

ADVANCED FANTASY MODULE

FATE OF THE FORGOTTEN KEEP

for character levels 4-8

by RC Pinnell

This product provides a complete adventure scenario and maps designed to allow the Dungeon Master swift access to information within the text, tables and other suggestions for things not covered. While it is meant as a "stand alone" product it can easily be incorporated into an existing campaign-world, with some minor tweaking here and there.

For decades the southern border was protected by a famous general in charge of a fortress-keep. But rumors of desertion and cruel treatment have caused the Queen to court marshal the old soldier, and banish him from the realm. Before he could be returned for punishment, the only pass leading to the keep became blocked by a landslide, and all attempts to arrest the general were abandoned. No one has heard anything from the keep since. Now a strange map was found in a backpack recently bought. Can it be real? Will explorers be sent to investigate?

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FOREWORD

The following adventure can be played with either the Classic or Advanced medieval fantasy role-playing game; subject to some minor modifications. It includes a short wilderness trek and requires an extensive exploration of a keep filled with over a dozen buildings and scores of rooms. The recommended number of characters is from five to eight (5-8) with each having an ability level (or levels) of from fifth to seventh (5-7). Each character should have from 1-4 minor magical items, including potions and scrolls. It is not possible to conduct this adventure in one session and the Game Master is advised to allow the players many weeks--at once per week being the norm--with which to conclude their exploration. The GM should also delete, expand, modify any and all information he so desires in order to run the most enjoyable game for his players as possible; death and injury should be included in the realm of possibility when doing so.

This scenario is dedicated to the spirit, desire and willingness to produce, when the fate of such has no clear definition. In this light, it is extended to the stable of writers and designers that created for Judges Guild a plethora of modular adventures at a time when doing so was risky for a small company. Specifically, it is dedicated to Bob Bledsaw for creating a company that was willing to go out to the end of the limb and look about, and Paul Jaquays, for giving us such wonderful views (adventures) from that limb.

BACKGROUND

The great realm of Queen Carlotta stretches from east to west over 1000 miles. Its eastern border being the coast, where the great capital city stands within a sheltered bay, host to trade ships and exploring vessels from around the known world. Four hundred miles to the north the great ice capped barrier peaks rise looming upward to heights of 20,000 feet, shielding the realm from the frigid lands beyond. The hell scorched hills with peaks as high as 3000 feet extend from the sea to the inland frontier protecting the realm from the southern tribes of humanoids and barbarians. Within this zone the safety and well being of the citizenry has been achieved by successive heirs to the throne. Queens have ruled by birthright for over 500 years, supported by devoted nobles and dedicated armies.

Fearing that the southern border was the weakest and most susceptible to invasion, a trail was blazed through the rugged terrain 200 years ago and an outpost erected at the southern foot of the hills. Over those two centuries it has been occupied by a permanent army under the command of one of the Queen's loyal retainers. Given the rank of General and in charge of 500 men a stone keep was raised and fortified, armed with great machine weapons atop its towers to repel any approaching enemies. Under a general's command the troops have successfully foiled all attempts from the south to invade the realm. With each successive Queen assuming the throne, the command of the keep changed accordingly.

Before Queen Carlotta's ascent to the throne her predecessor, Queen Elizabeth, had assigned her most loyal supporter the task of commanding the keep. General Giles Larson was well liked by the troops, and for 40 years under his guidance the keep continued to turn back small attacks. But decades of being isolated from the realm and civilization took its toll on the General, who became more and more strict to the point of obsession. As time went on word began reaching the queen's realm of his harsh strictness, and that his command was often plagued with deserters. To prevent his troops from abandoning him he tightened further his control; rationing food in small amounts so that none would have enough to support an extended flight, and weapons locked away from use unless a general alarm was sounded. Eventually the reports became too numerous to ignore, and the queen's commanders dispatched a rider with documents ordering the

general to report to the queen's city and explain his reputed behavior. But the only route through the hills was resistant to penetration, as a section had mysteriously collapsed, preventing the rider from advancing; and in fact, had seemed to swallow the poor unfortunate up. Not long after the queen's commanders sent a small unit of forces into the pass to investigate, and return with the general, but were turned back by a horde of monstrous creatures that nearly decimated the company of men.

