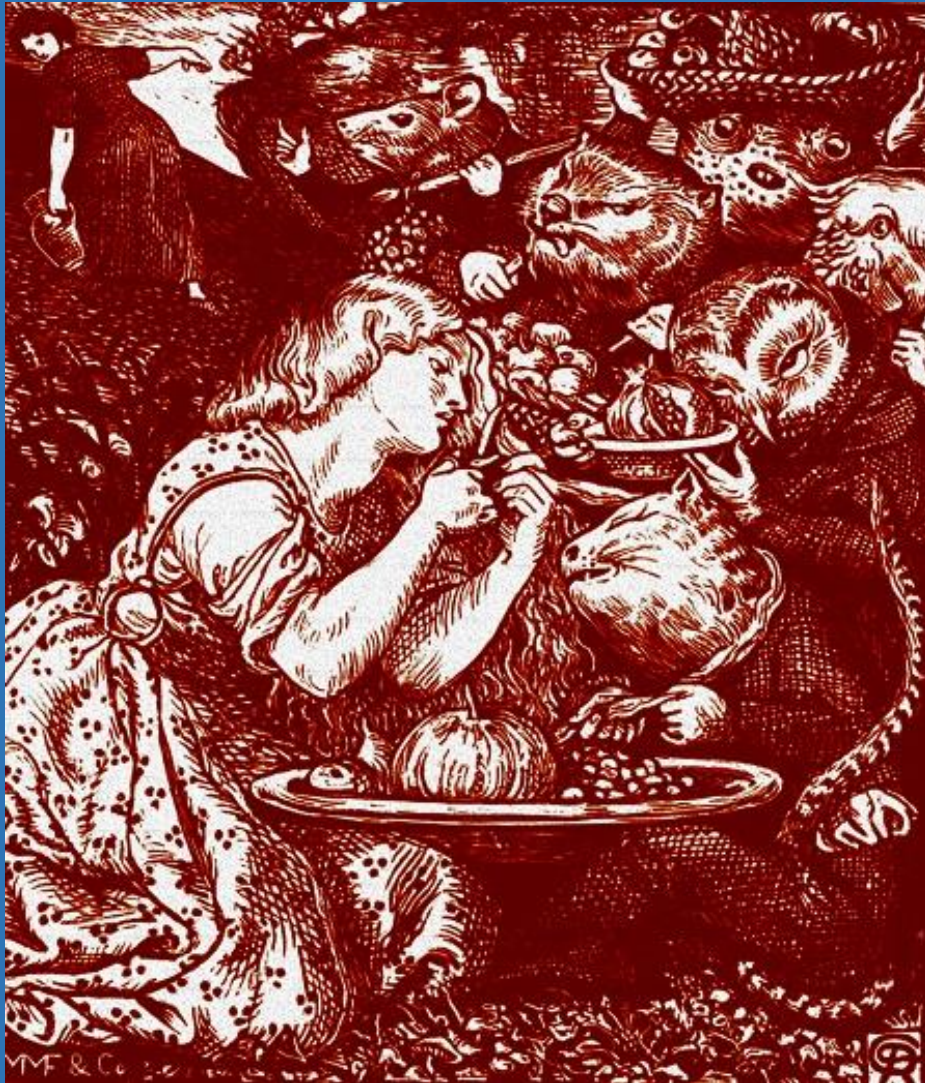


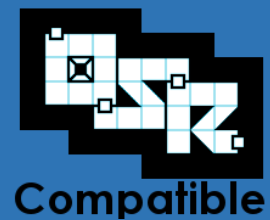
PO-2

# *Goblin Market*

By Dave Tackett



An OSR compatible module for any old school RPG or modern clones, designed for character levels 10-12.



# PO-2: GOBLIN MARKET

By Dave Tackett



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This module is OSR Compatible and can be used with any old school RPG or modern clones. It was designed with the advanced version of the game in mind but with minimal changes can be used with original or classic rules or their clones.

Encounters are listed in the following format: Orcs (4) – AC 6 (14), HD 1, #AT 1, D 1d6  
Armor Class is given descending values with ascending values in parentheses. An unarmored character is AC 10.

**About:** **PO-2: Goblin Market** is an OSR compatible module for any old school RPG or modern clone, designed for character levels 10-12, but it is easily adaptable to other levels. It is technically a sequel to the earlier *QuasarDragon Games* adventure **PO-1: The Stolen Child**, but characters who have not played through that module are in no ways disadvantaged.

**Highlighting Key:** As an aid to quickly finding key parts of the description, various aspects are color coded. **Sepia toned passages are safe to read to the players**, although characters' prior actions might cause a few to need altered. **Green passages are most characters' favorite** as they represent treasure. **Light blue highlighting** is a potential combat ally and light grey is merely shading. **Yellow highlights** some traps, and the final coloring is for the main danger for the PCs. **Light red represents the monster encounters.**

### Background

The town of Sligo was founded forty years ago in the shadow of Sleuth Wood. Serving the needs of travelers, farmers, and a small lumber operation, it quickly. However, the region has not been without its share of troubles. Undead monsters have been a minor plague on the area, wandering out of the wood and causing havoc, but these are usually intercepted by loggers or the patrols set up for just such a purpose. At worst, a stray ghoul or two will wander into a field and kill a cow or a couple of sheep. These undead come from the ruins of an ancient Bronze Age city and the larger packs tend to stay close to the ruins. Some of the townsfolk, are aware that there are dangerous ruins in Sleuth Wood and the nearby mountains.

The ancient Bronze Age city, named Kish, was home to humans and a now forgotten type of elves. These elves were completely ageless, though they could be killed. They lived

harmoniously with their human allies for generations with little cause for conflict and many benefits from cooperation. These elves tended to be better at magic and the humans better at fighting, but these were only tendencies and both groups constantly learned from each other.

This tranquility ended when a new invention was brought in by human traders from a distant land. Steel and the method of forging it seemed a godsend at first. But, it soon became clear that it was a blessing for only half of the population of Kish. At first the Kish elves thought it was just the touch of iron and steel that gave them problems. But over time they realized that it was far worse, that the trace amounts of iron in the air from smelting and forging were mildly toxic to them. They begged the humans of Kish to forgo this and return to using bronze, but steel was too great a tool to be given up.

The elves of Kish realized that there was no place where they could be completely safe from this new threat so they created a new world, a minor demi-plane of their own. Leaving this world, they swore revenge on the selfish humans of Kish. But as the years passed, Kish was overrun by enemies, destroyed, and eventually forgotten. Having no one to take revenge upon, the elves for there were no human settlements near their gate, they fell into petty decadence, their once great achievements nearly forgotten. Only in population did they grow.

With the founding of Sligo, old hatreds were rekindled as the former elves of Kish, viewing Sligo as Kish reborn, again had a chance for revenge. But most Kish elves, born long after the exile, are more interested in indulging in as many vices as possible than in revenge.

However, some older Kish elves, especially one who has dubbed herself the "Merciless One."

have never forgotten their loss. Under her leadership, they plotted the end of humanity, or at the very least, its enslavement. Over the last thirty years, Kish elf scouts have lured away several children with false promises; it is important to many of the “great ones” that they come of their own free will because the inhabitants of Kish freely chose iron over their elven citizenry. Recently a captured child was rescued and a guardhouse on the Kish elf plane was raided by a group of courageous adventurers (possibly the characters). Seeking revenge, the “Merciless One” decided now it the time to set her plans in motion.

The Merciless One has decided to hit the area with everything that she can. Preferring to work through proxies, she has enlisted a few hill giants to guard and maintain a group of rust monsters especially bred to live above ground. This, the weakest of her plans, is meant more to clear away steel and iron that would be left behind by fleeing and dead residents of the area. She has created a magical *Ring of Human Summoning* and entrusted it to a pair of hags, hoping that they will pick off some of those who are strong enough not to be driven off by her other plans.

She has created a magical devise to prevent crops from growing and left it with a pair of annis sisters and their ettin followers, hoping to starve the people around Sligo. Her cruelest plan is the *Anti-Life Sphere* which will kill the weak and sick in the area. Its worst damage is psychological as it will kill most babies and toddlers, instantly turning them into weak zombies, often while still in their parent’s arm. This she has left in the hands of a powerful, anti-social lich. And lastly, even further proving her insanity, she has opened a gate to a plane of the Abyss, allowing the Demons their free access to this world.

Fortunately, the heroes are here to put a stop to these machinations and there is someone from the “Merciless One’s” past who is aware of the plans and more than willing to point the characters in the right direction.

### **Possible Adventure Outline**

While traveling, the characters stop in the town of Sligo to resupply or recover from their last adventure. They arrive, either by happenstance or by intent, the evening before a much anticipated “goblin market.” This market, a collection of somewhat exotic goods and entertainments, is run by a motley collection of beings whose ancestries are unidentifiable and whose motivations are unreadable. The next day, after the characters have had time to shop and likely participate in an archery contest and talk to the seer, chaos breaks out as a wave of extreme pain washes over the entire area. While only a minor nuisance for the hardened adventurers, it is devastating to the townsfolk. Many fall unconscious and some, including several children, instantly die. Even worse, those who die instantly reanimate as Zombies, most having only one hit point.

Assuming the characters decide to try to help Sligo and the neighboring regions against these evil schemes, they will be given any aid they request, though the most useful will likely be the advice from the seer. After stopping the five-part plot by the “Merciless One,” the characters will have a final showdown with her on the island with the gate to the Kish elf demi-plane.



# Stage 1 – Goblin Market

## Conditions

All encounters during faire/market are outside. The weather is quite pleasant and crowds of people are always nearby. Neither Sligo nor the surrounding region is mapped in order to make it easier to place in any campaign world.

## Sligo

The town of Sligo (Pop. 600) was founded approximately forty years ago. As a local lumber operation grew in size, shops sprung up to serve their needs, as well as those of the many travelers that pass through. It is a quiet town that has the misfortune of once again being at a center of old hatreds that are just now coming to a head.

(Only three of Sligo's buildings are detailed here, so GMs should feel free to add any buildings they feel might be helpful and appropriate.)

### 1 The Drag-On Inn and Tavern.

The inside of the Inn is painted a gaudy shade of green. Everything else is painted various clashing shades of bright or dark green. Even the dishes are made of green glass. On one wall, dark makings have been painted over and it is impossible to tell what they were. If asked, Otto Goodhill, the Halfling owner/barkeep will sigh and explain that after the green dragon of Sleuth Wood was killed a few years ago, he renamed the Inn “The Green Dragon’s End” and as a pun had painted a green dragon mooning the tavern’s patrons. According to Otto, the mayor and several other prominent citizens had threatened to evict him if he didn’t get rid of the painting and rename the inn.

Because the Drag-On Inn caters to locals as well as travelers, food and lodging at the inn are cheap but good. Lodging should cost the typical

cost for an Inn, but it is exceptionally clean, while food and drinks cost about one-half the typical price. Otto serves nothing harder than mead to prevent barroom brawls and other trouble.

Otto is fond of bad puns and knows a little of the history of the region. However, he is not a very good source of information.

### 2 Tadc’s General Store.

A large store that has become a “must visit” for travelers passing through Sligo. Tadc’s has virtually every non-magical item imaginable for sale, except weapons, armor, gems, and jewelry. Here the characters can find anything they might want for 90% the book price for the item. Tadc will only pay 20% of book price for any item and will normally not haggle, either on buying or selling. A rare exception to this is a +3 Short bow that is priced at 10,000gp. (He purchased it for 200gp from an extremely desperate adventurer and will sell it for as low as 1500gp if the buyer has the cash on hand. He lent the bow to Ruadan to use in the archery contest as free advertising.)

### 3 Slido’s Blacksmith and Armory.

This well-run blacksmith shop is owned by a relatively friendly and talkative dwarf named Nyr Stoneaxe. A bit elderly and hard of hearing, he misheard the name of the town when first opened shop and has kept the name as a bit of self-deprecating humor. He sells swords, daggers, axes, and knives at 120% book price, but they are all exceptionally well made. He also sells chainmail and plate mail at book price. He can custom make any common non-magical weapon at 200% book price (300% for a rush order of 24 hours). Surprisingly he also has a large selection of bows and arrows, which he sells on consignment for his friend Vindalf, an elf who lives in a nearby city.

# The Market and Faire

The highlight of the year for the residents of Sligo is the annual faire, with its contests, entertainments, and rich variety of foods and goods. This year a group of goblin merchants (see new monsters in appendix) have decided to set up a goblin market during the faire. Goblin markets are well known, in this area at least, for their exoticness.

## Faire Events

### 1 Archery Contest.

A highlight of the fair/market is the yearly archery contest. This contest is open to anyone who is willing to pay the 10gp fee for a shot at the winner take all prize of 200gp. The rules of the contest are simple. Participants go one at a time, shooting a total of ten arrows a small target 100' away. Points are awarded by how close to the center of the target the arrows hit. One point is awarded for any hitting the large outer ring of the target, five points for hitting the much smaller inner circle, and ten points for hitting the very small bulls-eye. The points for the ten shots are totaled and the highest total is the winner. In the event of a tie for the lead, there is a shootout in which the tied contestants each takes a single shot at the target until one of them outscores the other.

Any standard bow (long, short, composite, even a daikyu) would be welcomed, but not crossbows, slings, or similar weapons. Magic bows are allowed and one contestant, Ruadan the Red, openly brags that his short bow is magic (it is and is for sale at Tadc's General Store.).

If at least one character enters the competition, they are likely to meet other contestants. The most important contestants are the top four finishers (not counting the PCs), any of which, except the Halfling, might be interested in

serving as henchmen/hirelings for the characters. They are all detailed in the NPCs section of the appendix.

Except for any character who enters the contest, the top five finishers are Ruadan the Red with 71 points (outscored Siofra 10-1 in a shootout), Siofra with 71 points, Brandon the Hunter with 53, Buckberry with 52, and Rya Kaarsta (not detailed) an eleven-year-old daughter of a nearby lord with 39 points. No other contestant scores over twenty points due to too little talent and too much cheap beer. In addition to the monetary prize, each of the top three finishers will receive a cheap medallion. For the next two weeks, while in Sligo, any character placing in the top three and wearing one of these medallions will have an effective +2 added to their charisma and will have all their drinks at local taverns paid for by admirers.

Characters entering the contest will shoot ten arrows at the target. For each arrow they should make a to hit roll. The armor class for the circles are AC 10 for the outer circle, AC 5 (15) for the middle, and AC 0 (20) for the bulls-eye. For each arrow the characters shoot, they receive points for the best result their roll allows. (For example: Rhoad needs a 19 to hit the bulls-eye, a 14 to hit the center ring, and a 9 to hit the outer ring. If he rolls an 18, he will hit the middle ring and receive 5 points. If he rolls a 19, the arrow hits the bulls-eye and he will receive 10 points.)

In the event that a character is tied for the lead after ten shots, they will have a shootout with Siofra and Ruadan. In the first turn, Siofra will score 1 point and Ruadan 10 points. If the character(s) scores 10 points, they will continue the shootout with Ruadan who scores (5,10,1,10,5) in the following turns, until either defeated or victorious. In the incredibly unlikely event that there is still a tie at this point, the game master can have Ruadan score a 5 in each

succeeding round until there is a winner.

## 2 Invisible Pig Chase

This is a traditional prank played on outsiders. Everyone is told there is an invisible piglet that has also been “bewitched” to remain within 100 yards of Sligo and the faire. The piglet is described as weighing about twenty pounds and being perfectly normal, though the most energetic of its litter. There is a 200 gold-piece prize for its capture.

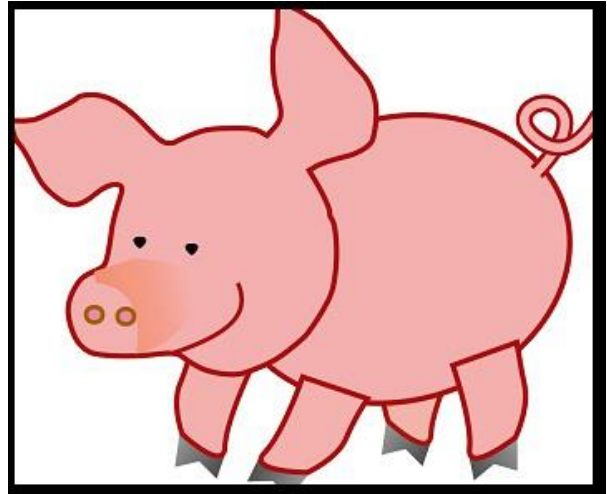
If the characters fall for this at all, they will soon figure out that there is no piglet (via failure of detect magic, detect invisibility, etc.). If they confront any of the event organizers, they will laugh and explain that the joke is a long-standing tradition to give rowdy children something to do and to welcome visitors to the community.

Not so harmless is the fact that many miscreants take advantage of the sporadic bouts of chaos the chase causes. This year, several thieves from a nearby city have infiltrated the faire and are actively pickpocketing while pretending to be cluelessly chasing the invisible pig. If, as is very likely, the characters look like they might have valuables, they will be targeted by a pickpocket attempt once every other hour by a thief of level (2d6).

One way that the GM can handle this is to let one of these attempts to succeed spectacularly, taking something extremely valuable from the party then later, when the first come in contact with the seer, have her tell the party where the thieves stashed the item and 2d20 gold pieces. This gives the party a practical demonstration of her abilities and returns the valuable item to the party plus interest.

Should Sligo happen to become an established area in your campaign and the characters return

next year, the invisible pig contest will have been replaced by a real greased pig contest open only to young children.



## The Market

“Booths of all types fill a couple of acres of formerly empty pasture. Items and refreshments of all types are available here. There are booths run by local townsfolk and nearby farms. There are booths manned by humans and familiar races as well as booths run by beings of indeterminate race who look like strange mixtures of human and beast and call themselves Goblins. Large crowds mill about with the occasional person chasing after an invisible pig.”

Game masters should allow characters to find anything they want, within reason. However, if the purchased item is magical, it has a 75% chance of being a clever fake, that will be discovered only after it is used away from the booth. The booth will be gone if the characters return for a refund or revenge.

If the characters played through **PO-1: The Stolen Child**, game masters can have Mad Manda have a booth here, selling good luck cats that speak perfect common by moonlight. She is asking ten gold pieces per cat but can be haggled

down to as low as three copper pieces, but will not sell any to an Elf or Half-Elf. The cats are not in any way and do not talk. She has roughly twenty available.

## 1 Monks

“At a small stand a group of friendly, robed men sell beer, mead, and baked bread to faire goers. Obviously popular, this stand is frequently surrounded by mixed groups of people (poorly) singing various drinking songs.”



These six men are all from a nearby monastery and often sell their goods to local establishments. They are quite popular here and their drinks are typically the heart of the faire. They too are a bit inebriated and invite everyone, especially adventurers to visit their

monastery and brave the wilds beyond.

These monks are not the adventurer class, but are instead similar to medieval European monks. They are mostly non-classed, but one is a sixth level ranger. GMs who are afraid the term “monk” might confuse their players can refer them as “friars”.

They are fully aware as to the location of the Ettins (Stage 4) and know roughly where the Hill Giants (Stage 2) are, but they are afraid to take on such powerful foes and have bribed away the Ettins with many barrels of beer. They will gladly point the characters in the right direction if they are at the monastery. Once the first anti-life pulse hits, the monks will leave for their monastery. Two of their members feel its effects and are greatly weakened. It will take them an hour to pack up.

## 2 Novita Sorora (The Seer)

“A beautiful, raven-haired Elf sits on a stool behind a small stand with a sign that reads ‘Fortunes Told – 5 Gold Pieces.’ She leans forward, her hand resting on a crystal ball, and beckons you to her, stating that fortunes are free to bold heroes such as your selves. As you approach close enough to see her eyes, you can tell that she is obviously blind, but she looks you straight in the eyes and says ‘come, I may be blind, but few can see what I can.’”

Novita is important to the adventure, although it is theoretically possible to complete the adventure without her. If the characters accept her offer for a free fortune telling, she will pull out a glowing deck of cards that seems to be made glass. After shuffling it, she will let the characters cut the deck if they like then begin turning over cards.

After stating that “We must first let the cards tell us about what has happened,” she will turn over

several cards and then accurately describe the characters' most recent triumphs, though in somewhat obscure phrasing (i.e. the defeat of a Black Dragon might be called the fall of a ravaging Lizard that burns without flame). Then she turns over a three of swords card that seems much older and more worn than the other cards, a wheel of fortune card that she fumbles and it lands sideways, and a seven of wands.

“An ancient sorrow is now in play; it is the catalyst of all that the cards foretell. There are changes coming, but for good or ill is yet to be determined. And I'm sorry to say, there will be many conflicts. This is the overview; would you know more?”

