagram (in room 60) while chanting the words from the tome. It is advisable to have at least 50,000 gc's on hand to pay the demon when it arrives. Any demon will be bound to one service before being released, if payment is not sufficient at that time the demon is free attack those who summoned it.

Good characters will undoubtedly wish to destroy the tome, but will find that it is immune to all forms of physical and magical attacks. The tome may only be destroyed while in the presence of a power demon lord or prince. Garzник qualifies as a demon lord. Should the party discover Gordax's body (in room 73) and allow him to be restored to life, Gordax will ask the party to aid him in destroying Garzник. If the party agrees, Gordax will take the tome from the party, if they have discovered it, or come here to get it. After to tome has been recovered, Gordax will go to the Demon Summoning Chamber, recite an incantation from the tome, and summon Garzник. However, Gordax does not know to the that the easiest way to destroy Garzник is to destroy the tome in the presence of Garzник. If the tome is destroyed while in the presence of Garzник, both the tome and Garzник will be destroyed.

NOTES:

ROOM 56) THE TREASURE VAULT

This chamber appears to have been abandoned long ago as all the items here are covered with a thick layer of dust. Along the south wall of this chamber are three very large chest with lids closed. On the east wall is a set of shelves that contain several items.

ROOM 56) THE TREASURE VAULT (Cont)

The items on the shelves are as follows:

- LEVEL 2 MACE** **CAPE OF INVISIBILITY** (allows wearer to go invisible)
- STAFF OF THE HEALER** (See new magic item list) **LEVEL 1 RING OF GUARDING**
- 3 VIALS OF SUPERIOR-CURING POTION** (See new magic item list)

The contents of the chests is as follows:

1. This chest is made of electrum bound with bands of gold and encrusted with gems (10,000 gc value). The chest is trapped with a poison needle trap. The needle strikes as a 13 DK thief at +10% to hit. Anyone struck with the needle will take 6-60 Dp's of poison damage, a successful poison check will indicate only half damage is sustained. The effect of the poison is such that for every 5 Dp's of damage sustained the victim will permanently loose 1 point of agility. This effect can be countered if a *Remove Poison* spell is administered within 5 hours or if a *Cure* spell is cast upon the victim. The chest contains 2,371 pc's.
2. This chest is made of bronze, etched with designs of dragons made of silver and electrum (3,000 gc value). The chest is trapped with a *False Trap* spell. The chest holds 2,934 gc's.
3. This iron bound chest is locked but not trapped. It contains 5,374 gc's.

NOTES:

CAVERN 57) TROLL CAVERN

As the party approaches this cavern they will notice the stench of rotting flesh. Upon entering the cavern they will see four very large, brown-skinned humanoids fighting over a dead body.

The humanoid creatures are trolls. If the party is quiet and leaves while the trolls are fighting; the trolls will never know the party was there. If the party attacks, they will automatically gain first attack (due to the trolls arguing), however, this may be a mistake because there are 4 more trolls resting in area 58. The trolls from area 58 will attack the party if a battle breaks out. TROLLS:40 Dp's each, 6 DK, Mvm:12", AR:4, CP:3, DP:d8/d8/2d6. UA: Chameleon power, climb walls with a 95% chance of success, DAM of 25%.

Area 58 is where the trolls sleep and keep their treasure.

NOTES:

CAVERN 58) TROLL'S SLEEPING CHAMBER

This cavern is where the trolls sleep. Scattered on the ground are a few old bones and several pile of old skins that the trolls use as sleeping pallets.

Hidden under the old skins are a total of 8,000 cc's, 7,000 ec's, and 3 large sacks that contain hard cheese.

NOTES:

CAVERN 59) EMPTY CAVERN

This cavern is pretty much empty. Scattered on the ground are a few old bones.

A search of this cavern will reveal a golden plaque shaped like a human's left leg and foot. The plaque appears to be worth about 600 gc's, but its real value is that it is one of the keys required to open the alloy door at area 68 (see Visual Aid #1). If a *Detection of Magical Aura* spell is cast on the plaque, a magical aura will be discovered.

NOTES:

ROOM 60) DEMON SUMMONING CHAMBER

In the center of this chamber is a large pentagram. Next to the pentagram is a stone sacrificial table with dried blood stains on it. In each corner stands a bronze urn with coals burning low in them. Along the north wall is a wood podium. Just behind the podium, set into the north wall are three glowing stones. Beneath each stone is a word. The first stone on the left is glowing red and reads "*Fire*", the center stone is white and reads "*Light*", the final stone is dark purple and reads "*Summon*".

The material in the urns is from one of the lower planes and will always burn as long as it remains on the prime material plane.

The podium has one shelf. Laying on the shelf is a **SILVER LEVEL 3 SACRIFICIAL DAGGER**.

If a party member passes his or her hands over the red stone flames will leap from the urns and the room will begin to get hot. After several minutes the room will reach a temperature of about 100°. This might cause the characters some discomfort, but will not harm them. If some passes their hand over the white stone, the ceiling will begin to glow and the room will become lit. The purple stone is a dangerous stone indeed, for if a party member passes a hand over it without going through the proper ceremony a random demon will appear in the pentagram and attack the party (see chart below).

1. LEVEL 1 DEMON:5 Dp's, 1 DK, Mvm:3", AR:7, CP:3, DP:d2/d2/d4. UA: Hit by Level 1 or better weapons.

2. LEVEL 2 DEMON:45 Dp's, 8 DK, Mvm:18", AR:0, CP:4, DP:d4/d4/d8/d6. UA: DAM 50%, spells.

3. LEVEL 3 DEMON:53 Dp's, 9 DK, Mvm:12", AR:-2, CP:3, DP:d3/d3/4d4. UA: DAM 55%, spells.

4. LEVEL 4 DEMON:61 Dp's, 10 DK, Mvm:9", AR:-4, CP:5, DP:2d6/2d6/d3/d3/d4. UA: DAM 60%, spells.

DOOR DEMON:40 Dp's, 8 DK, Mvm:9", AR:1, CP:3, DP:d6/d6/d12. UA: Hit by level 2 or better weapons, immune to blunt weapons, breath attack.

NOTES:

ROOM 61) OLD CRYPT

The words "*The Turners*" are written on the door of this room. Once the party open the door they will find four expertly carved coffins setting on stone pedestals. Hanging from the ceiling are old cobwebs and set into each wall are two rusty torch sconces with burnt out torches in them.

This is a very dangerous place for the party as each coffin hides a specter. The Turner family consisting of Jake; the father, Trish; the mother, and their children Timmy and Judy were all killed by spectres some years ago. Now the Turner family is cursed to exist in this unlife status for eternity. The spectres will attack as soon as the room is entered.

SPECTRES:47 Dp's each, 7 DK, Mvm:20", AR:2, CP:1, DP:d8. UA: Takes no damage from non-magical weapons and suffers only half damage from magical weapons, immune to electrical attacks. Anyone struck must make a magic check or suffer one of the effects as listed in the chart below:

Spectre Attack Effects (roll d6 to determine effect)

1. Victim loses 2 points of endurance.
2. Victim loses 2 points of prowess.
3. Victim loses 2 points of intelligence.
4. Victim loses 2 points of agility.
5. Victim loses 2 points of leadership.
6. Victim loses 2 points of will power.

Hidden in the coffin from which Jake emerged is five 100 gc gems, a **VIAL CURING OF POTION** (See new magic item list), a **LEVEL 2 TRIDENT**, and a golden plague shaped like a human's right leg and foot. The plaque appears to be worth about 600 gc's, but its real value is that it is one of the keys required to open the alloy door at area 68 (see Visual Aid #1). If a *Detection of Magical Aura* spell is cast on the plaque, a magical aura will be discovered.

If the torch holder in the northeast corner is moved a revolving wall will open revealing a passage that leads to room 61. This passage has been protected by *Encasement Glyphs* that Jennifer (the vampire) has cast over the years. In Addition, Jennifer has also attached lengths of thread to a grate in the ceiling and cast *Encasement Glyphs* on the threads. Any character traversing this passage will trigger 5 glyphs.

ROOM 61) OLD CRYPT (Cont)

NOTES:

ROOM 62) VAMPIRE'S LAIR

Upon entering this chamber the party will notice the stench of decaying flesh. This room appears to be a crypt for in the northeast corner is wooden coffin setting on a stone pedestal. Along the west wall is a set of shelves that hold several items including a small chest. In the room's center are two human-like creatures which have begun moving in the party's direction.

After the above ground sections of the castle were destroyed, Jennifer the vampire, who in life was an oracle/mage, moved in the 2nd level of the complex. While exploring the complex she discovered the Demon Summoning Chamber and the Tome of Demon Summoning. Because she was one of the living dead, the Thantos that guarded the tome was not bound to protect it from her. After reading the tome and doing much research on the Demon Summoning Chamber, she discovered that the only way to truly destroy the Tome of Demon Summoning was to do so in the presence of a demon lord or prince summoned by the tome. She also discovered that destroying the tome in this manner also destroyed the demon summoned by the tome.