For fear of losing anymore troops in such actions, Queen Elizabeth--on the counsel of her advisors--declared General Larson a traitor of the realm, stripped him of his rank and title and confiscated all his property. A perpetual bounty was placed upon his head should he ever return to the realm. And all accounts of the general and the keep were removed from the official records, with one exception: any soldier that deserted from the general's command was granted a pardon upon their return.

After two more decades the throne of the realm passed to Queen Carlotta when the old queen died. But being a mere 5 years old at the time of General Larson's banishment, and with mention of him erased from the records, the young queen gave no thought to the man and the keep, and concentrated all her focus on running the empire.

The fate of the forgotten keep has slipped from the minds of the populace. The current monarch's time is filled with the daily concerns of the realm. Mysteriously, no further attempts of invasion from the south have occurred. Whether the tribes of chaos have decimated themselves or simply moved on, is unknown.

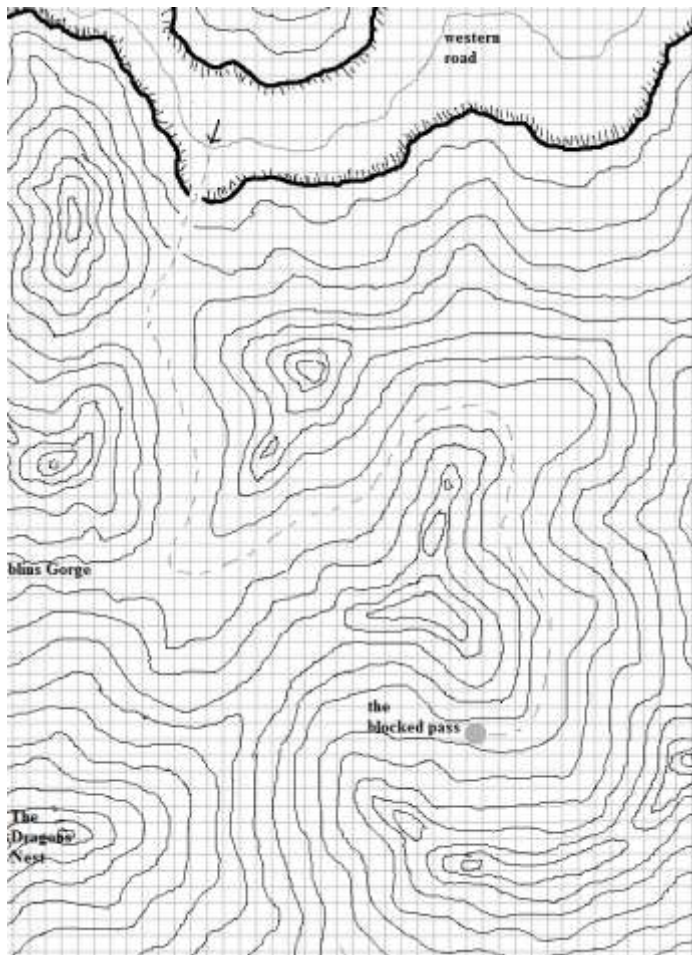
Unknown, also, is the fate of General Larson and his command.

BEGINNING THE ADVENTURE

In all likelihood your players' characters will not be familiar with the world presented in the Background. You must create whatever back stories needed in order to make them feel as if they are part of this world. They do not have to be from Queen Carlotta's realm--perhaps just adventurers passing through--but it should be assumed that they are members of the greater world.

To get the players started on this adventure, you must have them begin by gathering up supplies at the local trader's shop. While there, a rag-tag, folded and faded parchment will be acquired with the purchase of a backpack, sleeping roll or blanket; this belonged to a deserter that, long ago, made a map of his escape and sewed it into the item. Upon returning to civilization, he hastily sold off his old possessions attempting to rid himself of the memories of his time in the keep. Upon purchasing the item, the character will notice something peculiar about it, perhaps a soft crinkling sound as it is held or moved about. When time permits and they are outside the sight of others, the group may investigate the source of the sound or "feel", and will then discover the map.

Though faded and bleached by the sun it is still in fairly good condition; protected once no longer needed by the garment/item it was tucked away in. At approximately 1 foot wide by 2 feet high, it is not impressive regarding details. Some writing appears, indicating where the pass is blocked, and something about "--blin's Gorge" and "The Dragon's Nest".