Unless, the characters quickly respond negatively, she will continue. She rolls a pair of dice and feeling the pips, says that there are six conflicts. Taking three more cards from the deck, she lies a prince of swords upside down, a five of disks card upside right, and a card showing ashes upside right.

“Here there is limited intellect apposing you, simple brutishness. There is a great danger of loss, especially material loss. I can feel nothing else from these. Would you know more?”

Unless, the characters quickly respond negatively, she will continue. Again taking three more cards from the deck, she lies a ten of cups upside down, a strength card upside down, and an upside down empress.

“There is only hatred of life here, the poorly controlled passions of an anti-mother, old but a consumer of life, not a giver. Would you know more?”

Unless stopped, she draws three more cards, the characters noticing that the glowing deck is not getting any smaller, and lies an upside down

prince of swords on the table, next to it a magician card overlaps an upside down high priestess”

“Again there is brutish strength but it feels different. There is a negative female influence here, it is combined with magic. There is an intangible feeling of wrongness here, something that does not belong, something very dangerous. Would you know more?”

She does not even wait this time before placing three more cards in front of her, as if she wants to move on from the prior reading as quickly as possible. On the table are a death card, a magician, and a tower. She smiles sardonically at the cards.

“Not the most elegant or mystical result, anyone could read this. You must face a dead magician in a tower. Of course, it would not be a threat if he or she were merely dead. Would you know more?”

She places three cards on the table, a hermit, a devil, and a gate.

“Hmm? Warnings and advice, good but not too informative. The devil can mean temptation to gold or fleshly desires, but perhaps the deck is still being absurdly literal. And a gate can mean the beginning of a journey or the end of one. Perhaps there is unexpected travel involved. Would you know more?”

She places just two cards for the characters to see, a magician and a princess of swords.

“The final foe is powerful, she is intelligent yet reserved, strong yet fragile, and above all the power of magic flows through her. Now let us see if there are any to advise you on your way.”

Again she lays two cards in front of you, a high priest and a queen of swords. From where you sit, the card seems to reflect the face of the blind seer.

“I see that you might receive advise and aid from a holy man or holy men if you ask. As for the queen of swords, a perceptive observer, I can offer to serve in that capacity until you find someone better. Yea or nay, I can only beg that you bring me proof of your victories over these evils. I will consult my cards and other means to try to find out more for you. Seek me here or in the Drag-On Inn.”

Novita is deceiving the characters, but only about her means of getting the information that she gives them. She is on their side, but wants to keep her connection to the Merciless One secret for now. The cards are merely a special deck that glows and magically allows her to draw whatever card she wants, even if it has already been drawn.

If the characters are near her when the anti-life pulse occurs, she will suggest they follow the monks and hint they might be the holy men or at least know them. She informs them that time is limited, that she “feels” that wave of pain will return if it is not stopped soon.

If they return to her with proof of their victories, she will lead them to the “Merciless One,” telling them that she can stop her if they can hold out against her and her allies for a short time.

### 3 Faire Rumors

These are snatches of conversation overheard during the faire and its events. The game master can safely allow the characters to hear as many as they like.

1) “I swear I seen it, a Giant Cockroach

*the size of me daughter’s pony! Up past the monk house.”* (Half true. It was an escaped Rust Monster)

2) “*My brother, Coln is missing. Phelan says he saw him wandering toward the river and called to him, but he didn’t respond.”* (True)

3) “*A Hill Giant chief has a steading in the mountains nearby. He is being aided by Drow.”* (False)

4) “*... and then the seer said ‘and either must die at the hand of the other for neither can live while the other survives’*” (False)

5) “*There is no invisible pig, Ealga. It’s a friendly joke played on outsiders and children.”* (True)

6) “*I saw some ruins up near the mountains when I was hunting for a good copse of trees for cutting. Something about that tower and that dungeon still gives me the shivers.”* (True)

7) “*The mayor and wife are brother and sister. Sick, I call it.”* (False)

8) “*Some of those Goblin drinks are a bit weird, not too dangerous, but strange. And they are some kind of fairy, not what I’d call a Goblin.”* (True)

9) “*My crops seem to have stopped growing, I can’t understand it. The weather has been fine. Calin says his crops are doing poorly, too.”* (True)

10) “*I stayed overnight at monastery when I caught out in a storm. They were very hospitable, but a lot quieter than they are here.”* (True).

### 4 Other Faire Booths

There are several “Goblin” run booths. They sell many types of wines (only by the glass) and fruits, mostly normal, but exotic. However, a few have odd effects. All effects take place

fifteen minutes after the wine is drunk or the fruit eaten and last only for an hour. If the characters look for the booth that sold them the enchanted wine, they will find that it is gone. While the drinks have names, the characters are never told this.



**Wight Wine** - The character becomes a Wight but with their own memories and alignment

**Red Red Wine** - The character decides all money should be shared evenly, gives away all their gold, and tries to convince others of the importance of sharing.

**Switch Wine** – The character’s strength and intelligence are swapped.

**Broken Mirror Mead** – Any character with a charisma over twelve loses ten points of charisma. Any character with a charisma under nine gains ten points of charism.

**Indecent Icewine** - All clothes and armor that the character wears turn invisible for the duration of the wine’s effect. On the plus side, the character is immune to cold.

**Trans Trebbiano** – The character’s sex is reversed for the hour.

### 5 Wave of Pain

“As you walk through the teeming crowds, all seems well until a sudden, searing pain rips through you. People around you stagger and a few, mostly very young children and the elderly, collapse to the ground. As you shake off this sudden assault, you see the people who

collapsed start to rise. Relieved for a moment, your spirits fall when you hear the familiar moaning that sometimes accompanies zombies. As screams of terror fill the air, a baby in the arms of its mother leans forward and bites at her throat, clearly undead.”

This first occurrence of the anti-life pulse is the main catalyst for the adventure. The Zombies are not a serious threat to the characters and after killing ten or so, the situation will be under control. Many townsfolk and travelers have banded together to finish off the numerous other Zombies.

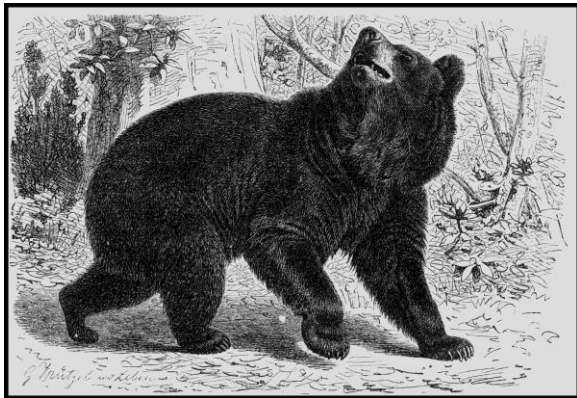
## Concluding this Stage

Having met and, ideally, listened to Novita Sorora, the characters will have some idea of what they are facing. Likely they will have fought a few Zombies, which will have been no threat to them, but the reactions of the townsfolk to seeing their children, elders, and some others die should be enough to spur all but the most cold-hearted of adventurers into action.

The Faire and Goblin Market are over shortly after the wave of pain hits as all outsiders, except Novita Sorora, flee the area. She will return to her room in the Inn.

If the characters don’t leave with the monks, Novita will tell them that she has had a vision that they should follow the monks. If they still don’t, they could figure out where to go from rumors and finding the center of the anti-life pulse, but it would take time to do so and Sligo would likely be doomed.

If they do follow the monks, they will be attacked on the way to the monastery by an Ettin hunting party.



Ettins (6) – AC 3 (17), HD 10 (52, 49, 46, 42, 40, 35), #AT 2, damage 2d8, 3d6

Orcs (6) – AC 6 (14), HD 1 (8, 8, 7, 6, 5, 4, 4, 4hp), #AT 1, damage 1d8.

Black Bears (2) – AC 7 (13), HD 3+3 (22, 12hp), #AT 3, damage 1d3/1d3/1d6.

Except for the ranger, all the monks hide under the wagon during combat.

Ranger Level 6 – AC 4 (16), HP 38, #AT 1 (club), damage 1d6 + 1.

**Treasure:** Each Orc has 2d6 electrum pieces (1d6 gp if your world doesn't have electrum). Each Ettin carries 3d10gp.

The monastery is detailed in the appendix.

## Stage 2: Rust Monster Farm

### Conditions

The area that episode takes place in is forested area with rough, uneven ground and an abundance of undergrowth. This would be an ideal place to set up an ambush and pick off a couple of guards, taking advantage of the cover and concealment. However, the uneven ground

does make fleeing much more difficult as both the Hill Giants and the Rust Monsters will be less impaired by it. [See map #2 in appendix.]

“Through the trees and about fifty yards away, you see what is apparently a small pig farm. There are several small pig sties and a couple farmers tending the pigs. As you look closer you notice that the farmers seem rather tall and stoop-shouldered. And do those pigs have antennas and weird tails? Nearby are two large ramshackle sheds. The smell of roasting pork comes from one of them.”

Every armored fighter's worst nightmare, these pens contain more than twenty rust monsters, all about to be unleashed upon this region. Bred to live above ground, these rust monsters are fully diurnal but otherwise identical to their subterranean kin. (GM's Note: the merciless one rushed into action and these might not be fully adapted to above ground living. If any escape, then the GM can decide whether to have them succeed and introduce a new nuisance to any encounter that they choose, or the GM can decide that they weren't fully adapted and that they fail to breed above ground.)

Each pen (12) contains a breeding pair of rust monsters. They are being kept here to be eventually released near Sligo where the Kish elves hope they will destroy much of the iron in the area. The rust monsters are tended/guarded by six hill giants that are being paid in gems. Each giant has 5 gems worth 500gp each. Understandably, the giants have neither metal coins nor metal weapons of any kind.

Hill Giant Guards (6) 3– AC4 (16) HD 8+1d2 (60, 41, 40, 39, 37, 32 hp), #AT 1, damage 2d8



Unless quickly overcome, the giants will attempt to free the rust monsters by smashing down their pens' fences. They have been instructed to release them if there is an attack and they realize that the monsters will likely attack any intruders.

There are twelve pens. Each pen is 15' by 15' with a small shed. These are standard outdoor pigsties that have been adapted for the rust monsters. Even if the giants are unable to release the rust monsters, there is a 1 in 10 chance of a pair breaking free each round in which an armored fighter is within a 100' of the pens.

Rust Monsters (24) – AC 2 (18), HD 5 (31, 28, 27\*2, 26\*2, 25, 23\*2, 22, 21\*5 19, 18\*4 17, 16, 14 hp), #AT 2, damage special.

### Guard house

“Inside this large, one-room shack is a low burning fire with a whole pig roasting over it. Numerous dank furs are piled on the dirt floor for simple beds. One look at these old, tattered furs that smell of mildew lets you know that they are worthless. Other than a few old bones (goat, pig, etc.) and evidence of the giants' poor sanitary habits, there is nothing else in the shack

except a very well-made lasso hanging on the wall.”

This hastily built shack stands roughly 15' high and is approximately 20' by 20' wide. Inside it is primitive to the extreme, with a dirt floor and piles of dank, mildewed furs on it. There is a fire pit with a roasting pig on a spit. Fortunately, the smell of the cooking food helps mask the stench of the giants' less than hygienic housekeeping. Easily spotted hanging from the wall is a lasso. (See new magic item *Lasso of Animal Conjuring* below.) This lasso is part of the hill giants' pay for their work.

### Storage Barn

“Inside this ramshackle building are large piles of scrap iron, totaling a few tons, and piles of straw as well as a few oversized shovels. It is unlit.”

This large 30' by 20' building is exactly what it seems, a hastily built building to hold food and bedding for the rust monsters. There is no treasure here; the scrap iron would only be worth a few silver pieces if it could be moved safely. Hiding in the barn is an ogre servant that is avoiding its giant masters who bully it mercilessly. It will only fight in self-defense and even then will flee if given an opening. It will try to barter information for freedom, though all it knows is that every few weeks a female elf shows up and gives the giants gems for their work. It knows that the giants were afraid of the elf and were making plans about where to go when this job ended soon.

Characters searching through the scrap iron should take one hit point damage per hour due to incidental cuts.

Ogre (1) – AC 5 (15), HD 4+1 (25 hp – currently only 19 due to bullying.), #AT 1, damage 1d10.

## Stage 3: Hag Tower



### Conditions

The encounter with the Hags will almost certainly occur outdoors in rather open conditions. If the encounter goes against the Hags, as is likely, the River Hag will attempt to *feign death* then slip away along the river, carrying the *Ring of Human Summoning* with her if possible. The Mountain Hag will attempt to fly away if she is reduced to twenty or fewer hit points.

Inside the ruined building is dark and the characters will likely need a torch or infravision.

“In the distance, you see smoke rising from a small fire, likely a campfire or cooking fire. Near the source of the smoke stand the crumbling remains of an old watchtower. You can hear talking near the fire, but you can neither make out the words nor see the speakers.”

The characters won't be spotted unless they walk openly toward the fire. A ranger, thief (rogue), or any character with similar skills can sneak close enough to see the Hags cooking the lumberjack. The Hags aren't particularly alert and aren't expecting their next victim arrive for some time. [See map #3 in appendix.]

“Following the smoke, you soon begin to notice the acrid smell of meat, likely a boar, being barbecued over a wood fire. As you come closer, you see two elderly peasant women leaning over a fire. They both wear ragged old clothes, making it clear that they are not living a life of luxury. One of them turns toward you smiles and says ‘Here so soon? Come closer children!’ As she speaks, you notice with disgust that the meat being roasted is not a boar but an adult human male”

Almost looking as much like an ancient rock formation as it does a crumbling tower, this ruin is the home of a solitary River Hag (new monster – see appendix). She is currently being visited by a Mountain Hag (new monster – see appendix) that she has befriended in hopes of starting a coven. They are currently roasting a lumberjack that they recently killed.

The River Hag has a bronze *ring of human summoning* (new magic item) that the “Merciless One” recently gave to her. She has been using it to have her “food” walk willingly to her lair, which has quite impressed the Mountain Hag, who has become rather enthusiastic about the idea of a coven.

River Hag (1) – AC 2 (18), HD 8 (39hp), #AT 2, damage 1d6+3, 1d6+3 + spells

### Spells Memorized:

Level 1: Charm Person, Magic Missile, Sleep, Unseen Servant.

Level 2: Invisibility, Mirror Image, Shatter.

Level 3: Feign Death, Hold person, Slow.

Level 4: Polymorph Self, Wall of Fire.

The river hag has no treasure on her except a small dagger that she uses for cutting meat, not for combat, a key on a string around her neck, and her *ring human summoning*.

Mountain Hag (1) – AC 5 (15), HD 7 (36hp), #AT 1, damage 2d4 + spells

### Spells Memorized:

Level 1: Charm Person, Magic Missile, Sleep, Unseen Servant.

Level 2: Invisibility, Invisibility, Web.

Level 3: Fireball, Fly.

Level 4: Polymorph Self.

The mountain hag has 40gp and two gems (600gp and 100gp) on her. She has no other treasure here.

### 1 Bedroom

“The ramshackle door opens easily, revealing a dark, dank room that looks as if it has been neglected for generations. By flickering torchlight, you can see that there is no furniture except a pile of mildewed straw with a couple of blankets thrown over it that serves as a bed. The smell of mildew competes with the stench of rotting meat in assaulting your nose. Cobwebs hang undisturbed in every corner and gnarled human bones lie apathetically strewn across the floor. There is a poorly made ladder that descends down through what once must have been a trapdoor. There is no ladder up and the upper floor looks extremely unstable.”

This cold, leaky room was once a ground floor room in a small guard tower. It is dark and smells strongly of mildew and wet stone. Along

one wall is a dank, dirty pile of straw, covered by blankets, that serves as the River Hag’s bed. Except for some well-gnawed bones, this room is otherwise nearly empty. There is a ladder (#2) going down through an open trap door into a lower level. Hidden in the straw are two small rubies (400gp and 700gp). There is nothing of interest in the upper floor.

### 3 Treasure room

“Smaller than the room above, this room is partly exposed to the elements from a few small holes on the river side. The floor is covered with a thin, slimy layer of filth, likely a mixture of dirt and bird droppings. In a corner you notice a chest that is covered in the same slime.”

Even less structurally sound than the room above, this is where the river hag stores her rather substantial treasure. The walls are mostly solid stone, but with a few holes large enough for birds to enter. There are a few empty bird nests in the corners, though no birds as the river hag uses her magic to make quick snacks of any birds that nest in them. Otherwise this room is empty except for a locked treasure chest, a ladder up, and a thin layer mud. The River Hag has smeared the mud on the chest to make it nearly impossible to see from the room above.

The chest trapped is trapped with a simple poison needle trap and if someone tries to pick the lock without detecting the trap, they must save vs poison or die. Of course, if they use they use the key the river hag is wearing, the trap won’t go off and no one needs to make a save.

In the chest are 1000sp, 1200gp, a large ruby (1100gp), and a *potion of healing*.

## Stage 4: Cave of Ettins

### Conditions

Unless otherwise specified, the caves are at least 15' tall and wide enough for two people to walk abreast. Although most of the monsters have infravision, there are usually enough dim torches mounted on the walls to allow the characters to see, if not well, in most of the caves. However, there is no light in areas #8 and #9 unless the characters provide it. [See map #7 in appendix.]

“With all the broken tree limbs, uprooted bushes, huge footprints, and discarded trash, it doesn't a ranger to follow this path. It would be harder to miss it.

As you walk, you notice that the woods around you is unusually quiet, there are no sounds of birds or animals, except in the distance, as if something was keeping them from this area.”

This cave is home to a much larger gathering of Ettins than is normally possible. Until relatively recently, this was a small wandering group of six Ettins and a couple of Bears led by two very strong-willed Annis sisters. However, after being contacted by The Merciless One and given magic items to increase their influence over the Ettins, these sisters have been able to greatly expand the number of Ettins under their control and gain several Orc followers as well. Despite this extra influence, their control is not perfect and the Ettins tend to be even more than aggressive than normal toward one another. To represent this tension, the GM can assign a 10% chance of an Ettin attacking another Ettin each time combat is initiated. An Ettin that chooses to attack another Ettin will typically attack from the rear. The GM can decide whether the two Ettins involved continue to fight or whether they delay their fight until after fighting the PCs. This continual Ettin infighting has created a tendency for the Annis sisters to ignore any fighting

noises, unless an Orc reports directly to them.

### Random Encounters.

Every hour that the characters are in the caverns, there is a 25% chance of a hunting party returning (maximum of three times). These hunting parties contain 6 Ettins, 6 Orcs, and 2 Cave Bears. Unless the characters have stayed in the caves long enough to encounter all three hunting parties, they should encounter one as they leave.

### Hunting Party:

Ettins (6) – AC 3 (17), HD 10 (52, 49, 46, 42, 40, 35), #AT 2, damage 2d8, 3d6

Orcs (6) – AC 6 (14), HD 1 (8, 8, 7, 6, 5, 4, 4, 4hp), #AT 1, damage 1d8.

Black Bears (2) – AC 7 (13), HD 3+3 (22, 12hp), #AT 3, damage 1d3/1d3/1d6.

### 1 Lookout

“In a clearing ahead, smoke rises from a small fire and the pleasant aroma cedar smoke and roasting venison reaches your noses. A small group of humanoid figures are loitering around the fire, apparently paying little attention to their surroundings. Behind them is large cave mouth, and for a moment you think you see the silhouette of a much larger humanoid just inside the cave, but it might have been merely smoke from the fire. Without getting closer, there is nothing else that can be discerned.”

At all times there are **seven Orcs (hit points 8,8,7,7,6,2,1)** standing guard here. While they are alert at night (normal chance of being surprised), they are lethargic and very easily surprised in daylight (automatic surprise unless the characters are extraordinarily loud on their approach). However, during the day, there is a 35% chance that 1-3 of the Ettins from room #2 will be outside with the Orcs, in which case

surprise is handled normally.



If there are any Ettins present, all the guards will stand and fight for at least three rounds regardless of who is winning. If all Ettins are killed or three rounds have passed and the guards are clearly loosing, then any surviving Orcs will try to flee to room #2 and alert the sleeping guards. If the fight somehow lasts more than five rounds, the sleeping guards will be alerted and will come out to investigate.

**Treasure:** Each Orc has 2d6 electrum pieces (1d6 gp if your world doesn't have electrum). Each Ettin carries 3d10gp.

## 2 Guard Room

“Even from several feet outside this small limestone cave, your senses are assailed by overwhelming stench of rotting food, sweat, urine, and worse. Piles of animal bones, rotting fruit, and what looks suspiciously like excrement are almost knee high here. Maggots cover everything and you find yourselves wondering if anything is worth going through this.”