The creatures moving toward the party are possessed corpses. The possessed corpses will not be surprised by the party as there is a *Guard* spell protecting the door. This spell emits a low pitch humming when intruders enter an area protected by this spell.

POSSESSED CORPSES: 13 Dp's each, 2 DK, Mvm:6", AR:8, CP:1, DP:d8. UA: Hit by silver or level 1 or better weapons.

SHELVES: The set of shelves along the west wall is similar to a set of bookshelves with 3 shelves. The contents of the shelves is as follows:

TOP SHELF: This shelf contains 6 jars and several beakers.

1. Jar that contains seven 12 inch lengths of human skin.
2. Jar that contains 12 preserved human eyes.
3. Jar that contains crushed human bone fragments.
4. Jar that holds a preserved human heart.
5. Jar that contains several dried bat wings and frog legs.
6. Jar that holds several newt eyes.

This shelf also contains 12 beakers, 14 test tubes, and a vial of injected poison. There is enough poison to coat 4 long sword blades, 8 dagger blades, or 32 poison needles. Anyone injected with a dose of this poison must make a poison check or die. If the victim make the poison check he or she will suffer 25 Dp's of poison damage.

MIDDLE SHELF: This shelf holds 2 large brass bound books. These books are Jennifer's spell books and each is trapped with 4 *Encasement Glyphs*. The spell books are detailed under Jennifer in the NPC roster. Hidden within the pages of one of the spell books is a parchment that reads as follows:

The Tome of Demon Summoning is vulnerable only while in the presence of one who is conjured by it. At this time, the link between demon and tome is so strong that destroying the tome destroys the demon as well.

BOTTOM SHELF: This shelf contains a small chest that is closed and locked with a padlock. The padlock is protected by an *Encasement Glyph* (successful magic check or be encased). The padlock is also trapped with a poison needle trap which strikes as an 8 DK thief. Anyone struck by the needle must make a poison check or die. Those who save will suffer 25 Dp's of poison damage. The needle itself does no damage. The seam of the chest between the lid and bottom is protected by 4 *Encasement Glyphs*. Also when the chest is opened a vial of colorless, odorless gas will be broken and the gas will quickly fill the room. Anyone in the room must make a poison check or fall asleep for 1-6 hours. Anyone who makes the poison check will be immune to the gases' effects. It should be noted that Jennifer is not effected by the gas. The chest contains 30,000 gc's in high quality gems and a **SCROLL PROTECTION AGAINST VAMPIRES**. In a hidden portal (detect as a hidden door), in the coffin's pedestal, is a suit of **LEVEL 1 PLATE-MAIL**, a **LEVEL 1 SHIELD**, and a **VIAL OF CURING POTION** (See new magic item list).

ROOM 62) VAMPIRE'S LAIR (Cont)

NOTES:

ROOM 63) STASIS CHAMBER

This small room is a very dangerous chamber. When the door is opened, the party will find it to be occupied by a creature apparently drugged or asleep. Anyone who enters without wearing one of the special medallions found in room 66 will be placed in a *Stasis Field* no magic check allowed. This room has an interdimensional link so that creatures held in *Stasis* can be stored in great number until needed. If the door is closed the individual will be teleported into an interdimensional chamber. Creatures placed in an interdimensional space can be recalled by opening the door and closing it until the desired creature appears in the chamber. Up to 100 creatures may be held in *Stasis*. Creatures held in this room are as follows (use d4 to determine room's occupant):

1. HUMAN WARRIOR (John):5 Dp's, 1-1 DK, Mvm:12", AR:2, CP:1, DP:d8. UA: Dressed in plate-mail, shield, and carries a long sword.
2. DWARF (Aster):6 Dp's, 1 DK, Mvm:6, AR:4, CP:1, DP:d6. UA: Dressed in chain-mail, shield, and carries a short sword.
3. ELF (Quin):6 Dp's, 1+1 DK, Mvm:12", AR:4, CP:1, DP:d8. UA: Dressed in chain-mail, shield, and carries a long sword.
4. HALFLING (Baggins):4 Dp's, 1-1 DK, Mvm:9", AR:7, CP:1, DP:d6. UA: Dressed in leather armor and carries a short sword.

Creatures somehow rescued from the stasis chamber will come out of *Stasis* in 1-4 hours.

NOTES:

ROOM 64) STASIS CHAMBER

This chamber is identical to room 63. Creatures held in this room are as follows:

1. HUMAN WARRIOR (Trismont):22 Dp's, 4 DK, Mvm:9", AR:4, CP:1, DP:d8. UA: Trismont is dressed in a suit of chain-mail, shield, and helmet. He is armed with a long sword and carries a dagger at his belt.
2. HUMAN WARRIOR (Ryan):21 Dp's, 4 DK, Mvm:6", AR:3, CP:2, DP:d6/d6. UA: Ryan is dressed in a suit of plate-mail and helmet. He wields two short swords in combat and carries a mace at his waist.
3. DWARF WARRIOR (Darrul):27 Dp's, 4+4 DK, Mvm:6", AR:2, CP:1, DP:d6. UA: Darrul is dressed in a suit of plate-mail, shield, and helmet. Darrul wields a war axe in battle and carries a pouch with a 100 gc gem in it.
4. DWARF WARRIOR (Reghar):25 Dp's, 4+4 DK, Mvm:6", AR:2, CP:1, DP:d6+1. UA: Reghar is dressed in a suit of plate-mail, shield, and helmet. Darrul wields a war hammer in battle and carries a length of hair braided from his wife's beard.

NOTES:

ROOM 65) STASIS CHAMBER

This chamber is identical to room 63. There are no creatures held in this room.

NOTES:

ROOM 66) ARMS ROOM

The walls of this room are full of shelves that contain weapons, pole arms, shields, and armor of almost any type imaginable. Along the north wall is a long wood bench with a small wood box setting on it.

The wood box contains 5 gold necklaces. Each necklace has 2 glowing white orbs attached to them. The necklaces with detect as magical, if a *Detection of Magical Aura* spell is cast. The necklaces are worth about 2,000 gc's each if sold for their monetary value.

The necklaces are **AMULETS OF PROTECTION FROM TELEPORTATION AND STASIS FIELDS**. When the castle was in its prime, servants wore these amulets in order to enter the Status Chambers and bring forth opponents for Gordax or other warriors to battle. Anyone wearing one of these necklaces that enters the Stasis Chambers will not be effected by the chamber's magic.

NOTES:

ROOM 67) COMBAT ARENA

This very large chamber appears to be an auditorium or an arena. In the center of the chamber is a large playing field with a dirt floor which is surrounded by a six foot tall fence. Access to the field is gained through large gates at each end of the field. The field is surrounded by a set of elevated stone bleachers. This whole structure is made of white marble. Lighting to this chamber is provided by a huge stone that is set into the chamber's ceiling.

As soon as the field is entered the party will hear a voice say "*Let the games began.*" At his time the chamber will be filled with demons that are cheering, applauding, and taking bets on the warriors about to do combat. The various creatures in the stands are not intended to become adversaries of the party, thus all attacks directed at the demons will prove to be ineffective. At the same time the party enter the area, two flame demons will teleport to the Stasis Chamber and select an opponent of the party. Those on the field must do battle or die. Those on the field have the option to fight individually or as a team. If they decide to fight a individuals, the remain party members will have to wait in one of the Arms Room (Room 66) while the battle is taking place. If the party decides to fight as a team, the flame demons will select several opponents to fight against the party. The rules here are simple; win and gain the privilege of leaving the arena, loose and get placed in a Stasis Chamber to battle another day. The game-master is free to select alternate opponents for the party if those found in rooms 63 and 64 do not pose a significant challenge for the party. The level of the party members will determine which room the monsters will come from; low level characters get monsters from room 63 and mid level characters will get monsters from room 63. It should be noted that characters who elect not to fight their opponents will be attacked despite any ethical considerations.