Copy of players' map

One square = 1/4 linear mile

The map alone may not be enough to urge the party to consider exploring its features. In order to instill a desire to do so you should also include bits and pieces of information found in the background; the possibility that family members might want to find out the fate of one or more of the soldiers left behind at the keep should also be considered. Perhaps, even, one of the survivors from the keep that escaped, and managed to return to civilization, could be used as the catalyst to motivate the player-characters to investigate what lies beyond their map. Everything is not going to be spelled out in front of you all the time. You should be prepared to use your own imagination and intelligence to fill in the blanks.

THE TRIP & THE HELL SCORCHED HILLS

Once the players have decided (with lots of encouragement from the GM) to follow the map they will have no trouble making their way along the Great Trail to the leading edge of the western frontier. The only encounters they might experience along the trail will most likely be with groups of the queen's army, doing routine patrols along the stretch the encounter occurs. If you want them to encounter anything other than this, you must create and design the encounters; you can assume for game purposes that the area is "Uninhabited" and the trail, "patrolled" and that it will take the players' characters about 1 week of journeying to reach the point on their map indicating the "hidden trail" south.

When the characters turn their mounts south and begin climbing into the Hell Scorched Hills you should adjust movement as follows: upgrade/downgrade -50% of standard; due to obvious factors, with safety being an important one. At the +1500 foot mark they will, more or less, level off, allowing the mounts to actually canter and trot.

While wandering encounters may have been few upon the trail leading to the hills, once the characters actually begin to ascend into them it is a completely different matter. And while natural animal life (circling birds overhead, slithering snakes across the track, foxes chasing dashing rabbits into the underbrush) is easily visible, monstrous things lurk within the hills themselves. These include both Wandering and Set encounters; with the former rearing their ugly heads from time to time. For each hour of day or night that passes there is a chance that such an encounter will occur. If the group is following the south trail through the gorge, the chance mentioned will be on a die roll of 1-2 on a d6; if not upon this trail but off in the brush and rough terrain the chance is 1-3 in 6. You may make up your own table, listing the monsters you would personally like to have the characters confront, or use the following.