If there has been no alarm, **three Orcs (hp 6, 6, 4)** and **five Ettins (hp 59, 52, 41, 29, 24)** will be asleep and snoring loudly. If there were any Ettins at the lookout (room #1) then subtract their number from those sleeping here. There are three normal sized and five giant sized cots.

**Treasure:** Each Orc has 2d6 electrum pieces (1d6 gp if your game doesn't use electrum). Each Ettin carries 3d10gp.

A huge boulder blocks off and conceals a tunnel that extends deeper into the cave. This boulder can be slid, but it takes a combined strength of over 21, or magic, to move it. The characters should have no trouble with this, but even if they can't figure it out, a small patrol of Ettins will open it on their way out in 1d4 hours.

## 3 Tunnel

“Behind the boulder, a long, wide, dark tunnel stretches further into the mountain. Its smooth limestone walls have many strange, eldritch runes carved into them. All around, you hear the sounds of water dripping from tiny stalactites that hang from the ceiling. The floor is strewn with broken pieces of stalagmites and stalactites that appear to have been deliberately shattered. Ahead you hear a loud, deep rumbling as if there were an ongoing earthquake or avalanche somewhere nearby.”

This natural tunnel has been somewhat enlarged to allow for easier passage by the Ettins. It is 15' tall and approximately 20' wide, except at the entrance to the guard room where it is only 6' wide. During the day the tunnel is rather dark unless the PCs bring a light source. At night, torches from room #5 provide dim illumination. The loud rumbling that the characters hear is snoring from many of the Ettins in room #5. The occult runes carved in the walls predate the Ettins by millennia. Placed there by an ancient evil cult, their meanings have been completely forgotten. *Detect evil* will confirm that they are strongly evil. Unless magic is used to allow a character to read magic or comprehend unknown languages, the runes are harmless, although obviously evil. If a character uses magic to read them, and the character is not aligned Neutral

Evil, Chaotic Evil, or Chaotic Neutral, then they must save vs magic or go permanently insane, lose a level, and become completely catatonic for thirteen hours. (A separate saving should be made for each possible effect.)

#### 4 Weapons

“To your right is a dark shadowy alcove. Shadows flicker in the torch light revealing numerous goblin-sized figures huddling in the corner. As you turn to defend yourselves against this new threat, your light now clearly shows not a hoard of goblins waiting in ambush, but dozens of huge clubs leaning against the wall and each other. There are also several giant spears, a couple of giant-sized maces, and a giant-sized longsword. There seems to be nothing else here.”

This is merely a collection of spare weapons for the Ettins, which are prone to loosing theirs. There is nothing else there except for the occasional drop of water from the ceiling. If the characters have not yet fought the Ettins in room #5, then a loud rumbling sound, their snoring, can be heard here.

#### 5 Common Room #1

“As you enter this room, you wonder how anything could possibly sleep through all the racket. Deep booming snores echo off the cavern walls of this large room. As you look around, you see numerous sleeping and resting Orcs and Ettins. They don't look happy about you bringing torchlight into their room.”

This large room is the sleeping area /common room for many of the Orcs and Ettins. As with the hallways, there are shattered bits of limestone everywhere and water drips from the ceiling. However, unlike the tunnels, there are still many stalactites hanging from the ceiling.

There are 8 Ettins and 30 Orcs sleeping here.

Assume 45 hp for each Ettin and 4 hp for each Orc unless the GM wants to roll for each one.

**Treasure:** Each Orc has 2d6 electrum pieces (1d6 gp if your world doesn't have electrum). Each Ettin carries 3d10gp.

#### 6 Tunnel

“After a short distance, the tunnel forks into two directions. From the left, you hear a distant rumbling and perhaps you see a hint of light. As you look toward the downward sloping right tunnel, an ominous chill causes your hair to stand on end. You can feel that there is something unnatural and unimaginably evil in that direction. Your every instinct tells you to flee.”

This tunnel is virtually identical to room #3 with the same runes carved into the walls and similar broken bits of stalagmites and stalactites littering the floor. If the characters search, they find three gold pieces and a gnawed upon human thigh bone. The tunnel ends in a fork with the right path descending fairly steeply (roughly 20°) while the left path continues on at a roughly even level.

#### 7 Tunnel Down

“Sloping downward this slippery, damp tunnel soon narrows to barely tall and wide enough for a large human to traverse. Along the walls are more eldritch runes, but you realize that it is wiser to watch your footing than ponder the meanings of these ancient markings. As you walk, you feel the overwhelming sense of evil suddenly dissipates. The small tunnel still has an unnatural, eerie feeling but the overwhelming sense of evil dissipates completely. Ahead, it looks as though the tunnel opens into a large cavern.”

The tunnel is a bit challenging to navigate and less graceful characters, those with a dexterity of

10 or less, must make a saving throw or fall and take 1d3 damage. (Use the saving throw appropriate to the game system that you are using.)

### 8 Underground Beach

“An overwhelming feeling of evil permeates this dark, dank room. Numerous stalactites hang from the ceiling and a few stalagmites growing from the ground. Ahead, the calm waters of a small underground lake fills much of the room with a “beach” of stone, broken stalagmites, and slimy mud taking up the rest. Footprints lead to and from the water”

This is the nearest source of water for the cave's inhabitants. Because of the relative danger here, the Hags send easily replaceable Orcs to retrieve the water. There is no treasure on the beach as the Orcs have reclaimed any treasure dropped by their less fortunate comrades.

### 9 Underground Lake

“This small body of water is almost unnaturally still. No waves mar its surface, not even the small drops of water that fall from stalactites elsewhere in the room disturb its surface. Looking up, you see that there are no stalactites above the water as if some malign force prevents even the mildest disturbance of its surface. A feeling of utmost evil repels you from nearing the water. As you keep a cautious eye on this unwholesome water the air above it seems to slowly darken, as if something was draining out all the light. Soon it is nearly pitch black but just light enough to notice that the water has started to bubble and churn, as if something were rising from below.”

If the characters leave the room in the middle of the description, then nothing happens. If they stay they must save versus a fear spell or flee the room. Only if they save will they have to face the Wythunian (see new monsters in the

appendix). There are three Wythunians here but only one will attack unless the entire body of water is destroyed (It is too deep to be destroyed by anything but *a wish*).

**Wythunian** (1) – AC 5 (15), HD 12 (61 hp), #AT 1, damage 1d6 cold + special.

If the Wythunian has infected three or more characters, it will withdraw and meld with the water.

### 10 Tunnel Up

This relatively narrow tunnel, though wide enough for even a giant to walk through, slopes upward moderately, but is otherwise uninteresting bare rock.

### 11 Treasure

“Three especially alert (jumpy) orcs stand around a large, rusty-looking chest”

**Three Orcs** (hp 7, 6, 3) are always on guard here to prevent anyone other than the Annis sisters from helping themselves to any of the treasure. They are nervous because the Annis sisters have killed guards that didn't seem alert enough for them.

The chest is locked and trapped with a sleep poison coated needle (save vs. poison or sleep for 1d6 hours)

**Treasure:** The chest contains 4000 platinum pieces and 6000 gold pieces. This is used by Annis sisters to pay their followers for exceptional service. None have earned any yet.

### 12 Sleeping Room 2

This room is virtually identical to room #5. There are **12 Ettins** and **35 Orcs** sleeping here. Assume 45 hp for each Ettin and 4 hp for each Orc unless the GM wants to roll for each one.

**Treasure:** Each Orc has 2d6 electrum pieces (1d6 gp if your world doesn't have electrum). Each Ettin carries 3d10gp.

### 13 Annis' room

“As you enter the room, you feel the humidity drop as you step through a strange magical field. Looking around, you see two primitive, wood-carved beds and a pair of mismatched chests. A single torch burns from a brass sconce mounted on a side wall. On the floor in front of the left bed is a large, worn, blood red rug that has obviously seen better days. Behind both beds hangs a large (10' wide by 8' tall) obscene tapestry that displays a scene so disgustingly degenerate that only the most jaded among you do not feel nauseous.

Fortunately, you have little time to take in the depraved tapestry as two ugly, 8' tall, blue-skinned giantesses have clearly noticed your presence and take exception to it.”

This room is kept much dryer than the rest of the cave by a weak, but long lasting spell. This harmless spell is the “strange magical field” that the characters feel as they enter the room. There are two large, rather crudely made beds with locked chests serving as footlockers. On one wall is a rather obscene tapestry (worth 100gp but difficult to sell in any good or lawful areas). The brass sconce is worth 1gp. If they have not been encountered elsewhere, both Annis sisters will be here, waiting for the characters.

Tied up and gagged in one “corner” of this room is Taliesin, a bard (actually just a very good musician) that they have kidnapped and forced to perform.

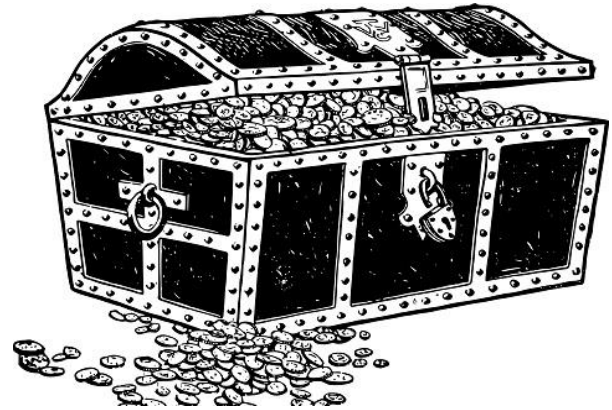
**Annis (2)** – AC 0 (20), HD 9 (45, 42hp), #AT 3, damage 1d8+8/1d8+8/1d8+1 + spells.

**Trap:** The red rug covers a 10' deep pit that has

several sharpened stalagmites at its bottom. Any character falling into it will take 2d6 damage. A character stepping on it should be allowed a saving throw (at -2 if in combat) to avoid falling into it. A Dwarf, Thief, or any other character with a mining background will detect this pit with a 50% chance.

**Treasure:** In a small chest is the Annis' personal treasure: 250 platinum pieces, four gems (worth 200 gp, 250 gp, 350 gp and 500 gp), a *Figurine of Wondrous Power (Ebony Fly)*, a scroll with a *Wish* spell, and *Potion of Giant Strength (Hill Giant)*.

Both of the Annis sisters wears a *Neckless of Giant Awe* (new magic item).



### 13a Hidden Alcove

This hidden alcove is not easily noticed unless the room is searched. Any Dwarf or other character with an appropriate skill/background will automatically notice the alcove and a thorough search will also automatically lead to its discovery.

“Stepping behind the limestone outcropping and into this small alcove you see a small wooden jewelry box lying on the floor. Nothing seems to be around it.”

The jewelry box is a simple cedar box, about 1'

by 1' and 6 inches tall. It is locked, but only with a simple latch (no key necessary). It is not trapped, and has only item inside, a *Necklace of Ash* (described in new magic items below).

However, the necklace is coated with a weak contact poison (save at +2 or die).

## Concluding this Stage

If the characters have destroyed the *Necklace of Ash* or destroy it upon returning to Sligo, the blight that has been stunting the crops will end and they will grow faster than normal until they catch up to where they should be. Famine is avoided.

If any of the characters are infected by the Wythunian, they will have likely discovered the scroll with the *Wish* spell to cure it.

Taliesin will be grateful for the rescue and will give the players half his earnings for as long as they are in the area (Typically around 50 to 100 gp a night: he is a very good musician) and should he ever meet them again, he will buy them drinks and help them in any small, safe ways that he can. Also in a year, he will have composed and be regularly performing a song glorifying their heroic rescue, although his part will have been replaced by a young maiden (poetic license).

More importantly, Taliesin has overheard many of the Annis' discussions and knows that they were given their necklaces by a "Merciless One" and that they spoke of rust monsters and a lich in an ancient tower.

## Stage 5: Lich Tower

### Conditions

There is no natural lighting in the first two floors of the tower and the cellar. The third floor is nearly as light as it is outside at all times. On all levels, the ceiling is approximately 9' above the

floor.

Characters will have to be creative to get to the third floor. The Lich has become even more reclusive after the Merciless One's recent visit, despite the fascinating gift she brought him. He has removed the ladder and sealed the floor with *Stone Shape*. He does not breathe so he doesn't need to worry about the lack of oxygen and he has more than one way of magically descending. [See map #6 in appendix.]

"Ahead you see an ancient, ruined tower. It stands silently near the river with unknown, though obviously arcane, symbols painted on it. Although though the top levels have suffered minor damage and there are a few cracks in the stone below, the tower looks to surprisingly sound structurally. Pausing to study the area around the tower you notice a surprising stillness; you can hear the river and the wind rustling a few leaves, but there are no signs of any animals nearby, no birds, no squirrels, not even any insects."

Eerily still and quiet, there are no living animals within at least a mile of this structure. The *anti-life sphere* (new magic item – see appendix) hurt this area a bit more than areas in the middle and edge of its range, killing most of the small animals and scaring off the larger ones. This is a potentially challenging encounter and might prove deadly if they aren't prepared for the Lich. Æthelius, However, he will automatically be surprised if the characters do not make an extreme amount of noise entering the tower. He is completely focused on the *anti-life sphere* and nothing short of setting off the alarm to room #8 will get his attention. Even combat will be ignored unless there is shouting. The Front door is not locked.

# Level 1

## 1 Entry Room

“Holding a glowing, rune-inscribed, black sword menacingly, an evil-looking, armored skeleton whose eyes burn with the fire of Hell bars your way.

You barely have time to notice that it is in a nearly empty 20’ wide by 20’ deep room with several rug on the floor before it asks in a whispering voice that sounds like wind through dead, dry leaves ‘Who do you seek?’”

If the characters do not answer or answer incorrectly, the Skeleton Knight attacks until he is defeated or the characters flee. In the unlikely event that the characters do flee, the Skeleton Knight merely shuts the door and resumes guarding the door.

If the characters somehow answer with Æthelius’ name, the Skeleton Knight will sheath his sword, step aside, and tell them “Wipe your feet!”

This small room is completely empty except for the rugs on the floor and the Skeleton Knight.

**Skeleton Knight (1) – AC -2 (22), HD 12\* (66hp), #AT 2, 1d8+7/1d8+7**

\*10 sided dice.

**Treasure:** Although the Skeleton Knight’s bronze chainmail is inseparable from it, the sword is a standard +3 longsword with a permanent illusion cast upon it.

## 2 Hall

“A long hallway stretches for roughly 60’ before you. Oddly, the floors are perfectly swept, but there are four paintings on the walls that are so dust covered that you cannot even tell what the

subjects of the paintings are. There are two doors on each side as well as the door behind you. Nothing else is visible.”

If the characters thoroughly search the room or simply indicate that they are looking up, they will notice the trap door (t) that is on the ceiling at the far end of the hall. Even though Æthelius removed the ladder ages ago to discourage mundane visitors, the characters should have no trouble finding a way to get through it as it is only 9’ up and not locked.

**Treasure:** The dust covered paintings are ancient masterpieces and if gently cleaned are worth 2d6 x 1000 gold pieces each.

## 3 Empty Pantry

This room has dust covered shelves on the walls and a few neatly stacked empty boxes on the floor. The floors are quite clean but the shelves have inches of dust on them.

## 4 Broom Closet

This room has several mops, brooms, and mop buckets arranged neatly on the spotless floor and several dusty rags on a dusty shelf. If the characters examine the brooms, they will notice that one has “Shiningcloud 1” engraved on the handle.

**Treasure:** The Shiningcloud 1 is a Broom of Flying.

## 5 Guest Room

“Behind this door is what would be a nice, cozy looking bedroom with a large comfortable looking bed, and two dressers. Would be if weren’t for the four Skeletons that are currently sweeping the floor”

There is a large, comfortable-looking bed and two dressers, one with a large mirror, in this

room. Above the floor, the room is much cleaner than elsewhere on this level because the Merciless One magically cleaned the room when she recently stayed here to give Æthelius the *anti-life sphere*.

The Skeletons are harmless and will continue to sweep the floor, following the last command that the lich gave them, several years ago. They will only attack in self-defense, and given the characters' levels won't last long enough to be even a minor threat.

Skeletons (4) – AC 7 (13), HD 1 (4, 2, 2, 1hp), #AT 1, damage 1-4.

**Treasure:** Forgotten by the merciless one in a dresser drawer is a silver comb with a few strands of fair, blond hair (50 gp)

### 6 Bed Room.

Unused for ages, this was Æthelius' bedroom when he was alive. As with most other rooms on this level, the floor is spotless but everything else is covered in layers of dust. There are two dressers, one with a large mirror, a bookshelf, and a trunk at the foot of the locker. There is one dust covered painting on the wall.

**Bookshelf:** On the bookshelf are several long forgotten but once popular novels, *Beowulf vs Gilgamesh: Dawn of Due Process*, *50 Shapes of Grey Doppelgangers*, *Hairy Cropper and the Sorcerer's Stones*, *Game of Cronos: A Gigolo's Tale*, etc. Altogether, the books weigh 100 lbs. and are worth 3 copper pieces.

These books are covered in dust and have obviously not been touched in ages. Upon achieving lichdom, Æthelius found he no longer had any appetite for popular literature.

**Trunk:** The trunk is Wizard Locked but not trapped. Inside are **1000 GP and 1000 SP**.

**Dressers:** The dresser without the mirror is filled with rather mundane robes, However, a thorough search reveals **two ruby rings (1200 GP each)** and a **ruby neckless (2600 GP)**.

The dresser with the mirror was a trap. On the top was a strong contact poison, but even with the strong preservation spells in the tower, it has deteriorated and is now harmless.

### 7 Closet

“As with the bed room it is attached to, this walk-in closet is completely clean. On one shelf there is a scroll that was apparently forgotten by a previous occupant”

The “forgotten scroll” is blank except for a *Symbol (Insanity)* that will affect the first reader, unless his/her hit points are greater than 120. This was intentionally left by the Merciless One in case some was following her.

### 8 Closet

The door to this room is *wizard locked* and has a magical trap. Anyone turning the door knob clockwise must save vs spells or be teleported 10 miles to the north and a loud alarm sounds. Unfortunately for them, their possessions are not teleported. The door is *wizard locked* on both sides but the trap only works from the outside. Turning the doorknob counterclockwise avoids the trap.

Inside the room, covered by dust, are two bound and gagged, non-animated skeletons, victims that Æthelius had planned on abusing but completely forgot about when his successful transformation into a lich removed his physical desires. One of the skeletons wears a **bronze bracelet (10 gp)**, while the other wears a **diamond necklace (1200 gp)** and a unique **Ring of +1 Charisma** with a *Pink & Green Ioun stone* in it. (If the Ioun Stone is pried loose, it will

function normally but the ring will be merely non-magical platinum (30gp))

## Level 2

### 9 Landing

“As you climb up onto the next floor, you are met by the unnerving sight of twenty armored skeletons with flaming red eyes. They stand alert, silently watching you until you are completely on the floor. Then, one steps forward and demands to know what your business is with their master”

The leader (85 hp) asks the question and will use his own judgment as to whether it worth bringing to the attention of Æthelius. In the unlikely event that he finds the characters’ story to believable and worth bringing to the lich’s attention, he will enter room #10 and remove the alarm book from the shelf to get Æthelius’ attention.

If he doesn’t find their story worthy, he will demand that they “leave this tower or join or ranks forever!”

The Skeleton Knight leader would prefer not to fight because most of the skeletons are fakes, merely animated skeletons with a permanent illusion and Æthelius will be annoyed if they are destroyed and need to be replaced.

Skeleton Knights (3) – AC -2 (22), HD 12\* (85, 71, 48 hp), #AT 2, 1d8+6/1d8+6 (\*10 sided dice)

Skeletons (17) – AC 7 (13), HD 1 (4 hp each), #AT 1, damage 1-6.

**Treasure:** Each Skeleton Knight has a +2 longsword

### 10 Library

“Several hundred thick tomes fill the

bookshelves that line the walls of this room. The books are ancient and cover primarily history, magical theory, and biology. In the center of the room are a table and chairs, and a bookstand. On the table is a chessboard and pieces made of ebony and quartz. On the bookstand is thick, ancient-looking book.”

There are two books of especial interest. On the shelf is book titled *Magical Alarm Theory*, which is, appropriately enough, a magical alarm. If this book is removed from the shelf, it sets off a loud screaming alarm that alerts Æthelius. The other book of note is on the bookstand, titled *Infinite Lairs of the Abyss*, it contains fairly accurate descriptions of many lairs of the Abyss. It is open to the description of the Vrock Island section of the layer to which the demon gate in the next episode is connected. It is a potentially valuable clue.