NOTES:

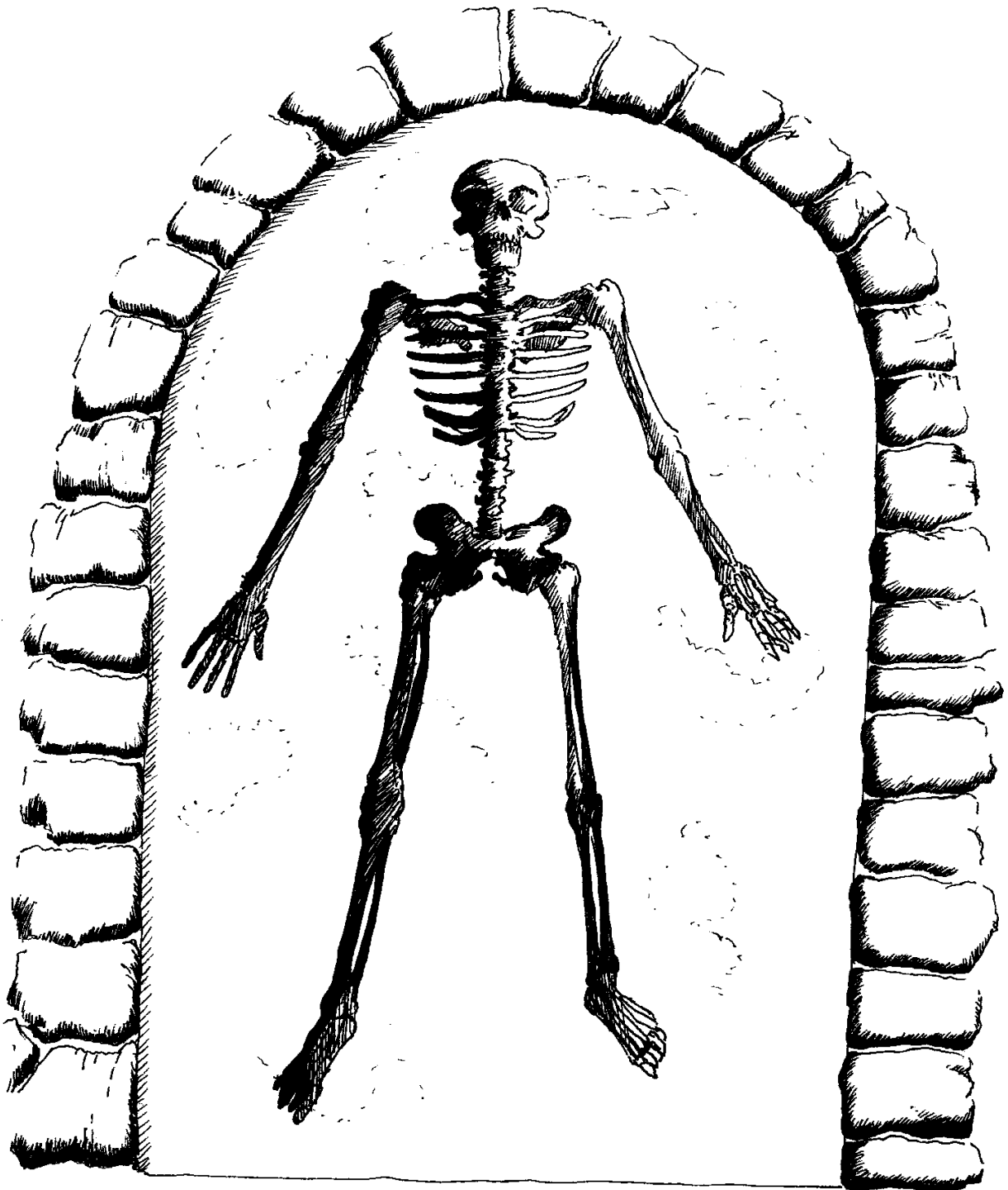
ROOM 68) THE ALLOY DOOR

This solid metal door is made of a dark gray alloy with no apparent hinges or lock. The face of the door is engraved with a recessed area that resembles that of a human skeleton.

At this point display visual aid #1. This door was specially prepared by Gordax and is the final obstacle the party must overcome before going to the 3rd dungeon level. Without the proper set of keys, the party will find the door to be locked and that it will resist all attempts to open it will fail. The door is immune to all physical and magical attacks. The only way to open the door is to placed the golden skeletal plaques in the door's recessed area.

If the party has found the set of golden plaques (keys) and places them into the recessed area of the door, read of paraphrase the following paragraph. "As the last golden plaque is placed into the door, a golden radiance bathes the party. The plaques flow together as the image of a man appears; the image nods to the party as the door slowly fades from sight. The image points to a corridor beyond the door, smiles, and disappears in a flash of white light radiance."

NOTES:



Visual Aid #1.

THIS ENDS THE KEY TO DUNGEON LEVEL 2.

ROOM 69) ALCOVES OF DOOM

As the party enters this area they will see a set of black stone pillars carved with roughly human-like features. Each pillar is about seven and a half feet tall and about two feet square.

The pillars are a special type of guardian created for Gordax by the mage Septor. Their purpose here is not to keep creatures out, but rather to keep creatures in. If approached from the north they will animate into stone statues and attack any creature or character over 8 DK.

PILLARS:80 Dp's, 18 DK, Mvm:6", AR:3, AD:2, DP:4d10/4d10. UA: Hit by level 3 or better weapons, immune to electricity.

NOTE: The pillars will not attack creatures or characters under 8 DK. They likewise will not pursue those who opt to retreat.

NOTES:

ROOM 70) WELCOME CHAMBER

This chamber is quite a sight to behold. It is made of black marble that is polished to a glossy shine. In the northeast and northwest corners stands a demonic looking creatures holding large iron urns. A smokeless flame billows from the urns casting a red glow about the room.

As the party looks around, a small demon-like creature wearing a bright red robe carrying a book and quill appears in the center of the room and approaches the party.

The creatures with demonic features holding the urns are flame demons. They have been bound to 1,000 years of service by Gordax. The creature wearing the red robes is an imp that has likewise been forced into servitude by Gordax.

It should be noted that neither the demons or the imp will provoke the party in any way. The imp's duty is to keep a record of those who wish to visit Gordax. The purpose of the flame demons is merely to hold the urns.

When the imp appears it will say, "*I'm sorry your party was not expected. May I have your name and the reason for your visit?*". The party can give the imp any name and any reason they choose. However, the imp will be most insistent that they do give name and reason for their visit. After the imp has written the appropriate information in the book, he will gesture to the door in the north wall and say, "*Proceed through this door and have a pleasant day.*"

FLAME DEMONS:48 Dp's each, 8 DK, Mvm:12", AR:0, CP:3, DP:2d4/2d4/3/4. UA: DAM 25%, immune to fire-based attacks, able to shoot a flame cone 30 ft. long and 15 ft. wide doing 8d12 Dp's of damage three time per day. A successful magic check will indicate only half damage is sustained.

NOTES:

ROOM 71) OLD STUDY

As the party enters this room they will see what appears to have been a study. Bookshelves line the south wall, while a writing desk stands along the north wall. In the center of the room is a heavy wood table with a large chair setting next to it.

Most of the books found here will be of little value to the party as they are very old and fragile. There is a 90% chance that any book picked up and examined will crumble into a pile of worthless shards of paper.

In the southeastern corner of the room along the bottom of the bookshelves is a hidden portal (detect as a hidden door) that contains a **TOME OF PROWESS** (Increases character's prowess by 1 point).

The writing desk has a single drawer that is locked. Once opened the drawer will be found to contain a silver letter opener worth 25 sc's, several sheets of parchment, an inkpot full of dried ink, and 3 quills.

NOTES:

ROOM 72) WORSHIP AREA

The door to this chamber has the inscription "*For those who worship; you may worship here.*" The room itself is of modest furnishings. The walls are covered with pleasant but faded tapestries of nature scenes such as mountains, valleys, forests, and the like.

Set into the north wall is a mirror with a golden frame. The mirror, however, doesn't reflect the party as it seems to be reflecting a foggy mist. About five feet from the north wall in the center of the room is a small three feet tall altar with two golden candelabras setting upon it.

In the center of the room, on the floor is a highly polished but worn wooden block. This block has indentions and it would seem one would kneel on the wood block while facing the altar and the mirror.

This room is very magical in nature. If a zealot kneels on the wood block and prays to his or her deity; they will recover spells as if they had just rested and in half of the time. In addition while the cleric kneels, the mirror will reflect the image of the deity being worshiped.

NOTE: The characters must try this on their own without coaxing from the Game-master.

The first zealot kneeling on the block will receive the bonus of an additional 1st level spell that he or she can remember.

The altar sets upon a hidden portal (detect as a hidden door) that contains a clump of **HOLY SYMBOL CLAY**. This is to be fashioned into the likeness of the zealot's holy symbol. When this is done the clay will harden to become the zealot's holy symbol and have the ability to cast a *Cure Minor Wounds* spell 2/Day and a *Grace* spell 1/Day.

NOTES:

ROOM 73) GORDAX'S AND QUINIVER'S BED CHAMBER

The door to this chamber is made of bronze. Although the door is tarnished somewhat, the party can tell that at one time the door was of the highest quality. Engraved in the door is the phrase "*Gordax and Quiniver*". The door is locked with a lock that requires a set of three keys to open.