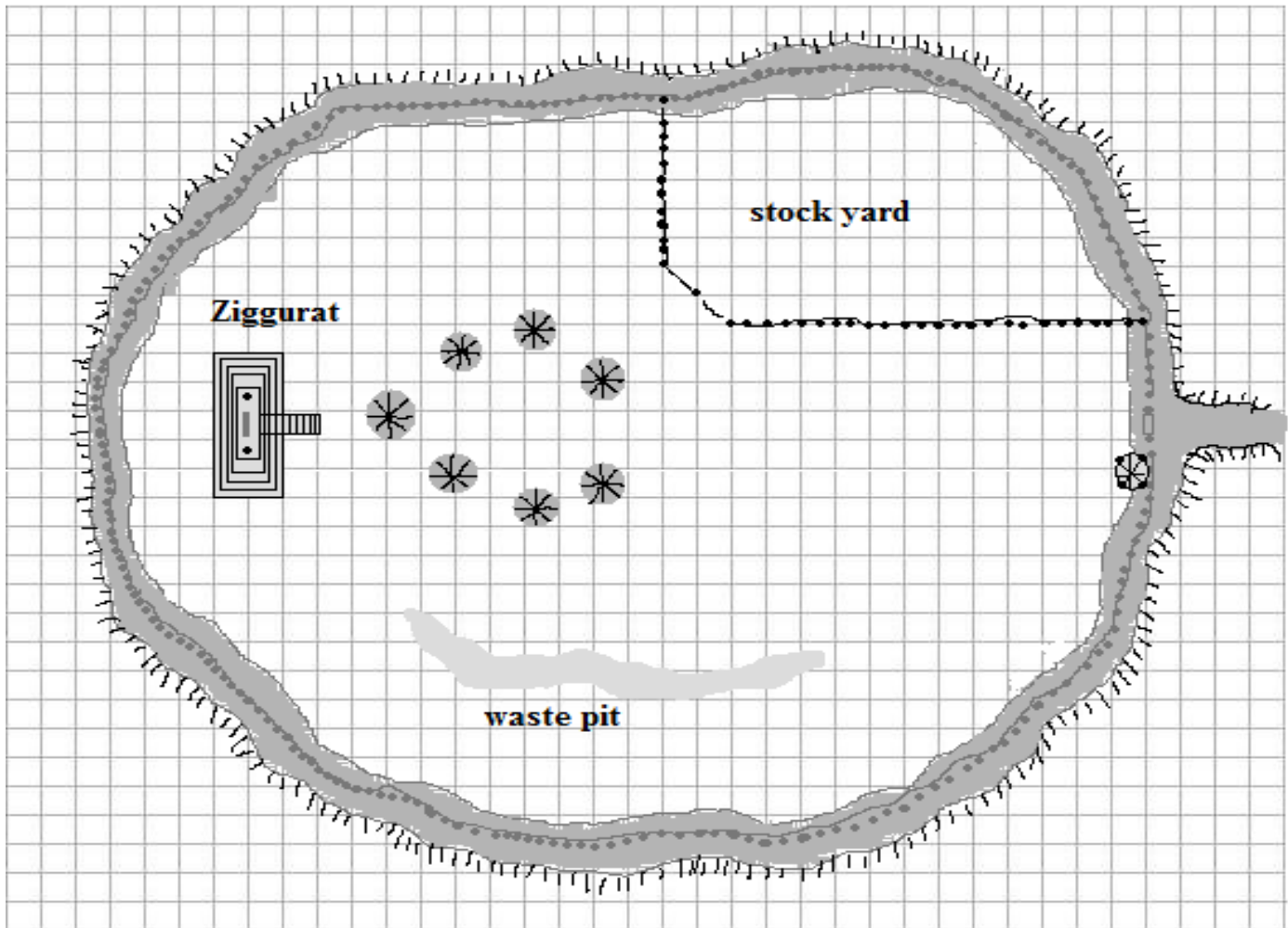
Die Roll	Creatures/Monsters Encountered
1	3 Ogres (HP 24, 23, 22) AC4 HD4+1 D1-10 M90'/turn Chaotic Evil
2	Giant Hawk (HP21) AC6 HD3+3 D1-6 M450'/turn flying Neutral
3	2 Mountain Lion(HP20,19) AC6 HD3+2 D1-3/1-3/1-6 M150'/turn Neutral
4	4 Bugbear(HP19,18,17,16) AC5 HD3+1 D2-8 M90'/turn Chaotic Evil
5	1 Minotaur(HP24) AC6 HD6 D2-12 by weapon M120'/turn Chaotic Evil
6	Giant Rattler(HP24) AC5 HD4 D1-4+poison M120'/turn Neutral
7	1 Hill Giant(HP48) AC4 HD8+1 D2-16 M120'/turn Chaotic Evil
8	4 Dire Wolf(HP25,24,23,22) AC6 HD4+1 D2-8 M150'/turn Neutral

NOTE: Only encounters 1, 4, 5 and 7 might possibly yield some monetary treasure, as these humanoids might be carrying something at the time of the confrontation. You should consult whatever Monster Manual you are using, and treasure tables, to randomly determine if such is the case.

Should the characters be fortunate enough to not encounter wandering creatures as mentioned, there are 3 "Set" encounters that you can conduct if you so desire. Each requires that the characters reach a certain location as indicated on your detailed map. Upon doing so the encounter will occur. Two involve actual monsters, while the 3rd is non-combative, and more of a challenge to test the players' ability to function as a group to overcome obstacles. In the case of the former 2, you will have to adjudicate the possibility of the players surprising the monster/s mentioned, and/or vice versa. And, again, should you find objection to any treasure the aforementioned monsters might have in their possession, feel free to delete, modify or add to what is noted. (This applies as well to the monster/s' HP, AC and other technical data presented here)

SET ENCOUNTERS

1. GOBLINS' GORGE A very primitive fortification surrounds a village of goblins at this location. An embankment 6' high with sharpened poles rising another 6' above that encircles the camp. Crude thatch huts, of which there are 7, stand clustered within the center of the compound. A watch tower on stilts rises above the eastern embankment, where a crude gate is built into the log wall; it accommodates up to 6 goblin archers.