**Treasure:** All other books (416) are worth 3d6 gp each, but are quite heavy (2-8 lbs. each). The chessboard and pieces are worth 350 gp as a set.

### 11 Laboratory

The door to this room is *fire trapped* (1d4+18 points, save for half.) If the fire trap is set off, the player whose character set off the trap should roll a d20. On anything but a 1, nothing unusual happens. On a 1, the firetrap was just a little too hot and some of the chemicals in this room have exploded, causing the character and any character near him/her to take 20d6 damage (save for half) and anyone in room #10 to take 10d6 damage (save for half). Part of the outer wall will have been destroyed, and part of the ceiling, opening a hole into room #12. The building will be structurally unsound, but will hold for at least a day, unless the characters use any magic that might further destabilize it (*Earthquake*, etc.). Æthelius will notice only if the larger explosion occurs.

“After the smoke clears, you see a very well-equipped alchemy lab with scales, empty vials and numerous chemicals, liquid and powder, in various sized glass vials. In the center of the room is a table upon which a naked man is chained, his mouth is bloody and when he sees you, he looks at you with pleading eyes and tries to speak, but blood spits out of his mouth and he can only make a sad gibbering sound.”

The naked man is an illusion covering up a Ghoul that is chained there. If the characters free it, it will of course attack.

Ghoul (1) – AC 6 (14), HD 2 (11 hp), #AT 3, damage 1d3/1d3/1d6 + paralysation.

**Treasure:** The equipment in the room is worth 1200 gp, but is extremely heavy and only available if they completely destroy the Lich. In addition, there are 37 vials of poison (potions that have gone bad over the years), 2 *Potions of Extra Healing*, 2 *Potions of Longevity*, and 1 *Potion of Polymorph*.

## Level 3

### 12 The Study

“Sitting at a desk, facing away from you, is a robe wearing Skeleton that is so unnaturally still that you are uncertain if it is animated. Its hands are folded under its chin in a classic thoughtful pose. It stares at crystal sphere that rests on a pedestal. In the sphere’s center is a pulsating rip of ultimate night which seems to radiate darkness, surrounding the skeleton and desk with an eerie blacklight glow.

The walls are covered with shelves filled with ancient tomes, except for the area directly in front of the desk, which looks as if there were no wall there at all and everything outside, beyond the tower, is completely visible.”

Æthelius is so completely focused upon the Anti-Life Sphere that he is unaware of the characters’ approach, unless that have been very noisy, in which case he is merely faking distraction.

If attacked, he will fight back and if brought to 27 or fewer hit points, he will attempt to flee with the *Anti-Life Sphere*. Failing that, he will bargain for his continued existence. He will reluctantly give up the *Anti-Life Sphere*, which he finds a fascinating bit of magic. He can tell if a character is infected by a Wythunian and will offer to cure them via his *Wish* spell. He is willing to let them take any treasure they found except for books. He might honestly pledge to remain in his tower for a hundred years and will make any reasonable concession. If they let him continue his unlife, he will let them know about the existence of demon gate, exactly where it’s located, and what layer it leads to, regardless of rather or not they ask for it. His loyalty to the Merciless One is nonexistent, but his concern about the chaos demons may cause around his tower is quite high.

The characters may have a tough choice here. If they let a powerful evil continue to exist, although confined for a century, they will gain valuable information that will help them complete their quest.

Lich (1) – AC 0 (20), HD 12 (55hp), #AT 1, damage 2d6 + paralysation and spells.

#### Spells Memorized:

Level 1: Comprehend Languages, Magic Missile (x2), Protection from Good, Unseen Servant.

Level 2: Darkness 15’ Radius, Invisibility, Levitate (x2), Stinking Cloud.

Level 3: Fly, Haste, Hold Person, Lightning Bolt, Phantasmal Force.

Level 4: Confusion, Fear (x2), Ice Storm,

|   |
|---|
| Polymorph Self.   |
| Level 5: Animate Dead, Cloud Kill, Stone Shape, Pass Wall, Teleport |
| Level 6: Death Spell, Globe of Invulnerability, Legend Lore.        |
| Level 7: Power Word Stun (x2), Reverse Gravity.                     |
| Level 8: Mass Charm, Maze.  |
| Level 9: Wish.  |

### Magic Items Worn or Carried:

*Wand of Permanent Illusion*, *Neckless of Strangulation*. *Ring of Free Action*.

The *Necklace of Strangulation* is not constricted since he put it on as a Lich. He wears it as a means of possible revenge against anyone who might destroy him. The *Wand of Permanent Illusion* (32 charges) is a minor, unique magic item. It allows the caster to create moving, non-audible illusions. The illusions can be as large as a 20' by 20' or as small as caster likes. If cast upon a living or animate object (undead, golem, etc.) it will follow the motions of the real object.

The *Anti-Life Sphere* (see new magic items in appendix) is the cause the wave(s) of death that have been occurring. If destroyed, it gives a final pulse of 6d6 hit points of negative energy, but for only a one-mile radius. This pulse is powerful enough to animate already dead bodies in its range as skeletons or zombies.

**Treasure:** The books in this room (200 hundred in total) are extremely rare books on necromancy. They are worth 20-120 gp each, although they are mostly large and heavy, an average of four pounds each, and may be banned in good areas. Æthelius' spell book is in a top desk drawer (*Wizard Locked*) and contains 1d6+6 spells per level (those he has memorized, *Wizard Lock*, *Fire Trap*, and the rest are GM's choice.)

## Other Levels

### 13 Roof

The roof is flat with a very slight slope to allow water to run off. It is reasonably clean, although there are piles of bird droppings that indicate exceptionally large birds often gather here and it commands a good view of the surrounding area.

The characters might come up here looking for a way into the study (room #12) but there isn't one. The characters can only get in by magic or by loud mundane means (pick axes, etc.) which even Æthelius would notice. For every hour the characters are up here, there is a 5% chance that an aerie ("flock" if prefer) of Harpies (2-12) will notice them and attack. After two occurrences, the GM should substitute another plausible aerial monster or ignore the result.

### 14 Cellar

"The stench that rises from this room is almost indescribably bad, as if stagnant decay and rot had been allowed to fester for ages, closed in so that everything had time to be coated with the foulness. Your eyes burn and it is impossible to see anything in the darkness."

Any character entering this room must save or be affected as if by a *Stinking Cloud* spell. The floor is covered by about four inches of slimy, stagnant water (characters with a dexterity of less than sixteen must save every round in combat (or when otherwise moving quickly) to avoid slipping and falling for 1d4 damage and losing the rest of their actions for that round).

From across the room the characters see a berserk Flesh Golem charging at them.

Flesh Golem (1) – AC 9 (11), HD 40 hit points, #AT 2, damage 2d8/2d8

After the characters defeat the golem, those with

strong stomachs who search in the water will be rewarded as there are **over 2000 platinum pieces** scattered throughout the slime (recoverable at a rate of 200 per hour per searcher). When he was alive the Lich had stored them down here with his golem as a guard, but then sealed off the room with *Stone Shape* years later and forgot about it.

## Concluding this Stage

Assuming the characters have beaten the lich and recovered the *Anti-Life Sphere*, they will have to decide what to do with it. If they break it here, there will be some damage to the fauna of the area and a few skeletons will be wandering around but the area will recover quickly. If, for some reason, they take it to Sligo and break it there, they will have done the Merciless One's work better than she could have imagined. Virtually everyone in Sligo will have been killed and turned into a zombie, the town will be abandoned, and whole area will gain a reputation of being haunted and cursed. The Seer will warn them against this if they bring it to her.

If they keep the sphere, nothing will have been solved as it will still pulse every seven days. The seer will come to see them and beg them to destroy it far away from town.

If the characters have destroyed the lich, and decide to stay in the tower, they will find that the preservation spells built into it make food and other perishables last years instead of days. If they have merely driven off the lich, he will return with allies (GM's discretion) to reclaim what is his. If they have bargained with the lich, he will honor the letter of the agreement, and the spirit if it isn't too demeaning to him.

If they have bargained with Æthelius, they will know the exact location of the demon gate and have a good idea what to expect. If not, they will

have to settle for hints from the Seer.

## Stage 6: Demon Gate

Scattered throughout this part of the forest are well-worn granite and marble rocks that were once part of ancient walls. Occasionally a partial wall or pillar remains standing but this in most areas, it is difficult to tell that people ever lived here. The forest is unusually quiet, perhaps because the region is still recovering from the *Anti-Life Sphere*. If the characters search the area of the prison:

“Partially covered by overgrown prickly briars and other noxious weeds are moss covered steps leading down. Although clearly ancient, the stone steps look to be solid enough to safely descend.

You can see little of the room below; there is apparently a wall on the right and perhaps there was a momentary hint of a flickering orange glow in the distance, but you aren't certain. The view to the left is completely obscured by the briars.”

If any character except a ranger or druid chops down the briars, he or she takes 2 hit points from incidental scratches.

## The Prison

### Conditions

These underground cells are all that is left of an ancient prison. All doors are unlocked, though many are stuck due to age and failing preservation spells that vary in strength from area to area. There is no natural lighting.

Built to house dangerous and unusual, often non-human, prisoners, the rooms and halls are unusually tall (15') to allow all prisoners to stand. [See map #4 in the appendix.]

## Level 1

### 1 Cell

“This small, grimy cell must have a nightmare of overcrowding when the prisoners were alive. Inside it are six skeletons of these prisoners with nothing else but the bare floor in here.”

If the characters open the door, all six Skeletons will rise and attack.

Skeletons (6) – AC 7 (13), HD 1 (6 hp each), #AT 1, damage 1-6.

There is no treasure here.

### 2-4 Empty Cells

Each of these former prison cells have 1d6 non-animated skeletons. Otherwise they are completely empty.

### 5 Cell

“Looking through the bars you see a hideous looking, transparent face looking at you. It begins wailing.”

The Banshee (Groaning Spirit) has the obvious advantage of surprise here unless the party has avoided making any sounds at all. The Banshee is the spirit of a female prisoner who died here and has chosen to stay.

Banshee (1) – AC 0 (20), HD 7 (35 hp), #AT 1, damage 1-8 + wail.

If the characters flee, unlikely since the Banshee has already used its only serious attack, it will pass through the door and pursue them. The cell is empty.

### 6 Cell

“Lying on the floor of this are four grimy looking skeletons, obviously prisoners who were abandoned and left to die here.”

If the characters open the door one Skeleton rises and attacks the characters, but will obviously pose little threat to them.

Skeleton (1) – AC 7 (13), HD 1 (6 hp), #AT 1, damage 1-6.

If the characters search the room, they will easily find a *Ring of Regeneration* that had been hidden by a former prisoner. Unfortunately for him, he swallowed it and couldn't pass it before he died.

### 7-9 Empty Cells

Each of these former prison cells have 1d6 non-animated skeletons. Otherwise they are completely empty.

### 10 Unlocked Cell

“As you approach this cell, you notice an odd smell, a mixture of sulfur and bird feces.”

Two Vrock have heard the characters' earlier encounters and are attempting an ambush, but they aren't very good at it. If the characters listen, they will hear scratching and low screeching sounds as the Vrock impatiently wait. If the characters wait six rounds, the Vrock will lose patience and leave the cell to look for them. If this happens, the characters gain automatic surprise.

Vrock (2) – AC 0 (20), HD 7 (35, 30 hp), #AT 5, damage 1-4/1-4/1-8/1-8/1-6.

The cell is otherwise empty.

### 11 Oubliette Room

“This room is devoid of any furnishings or decorations. A long iron spear leans against a corner wall. As you look around you spot six, circular, barred trap doors on the floor. Looking

in one of them, you see a small prison cell about 20' below. It is too dark to see anything in the cell."

### 12, 14, and 16 Empty Oubliettes

Each of these are completely empty.

### 13 Oubliette

"From above you see the glitter of gems amidst several scattered bones."

As soon as you enter this cell a single Skeleton rises from the scattered bones and attacks.

Skeleton (1) – AC 7 (13), HD 1 (6 hp), #AT 1, damage 1-6.

This encounter, seemingly a mere nuisance, is much tougher than it looks.

After each time it is destroyed, it reforms stronger. Each time it reforms, its armor class improves by one, to a maximum of AC -10 (30), its HD improves by one for combat purposes, its hit points improve by 6, and its damage increases by +1 per reformation. It will do this ad infinitum. The only way to weaken it is to leave the cell and close the trap door, at which time it collapses and resets to its original stats.

The only other differences between it and a normal Skeleton is that it has low intelligence, is chaotic evil, and can't be turned.

The characters have two easy options if they want to gather up the gems. A character could fight for as long as possible while others gather up the gems before everyone flees or heavily armored characters could gather up gems while only defending against a weak Skeleton that will make very few, low damage attacks.

Treasure: There are 500 base 10 gp gems here.

### 15 Empty Oubliette

"Chained to a wall is a skeleton with broken ribs, a cracked pelvis, and a dislocated shoulder."

If characters search around this former torture victim, they will find 15 grime-covered gold pieces, the amount of money he was accused of embezzling.

### 17 Oubliette

"From above, it is impossible to tell what is in this very dark cell"

If the trap door is opened, seven wraiths will fly up and attack the party. They will not leave the dungeon if the characters flee.

There is nothing else in this dark cell.

Wraiths (7) – AC 4 (16), HD 5+3 (36, 28, 27, 25, 25, 21, 18 hp), #AT 1, damage 1-6 + drain.

## Level 2

This level was for even more dangerous criminals.

"As you walk down the stairs, a bizarre creature out of nightmares stands before you. Looking like a large, ten-foot-tall, cross between an ape and a boar, this demon gives you a look of pure unbridled hate before charging you."

Nalfeshnee (1) – AC -1 (21), HD 11 (52 hp), #AT 3, damage 1-4/1-4/2-8 + magic.

### 17 A Guard Room

"This small room is empty except for a thick layer of grime."

If the characters search the room, they will find

2d6 copper pieces in the grime. When this prison was active, this small room was always occupied by a guard or two to ensure any prisoner in this room couldn't reach beyond the anti-magic effect. It is part of the anti-magic effect and no magic will function here, it is effectively under a permanent *Anti-Magic Shell*.

### 17 B Anti-Magic Cell

"Nearly as grimy as the guard room outside, this cell is empty except for a bare, steel bed fastened to the wall and a robed skeleton lying on it. The skeleton holds a staff in its left hand."

The corpse of the magic user held here has *Bracers of Defense* AC 4 (16), a *Staff of Withering* (20 charges), a *Ring of Feather Falling*, as well as a non-magical platinum and lapis neckless (2000 gp), and a 100 platinum pieces.

Accused prisoners were typically imprisoned with their possessions, which they would leave here for their trial and retrieve if they were acquitted. This unfortunate magic user never made it to trial.

### 18 A Guard Room

"You can see a large demonic bird in this small room. It sees you and charges the door to no effect."

A Vrock wandered into this room and accidentally closed the door. It hasn't yet figured out the doorknob, but will in 2d6 rounds. There was an animated Skeleton in here but the Vrock has accidentally destroyed it.

Vrock (1) – AC 0 (20), HD 7 (28 hp), #AT 5, damage 1-4/1-4/1-8/1-8/1-6.

### 18 B Former Anti-Magic Cell

"This grimy room is empty."

If the characters search this room, they will discover a layer of ash under the grime and a melted, apple-sized blob made partly of gold (40 gp)

The magic user who was held here was lucky enough to be in the room when the anti-magic effect failed, but was unlucky enough to be practicing with his *Wand of Fireballs* at that moment. The resulting fireball caused his *Neckless of Missiles* to explode, all in a very confined area.

### 19 A Guard Room

"This small room is empty except for a pair of rusty longswords"

### 19 B Cell

"Opening this door you are assaulted by a horrible stench as two disheveled creatures, vaguely resembling humans with long black tongues."

The Ghosts are the "survivors" of four especially dangerous criminals who were awaiting trial when the prison fell. There is no treasure here.

Ghosts (2) – AC 4 (16), HD 4 (19, 9 hp), #AT 3, damage 1-4/1-4/1-8 + paralyzation.

### 20 A Guard Room

"Obviously, this was formerly a guardroom. There are rings of keys on pegs above a desk. There are short pieces of rope on a small table and a couple of longswords. A Table with four chairs sits in the middle of the room. Three bronze cups, a pair of dice, and several coins are on the table. There is a 6' high barrel with a tap against one wall. But before you can search the room, a transparent figure of a man rises from the floor and begins to float toward you."

The Spectre was formerly a guard here who set a noble prisoner free as the prison was being overrun. Instead of the reward he was hoping for, all the nobleman gave him was death. He has waited here ever since, taking out his frustration on the rare visitor, though he doesn't mess with undead or demons.

Spectre (1) – AC 2 (18), HD 7+3 (32 hp), #AT 1, damage 1-8 + drain.

**Treasure:** In one of the desk drawers is a *Bronze Horn of Valhalla*, in another is collection of six clerical scrolls each with three *Hold Person* spells inscribed, and in another is a set of brass knuckles. The cups on the center table are worth 1 gold piece each, there are 60 gold pieces, 30 silver pieces, 100 copper pieces, and 20 wooden discs the size of a silver piece (worthless, they were tokens for extra shifts that were being gambled). The dice are masterworks, each made of platinum with tiny ruby insets for the pips (500 gold pieces for the pair).

### 20 B Noble Cell

A Succubus (Menwë) is in this luxurious cell when she hears the commotion from the fight in room #20 A. Using *ESP*, she will determine if anyone has *True Seeing* or other active means of seeing through a *Shape Change*. If they do, she will attempt to *Gate* in another demon before becoming ethereal and flying up and away. However, if they don't, she will make a subtle *Shape Change* into an Alu-demon with her own features: She's too vain to change them without good reason.

“As you open this windowless door, you are stunned by the luxury of this cell. Clearly made for very important prisoners to await trial, it has a luxurious bed with fur blankets and silk sheets. There is a dresser with a large mirror, and on another wall a large 6' by 6', sublime landscape painting of a mountain storm. A large wine rack

has 30 bottles remaining in it.

However, your eyes are inescapably drawn to the far wall, or what would be a wall if there weren't a shimmering gate there. Through the gate you see a rough mountain path that winds past a large cave. You can feel heat from the other side, uncomfortable, but not dangerously so. Even if everything weren't variously shades of red, and the unpleasant sulfur smell wasn't there, you could tell this was part of The Abyss by the flock of hundreds of vulture demons flying past, obviously headed somewhere in a hurry.

The sight is so overwhelming that you almost miss a strange sight much closer to you. A beautiful, naked girl with tiny bat-like wings and small horns kneels on the floor with her hands crossed in front of her in supplication toward you. You hear her muttering excitedly and catch words like 'saviors,' 'prophecy,' and 'free' before she looks up at you with tears in her eyes as she says to you, 'Thank you for coming to save us half-breeds. I had started to believe it was just a dream and not a prophesy. Forgive me!' Then bows her head again.”

There is, of course, no prophesy nor are there any half-breeds (Alu-demons) in the area. She is hoping to “assist” the party until they are severely weakened, then drain one or more of them, preferably while they are alone.

Succubus (1) – AC 0 (20), HD 6 (32 hp), #AT 2, damage 1-3/1-3 + drain.

**Treasure:** The painting is worth 5000 gold pieces. Each bottle of wine is worth 50 gp. The silk sheets are worth 25 gp and the furs are worth another 100 gp.

If asked how to close the gate, the Succubus will say that it needs a magic key and that the key is

either with “Sharp Fang” in the cave visible through the gate or else gone with a Vrock.

## Stage 7: Vrock Island

### Conditions

This island on an unnamed layer of The Abyss is much more survivable than elsewhere on much of this plane. The temperature is a constant 122° Fahrenheit (50° Celcius) which, depending on the exact rules the game master is using, may lead to heat exhaustion or heatstroke.

It is always bright daylight outside and inside the cave, there are many eternally burning torches (these do have the same heat as a regular torch. However, they only work in Abyss so they have no monetary value.)

Most spells will work normally on the island but spells that rely on contact with other planes or are dispel, turn, or protect from evil do not function. Clerics cannot recover spells unless their deity happens to dwell in The Abyss nor can they turn demons here.

There is a 10% chance per hour, or fraction thereof, spent outside of the cave of a random encounter. Roll 2d6 if there is a random encounter.

|                            |
|----------------------------|
| 2: Lost Adventurer         |
| 3: 1 Lamia + 1-4 Leucrotta |
| 4: 1 Lamia                 |
| 5: 1-3 Hezrou              |
| 6: 1-3 Vrock               |
| 7: 1-6 Vrock               |
| 8: 1-3 Vrock               |
| 9: 2-16 Manes              |
| 10: 1-4 Leucrotta          |
| 11: 1 Old Red Dragon       |
| 12: 3-18 Vrock             |

The **lost adventurer** will be Sir James a sixth level paladin – AC 9 (11), Hit Points 47 (currently 12), #AT 1, damage 1-8 + 6. He will be very grateful to anyone who can get him out of The Abyss and will pledge service to any non-evil party for one year. He has only the clothes on his back, no armor, and a +2 longsword. He is the lone survivor of an adventuring party that did not last long here.