On the door is opened the party sees the vision of a beautiful lady dressed in a long flowing gown sobbing on the floor next to a large demonic-looking creature who has just completed tying a rope and noose to a chandelier. As the woman sobs, the creature grabs her with one hand, slips the noose around her neck, and grins as the lady's lifeless body sways from the rope; a second later the vision disappears in a flash of purple and black light.

The room itself is very beautiful. The floor is covered with a pure white sable carpet of the finest quality. The walls are paneled with rich, dark cherry wood. Hanging from the ceiling is a gold and silver chandelier. The chandelier is about three feet in diameter and set with four glowing orbs whose light bounces off the many rub and emerald facets hanging from it. The glowing orbs and the many gems provide the room with a soft warm illumination.

In the center of the room directly under the chandelier is a large teak-wood table with two teak-wood chairs around it. The table and chairs are very finely waxed and have no dust upon them. Setting on the table is a golden candlestick holder; its candles having long since burnt out. In the southwest corner is a high-backed chair. Setting in the chair is a skeletal figure of a human male dressed in rich, but faded clothing. Next to the high-backed chair is a small end table with a crystal decanter and crystal goblet on it. Along the north wall is a beautiful six-drawer dresser with mirror.

This is bed chamber of the castle's owners, Gordax and Quiniver.

DOOR: The door to this chamber is locked with a set of 3 very complex locks. The locks are so complex that any attempt to pick them is done at -25%. In addition, each lock is trapped with a poison needle trap that strikes as a 17 DK thief at +10%. Due to the nature of this trap, the potential victim gains no armor rating bonuses for high agility scores. On a successful hit, the needle inflicts 1-3 Dp's of damage and the victim must make a poison check or die. Those who make their poison check will suffer 6-60 Dp's of poison damage. The poison is so destructive that for every 6 Dp's of poison damage sustained the victim loses 1 point of agility due to permanent nerve damage and for every 12 Dp's of poison damage sustained the victim loses 1 point of endurance due to permanent circulatory damage. Anyone failing the poison check will have their agility and endurance scores reduced by 50% in the event they are raised from the dead. The effects of the poison can be reversed with the use of the tea leaves from room 46.

VISION: Although the party will swear the vision they witnessed lasted for several minutes, in reality it lasted only a few brief seconds and ended much too quickly for the party to take any action. The vision details the true events that caused the death of the castle's maiden, Quiniver.

ROOM 73) GORDAX'S AND QUINIVER'S BED CHAMBER (Cont)

CHANDELIER: The orbs of the chandelier are made of crystal and have permanent Glow spells cast upon them. The chandelier, as a whole, has a value of 25,000 gc's if taken back to town and sold. For those who wish only to steal the rubies and emerald attachments, these are worth 17,000 gc's.

TABLE AND CHAIRS: The teak-wood table is of the highest quality and is worth 2,000 gc's. The chairs are worth 250 gc's each and the golden candlestick holder has a value of 700 gc's.

HIGH-BACKED CHAIR AND BODY: The high-backed chair is of fine quality, but has been faded by the secretions of the body that has laid in it for so many years. The body is that of Gordax the Terrible. Long ago, when he discovered that his beloved wife had been murdered he laid her body in the family crypt, devised the plan to destroy Garznic, drank a glass of poisoned wine, and committed suicide. As soon as Gordax's body is examined, his body will begin to fill out. Decayed bone will mend, flesh and muscle tissue will cover his skeletal frame, hair will grow, facial features will form, and Gordax will be restored to life. At this point Gordax will introduce himself and thank the party for their perseverance. He will inquire about the Tome of Demon Summoning and ask the party to aid him in summoning Garznic and destroying him. For details on Gordax see the NPC roster at the end of the adventure.

SMALL END TABLE AND PITCHER: The end table is very ornately carved and inlaid with ivory; it has a value of 300 gc's. The crystal decanter has a value of 75 gc's and if filled with poison wine. Although the decanter has a stopper, over the years some of its contents has evaporated making the poison in the wine very deadly. Anyone who takes so much as a sip must make a poison check at -20% or die within 30 seconds. Those making their poison check will suffer the same effects as those listed in the Door description.

DRESSER AND MIRROR: The dresser is made of handsomely carved teak-wood. It has 6 drawers a large silver mirror and is in very good condition (1,000 gc value). When the command word "*Gordax*" is spoken the mirror will begin to fog over and all the traps in the dresser will be deactivated. The mirror is a made of silver and has a value of 2,500 gc's.

DRESSER DRAWERS:

1. When this drawer is opened 10 small darts will spring forth in all directions. Anyone within 10' of the drawer may be hit by 1-3 darts. The person opening the drawer has a chance to be hit by 1-4 of these darts. Each dart strikes as a 13 DK thief and does 1 Dp of damage on a successful hit. In addition, each dart injects the victim with a harmless blue dye. This may cause the characters some distress but causes no real damage. The drawer contains only clothing.

2. When this drawer is opened the party will find it contains a small silver jewelry box. The jewelry box is attached to the drawer by an almost invisible wire (99% undetectable). If the jewelry box is removed from the drawer the wire will be broken causing a scything blade trap to be triggered. The blade strikes as a 13 DK thief doing 2d4 Dp's damage on a successful hit. Damage of 7 Dp's or greater indicates the blade has severed the victim's hand/wrist in which case the victim will loose 2 Dp's per minute, due to blood loss, until the wound is bound.

The silver jewelry box has a value of 1,000 gc's. It is not locked, but is trapped with a poison needle trap. The needle strikes as a 13 DK thief and does 1 Dp damage on a hit. Anyone struck with the needle must make a poison check or fall into a deep sleep (appears as death) for 1-4 days. The jewelry box contains a marble-sized diamond worth 5,000 gc's.

3. When this drawer contains several silk sleeping gowns. There are a total of 10 gowns in the drawer and each gown has a value of 10 gc's.

4. This drawer is protected by a *False Trap* spell (makes thieves believe a trap is present even though a trap does not actually exist). If the drawer is opened only clothes will be discovered.

5. This drawer is opened slightly. The drawer contains some old clothes and giant flea which will attack as soon as the drawer is disturbed.

GIANT FLEA: 12 Dp's, 2 DK, Mvm:3", AR:3, CP:1, DP:d4. UA: Sucks blood draining 4 Dp's per minute.

6. This drawer holds several pairs of shirts and pants.

HIDDEN PORTAL:

The hidden portal is protected by an *Encasement Glyph* (successful magic check or be encased). Once opened, the portal will be found to contain the following treasure: **LEVEL 4 SHORT SWORD OF GUARDING**, a **SUIT OF LEVEL 3**

MITHERAL CHAIN-MAIL, a **LEVEL 2 SHIELD**, a **ROD OF THE WARRIOR** (See new magic item list), 500 pc's, 10,000 gc's, and five 1,000 gc gems.

NOTES:

ROOM 74) THE MASTER'S BATHE

This small room is made of finely cut, placed, and polished pink marble. Set against the north wall is a set of shelves that hold various towels and wash cloths. Next to the shelves is a large wooden cabinet. Set into the floor in the southeast corner of the room is a bathing pool that is shaped to resemble an sea-shell. Set into one end of the bathing pools is a set of two golden facets, a nozzle, and a drain plug.

This room was once the master's bathing chamber and is quite a masterpiece indeed. The bathing pool is semi-magical in nature. When opened, facets will produce enough water to fill the pool. The facet on the right supplies cool water and the facet on the left supplies hot water. These facets are worth a total of 100 gc's each, but removing them from the pool destroys its magic. The shelves hold a large supply of dusty, yet still nice, towels and wash cloths. The wooden cabinet contains several shelves that holds, bath oils, bathing spices, and scented soaps. These items are fairly valuable and could be sold for up to 500 gc's, however, they may be hard to carry as they weigh a total of about 40 lbs.

NOTES:

ROOM 75) VAMPIRE'S CHAMBER

The door to this room is locked. Once the door is opened the party will see what appears to be a bedroom. Along the far wall is a beautifully polished coffin with gold handles. On the wall above and behind the coffin is a large painting of a man dressed in a red shirt and black pants. To the right of the coffin is a handsomely carved teak-wood dresser. In the center of the north wall is a highly polished silver mirror.

The door is locked with a very complex lock, thus all chances to open locks are at -10%. The lock is trapped with a poison needle trap. The needle strikes as a 13 DK thief doing 1-3 Dp's damage on a successful hit. Anyone struck with the needle must make a poison check at -1 or die within 1 minute of being injected.

This room is the bed chamber of Kaylid the vampire zealot. During the daytime hours there is a 45% chance that Kaylid will be in the coffin. During the night there is only a 5% chance that the coffin will be occupied.

KAYLID: 70 Dp's, 10 DK, Mvm: 15"/24", AR: 0, CP: 2, DP: 2d6/2d6. UA: Vex opponents, DAM 25%, immune to mind influencing spells.