The goblins residing at this location are unique in a couple of ways. The first being that they do not suffer penalties normally accrued by being out in the open daylight, as long as they remain within the perimeter of the embankment. A supernatural effect within this zone filters and weakens the light beaming down into it. This is due to the ziggurat, and the close association between it and the goblins' deity. Secondly, these goblins, as a race, actually have levels of ability within the primary classes: fighter, cleric, magic-user. The bulk of them are fighters, but this tribe is led by a powerful MOGUR (Witchdoctor)!

All males and females are, at least, equal to a 1st level fighter; young of any age are non-combatants. This affords them a full HD worth of hp. They wear varying layers of protection, and the higher level ones will have the better, giving them an AC according to the type worn. They wield curved bladed weapons, similar to scimitars and sickles, with leader types often using a 2-handed version of this; the former doing 2-7 hp of damage and the latter, 2-11. All can use bows.

As mentioned, the watchtower is manned by 6 goblin archers; all 3rd level fighters with bows and 2-handed blade weapons (HP 18, 17, 16, 15, 14, 13). They can each fire 2 arrows per round, doing 1d6 damage per hit. The heads of the

arrows are dipped in and coated with a vile poison (see below) that causes an additional burning infection of 1 point per round for 1 to 10 rounds. A Save vs. Poison reduces the duration by 1-4 rounds. Though protected within the compound by a dimming haze, they cannot see outsiders approach during the day very well. (Use standard surprise method)

Each hut (shown) houses 3 males and 3 females, along with 1-4 young. Within the eastern 4 huts, all the adults are 1st level fighters, having a weapon, shield, and leather protection. The 2 huts west of these house 2nd level fighters, with a weapon, shield, and ring mail like protection. The western hut houses 3rd level fighters, each using a 2-handed weapon and wearing splint like protection.

In the northeast quadrant of the compound is a large area surrounded by a wooden fence. The goblins keep all of their animal stock and prisoners within this. At any time there may be as many as a dozen goats, hogs and scores of chickens along with 1-6 unfortunate humans, dwarves or elves captured within the vicinity. Any particular information regarding the latter you will have to create, as they have no particular bearing in this scenario. All prisoners have their hands bound behind them, and are generally starving, and dying of thirst.

A 120' long ravine roughly 10' across stretches through the south section of the compound. The stench coming from this feature is so repulsive to humans, dwarves, elves and halflings, as to be noticeable from as far away as the entry gate; coming within 20' of it will initiate a strong desire to retch and gag. Anyone within 10' of it (besides the goblins) must make a Save vs. Poison each round/turn or be violently overcome with burning eyes, nose and throat, with projectile vomiting following in 1-2 rounds. When effected as such the victim's ability to melee is hampered by a -2 to hit and damage, and his dexterity is lowered by 4! Once succumbed to the effect the victim will remain thus for 1-3 Turns. The pit is filled with gooey mucous and membrane, bone and fluids of past victims of the sacrifices (humanoid and animal) held atop the Ziggurat. Should a living being or creature fall into the pit, a Save vs. Poison is again required, with failure resulting in the immediate gagging and drowning of the victim; those that Save do not get off lightly, and are infected with some type of potentially lethal disease--you should determine what this is and how it effects the victim from whatever sources you currently use. Anyone or thing that falls or is thrown in the trench will be coated with the deadly fluids, and if escape is achieved, must be completely washed free of every drop of the vile goo! Not doing so runs a risk of disease being present and infecting the victim at a later time. (Handle this as you see fit)