**Lamia and Leucrotta** are odd allies on this island as the Vrock consider both to be edible and fun to torture.

Any **Hezrou** will be under cover or cautiously watching the sky. They will not attack the party, but will defend themselves.

The **Dragon** will attack immediately, hoping for its first pleasant tasting meal in years.

Old Red Dragon (1) – AC -1 (21), HD 10 (60 hp), #AT 3, damage 1-8/1-8/3-30

[A small map of Vrock Island is in Appendix D and the main map is map #5 in Appendix H]

“The world around you seems a nightmarish version of an old mountain range. Crumbling sandstone rocks lie all around you, some with unnatural, tortured-looking fossilized creatures in them. A large rock falls on the path in front of you and shatters into several pieces. Before you can think to examine it, a fossil from the rock comes to life and scurries up the rock cliff nearby. Even more disturbing are rust colored red sky and the stifling heat. The cave you saw through the gate seems to be about fifty yards ahead.”

### 1 Hallway

“Although the entrance looks like a natural cave,

as natural as possible in this place, it is clear that the inside is artificially constructed. A 15' wide and similarly tall tunnel extends into the side of the rocky hill. Surprisingly, this is not some rough carved passageway but a perfectly angled hallway, a match of any Dwarven constructed room. Even stranger, the walls are clearly perfectly smooth obsidian despite the hills outside being made of some sort of sandstone-like sedentary rock. Any Dwarf, Gnome, or other character with a mining secondary skill (or similar) will understand that this would be virtually impossible on their home plane"

#### A

After the characters have went in a couple of steps:

"As you enter the tunnel, a huge (15' tall) demon comes rushing out of the shadows. He is an obese humanoid with bat wings and cloven hooves; his horned head and legs are those of a massive goat. His snake-like tail whips furiously as he furiously raises his skull-topped wand and screams something unintelligible at you."

Any cleric or paladin will automatically recognize the Demon Prince Orcus. Anyone who speaks whatever language demons speak in your campaign will understand that he shouted "Be gone you craven, dung-eating vultures before I rip off your pathetic wings. Leave Orcus to his own business"

Unsurprisingly, Orcus is not really here in this small cave. This is a very convincing illusion that generally terrifies away any curious Vrock that happens to wander into this cave. Regardless of the characters' actions, the illusion threatens the non-existent Vrock for ten rounds before dissipating. If the Succubus is still with them, she will inform them that it is an illusion after allowing them a round of panic.

#### B

"A 10' by 10' tarp lies on the floor. ahead of you. Its coloring and patterns seem to be a good match for the rocks outside the cave, but stand out here."

This simple canvas tarp is very useful for anyone seeking to be unobserved outside, especially by passing Vrock. Because the more intelligent demons chose not to use their bedrooms as bathrooms, they mostly utilize this tarp as cover when relieving themselves outside.

#### C Arrow Trap - "The Boromir"

Unless the players have explicitly stated that their characters are walking along the edges of the hallway, there is a 50% chance for each character that they set off this trap. If the trap is set off, the character setting off the trap and anyone within 10' of them will be hit by 6 + AC arrows (minimum of zero) for 1d6 damage per arrow. At the game master's discretion, characters near the edge of the 10' range can save for half damage.

For example: Ferroc the fighter who has AC -2 would be hit by 4 arrows for 4d6 hit points of damage. Tojra the torchbearer who has AC 10 would be hit for 16d6 hit points of damage. Poor Tojra! And Udo the Unstoppable, with his AC of -10 takes no damage (-4 arrows equals zero arrows.) Note: if your game uses ascending armor class (i.e. 22 is better than -2) then the formula is the slightly more complex  $(-1 * (AC - 26))$ . For example: Eklig has an armor class of 18.  $18 - 26 = -8$  so multiplying by -1 drops the negative sign meaning that he was hit by 8 arrows for 8d6 damage.

The arrow trap is meant to delay any powerful group of Vrock that might make it this far. If the succubus Menwë is with them on the way in, she will likely warn them to stay on the edges, unless they are so badly injured that she thinks

this will finish them off. She will however lie and say that it sets off an alarm and will not mention the arrows. If any character is low on arrows, there will be plenty of unbroken arrows for them to collect if the trap is triggered.

## 2 Guard Room

“This room has an arch instead of a door. Inside are two 7’ tall frog-like demons that are chewing on what looks like human leg bones. At a glance, you can see that the room has numerous bones and that the demons do not seem to have noticed you. You also can’t help noticing the unpleasant outhouse odor of the room.”

The Hezrou have gotten so used to Vrock setting off the Orcus illusion and fleeing that they now completely ignore it. Unless the characters have used very noisy spells for at least two rounds or are similarly noisy, they will gain automatic surprise on the Demon “guards.”

Hezrou (2) – AC -2 (22), HD 9 (46, 38 hp), #AT 3, damage 1-3/1-3/4-16

If the characters search the room, they will find ten +2 arrows and a +1 longsword under the remains of a mostly consumed Elven adventurer. Unfortunately, his *Elven Chain* and *Elven Cloak* were ripped to shreds in the battle and his bow was shattered.

**Treasure:** 10 +2 Arrows and a +1 Longsword.

## 3 Bedroom

“This room is more of a pigsty than a bedroom, with piles of soiled straw filling the room. The unpleasant outhouse smell is even worse than in the guardroom. Resting on separate piles of straw are four more of the frog-demons.”

Hezrou (4) – AC -2 (22), HD 9 (52, 50, 41, 25 hp), #AT 3, damage 1-3/1-3/4-16

**Treasure:** Buried in the straw is a large sack with 2000 copper pieces.

## 4 Food Storage

“There are sixteen small (3’) spiked, vaguely humanoid demons in this room. The charge at you when they see you aren’t demons.”

The sixteen Manes here are kept as food. They will attack any non-demon, but if the characters simply close the door, they will once again be trapped. The room is otherwise empty.

Manes (16) – AC 7 (13), HD 1 (8, 8, 7, 7, 6, 6, 5, 5, 4, 4, 3, 3, 2, 2, 1, 1 hp), #AT 3, damage 1-2/1-2/1-4

## 5 Food Storage

This room is the exact same as room #4.

## 6 Guest Room

“Relaxing inside this room is a bizarre, hybrid creature with the upper torso of a beautiful woman and the lower torso of an unknown, four-legged beast. She looks to her side and says a couple of words you don’t understand and what looked like two large piles of filthy clothes rise to face you. These hideously ugly creatures have vaguely badger-like heads, the body of a stag and the tail of a big cat.”

If any character speaks the language of demons, they will understand that the Lamia merely said “company boys.” The Nalfeshnee had begun looking for allies to try to either expand their influence here or try to fight their way off this island. They had so far found only this Lamia and her two Leucrotta allies, when the gate opened.

Lamia (1) – AC 3 (17), HD 9 (43 hp), #AT 1, damage 1-4 + drain.

Leucrotta (2) – AC 4 (16), HD 6 + 1 (34, 18 hp), #AT 1, damage 3-18

The room is filled with straw, plain blankets, several gallon jugs filled with water, and a large chest.

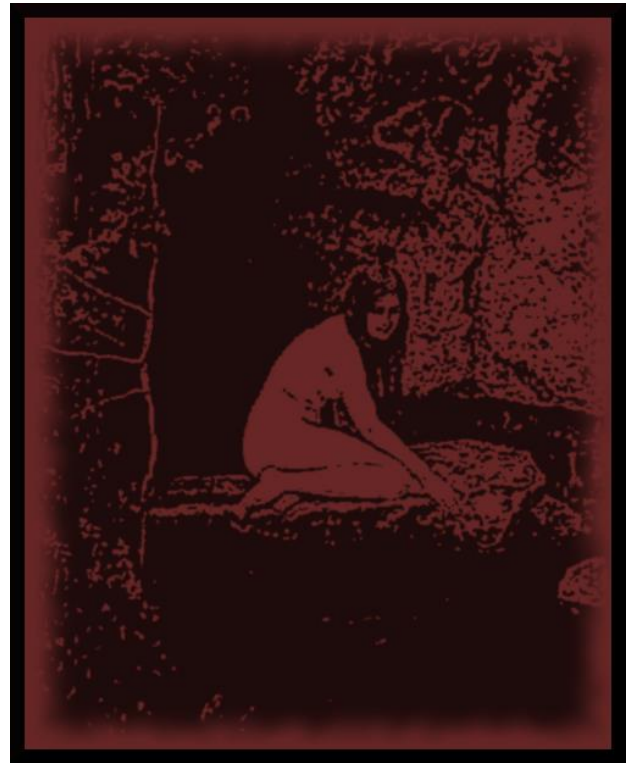
**Treasure:** In the easily spotted, unlocked chest are 5,000 gold pieces, 2,000 electrum pieces, 3,000 copper pieces, a *Potion of Red Dragon Control*, and a +1 battleaxe that the Lamia has to use against demons that are immune to her wisdom drain. The Lamia wears an elaborate, silver bracelet (1,200 gp) and a platinum ring with a fire opal gem (3,000 gp).

## 7 Hall of Sins

“As you enter this room, you are immediately struck by the appalling scenes that seem to be moving from just beneath the surface of the obsidian walls. There are scenes illustrating the evil done in the name of greed and pride, scenes showing sloth and envy and an especially appalling one illustrating lust. The remaining scenes represent gluttony, wrath, and politics.

Kneeling in front of the lust scene, in what might be an attempt at worship, is a very mean looking Succubus. She *Shape Changes* into a normal looking human, turns to you, and with a weak attempt at a friendly smile and asks if you would like to reenact any aspects of the lust scene.”

The Succubus (Oniba) is not especially good at her craft having completely failed to understand the concept of subtlety. If, as is very likely, the characters attack, she will attempt to teleport to room #11 and warn the d\Demons there.



**Treasure:** The Succubus wears a single fire opal earring (1000 gp).

## 8 Bedroom

This room is empty except for what might be two beds or altars and numerous torture instruments strewn across the floor. The beds are solid obsidian projections from the floor.

## 9 Fake Treasure Room

“Scattered across the floor of this room are roughly 4,000 gold pieces and 10,000 silver pieces. Otherwise, the room is empty”

This fake treasure room is meant to throw off would be thieves. The silver pieces are real but the gold pieces are merely painted copper and if any character closely examines one, they will discover the fraud.

**Treasure:** 10,000 silver pieces and 4,000 copper pieces.

## 10 Bedroom

“This bedroom is the only room that you have seen here that looks even remotely comfortable. There two large beds with pillows, a small shelf of books, though no reading material that could be considered remotely uplifting, and even a painting. However, nothing here can be considered pleasant. The beds have a foul stench from being slept on by foul demons. The books are nothing more than picture books illustrating in more detail the sins from room #7 and the painting is such an appalling scene of torture that no good character can look at it without feeling nauseous.”

There is nothing of real interest here, **the eight books could be sold for 10 gold pieces each and the painting (4' by 4') could be sold for 500 gold pieces**, but the sale of any of them in good-aligned areas could lead to questioning or even arrest. If the game master uses an insanity system, combined these items might be worth an insanity point or two.

## 11 Great Hall

“This huge hall is dominated by three irregularly spaced support pillars and two large thrones. The pillars and thrones are pure obsidian and connected to the floor. A large, bizarre creature Sits on the throne nearest you. Identical to the demon you fought in the ancient prison, it looks like a large, ten-foot-tall, cross between an ape and a boar. It is flanked by 9' tall demons with pincers for hands and two human arms coming out of their chests.

Tied to the center pillar, an angelic looking woman is chained to the pillar, bleeding from her back where her wings were recently ripped from her. They lie at her feet.”

If the Succubus Menwë is still with the characters, **“The ape-demon rolls its eyes at you.”** recognizing her because her vanity keeps

her from changing her facial appearance. Of course the characters will have no idea why he rolled his eyes.

“‘Hello dinner!’ it says in perfect common and it and its guards attack”

Nalfeshne (1) – AC -1 (21), HD 11 (58 hp), #AT 1, damage 1-4/1-4/2-8

Glabrezu (2) – AC -4 (24), HD 10 (54, 52 hp), #AT 5, damage 2-12/2-12/1-3/1-3/2-5

The angel is actually an Erinyes, its injuries having removed its usual evil sneer. Having attempted to take shelter here on a spying mission, it was caught by the demons and has been tortured for days. It will be as grateful to the characters as a Devil can be and will volunteer to be their “slave,” which should tip off the characters that this isn’t an Angel or Deva since slavery is an evil act. The Erinyes is down to 7 hit points and will be unable to effectively fight for a few days. If it is freed, it will not turn on the characters and will honor any agreement it made with them to the best of its abilities and will not lie, but will not volunteer negative information about itself (i.e. it won’t claim to be angelic, but if the characters think it is, it will let them labor under that delusion.)

## 12 Treasure Room

There is a 1 in 10 chance of detecting the secret door per character per turn spent searching the room.

“As the secret door slides open, you can see that here is clearly a real treasure. In a large, open chest, you see thousands of gold and electrum pieces. On top of the coins lie a beautiful platinum and sapphire neckless and an audacious cold crown set with diamonds, and, what you have come here for, a large crystal

shaped as a key.”

If the Succubus Menwë is still with the characters, she will have no idea where the secret treasure room is but will correctly suggest that the key must be hidden somewhere.

**Treasure:** There are 4,000 gold pieces and 3,000 electrum pieces here. The necklace is worth 8,000 gold pieces and the crown is worth 12,000.

## Concluding this stage

Hopefully the characters have recovered the key, or else a gate to this layer of the Abyss will remain open and eventually a large flock of Vrocks will find it and hundreds, or more, of them will flood in the characters’ home plane.

If the characters have found the gate key and are greatly weakened, the Succubus will suggest that they hurry out of here and close the gate, hinting that the alarm is no longer important, with the Demons here all dead. If they follow her advice and there are any weak survivors from the arrow trap, she will turn on them to take the key, draining one or more if possible. She will teleport to the gate, walk through, close it and destroy the key, trapping any unfortunate surviving characters in a barren part of the Abyss with no easy way home.

If she is still with them and they are fairly strong after the last battle, she will follow them and act innocent before disappearing sometime before they reach Sligo.

In either case, if asked about the Alu-demons they were “prophesized” to save, she’ll just say that they must have already been sold at the market in Bloodport and that it is too late for them. She will sigh and say that “divination is one of the most imprecise branches of magic.”

If the characters have recovered the key, they can use it to close the demon gate, rather or not they destroy the key, and the gate along with it is up to them. This episode complete, they will likely return to Sligo for their final meeting with Novita Sorora (The Seer).

## Stage 8: Merciless

### Conditions

The islet is large enough that there are no significant limitations to combat. There are a few small trees to provide limited cover if desired, but not enough to make stealth easier.

“On a verdant islet, the home of herons and water rats (both harmless animals), three Kish Elves stand guard over a large ring of toadstools. Near them stand two 9’ tall, vine-covered statues. A short female Elf looks at you with a deranged mixture of hatred and terror.

Suddenly, she screams “No you won’t stop me! Revenge will be mine. Kill them! Kill them all!” Hearing her command, the guards begin firing arrows at you and the two statues come to life and begin walking toward you. The female Elf begins casting a spell and The Seer vanishes.”

The climactic battle has begun. If the characters have brought Novita with them, they will notice that she has disappeared (turned invisible). The characters only need to survive for ten rounds to be victorious, though killing Merciless before then works too.

The archers will target spellcasters and the Golems will attack the nearest characters. The Merciless One will vary her tactics, adjusting to the strengths and weakness of her opponents.

If after ten rounds the characters are still alive and Merciless has not been killed, then Novita,

carrying the proof of the characters' victories, will appear before Merciless.

"It's over. You've lost." Novita says with a mixture of relief and sadness in her voice. "Let's go home Ætatha. With that, the Merciless one collapses to the ground, all fight drained from her as she sobs and gibbers incoherently. All fighting stops. "I thank you noble heroes. You have saved this land and moreover you have helped me save my sister from herself. Fear not, she will not trouble you again. I will take care of her, 'For there is no friend like a sister / In calm or stormy weather; / To cheer one on the tedious way, / To fetch one if one goes astray, / To lift one if one totters down, / To strengthen whilst one stands.' "

With that she leaves, carrying her sister through the gate. If either of the guards have survived, they also leave, closing the gate behind them. The Golems become inert and remain that way.

If the characters somehow kill the Merciless One in less than ten rounds, the seer (Novita) will sadly thank them, "You've done well noble heroes. You have saved this land and countless lives with it." Standing over the corpse of the Merciless One, she whispers, "I am sorry that I could not save you from yourself. I tried to do so, 'For there is no friend like a sister / In calm or stormy weather; / To cheer one on the tedious way, / To fetch one if one goes astray, / To lift one if one totters down, / To strengthen whilst one stands.' "

Merciless: Female Kish Elf Magic User lev 20 – AC 1 (19), Hit Points 44, #Attacks 1, damage by weapon.

S 10 I 18 W 9 C 10 D 15 Ch 19

### Spells Memorized:

Level 1: Enlarge, Magic Missile (x 5), Shield.

Level 2: Darkness 15' Radius, ESP, Levitate, Mirror Image, Scare (x 2)

Level 3: Fly, Hold Person, Fireball, Lightning Bolt (x 2), Protection from Normal Missiles (x 2)

Level 4: Confusion, Fear (x 2), Ice Storm (x 2), Minor Globe of Invulnerability, Monster Summoning II.

Level 5: Animate Dead, Conjure Elemental, Pain of Kish (x 2 new spell), Feeblemind, Monster Summoning III

Level 6: Disintegrate, Invisible Stalker, Globe of Invulnerability, Monster Summoning IV, Flesh to Stone (x 2)

Level 7: Mass Invisibility, Monster Summoning V (x 2), Power Word (Stun), Reverse Gravity

Level 8: Incendiary Cloud, Mass Charm, Monster Summoning VI (x 3), Power Word (Blind)

Level 9: Gate, Meteor Swarm. Monster Summoning VII, Prismatic Sphere, Shape Change (x 2)

**Magic items worn or carried:** Bracers of Defense AC 2, Ring of Regeneration, Ring of Elemental Command Air, Staff of the Magi (22 charges).

**Innate magic:** *Dancing Lights* (at will), *Audible Glamour* (at will), *Charm Person* (once per day), and *Dimension Door* (once per day).

Stone Golems (2) – AC 5 (15), HD 60 hit points, #AT 1, damage 13-24

Kish Elf Guards (2) – AC 0 (20), HD Lev 9 fighters (67, 56), #AT 3/2, damage by weapon +1

S 16 I 10 W 10 C 15 D 18 Ch 12

**Armor:** Elven-sized bronze chainmail (+2)

and hardened to steel strength).

Guard #1: +2 Longsword (damage 1-8 + 3),  
Short bow +1 (2 attacks 1-8 + 1)

Guard #2: +1 Longsword (damage 1-8 +2),  
Short bow +1 (2 attacks 1-8 + 1)

Both guards have one *Potion of Extra Healing* each.

## **Concluding the Adventure**

If the characters are victorious, they will have ended a serious threat to this region. Game masters can easily add additional unrelated Undead and Giant encounter as long as the characters are in the region. There are likely many more undiscovered dungeons and other ruins to explore in this area.

If the Lich Æthelius has escaped without pledging to remain in his tower for century, he will seek revenge on the characters, attacking them at a future time when they are not prepared for him. If she survives, the Succubus Menwë will not want to meet up with the characters again, especially if she has harmed them. However, she could be a recurring villain.

# Appendices

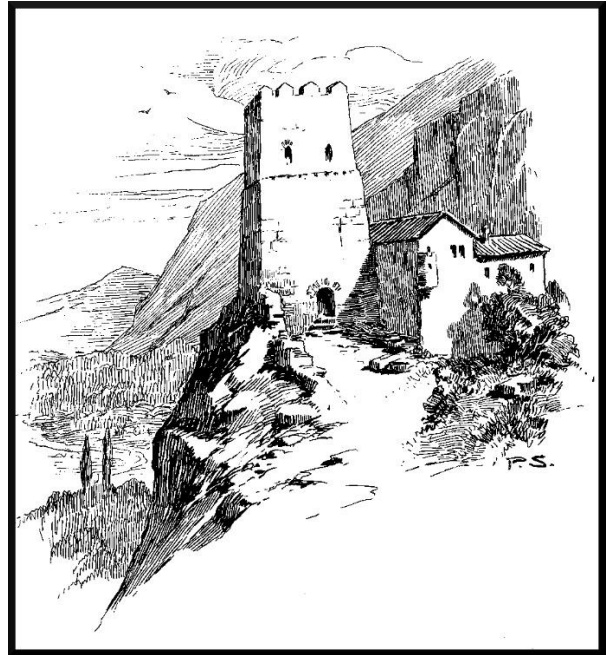
## Appendix A: Monastery

The monastery represents a source of information, a secure resting place, and possibly a fortress if lower-level characters need to retreat from an onslaught of Ettins.