COFFIN: The coffin is made of finely crafted mahogany with gold-plated hinges and handles (5,000 gc value). Once the lid of the coffin is opened the party will see that the coffin is lined with gold satin and has a small pillow made of gold silk. Laying in a pile on the satin lining is a small pile of dirt.

DRESSER: Also along the west wall is a handsomely carved teak-wood dresser. It appears to be of very high quality and still in very good condition (500 gc value). The dresser has 6 drawers. On top of the dresser is a knitted place mat and several knickknacks.

DRESSER DRAWERS:

1. When this drawer is a colorless odorless gas will be released. All within 10' must make a poison check or fall unconscious for 1-6 hours. Those who make their poison check suffer no ill effects. Inside the drawer are personal items such as a comb, some quills, a few pieces of parchment, a silver letter opener (worth 15 gc's), a dried ink well, a pair of dice, and an electrum pill box.

The pill box (value 20 gc's) contains 3 small white pills. The pill is a deadly toxin and if taken the victim is poisoned no poison check allowed. If placed in a drink, the pill will dissolve almost instantly and turn the beverage into a deadly poisonous mixture. Anyone partaking from the drink must make a poison check at -25% or die. Those making the poison check will take 10-100 Dp's of poison damage. If studied by a sage or an oracle the pill may be duplicated at the cost of 5,000 gc's per tablet. This is due to the extreme potency of the poison and the scarcity of the ingredients.

2 - 6. These drawers contain only mundane clothing.

SILVER MIRROR: The silver mirror is about 4 ft. wide and about 3 ft. tall. It has 2,000 gc value if taken back to town and sold.

NOTES:

ROOM 76) ART GALLERY

The door to this room is made of solid steel and is locked. When the door is opened the party will see an art gallery. Hung on the walls about this chamber are about thirty paintings and tapestries. Most of the art works here are set within frames and are in very good condition.

The doors of this chamber are magical and will detect as such if a *Detection of Magical Aura* spell is cast. The party is free to look and admire the various paintings and tapestries as much as they desire, however, if they attempt to remove anything from the gallery a door demon will appear and say "*No painting or tapestry may leave the gallery.*" If the party does not put the painting or tapestry back, the door demon will attack.

DOOR DEMON:40 Dp's, 8 DK, Mvm:9", AR:1, CP:3, DP:d6/d6/d12. UA: Hit by level 2 or better weapons, immune to blunt weapons, breath attack.

Of the various works of art stored here only 6 are of special interest or monetary value. This paintings and tapestries are detailed as follows:

1. This painting depicts a wild-eyed wizard dressed in flowing purple robes with golden trim. The wizard is standing at the edge of a cliff and has both arms stretched out as if attempting to command the elements. His distorted facial features and wild eyes gives the impression that the wizard is not sane. The painting is set in a highly polished wood frame and has a small plaque that reads "*Insanity*". In the bottom left corner of the painting is written the word "*Olick*" - this being the artist who painted the painting but, this will not be obvious to anyone finding the painting other than through deduction of by the character "*asking around*" once back in town. Olick was once a very famous artist and his works are very valuable. This painting might be sold for up to 2,000 gc's if taken intact to an art dealer.

2. This painting depicts a handsome warrior rescuing a beautiful maiden in the midst of a burning village with a horde of ominous-looking creatures viewing from afar. This painting is set in a highly polished wood frame and has a small plaque that reads "*Melissa*". This painting was also painted by Olick and has a value of 2,000 gc's if taken back to town and sold.

3. This painting is that of a huge red scaled dragon battling a group of fierce warriors. In the foreground of the battle are three other warriors that are little more than burned cinders; their swords and armor melted and blistered. One of warriors stands prominently in front of the group as the dragon seems ready to attack with great fury. There is no acknowledgement as to who painted this painting, but it has a value of 250 gc's if taken back to town and sold.




4. This tapestry portrays a great battle in a mountain pass. An army of trolls, ogres, and other unwholesome creatures has attacked a small band of humans led by a great wizard and a mighty warrior. Scattered on the ground near the warrior are the remains of several creatures who have fallen in battle to the warrior's mighty blade. Bolts of purple energy streak from the wizard's outstretched fingertips as a large number of creatures dive for cover behind boulders and bushes. The tapestry has no frame but sewn into the top of the tapestry, in gold thread, is written the phrase "*The Battle of Moret*". There is no acknowledgement as to who made this tapestry, but it has a value of 750 gc's, if taken back to town and sold.

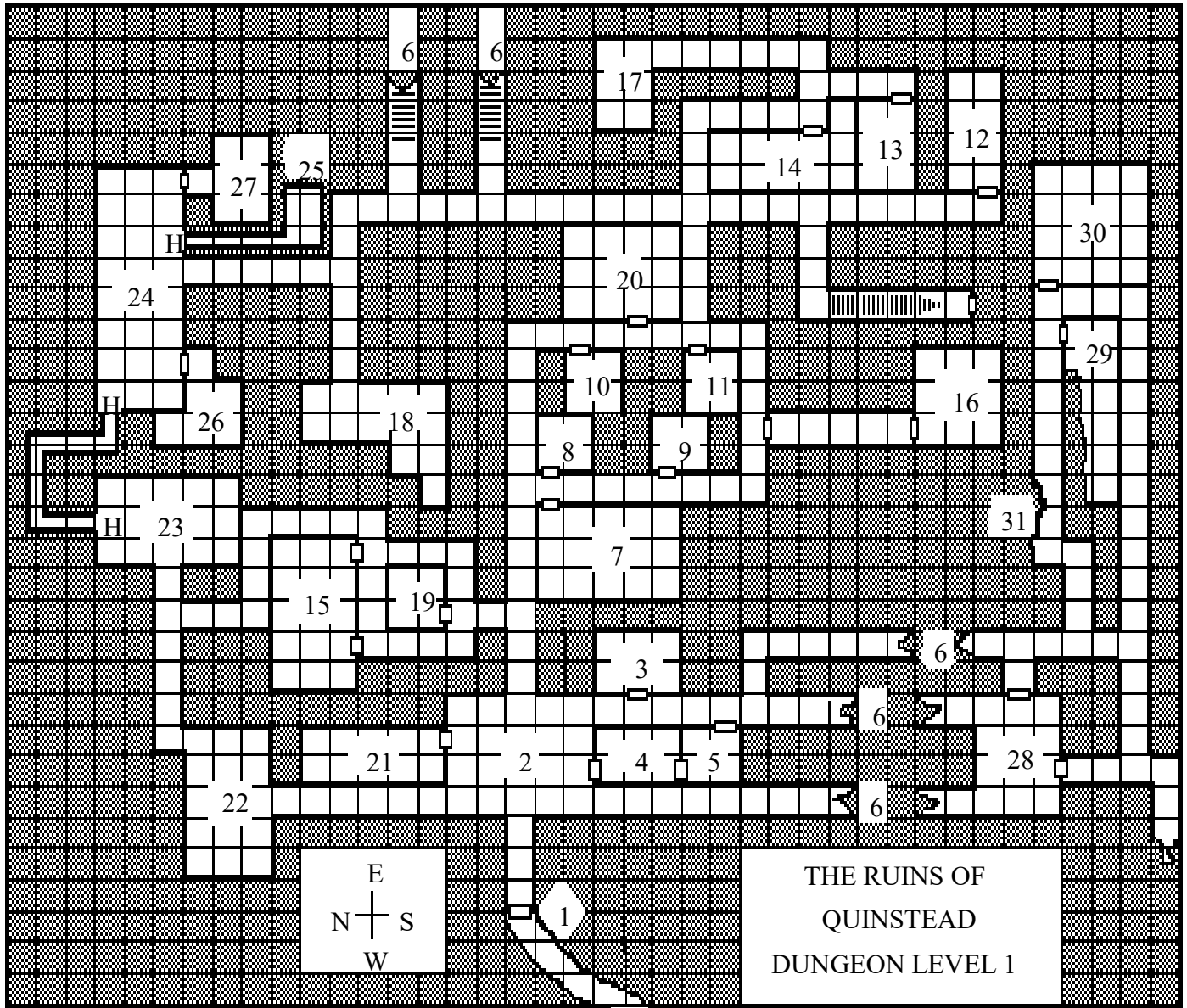
5. This painting is that of a handsome warrior and a beautiful maiden on horseback against a backdrop of snow covered mountains and tree covered hills. The horses have stopped at the crest of a hill as the warrior and maiden peer deep into one another's eyes. This painting is set into an ornately engraved, highly polished electrum frame. A name plate on the bottom of the frame reads "*Gordax and Quiniver*". In the bottom right corner of the painting is written the word "*Richardo*" - this being the artist who painted the painting. Richardo is not a well-known artist, but if the painting and frame are taken intact to an art dealer it may bring as much as 2,500 gc's.