If the characters come here immediately after anti-life pulse strikes the faire, the abbot (Father Abbot Brendan) will be very worried. He will let them know that they felt it here too, that everyone here is alive, but some are a little fatigued from it.

He will understand why the seer sent them here, but will gladly help them in any way that he can. He will suggest that if they were sent here legitimately, then perhaps they might seek answers with the monsters that trouble this area. Telling them that he has heard from loggers that there are Hill Giants somewhere a few miles to the north and that they are new to the area. He tells the characters that they could be aligned with whatever evil is behind this. He also tells them that while they are gone, he will inquire about other monsters that might be involved. He knows about the Hags and Ettins, but is afraid that they might be too much for the characters. He thinks the Hill Giants might make a good test to see if they would have a chance against more powerful adversaries.

If they succeed, he will tell them how to find the Hags (episode 2) and the Ettins (episode 3).



“An impressive sight for so lonely a location, this small, fortified monastery practically radiates a sense of wholesome tranquility. Even from this distance, you can smell the pleasant aroma of fresh baking bread. As you walk closer, the sounds of a prayer’s concluding verses reach your ears.”

Founded decades ago by a priest of a peaceful, good-aligned religion (which religion is up to the game master), this monastery is a haven for members of that religion seeking solitude and tranquility, as well as for temporary guests. Despite calling themselves monks, none of the current residents are of the monk character class. Most are simply non-classed humans but a few are retired soldiers (fighters) and adventurers seeking a peaceful retreat. In addition to them, there are a few low-level priests of the religion here.

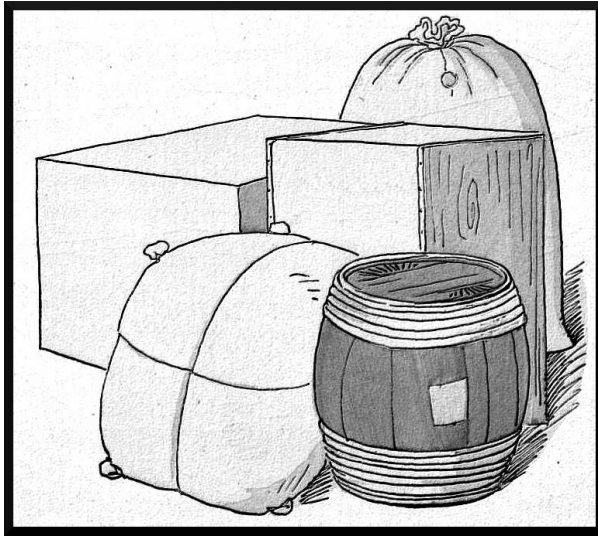
Because of their faith, everything in and around the monastery is clean and well-maintained. The monks believe in the virtue of hard work and each monk pulls his own weight to the best of his abilities. In addition to maintaining this large

building, they grow barley and wheat for the beer they brew and the bread they bake. As if this weren't enough, they keep bees, and also cater to the occasional guest.

## Tower

### Room A

Ever practical, the monks use this room as extra storage space, with barrels full of hops and honey. There is a very solid 15' tall ladder going up to the second floor. The ladder is not fastened so that it may be pulled up in case of attack. Two doors lead out of the room are quite thick, iron reinforced with three crossbars each. One door leads outside and one leads to the living areas.



### Room B

In this room are beds and blankets, with simple weapons (swords, axes, etc.) stored under the beds. The ladder is not movable, but there is an axe beside it to destroy it in case of attack. With no windows nor any other light, this room is made for sleeping.

### Room C

Filled nearly to the roof with dried foods, water barrels, and other necessities, this room is supplied to allow the monks to wait

out a short siege. The ladder here is also fixed, but unlike the level below, there is no plan to destroy the ladder in case of attack. The trapdoor on the floor is currently open, but there are three thick iron bars to brace it if it is closed in an attack. This room is always manned by a single, armed monk, who watches for attack. He will have seen the party through one of the windows and not found them threatening. If they had been threatening, he would have blown a loud shepherd's horn to alert the other monks.

### Top

This flat roof is surrounded by a battlement with low merlons giving shelter to any potential archers. A tarp covers a light ballista with ten spears. In a corner is an unlocked chest with six light crossbows, sixty bolts, and a 50' long rope ladder.

## Monastery Proper

### 0 Courtyard

“The appetizing aroma of fresh baking bread fills this secure courtyard. Lush, green grass covers all the ground except stone walkways that connect the buildings and well. Partially protected by the walls are four horse stalls, a shed, and a water well, as well as the monastery itself. While the courtyard walls are too low to keep out most humanoid invaders, they are high enough to discourage mundane predators and even many monsters. As you look around, you are greeted by an unarmed man who welcomes you to the monastery and invites you to spend the night. He explains that there is requested 3 gold piece donation per person, but it is not required if they cannot afford it.”

Surrounded by 7' tall stone walls, this simple courtyard has four horse stalls, a shed, and an outhouse. The only smell is that of fresh baking bread which wafts through the courtyard. The

grass is surprisingly lush for a courtyard that must see a lot of traffic. (A nearby druid occasionally stays here for the mead and for friendly religious debates with the abbot. He pays for his room and board by casting plant growth spells on the grass and nearby fields.) An empty cart rests in the court yard.

### Horse Stalls

#### A-B

Both of these stalls are occupied by a single horse, most nights and usually empty during days. These stalls are usually as immaculately clean as the empty ones below.

#### C – D

Perfectly maintained, these empty stalls are each ready to house a single horse, or similar mount. There are buckets of fresh water, hay and oats to eat, and perfectly clean straw on the floor. What is lacking in space is made up for in comfort.

#### 1 Shed

Almost completely filled with ropes, hoes, axes, and other tools, this small building is used to store most of the items that the monks need to do outdoor work. Most of the tools are simple and not designed to be especially labor saving. The walls are too thin to be of any use in a siege.

#### 2 Outhouse

This building is much cleaner than you'd expect for this type of building because of the unusual depth of the pit below it. Even so, it is still not the most pleasant part of the monastery so the monks often have a candle burning and when available have fragrant flowers and other plants lying inside. Except in extreme emergencies and dangerous times, this is reserved for guests and the monks use an outhouse located outside the monastery. As with the shed, the walls are too thin to be of any use in a siege.

#### 3 Basement

This cool, dimly-lit room is used to store both beer and mead. Several shelves are filled with hundreds bottles of mead in various stages of the aging process. Along the walls are numerous kegs of beer with intentionally dim *continual light* (or *continual flame*, depending on your game system) spells on wall-mounted torches above them”

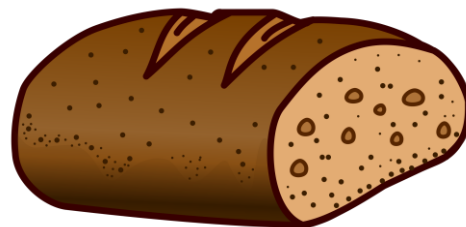
#### 4 Shrine

This simple indoor shrine is the spiritual heart of the monastery. There are no offerings, no fancy iconography; there is only a simple statue of the deity and two candle stands with beeswax candles burning at all times. At least two monks are here at all times replacing the candles when needed and maintaining a constant prayer vigil. In a corner is small chest that is filled with spare candles.

#### 5 Bakery/Kitchen

“There is an overwhelmingly pleasant smell of baking bread coming from this room. As you enter, you see several monks baking bread and a couple of them preparing a stew for the next meal.”

This room serves as both the personal kitchen for the monks and as the bakery for the breads that the monks sell in nearby towns. There are a couple of tables for the monks to take meals here, as well as cooking utensils, and stored food. It would be extremely cluttered if it weren't for the high level of organization practiced by the monks. Unless the characters are hungry, there nothing of interest here.



## 6 Hallway

This simple hallway has two doors, one leading to the brewery and one leading to the bakery/kitchen. Unless the characters have indicated that they'd like to look at either of these rooms, they will be escorted up the stairs and to their rooms. The walls on both sides of the stairs have simple scenes painted on them, a landscape showing grain being harvested at sunset on one side and a portrait of the deity worshipped here on the other. Both are amateurish but pleasant. At the top of the stairs, there are two doors.

## 7 Brewery

"A room to a smile on the face of many hardened adventurers, this is the center of the monks' beer and mead production."

Here is where the monks brew the beer and make the mead, though it is stored and aged in the basement and in the watchtower.

## 8 Barracks

"This barracks is a model of Spartan simplicity. There are cots and chests filled with robes. Otherwise the room is empty of anything except sleeping monks."

This room is exactly as it seems.

## 9 Library

"Books and scrolls fill this room as every wall is lined with overflowing shelves. There are tables and chairs with reading lamps on them and free standing shelves have even more books upon them. A few monks are quietly engrossed in their reading."

There are countless treatises, law books, and testimonials of all good deities, especially the deity revered here. There are also books of philosophy, history, and poetry. However, there are no books about evil. If asked, any monk will

honestly answer that that is the part of the world they seek to avoid by sequestering here.

## 10 Stairs up

"These are simply bare stairs going up. There is a painting of a praying monk on one side and a beatific looking deity on the other."

The deity is the deity worshipped here.

## 11 Stairs down

"Bare stairs lead downward. On one wall is a tapestry showing a traditional brewery."

## 12 Hallway

An empty hallway.

## 13 Abbot's room

"Although quite large by the monastery's standards, this room is anything but luxurious. There is a simple bed that is far less comfortable than the beds in the guest rooms. A neatly organized desk has countless papers detailing purchases and sales and nearby a small bookshelf is practically overflowing with monastery records and religious treatises. There is also a footlocker with robes and shoes. This room is unheated."

Under the footlocker is a loose floorboard that covers the monastery's treasure. There are 975 gold pieces, 435 silver pieces, and 20 copper pieces there.

## 14 Prior's room

This room for the abbot's apprentice/assistant is a slightly smaller version of the abbot's room. While his bookshelf has more religious books and fewer records and the much smaller desk has far fewer papers, the feel of the rooms is quite similar.

## 15 Common room

A simple, plain room with two tables for

visitors, this is the common gathering area for the guest rooms. There is a bookshelf with literature from all good faiths and most neutral ones. There are also a few books about history and religions in general. Unless otherwise requested, there will be a monk here at all times to take orders and deliver food and drink to the patrons, as well as answering any questions that the guests might have.

### **16 Rooms A-D**

Each room is a very comfortable and secure place to rest. Small by some standards, the rooms all have a bed, a small wardrobe, and a nightstand with a candleholder and books proselytizing the monastery's religion. The wardrobes have candles and robes for the guests' use.

## **Appendix B: New Monsters**

### **Elf, Kish**

Frequency: Very Rare

No. Encountered: 1-200

Size: Medium

Move: 120 ft

Armor Class: 3

Hit Dice: 4

Attacks: 1

Damage: by weapon

Special Attacks: See below

Special Defenses: See below

Magic Resistance: 15%

Lair Probability: 10%

Treasure: See below

Intelligence: Average

Alignment: Neutral or any evil.

Level/XP 4 and up / Variable

The Elves of the ancient, now mostly forgotten, city-state of Kish and their descendants are an exceptionally rare subrace of Elves. During the Bronze Age, they lived in harmony with the humans of Kish, but were forced into exile when

iron tools and weapons became common. Unlike other elves, the Kish elves are poisoned by the mere presence of iron, including alloys like steel.

Sickened by the trace amounts of iron that smelting put in the air and unable to convince their human neighbors to give up this useful new metal, they were forced to flee. Seeing the spread of iron and steel throughout the world from humans all the way down to Goblin tribes, the Kish Elves knew that there could be no place to hide. Their greatest magic users and clerics worked together and managed to create a new demi-plane, one that was completely free of iron.

Kish elves look much like ordinary elves and indeed, they consider themselves to be such. However, they do have some differences in addition to their iron weakness. They are all immune to aging and can live for ages. They cannot interbreed with humans or other elves. They have no racial level limits for the magic user, cleric, and illusionist classes, but only a tiny number ever take on a class.

All Kish elves have the standard elven 90% resistance to sleep or charm spells as well as +1 to hit with bows and swords. They also have 15% magic resistance to other spells, but only on their own demi-plane.

Their iron weakness causes them to take double damage from iron and steel weapons. Even just touching the metal will cause them to take two hit points damage per round. Due to the bumping and jostling that accompanies melee, any Kish elf in combat with a character wearing steel armor will take an automatic 1 hp damage per round.

Kish elf leaders have 6 HD and have innate magic abilities. These include; Dancing Lights

(at will), Audible Glamour (at will), Charm Person (once per day), and dimension door (once per day). Kish elf leaders have the ability to become magic users, clerics, and illusionists, but only a small percentage ever do.

The few surviving elves who actually dwelt in Kish and have been in this demi-plane all these centuries are known as “the great ones.” They are all clerics, magic users, or illusionists of at least eighth level, many much higher. They have the innate magical abilities of Kish elf leaders and most have acquired other abilities, making each “great one” a unique individual. They are the absolute rulers of their demi-plane and all other Kish elves obey them without question.

Unfortunately, their bitterness has caused all “great ones” and many lesser Kish elves to become evil, devoted to plotting revenge. These elves are led by a mysterious leader who is known only as “the merciless one”

Kish Elves as PCs. A Kish Elf could be allowed as a player character but while Kish Elves have unlimited advancement in their allowed classes and are ageless, their weaknesses more than make up for these advantages. In addition to the iron/steel weakness listed above, a Kish Elf PC would start at level 1 (assume that the character is younger than most) and would have the weaknesses but no special advantages until they reach what would be their class maximum if they were an ordinary Elf.

Upon reaching what would be the class maximum, Kish Elf characters continue to advance, but receive only half normal experience points due to their dilatory natures. At sixth level, they gain the innate magic abilities of Kish Elf leaders. A final weakness is that Kish Elves who spend more than a year and a day in a normal plane (any but the Kish Elf demiplane) stop healing naturally and can only

be healed by magic.

### **Goblins, Merchant**

Merchant goblins are related to regular goblins but are quite different in appearance and actions. It is quite clear that they are not pure goblin, but what race, or races, is mixed with it is unknown. As it is, they often have mixed bestial features as if they were descended from goblins and a menagerie of wild animals.

They are not all merchants but those that are merchants are the ones that humans and demihumans are most likely to meet. In personality, those are like modern day used car salesmen, with a random streak that might lead them to plant a bomb under the hood or hide a diamond ring in the glove compartment. For stats, treat them as regular goblins, but without leaders and serious weapons. They are all chaotic in alignment with most being evil or neutral, but a few are good

### **Hag, River**

Frequency: Very Rare  
No. Appearing: 1d3  
Size: Medium  
Move 90 ft; 150 ft swimming  
Armor Class: 2  
Hit Dice: 8  
Attacks: 2 claws or 1 weapon  
Damage: 1d6+3/1d6+3 or by weapon +3  
Special Attacks: See Below  
Special Defenses: See Below  
Magic Resistance: 60%  
Lair Probability: 70%  
Intelligence: High  
Alignment: Chaotic evil  
Morale: 15  
Level/XP: 6/650 + 10/hp

These semi-aquatic hags always try to make their home within one mile of a river or stream, though they suffer no ill effects if they are forced

live elsewhere.

Like all hags, they are thoroughly wicked, and irredeemably evil. More sociable than most hags, River Hags are always trying to form covens and other alliances with any other hags in their area in order to further the chaos.

Although they otherwise appear much like an ordinary, elderly woman, River hags have a few features that give them away. They have webbed hands and feet and they have claws instead of fingernails.

All River Hags are competent spellcasters with a magic user level of at least eight.

Treasure: (in lair) 1d10×1,000 cp (20%), 1d8×1,000 sp (35%), 1d6×1,000 gp (45%), 1d6×100 pp (25%), 2d8 gems (25%), 1d6 jewelry (25%), any 2 magic items and one potion (15%)

### **Hag, Mountain (Yama-uba)**



Frequency: Rare  
No. Encountered: 1  
Size: Medium  
Move: 120 ft  
Armor Class: 5  
Hit Dice: 7  
Attacks: 1  
Damage: 2d4  
Special Attacks: See below  
Special Defenses: Nil  
Magic Resistance: 50%  
Lair Probability: 80%  
Treasure: See below  
Intelligence: Exceptional  
Alignment: Chaotic evil  
Morale: 11  
Level/XP: 5/425 + 8/hp  
Source: Japanese mythology

Evil mountain-dwelling hags, Yama-ubas like to appear as poor, kindly old women to lure potential victims into a false sense of security. They do this to acquire their favorite food, human flesh, especially that of babies and children. They always have long uncombed hair and tend to wear tattered clothes. Their true form is still that of a hag, but more demonic looking, with a large, gaping mouth on the top of their head.

In their more demonic form, hags attack by biting with their larger mouth. In either form, they have the spellcasting abilities of either a seventh level magic (50%) user or a seventh level illusionist (50%). They often have magic items and will use them if a fight starts to turn against them.

Mountain hags live in simple huts in the mountains, just out of sight of less travelled paths. There they use their magic to lure travelers into traps, or use their human form to pretend to aid travelers who are in distress

(blizzards, rain storms, etc.) and offer them shelter, attacking when their victims' guards are down. Oddly, despite their love for human flesh, a few mountain hags have adopted human children (never more than one at a time) and raised them to adulthood, ceasing to eat humans until the children have left home.

Treasure: 1d6×100 gp (50%), 1d6×100 pp (50%), 3d6 gems (25%), 1d6 jewelry (25%)

[Mountain Hags first appeared in *The Treatise of Twisted Terrors*.]

### **Skeleton Knight**

Frequency: Very Rare

No. Encountered: 1d6

Size: Medium

Move: 90 ft

Armor Class: -2 (22)

Hit Dice: 12\*

Attacks: 2

Damage: by weapon +4

Special Attacks:

Special Defenses:

Magic Resistance: 100%

Lair Probability: 50%

Intelligence: Average

Alignment: Lawful evil

Morale: 14

Level/XP: 7/2000 + 16/hp.

These undead warriors are the perfect guardians for evil spellcasters of all types. They are absolutely loyal to their creators and follow their instructions without hesitation. They are intelligent enough to avoid falling for obvious tricks and speak the same languages as their creator.

Typically used as guards, Skeleton Knights are often made to look as intimidating as possible, to frighten away many potential opponents. This is achieved through illusion, costuming, and

impressive weaponry.

Skeleton Knights have the same special defensive abilities as ordinary Skeletons (half damage from slashing weapons, magical immunities, etc.) and cannot be turned when guarding. When guarding, they never need to make a morale check. Skeleton Knights fight as a 12<sup>th</sup> level fighter and save as one as well. Because of their value, they are often given magic weapons.

They may be sent on missions of any sort but are less effective at them than at guarding. When they are away, they can be turned (as a Ghost) and need to make morale checks.

There are virtually no independent Skeleton Knights. Those whose creators are killed will pledge their service to the first evil spellcaster that they find, preferring Liches.

Skeleton Knights have no treasure of their own, but often guard that of their creator.

\*Skeleton Knights use ten-sided dice for their hit points.

### **Wythunian**

Frequency: Very Rare

No. Encountered: 1

Size: Medium

Move: 120 ft

Armor Class: 5 (15)

Hit Dice: 12

Attacks: 1

Damage: Special

Special Attacks: See below

Special Defenses: Silver or magic weapons to hit. Immunities.

Magic Resistance: 100%

Lair Probability: 50%

Intelligence: Genius

Alignment: Chaotic evil  
infect

Morale: See below.  
Level/XP: 7/2000 + 16/hp

Wythunians predate this universe and despise everything about it. They tend to inhabit the most areas that they can find, including caverns, wastelands, and forgotten crypts. They are content to remain dormant in one quiet place unless it starts receiving too many visitors in which case they either leave the area (50% chance) or remain and try to destroy/infect the new lifeforms (50% chance).

Their thought process is utterly alien which makes them immune to all mind affecting spells as well as psionics, if used. Any attempt to read a Wythunian's thoughts or emotions will fail and cause insanity in the person making the attempt if they fail a saving throw.

These beings can merge with any liquid of at least 1000 gallons in size. While in this state, they cannot be harmed unless all of the liquid they are merged with is destroyed. They can be forced out of the water by *Exorcise*, *Wish*, and similar spells or by completely destroying the water it is inhabiting.

Wythunians' unnatural existence causes all creatures in the same room, up to 100' away, to save vs *Fear* at -2 or leave the room. This fear aura is powerful enough to be felt in connected rooms or tunnels although it only manifests itself as a strong feeling of unnatural evil that may dissipate as one approaches the Wythunian's location.

Infection: Characters that fail their saving throws after being hit by the Wythunian are infected. Infected characters must make an immediate saving throw (**PPDM**) or immediately turn into a Wythunian. The new Wythunian will not join in combat but will

instead scream in pain for 1d6 rounds before melding into water.

Infected characters who make their saving throw are by no means out of the woods. Although they do not change alignment, good characters are considered neutral for magic items and spells, paladins may use none of their special abilities, including spells, etc. Neutral characters are similarly considered evil, which causes druids to lose all their special abilities, including spells.

During the time that they are infected, characters suffer a -1 penalty on all dice rolls to represent the Wythunian infection actively working against the character. And every month, at exactly midnight on the night of the new moon, the infected character must make a saving throw against (**PPDM**) or turn into a Wythunian (see above).

Anyone infected by a Wythunian will hear voices from the growing sentience. Half of the time the voice will be a surreal combination of random words ("Pink Dog Singing Sink"), forty percent of the time it will be bad advice ("Stab the paladin; he's out to get you" – "That dragon is much weaker than it looks") and ten percent of the time it will be helpful advice ("That chest is a trap. The treasure is under a loose floor tile."). An infected character with a wisdom score of nine or less must make a daily save vs spell or become permanently insane (As a *confusion* spell or GM's choice.)

A Wythunian can be forced into a temporary state of dormancy in which it has no effect on the character by the following spells: *Remove Curse*, *Dispel Evil*, *Holy Word*, *Limited Wish*, *Alter Reality*, *Dismissal*, and similar spells. Unfortunately, this dormancy only lasts a limited time (1d8 days with a maximum number of days equaling the level of the spell that caused the

dormancy). The only way to achieve a permanent dormancy without a cure is for the character remain on holy ground.

The only way to permanently remove the Wythunian and its effects is by a *Wish* spell or divine interference.

Wythunians rarely have any treasure.

## Appendix C: New Magic Items and Spell

**Anti-life Sphere:** The anti-life sphere looks like a crystal ball that has a small, pulsating black rip inside of it. It radiates the darkness of unlife. This unique magic item is connected to the negative material plane (or similar plane in your universe), in a very precise way. It draws energy from the plane, charging itself up, and once a week, if not used more often, it releases a powerful anti-life pulse. The pulse has an extremely variable range of 1 to 100 miles and causes 1-2 hit points damage to all non-plant life in its area of effect (Save for no damage). This pulse also heals undead in the area of 1-2 points of damage. It can be used as often as every twelve hours but must be used at least once a week or it will pulse on its own.

Any human, demihuman, or humanoid reduced to zero or lower hit points by the pulse is immediately animated as a zombie.

**Lasso of livestock Conjuring:** This item looks like an ordinary rope with a noose at one end. However, whenever anyone touches this 10' long rope, they can feel the magic running through it. To activate its magic, the holder merely swings it around their head three times. At the end of the third swing, the animal appears, on the ground, within the lasso's noose. The type of animal conjured is determined by rolling a d6 with a 1 being a cow, 2 a sheep, 3 a goat, 4 a pig, 5 a

buffalo 6 an exotic livestock mammal or roll again. If there is an animal of the type to be conjured within 1 mile, it will be teleported into the lasso instead of a new creature being conjured. The lasso may be used once per day.

**Necklace of Ash:** At first glance, this destructive magic item looks like a piece of cheap jewelry, the kind that is available in most fairs and markets. It is a brass necklace with what appears to be a round piece of smoky quartz as the gem. However, anyone closely examining the gem will realize that it is not quartz, but is instead a glass bead with ash and a couple of rye and barley grains embedded within it. A necklace of ash is a powerful bane for farmers within its area of effect. It instantly kills all grain crops (wheat, rye, beans, etc.) within 100 yards. It prevents all grain crops within a 10-mile radius from growing or healing and slows the growth by half for those within a 25-mile radius, which usually means they won't ripen in time for harvest. Breaking the bead will destroy the necklace Unless otherwise specified, the bead is no harder to break than ordinary glass.

**Neckless of Giant Awe:** This magic item is only usable by giants and similar large size beings of evil alignment that have at least some magical ability. It confers upon its wearer a +12 charisma bonus but only to evil giants and giant kin. It allows its wearer to cast at will *Charm Monster*, *Fear*, and *Hold Monster* spells that only work on evil giants and giant kin.

**Ring of Human Summoning:** A ring of human summoning causes the nearest human, not demihuman or humanoid, to save vs magic or feel an irresistible pull and begin unerringly moving toward the ring, regardless of any danger involved in the journey. Even if the human saves, he or she will feel pulled toward the ring's location, but can choose not to follow this urge. If the ring is moved more than 100' after it is used or is removed from the wearer's finger,

the magic is dispelled. The ring may be used once a day and its magic has a maximum range of ten miles. The spell ends when the summoned human is within 10' of the ring.

**Spell: Pain of Kish**

Arcane Enchantment / Charm

Level: Magic user 5

Range: 120 ft

Duration: 3 rounds/ level

Area of Effect: See below

Components: V,S

Casting Time: 3 segments

Saving Throw: Negates

This spell fills all non-elves within 30' of the caster with the combined sorrow, anger, and fear of all the elves of Kish on the day that they began their exile. Those failing their saving throw are rendered catatonic due to emotional overload and are completely unaware of anything, not even feeling pain.

Those who survive this are often permanently damaged and must make a second saving throw or be inflicted with a random insanity.

## Appendix D: Vrock Island

**Population:** 2.5 million Vrock, 200 thousand other (Demons, Lamia, etc.)

**Capital:** None

**Major Town(s):** Bloodport (pop. 1,700)

**Resources:** Obsidian, Manes, fossil life, red goats.

This large island on an unknown level of The Abyss is surrounded by seas of boiling blood. Roughly 750 miles long and up to 350 miles wide, this island is home to one of the largest populations of Vrock in the Abyss.

No one knows why so many Vrock have

congregated here, and with there being so many other mysteries in The Abyss, few have even speculated. These Vrock tend to congregate in flocks ranging from less than a dozen to megaflocks numbering over 100,000. They patrol the island's shore, allowing no landings except at Bloodport, where they, and the island's other inhabitants trade with travelers from elsewhere on this level of The Abyss, other levels, and even other planes.

Apparently leaderless, the Vrock act like a random natural disaster, destroying anything they find. Despite this, there are other Demons, as well as other chaotic evil lifeforms here. Many Lamias and Leucrottas make their home here, hiding among the rocky crags. Their oppressed status has led many to make unexpected alliances with one another.

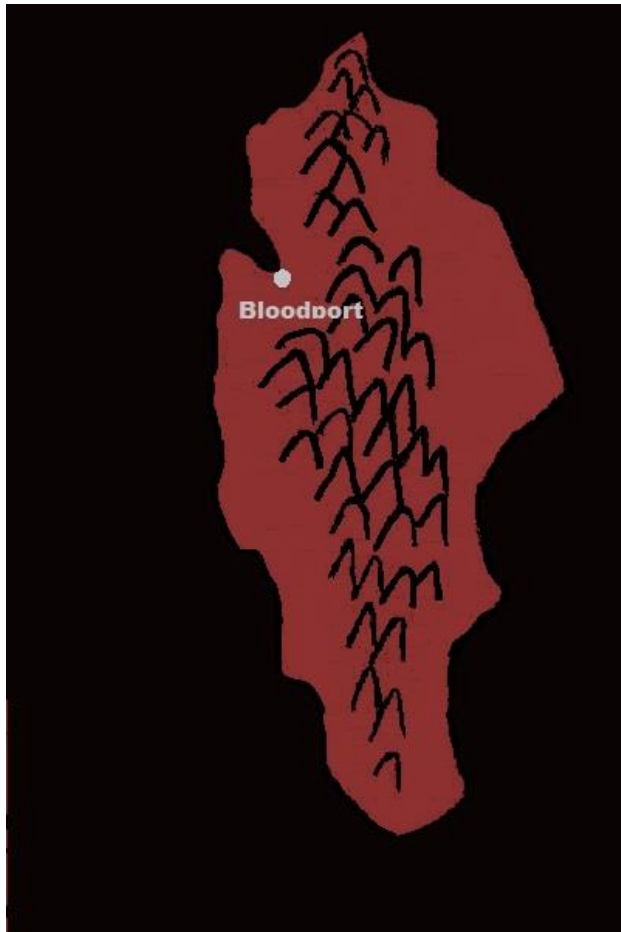
Of all the other Demons that make their homes here, none are more powerful than the vicious Nalfeshnees that try to carve out small kingdoms in this barren land.

Although barren, Vrock Island is not lifeless. Numerous hardy plants, especially briars, a red, rock-climbing kudzu, and thorny scrubs grow here. Many small demonic creatures such as the bizarre, but harmless living fossils that can remain dormant in sandstone for millennia, survive here. Strangely enough, one ordinary animal species has not only survived here, but has thrived on the unpleasant flora. Red goats, descended from an unknown species, have evolved a rusty, sandstone-colored coat and a tolerance to the heat. These are the primary food for most non-demonic beings on the island.

The weather is a surprisingly consistent 122° Fahrenheit (50° Celsius), dry and windless, except during the stormy season every five years, during which time the temperatures drop as low as 35° Fahrenheit (2° Celsius) with high

winds and storms causing flash floods and causing most creatures to shelter as best they can. Fortunately for the characters of this adventure, the raining season is still several months away.

Bloodport is the only hint of civilization that lies on the surface of Vrock Island. This small, trading town is the epitome of lawlessness. It has several inns/brothels, a market, and not much else. Only here do the Vrock allow ships to land and merchants to operate openly.



## Appendix E: NPCs.

**Brandon the Hunter** (M Ranger Lev 7. CG.)  
HP 51: AC 5 (15). Str 14, Int 13, Wis 10, Con 15, Dex 17, Cha 13.

**Items:** None. **Treasure:** 120 Gold Pieces.

**Weapons and Armor:** Leather Armor, Long Sword, Dagger, Short Bow, Quiver of 30 Arrows.

Brandon is a local hunter, trapper who is more at home in the forest more than in even a town as small as Sligo, He is Quiet and reserved but not standoffish. Brandon wants to win the archery contest, but otherwise has no immediate goals.

**Buckberry** (M Halfling 0 level commoner. NG.)  
HP 4: AC 6 (14). Str 9, Int 10, Wis 16, Con 10, Dex 18, Cha 9.

Buckberry Goodson is almost the archetype of a Halfling. As unadventurous as they come, Buckberry will be offended, but not angry, if offered a job as a henchman. Otherwise, he is quite friendly, although a bit guarded around non-Halflings.

**Items:** Food + 2 bottles of wine. **Treasure:** 30 Gold Pieces. **Weapons and Armor:** Knife, Short Bow, Quiver of 10 Arrows.

**Novita Sorora (The Seer)** (F Kish Elf Magic User. Lev 16 NG) HP 23: AC 0 (20). Str 7, Int 19, Wis 19, Con 6, Dex 18, Cha 19.

**Items:** *Crystal Ball*, 10 *Potions of Healing*.

**Treasure:** 150 Platinum Pieces. **Weapons and Armor:** Bracers of AC 4 (16).

The only Kish Elf who has remained in this plane since the fall of Kish, Novita has grown far wiser than most, but at the cost of her health. As long as she remains here, she now must drink a *Potion of Healing* a week, just to keep from losing hit points. Although energetic, her strength and constitution are half what they would be if she resided in the Kish Elf demi-plane.

A devout pacifist, Novita only wishes to save people from harm, including her sister “The Merciless One.”

Novita’s spell list is left up to the game master but the third level spell, *Invisibility*, is necessary for the conclusion of the adventure but all other spells should be related to gathering information and divination, hiding and remaining anonymous, or charming and influencing people. Under no circumstance will any of her spells have the ability to harm a living creature.

**Ruadan the Red** (M Fighter Lev 7 N.) HP 62: AC 2 (18). Str 16, Int 12, Wis 7, Con 17, Dex 16, Cha 18.

A likable local scoundrel, Ruadan is called “the red” because of his bright red hair and to distinguish him from another local also named Ruadan. He is the life of the party and always the first to make a joke. On the negative side, he isn’t often concerned with rules and tends to put his own well-being ahead of that of others. Unless a PC wins the archery contest, Ruadan will have an additional 200 gold pieces.

**Items:** None. **Treasure:** 335 Gold Pieces.  
**Weapons and Armor:** Chain Mail + Shield, Long Sword, Long Bow, Quiver of 30 Arrows.

**Siofra** (F Half Elf Fighter Lev 5 N) HP 33: AC 3 (17). Str 13, Int 15, Wis 10, Con 15, Dex 16, Cha 10.

A mercenary sword for hire, Siofra has come to Sligo seeking employment and hopes that a decent showing in the archery competition will improve her chances.

**Items:** None. **Treasure:** 35 Gold Pieces.  
**Weapons and Armor:** Chain Mail, Long Sword +1, Long Bow, Quiver of 20 Arrows.

**Taliesin** (M 0 level commoner. NG.) HP 5. AC 8 (12). Str 8, Int 15, Wis 8, Con 11, Dex 16, Cha 18.

**Items:** Mandolin. **Treasure:** None. **Weapons and Armor:** None.

Taliesin is very likable young man whose only real interest is music. At the time of the adventure, all he wants is to be as far away from the Annis sisters as possible.

## Appendix F: Goblin Market

The fantasy poem that served inspiration as the inspiration for this adventure, though it is by no means based upon the poem, is Christina Rossetti’s 1859 Magnum Opus “**Goblin Market**” (published in 1862). At 567 lines, this mythopoetic masterpiece of the pre-Raphaelite movement is too long to reprint here, but because it is in the public domain, it is extremely easily found online.

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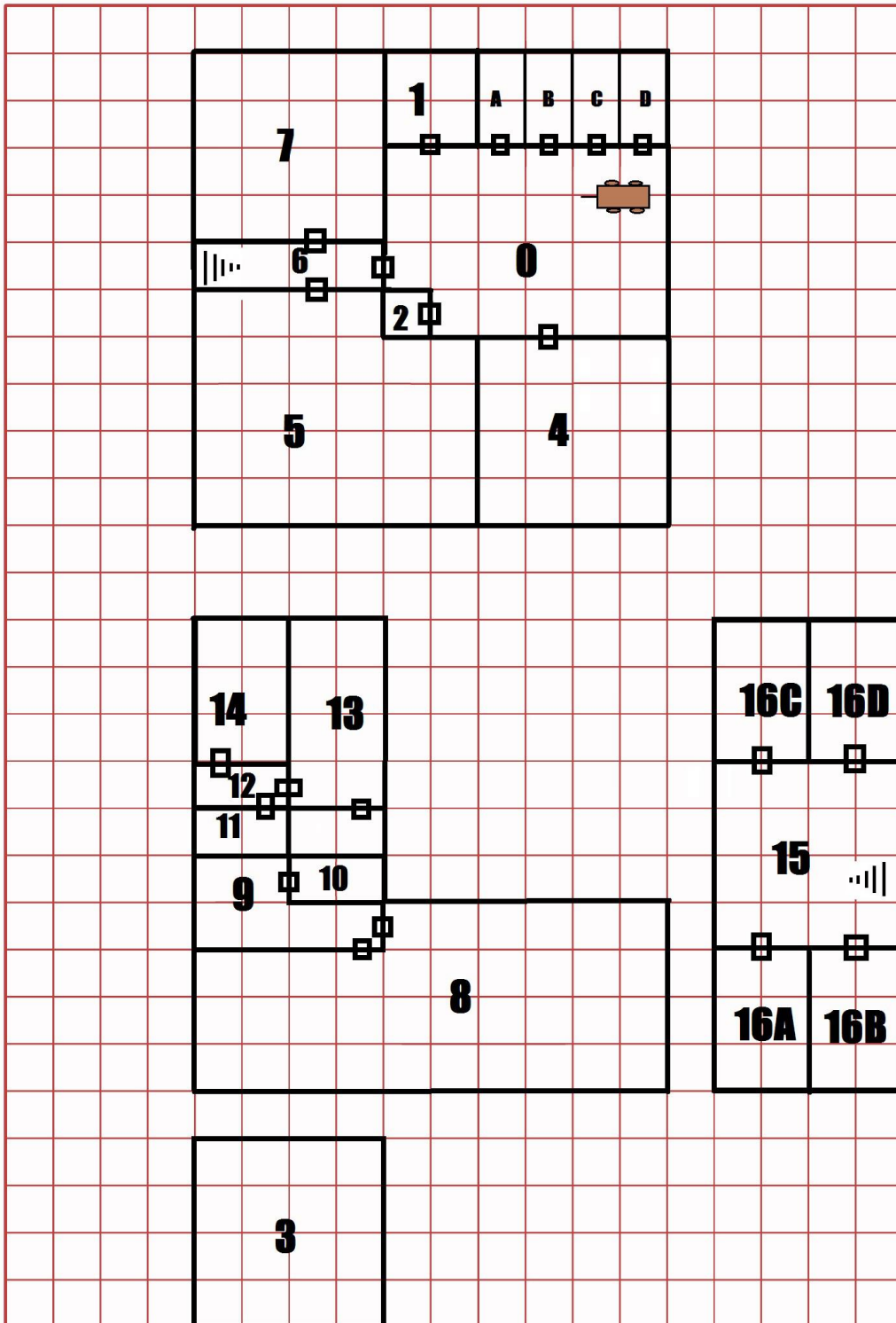
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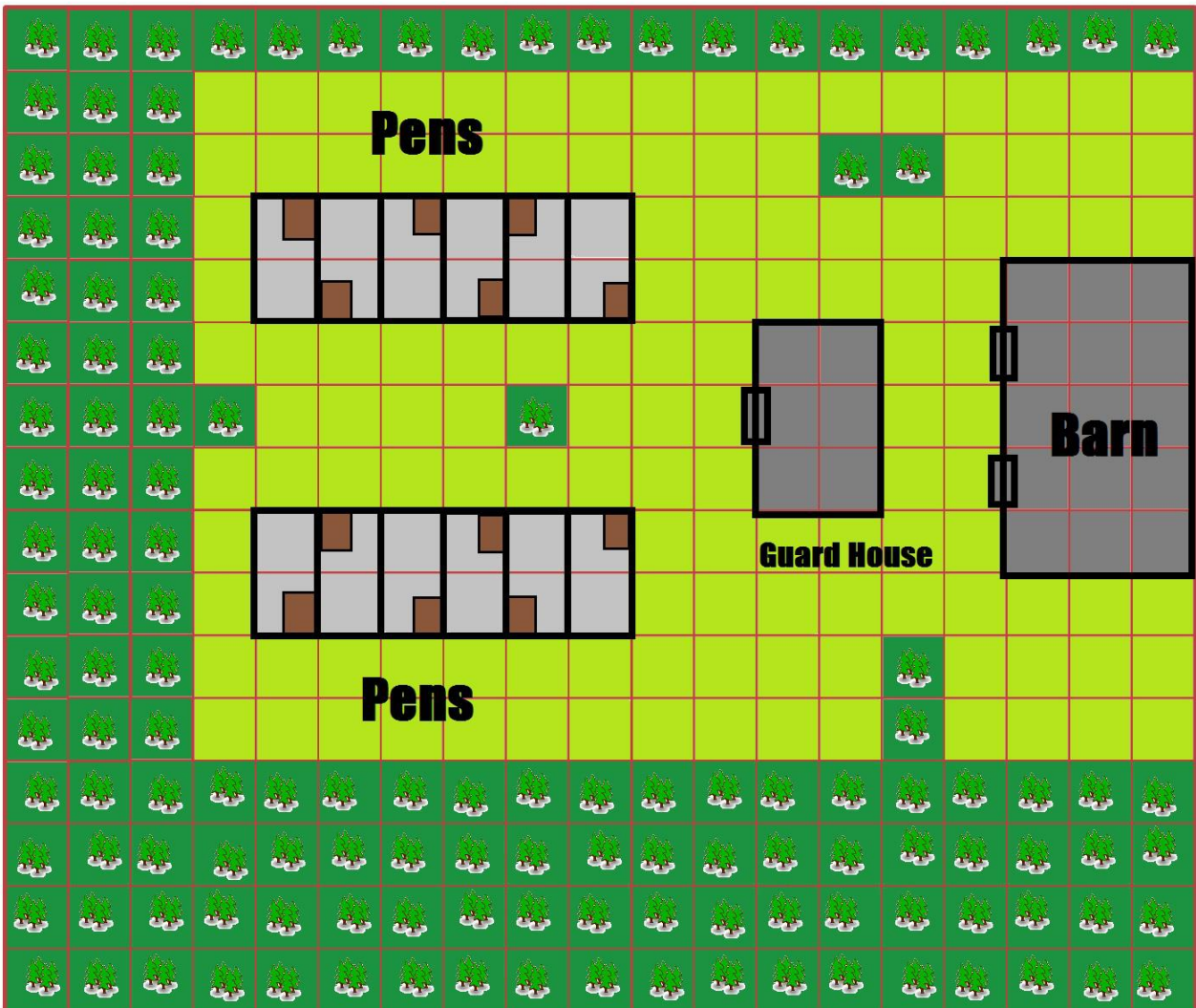
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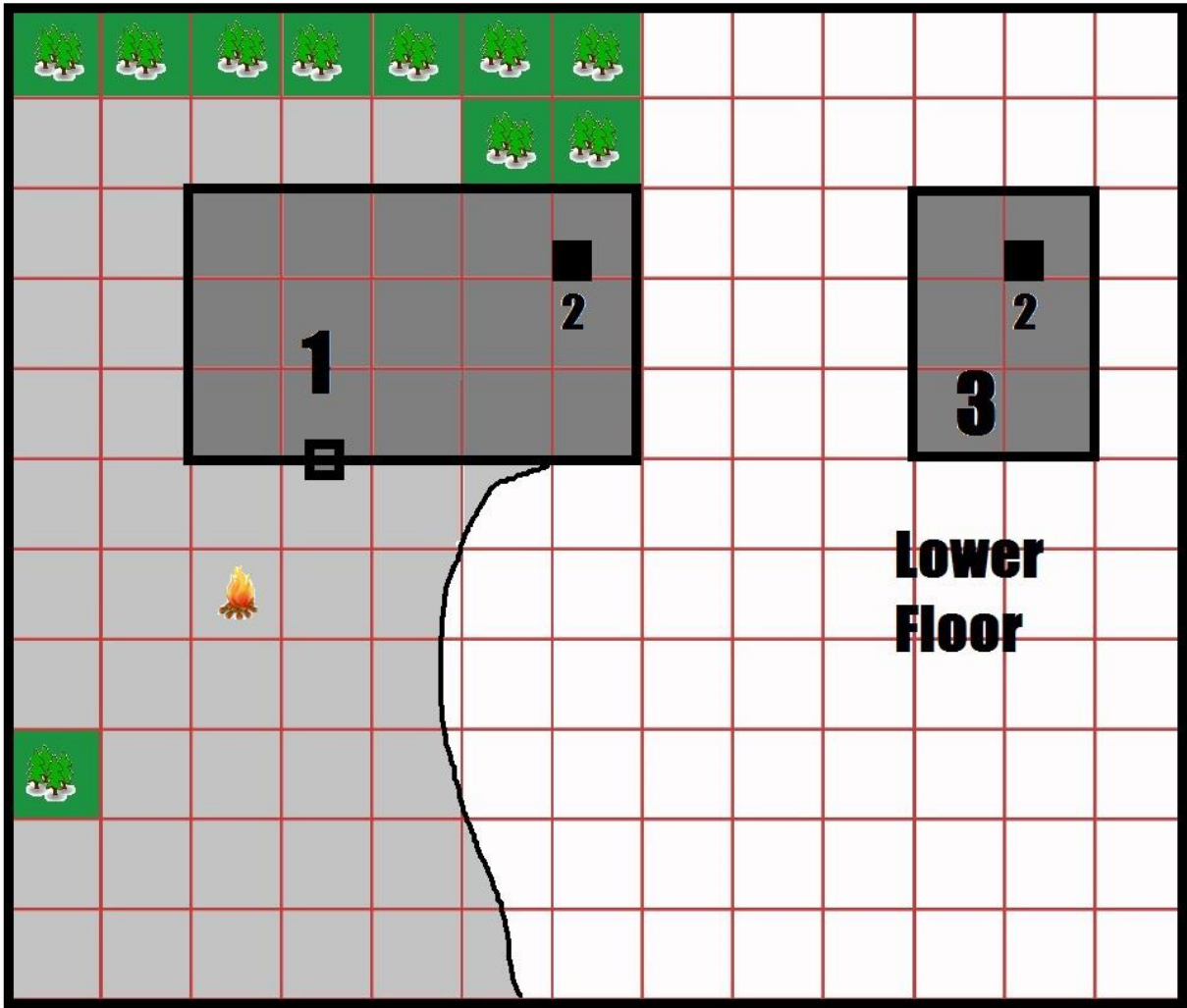
## Appendix H: Maps