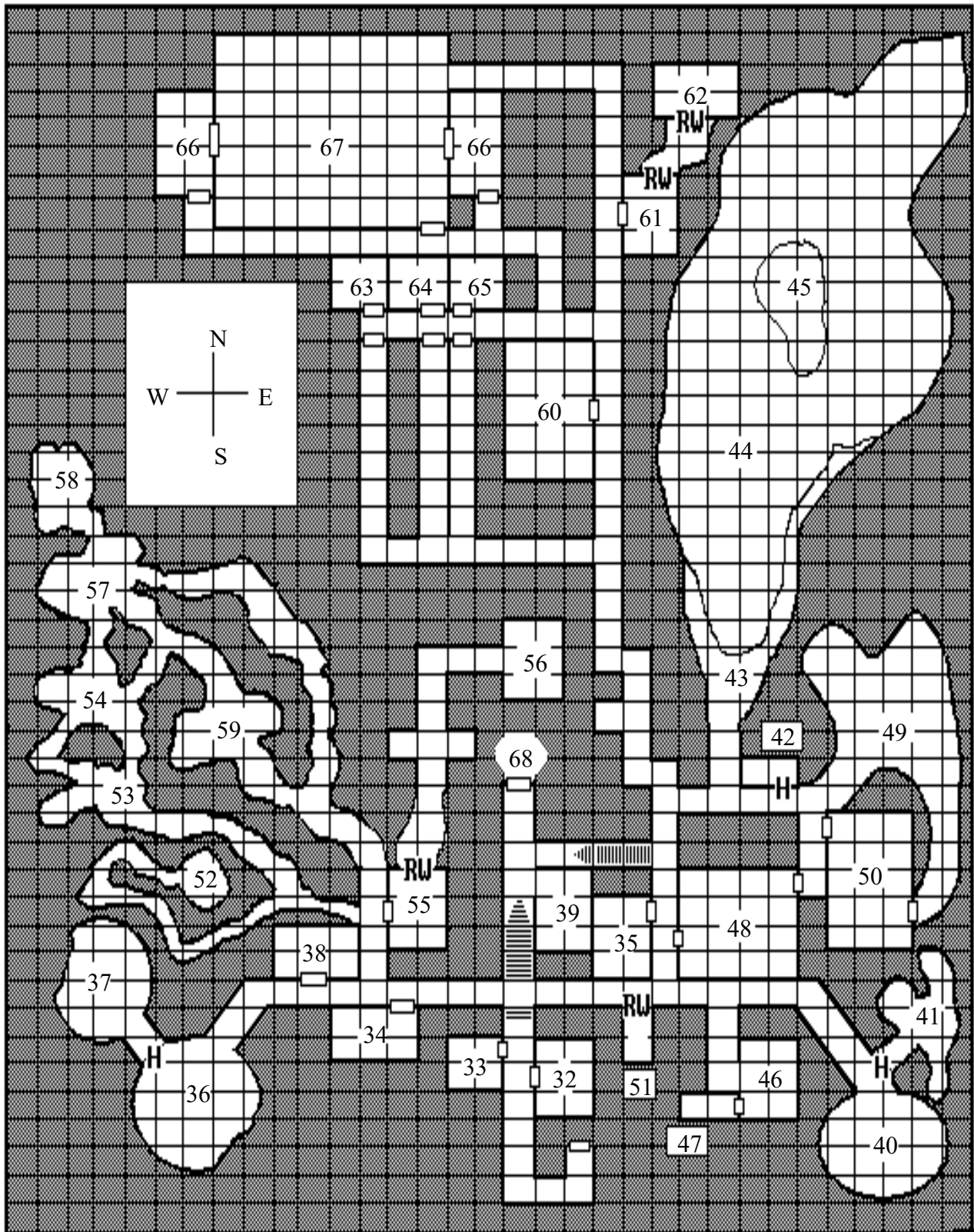
6. This painting is that of a warrior and a wizard joining in a firm handshake on a deserted hilltop with only the sunset and clouds in the distance. The warrior is dressed in shiny plate-armor while the wizard wears long flowing purple robes that are blowing in the wind. This painting was also painted by Olick and has a value of 450 gc's if taken back to town and sold.

7. This painting is that of a noble looking, eleven wizard brewing something in a bubbling caldron. Floating the air before the wizard is a book, which the wizards seem to be reading as he is working. Brilliant blue and purple smokes rise from the caldron forming beautiful silhouettes of dragons, unicorns, and other mystical beasts. This painting is set in highly polished wooden frame. A name plate on the bottom of the frame reads "*The Wise Azreal*". This painting was also painted by Olick and has a value of 3,000 gc's, if taken back to town and sold.

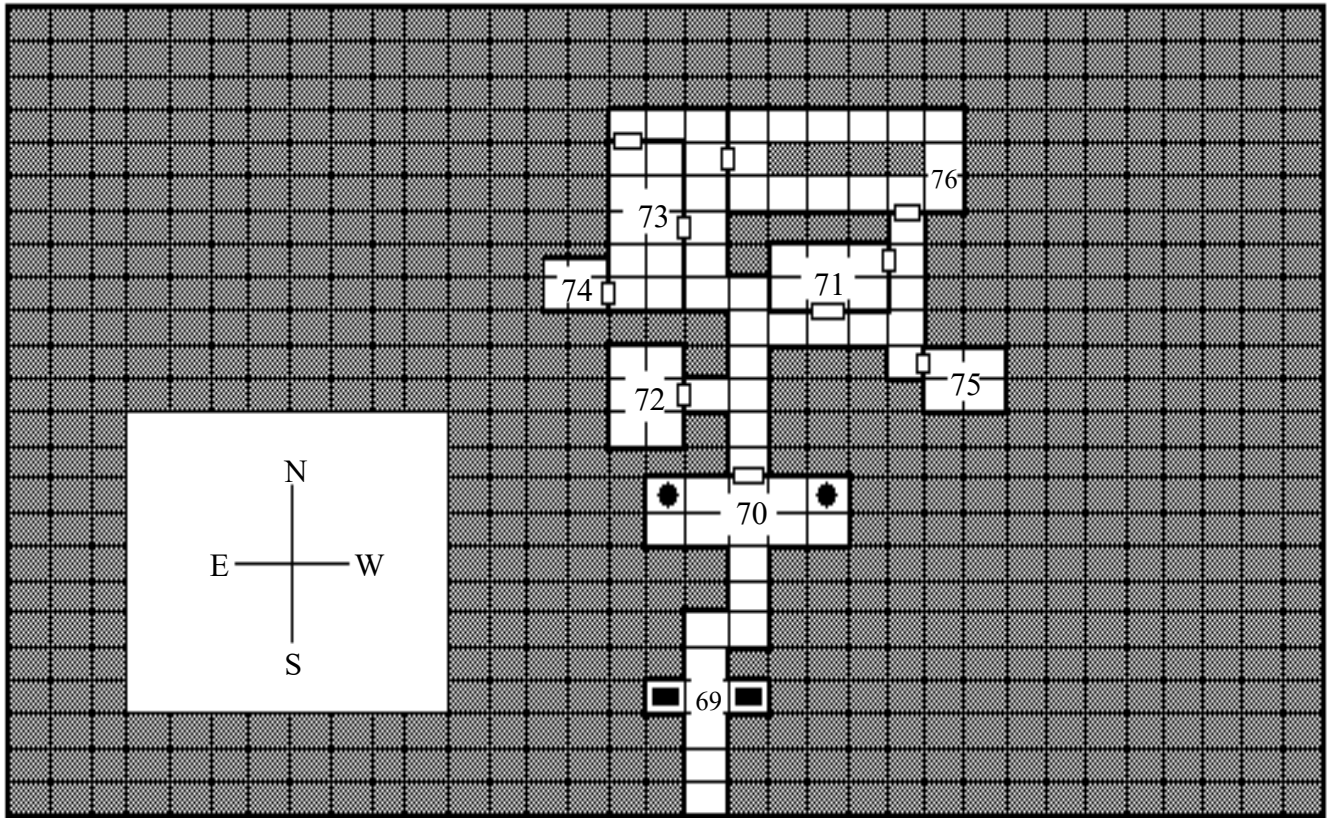
NOTES:

-  Stairs Down
-  Stairs Up
-  Hidden Door





The Ruins of Quinstead Dungeon Level 2.



The Ruins of Quinstead Dungeon Level 3.