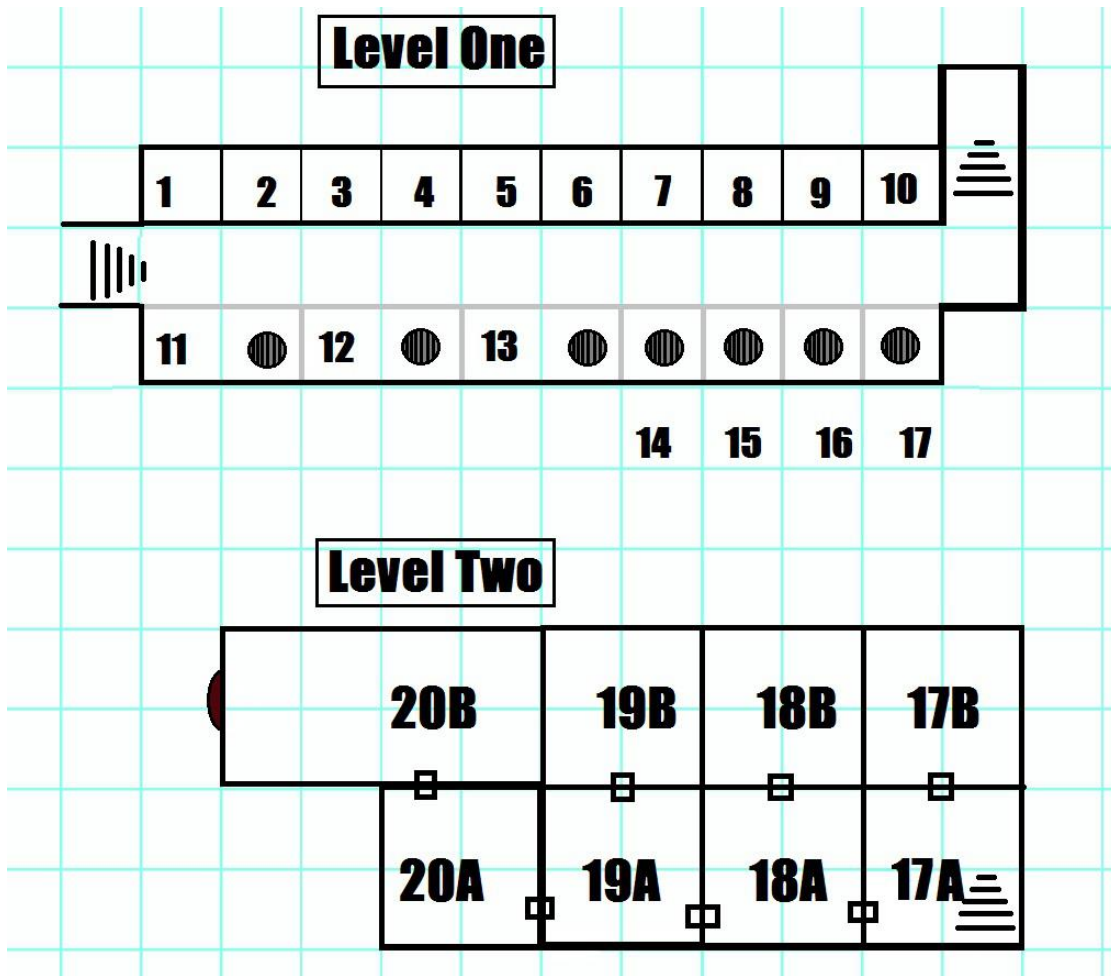
Map 1: The monastery. Scale one square equals 5' by 5'



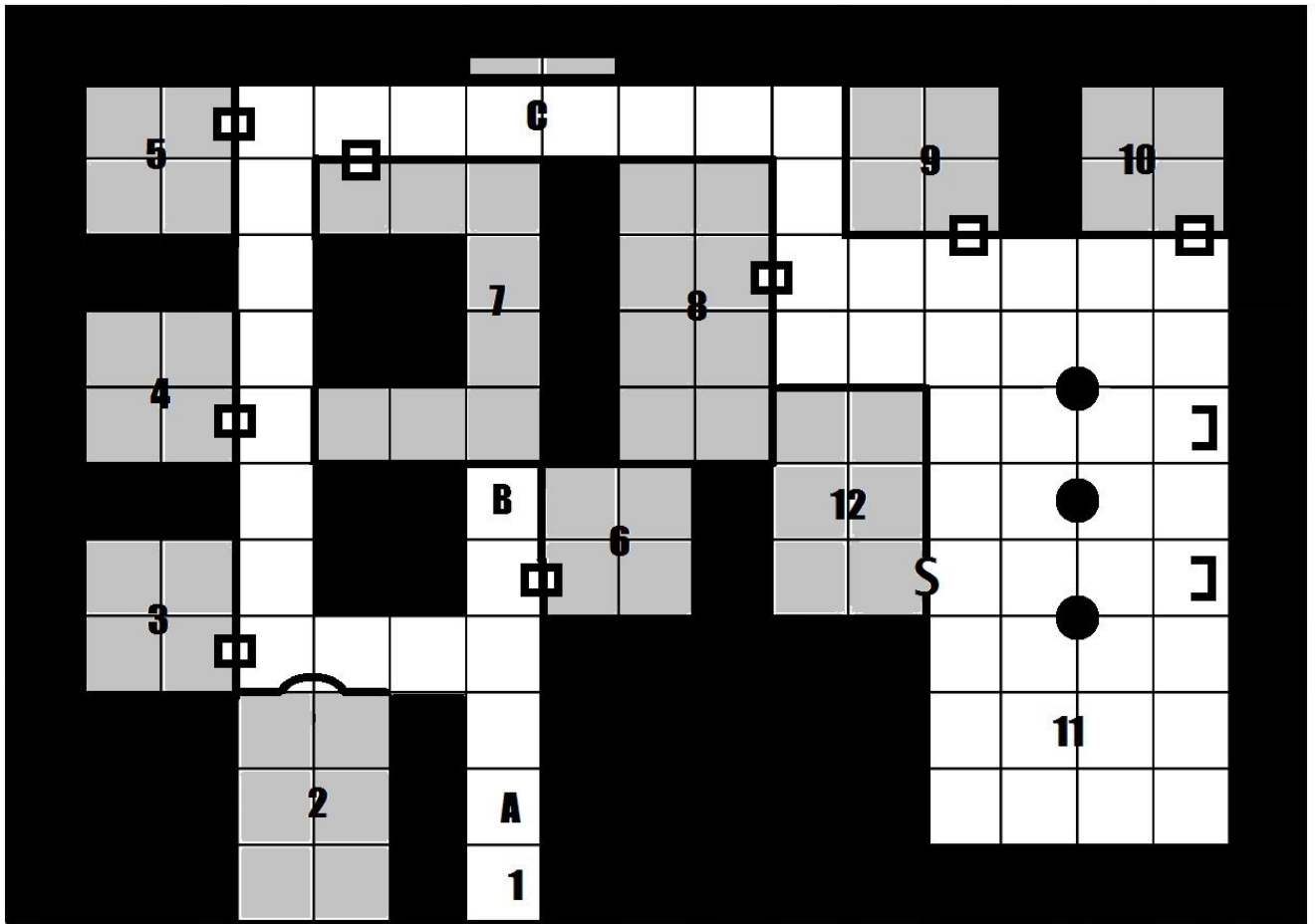
**Map 2: Rust Monster Farm.** Scale one square equals 10' by 10'. The brown rectangle in each pen represents a small, wooden shelter for the rust monsters. The tree icons are by lordoftheloch and available at [Openclipart.org](http://Openclipart.org). Light green areas are clearings.



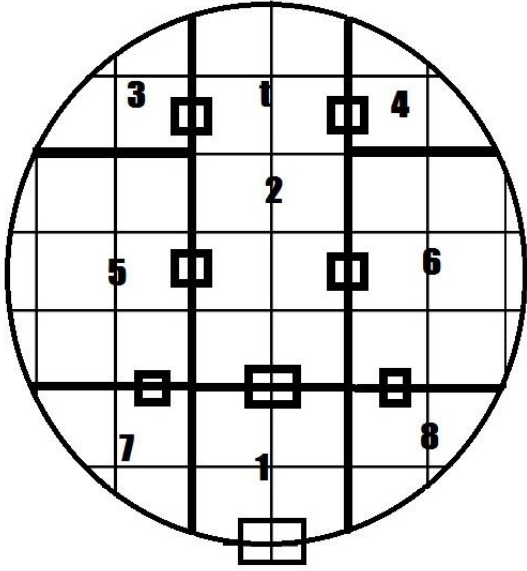
**Map 3: Hag Tower.** Scale one square equals 10' by 10'. The tree icons are by lordoftheloch and available at [Openclipart.org](https://openclipart.org/). The campfire icon is by valessiobrito and available at [Openclipart.org](https://openclipart.org/). Light grey areas are open, stone-covered ground. White areas are over the edge and not traversable.



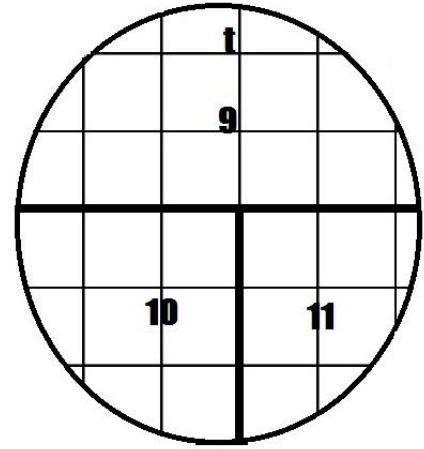
**Map 4: Prison Ruins.** Scale one square equals 10' by 10'. The light grey walls shown on level one are not present on that level, but instead represent the walls of the oubliette cells 15' below. The dark red arch in room 20B is the gate.



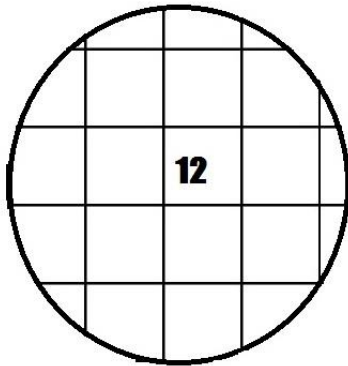
**Map 5: Vrock Island.** Scale one square equals 15' by 15'. The light grey areas are rooms other than the hallway and the great hall. The campfire icon is by valessiobrito and available at [Openclipart.org](http://Openclipart.org).



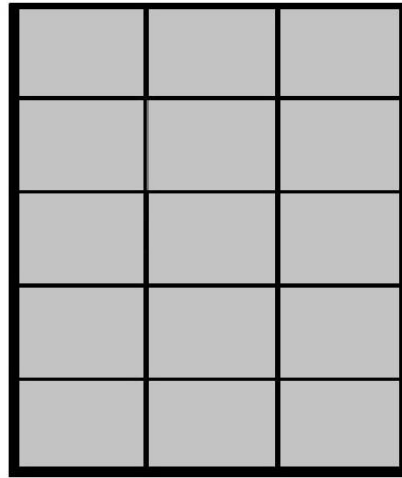
**Level 1**



**Level 2**

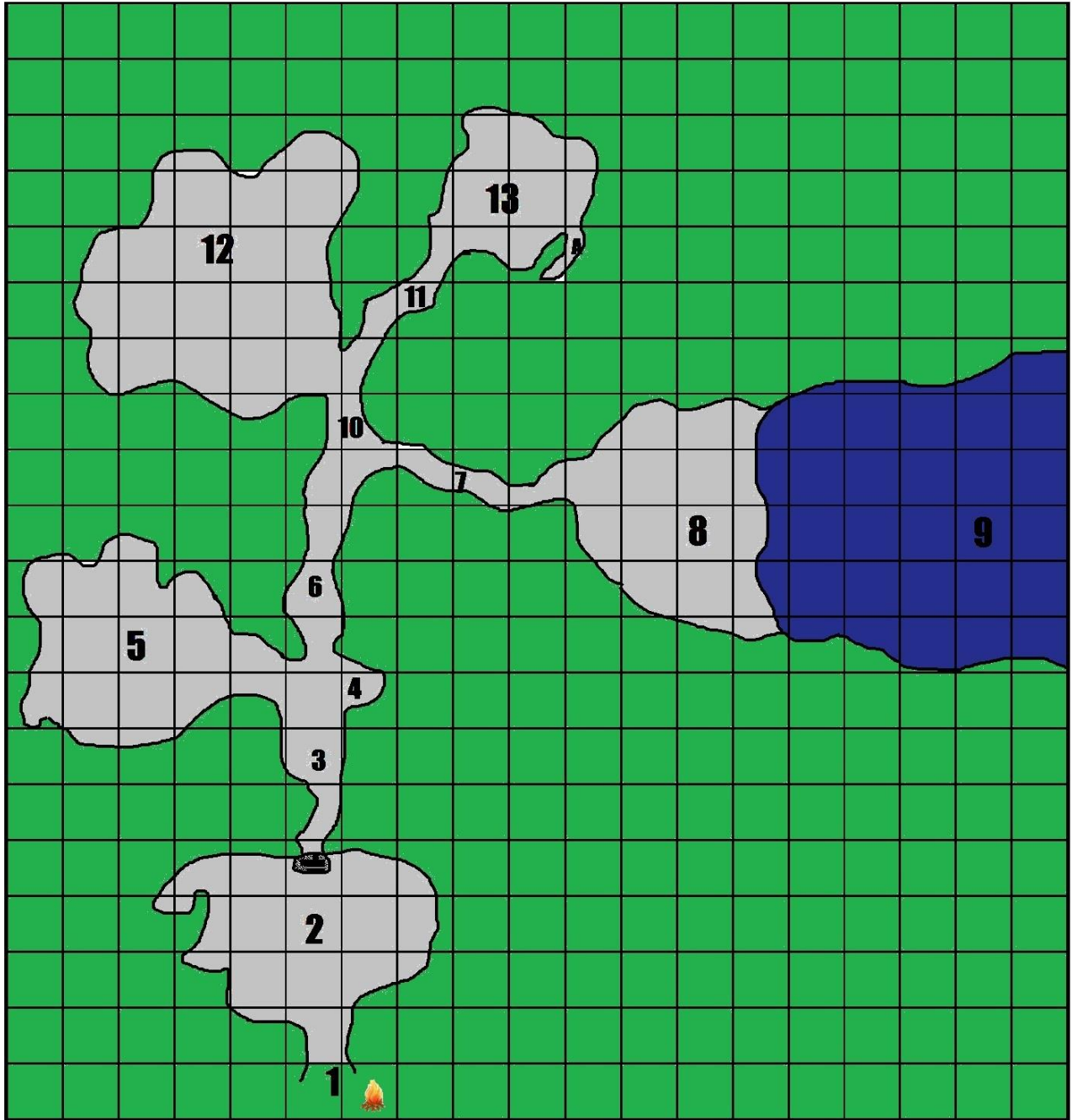


**Level 3**



**Cellar**

**Map 6: Lich Tower.** Scale one square equals 10' by 10'.



**Map 7: Cave of Ettins.** Scale one square equals 15' by 15'. Green hexes are forested areas outside of the cave, grey hexes are inside the cave, and dark blue is the underground lake. The campfire icon is by valessiobrito and available at [Openclipart.org](https://openclipart.org/).

# *Goblin Market*



A wave of pain and death sweeps over the town of Sligo during a festive faire and market, causing fear and panic. As the characters investigate this horror, they find that is just part of an ongoing, multifaceted plot to drive away all humans and their allies. With giants, demons, hags, undead, and more lined up against them, the characters will have their work cut out for them.

An OSR compatible module for any old school RPG or modern clone, designed for character levels 10-12, **Goblin Market** is easily adaptable to other levels.