The Troll



The Goblin



The Wight

NPC ROSTER

Jennifer

Vampire Oracle/Mage

ARMOR RATING:-7
MOVEMENT:15"/24"
DIFFICULTY TO KILL:10
ATTACK POTENTIAL:2
DAMAGE POTENTIAL:2d6/2d6
UNIQUE ABILITIES:See Below
DEFENSES AGAINST MAGIC:25%, Immune to mind influencing spells.
MENTAL CAPABILITY:Genius
ETHICAL BELIEFS:Evil
BODY BUILD:Humanoid

Jennifer appears as a pale skinned, elderly women of about 60 years of age. She wears tattered robe made of red silk. Her hair is faded brown in color and is peppered with streaks of silver, her eyes are of a deep emerald green and she speaks with a soft gentle voice. She appears to be one of great wisdom and intrigue and gives the impression of a creature with vast knowledge. Although she is a vampire, Jennifer detests her living dead existence and does her best to resist her unholy desires to feast on human blood.

Vampire abilities:

Jennifer has the ability to vex the minds of those she encounters. Those recognizing the true identity of Jennifer are allowed a magic check to avoid being vexed; all others are not. Vexed opponents will submit to Jennifer's will for a period of 24 hours. Jennifer may reassert her will over intended victims. However, the victim is allowed a magic check to avoid being vexed a second time. Those who are vexed twice by a vampire are truly cursed and will allow the vampire to drink their blood until they eventually die. Those killed by a vampire in this manner will be reborn as a vampire in 2d4 days. In addition, vampires are able to assume the form of mist-like vapors and transform into bats or wolves at will.

Level: 10th Oracle/Mage

62 Dp's

MAGIC ITEMS

SPELL BOOK w/Create Fire, Create Fire, Create Light, Detection of Magical Aura, Inscribe, Protect, Magic Dart, Sprint, Detect Ethics, Detect Invisible Creature, Invisibility, Levitate, Shifting Images, Shocking Ray, Ball of Fire, Bolt of Lightning, Create Simple Illusion, Flight, Paralyze.
SPELL BOOK w/Encasement Glyph, Dispel Curse, Storm of Ice, Trip, cone of Hail, Paralyze Monster, Improved Bolt of Lightning.
Level 4 Cloak of Guarding Wand of Bolts of Lightning (26 charges)
Vial of Phantom Form Potion Level 1 Ring of Guarding

Gordax "The Terrible"

Human/Knight

Gordax is a human male of 57 years of age. He is 5 ft. 9 inches tall and is of slender build. He has normal ability scores with the exception of leadership ability which is above average. Gordax has a deep hatred of Garznic and will do everything in his power to try and convince the party to help him destroy the demon.

Level: 10th

92 Dp's

Gordax has been left to the game-master to flesh-out. It should be noted that he is not intended to become an adversary of the party. If they refuse to help him, he will go the Demon Summoning Chamber, summon Garznic, and do battle with the demon. If this scenario occurs, Garznic will easily slay Gordax and be free, once again, to pillage the countryside.

MAGIC ITEMS

CLOAK OF FLIGHT

This magical cloak appears as does any normal cloak. However, if a Detection of Magical Aura spell is cast radiance will be observed. Cloak of Flying magically adjusts its size to fit a being as short and stout as a dwarf to as large as a giant. When worn the cloak empowers its wearer with the power of flight; allowing the owner to fly at a movement rate of 18 for up to 4 hours per day.

Gold Coin Value: 1,000 gc's

LONG SWORD OF SEVERING

The Long Sword of Severing is a level 3 weapon that has a 10% chance of severing an opponent's appendage on any hit (see chart below):

Roll d10 to determine result.

1. Opponent's right hand/wrist.
2. Opponent's left hand/wrist.
3. Opponent's right arm/shoulder (weapon delivers double damage).
4. Opponent's left arm/shoulder (weapon delivers double damage).
5. Opponent's right leg/knee; opponent's Mvm and agility are reduced by 1/2.
6. Opponent's left leg/knee; opponent's Mvm and agility are reduced by 1/2.
7. Opponent's right leg/hip; weapon delivers double damage, opponent's Mvm and agility are reduced by 2/3.
8. Opponent's left leg/hip; weapon delivers double damage, opponent's Mvm and agility are reduced by 2/3.
9. Opponent's torso at waist; weapon delivers triple damage, opponent has of 10% cumulative chance per minute of bleeding to death.
10. Opponent's head/neck (humanoid opponents are slain all others suffer quadruple damage).

Gold Coin Value: 25,000 gc's

MACE OF LIVING DEAD SLAYING

The Mace of Living Dead Slaying appears as finely crafted mace with no special abilities. If a Detection of Magical Aura spell is cast, an aura will be seen. At all times the Mace of Living Dead Slaying functions as a level 2 weapon, however, in the hands of a Zealot, its true powers become known. The Mace of Living Dead Slaying is a level 5 weapon that does 3d6 Dp's damage to any living dead creature it strikes. In addition, living dead creatures struck by the mace must make a magic check or be reduced to a pile of dust.

Gold Coin Sale Value: 15,000 gc's

POTION OF CURING

This potion is generally found in a small metal or glass vial. When consumed, this potion heals 2d6 Dp's of damage that the imbiber has sustained. Drinking half of the potion cures d6 Dp's of damage. Drinking less than half the vial has no effect.

Gold Coin Value: 200 gc's

POTION OF SUPERIOR-CURING

This potion is generally found in a small metal or glass vial. When consumed, this potion heals 4d6 Dp's of damage that the imbiber has sustained. Drinking half of the potion cures 2d6 Dp's of damage. Drinking less than half the vial has no effect.

Gold Coin Value: 425 gc's

MAGIC ITEMS (Cont)

POTION OF PHANTOM FORM

This potion is generally found in a small metal or glass vial. When consumed, this potion alters the chemical structure of the imbiber as to make his or her body (and all possessions) shadowy and immaterial. A character under the effects of phantom form is not hindered by physical obstacles such as doors or walls. Such characters appears as a shadowy substance with a vaguely human form. Characters in this state are immune to all forms of magical and physical attacks but, are prevented from launching attacks as well. Those attempting to attack while in phantom form are stunned for 1 minute as the potion's effects are nullified. Drinking the entire vial allows phantom form for 20-80 minutes; drinking half of the potion allows phantom form for 10-40 minutes. Drinking less than half the vial has no effect.

Gold Coin Value: 400 gc's

POTION OF SIZE ALTERATION

This potion is generally found in a small metal or glass vial. When consumed, this potion enables the imbiber to alter his or her physical size to as small as 1% or as large as 200% of character's original size. The character need only to visual the size he or she wishes to attain and size is altered accordingly. The character may alter size as often as desired while the potion is still in effect. Drinking the entire vial allows size alteration for 20-80 minutes; drinking half of the potion allows size alteration for 10-40 minutes. Drinking less than half the vial will have no effect.

Gold Coin Value: 400 gc's

POTION OF SIZE REDUCTION

This potion is generally found in a small metal or glass vial. When consumed, this potion enables the imbiber to reduce his or her physical size to as small as 1% of character's original size. The character need only to visual the size he or she wishes to attain and size is reduced accordingly. The character may change size as often as desired while the potion is still in effect. Drinking the entire vial allows size reduction for 20-80 minutes; drinking half of the potion allows size reduction for 10-40 minutes. Drinking less than half the vial will have no effect.

Gold Coin Value: 200 gc's

ROD OF THE WARRIOR

When found, the Rod of the Warrior appears as a steel mace with spiked head and metal shaft. The Rod of the Warrior a level 2 weapon that can be commanded to perform the following functions:

1. *Short Sword*, command word "Short Sword". When this command words is spoken, the Rod of the Warrior will take the form of a level 2 short sword.
2. *Long Sword*, command word "Long Sword". When one of these command words is spoken, the Rod of the Warrior will take the form of a level 2 long sword.
3. *Mace*, command word "Mace". When one of these command words is spoken, the Rod of the Warrior will take the form of a level 2 mace.
4. *Rod*, command word "Crowbar". When this command word is spoken, the rod takes the form of crowbar that can be used to open door of other portals and cannot be broken.
5. *Shock*, command word "Electrocute". When this function is used and the victim is struck in battle with the rod, a jolt of electricity is delivered to the victim. This jolt delivers 4d12 Dp's (successful magic check indicates only half-damage is sustained). Those wearing metal armor always receive a base 3 points per die of damage even with a successful magic check. The Rod of the Warrior can perform this function up to three times a day.

Gold Coin Value 35,000 gc's

MAGIC ITEMS (Cont)

STAFF OF THE HEALER

This device allows a Zealot to heal 100 points of damage per day. However, if more than 25 points are healed in a day then charges are drained from the staff. See chart below:

26 - 45 points	1 charge
46 - 65 points	2 charges
66 - 86 points	3 charges
86+	4 charges

This staff has 20 charges when found and cannot be recharged.

Gold Coin Sale Value: 35,000 gc's

STAFF OF THE MAGUS

This staff appears as a highly polished dark-wood staff engraved with carvings of arcane sigils and glyphs. The head of the staff is carved with the likeness of a kindly old man with flowing beard and long hair. This staff is useable only by those of the magus or mage class and can be commanded to preform the following feats of magic.

1. *Detection of Magical Aura*, command word "Detect", causes all items with magical properties, within 15 feet, to glow with a dim green illuminance. Activation time: 10 seconds. Cost: 1 charge.
2. *Thunder*, command word "Thunder". When the command word is spoken, a deafening clash of thunder rings from the staff. All opponents within a 60 ft. radius of the staff must make a magic check or be stunned for d6 minutes. Those who make their magic check suffer -10% to all attack roll for d6 minutes. Activation time: 1 second. Cost: 1 charge.
3. *Electrical Arc*, command word "Lightning", an arc up to 80 ft. long extends from the staff to the victim. This arc inflicts 4d12 Dp's of damage (successful magic check indicates half-damage is sustained). Those wearing metal armor receive a base 4 points per die of damage even with a successful magic check. The arc is 5 ft. wide and thus will often hit only one opponent. Activation time: 10 seconds. Cost: 2 charges.
4. *Acid Rain*, command word "Rain", a driving storm of acidic rain pours down. The storm has a radius of 120 ft. and may be centered on any area within 120 yards of the staff. Those caught in the storm suffer 4d12 Dp's of damage (successful magic check indicates half-damage is sustained). The acid rain is magical in nature and evaporates after 1 minute. Activation time: 15 seconds. Cost: 3 charges.
5. *Flame Comet*, command word "Flame", a comet of flame is shot at the desired target. This comet has a range of 100 ft. Those struck by the comet suffer 3d12 Dp's of damage (successful magic check indicates half-damage is sustained) from the comet's impact. In addition, the comet erupts in a ball of flame that consumes everything in a 30 ft. radius. Anyone caught within this radius must make a magic check or suffer 6d12 Dp's of damage. Casting time: 20 seconds. Cost: 4 charges.

Gold Coin Sale Value: 25,000 gc's

This staff has 20 charges when found and cannot be recharged.

NEW SPELLS

CURE MINOR WOUNDS

TYPE: Zealot	LEVEL: 2nd
RANGE:0	MAGIC CHECK:None
CASTING TIME:12 Seconds	EFFECTED AREA: Person Touched
DURATION:Permanent	

DESCRIPTION: Upon laying his or her hand upon a creature and uttering the incantation of this spell, the zealot is able to heal 2-10 (d4+d6) Dp's of wounds or other damage to the effected creature's body. This spell has no effect on living dead creatures.

NEW SPELLS (Cont)

REMOVE PAIN

TYPE: Zealot
RANGE:0
CASTING TIME:18 Seconds
DURATION:Permanent

LEVEL: 3rd
MAGIC CHECK:None
EFFECTED AREA: Person Touched

DESCRIPTION: This spell instantly kills all pain being suffered by its recipient (pain from wounds, maladies, and even spells is negated). In addition, this spell heals 2d6 points of damage. This spell has no effect on living dead creatures.

The reverse of this spell, Cause Pain, delivers 2d6 points of damage and fills the victim with such pain that it cannot attack or defend for the next 2d4 minutes. The spell requires a successful bare handed hit within 3 minutes of the casting or it is lost. The victim is entitled a magic check and if successful, the pain effect is not felt, but the victim still suffers 2d6 points of damage.

NEW MONSTERS

THANTOS (The Death Wish)

AMOUNT ENCOUNTERED:1
ARMOR RATING: Special
MOVEMENT: Special
DIFFICULTY TO KILL: Special
COMBAT POTENTIAL: Special
DAMAGE POTENTIAL: Special
UNIQUE ABILITIES: Special
DEFENSES AGAINST MAGIC: Special
MENTAL CAPABILITY: 8
ETHICAL BELIEFS: Evil
BODY BUILD: Special
REWARD FOR DEFEATING:
Simple:200 +100/DK
Moderate:400 +200/DK
Difficult:800 +400/DK

The thantos is the spirit of a deceased human that refuses to release its grasp on life. This refusal to accept its condition results in a mental derangement that causes the monster to enter a state of homicidal mania when confronted with living beings. But in spite of its homicidal attitudes it will utilize extreme cunning to achieve its goals; the death of all it encounters.

When first encountered, the thantos will be a simple pile of bones. As living beings approach within 60' the bones slowly coalesce forming an appearance resembling the closest being to the thantos.

All beings viewing this formation must make a magic check or flee in terror for 2-12 minutes.

One minute after the formation begins the thantos has completely duplicated all the powers and belongings of its chosen victim. Even unique items and powers are duplicated. The only exceptions to this duplication process is that the thantos is shrouded in a aura of death, and the thantos always assumes the opponents powers when at full health. Thus wounds are never duplicated.

The thantos immediately enters battle, as would the being it has duplicated. However, the thantos has some additional powers. If attacked by magic it has all of the defenses associated with its form, plus a 50% Defense Against Magic rating. If injured the thantos can repair damage at the rate of 1 point per minute.

The first attack by a thantos will always be the duplicated beings most powerful attack and will frequently be delivered with surprise. In many circumstances this initial attack may harm numerous opponents. But all subsequent combat tactics will be directed primarily at the chosen target. Once this opponent is slain, the thantos retains the being's powers and moves to eliminate all other beings nearby.

The major weakness of a thantos are fire-based attacks and attacks designed to specially harm the living dead. Against these attacks the thantos gains NO Defense Against Magic rating and even its magic check is made at a -15% penalty. Furthermore, fire-based attacks deliver double damage and attacks designed to harm the living dead cause triple damage.

If defeated, a thantos crumbles into a pile of bones only to reform one day later, unless the bones are destroyed with fire or powers to eradicate the living dead.

NEW MONSTERS (Cont)

A thantos is only encountered in an area sanctified to the powers of evil. The summoning of these creatures is only possible with a very rare magical tome entitled The Rituals of Thantos Summoning. Aside from the tome, the summoning requires at least two human sacrifices. The summoning one full moonless, night to complete. If something goes awry the summoner is slain and the tome is consumed.

When confronted there will typically be only one thantos. But in some rare circumstances there is one thantos per living that enters the protected area.

GARZNIK

AMOUNT ENCOUNTERED: 1
ARMOR RATING: -10
MOVEMENT: 24" (in flight)/15" (on ground)
DIFFICULTY TO KILL: 16
ATTACK POTENTIAL: 2
DAMAGE POTENTIAL: 1d12+4/1d12+4
UNIQUE ABILITIES: See below
DEFENSES AGAINST MAGIC: 80%
MENTAL CAPABILITY: Genius
ETHICAL BELIEFS: Evil
BODY BUILD: Humanoid
REWARD FOR DEFEATING:
 Simple: 500
 Moderate: 1000
 Difficult: 2000

Towering over 12 ft. tall, Garznik is evil incarnate. He delights in the torment of others and enjoys maiming the helpless. Garznik appears as a muscular, smooth skinned humanoid creature with bat-like wings and pointed ears. He wears a wire woven necklace that's strung with the skulls of past victims and an ornately carved leather girdle that bears the visage of a demon with its mouth gaping open.

Garznik's evil motives are such that he often attacks those he is called to serve. His power is such that he is feared by lesser demons and shunned by those who are more powerful.

Garznik is struck **only** by non-magical weapons; a secret that many opponents have learn too late. In battle, he attacks with a jagged bladed, **LEVEL 3 SWORD OF BLACK ESSENCE**. Garznik is so skilled with this weapon that he attacks twice per combat sequence and gains +15% on this chances to score a successful hit. Anyone struck in combat by the sword suffers d12+4 points of damage and must make a magic check or suffer 5d10 points of damage as their life essence is stolen by the blade. The Sword of Black Essence transfers this life essence to Garznik in the form of Defense Against Magic (DAM) points. For every 10 points of life essence stolen by the sword, Garznik's DAM increases by 1 point. This is in addition to Garznik's already high DAM. These additional DAM points last for a period of 24 hours. The Sword of Black Essence has strong ties to the abyss. Thus, any non-demon grasping its hilt must make a magic check at -10% or be drained of all life essence.

Garznik has the following spell-like powers: Create a Globe of Darkness 3 times per day. This globe has a 20 ft. radius, lasts for 2-20 minutes, and does no hinder Garznik's vision. Teleport at will; this ability taking only 1 second to activate (he often uses this ability to attack from the rear or gain some other form of strategic advantage against opponents). Alter Form at will; this ability takes 10 seconds to activate (he often uses this ability to appear as a wounded female).

NOTE: Garznik is not intended to be an adversary of the party. If played properly, his sword and many spell-like abilities may prove to be too much for the party to handle. Remember, the plot requires the party to search the ruins to find the clues to dispose of this demon without having to resort to hand-to-hand combat.



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