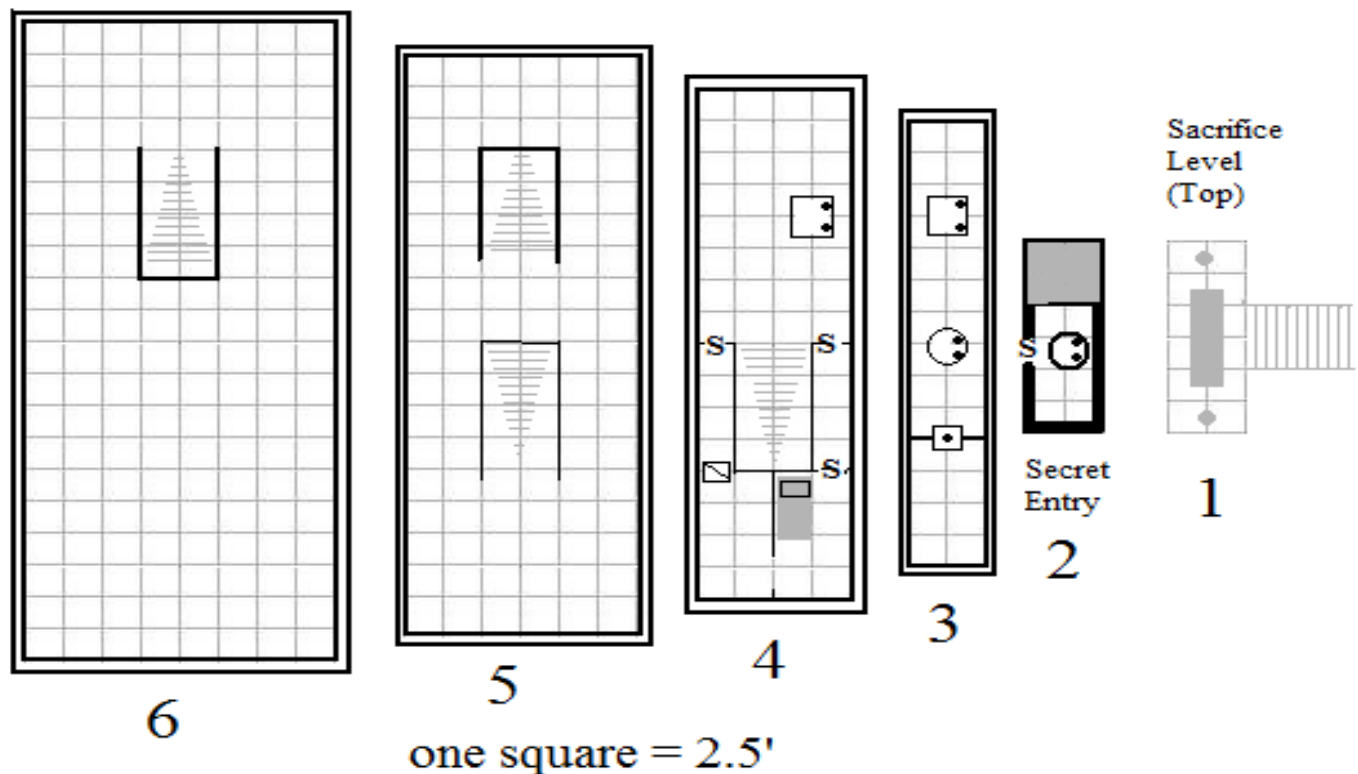
At the western side of the compound rises a stone structure out of the ground, a ziggurat. At 20 feet wide from east to west, and 50 feet from north to south it rises 6 stories above the earth to a height of 40 feet. A wide set of steps is carved into the eastern face of each tier, allowing a steep, but achievable, access to the top. Within this the leader of the goblin tribe resides. This self-titled *MOGUR* is a witchdoctor, a combination cleric/magic-user of 7th/4th abilities. AC7 HD attacks as 4-1HD creature (HP36) D1-6/staff + charge (*staff of striking*) M 90'/turn Chaotic Evil. This creature also wears a *ring* made of the bone of a troll that allows her to regenerate 1 hp per turn. Her compliment of spells includes 3 1st, 3 2nd, 2 3rd and 1 4th level cleric spells, along with 3 1st and 2 2nd level magic-user types. Currently, she has the following in mind: *Cure Light woundsx2*, *Resist Fear*, *Augury*, *Resist Fire*, *Snake Charm*, *Dispel Magic*, *Prayer*, *Neutralize Poison*; *Affect Normal Fires*, *Shieldx2*, *Invisibility*, *Levitate*. She is the only one of her tribe that knows how to enter the ziggurat, and resides on level 4 of it.

THE ZIGGURAT

Details of this structure are left to you to create if desired. Its purpose is basic--ritual sacrifice to the goblins' deity--but, beyond that, if you wish to add more background and flavor to this encounter please do so. The "top" designated on the map is actually the roof of level 2, with a stone altar in the center of 2 large stone pillars at each end. In the west wall of level 2 is a secret door the Mogur knows of and uses. The locked room is used by the Mogur to hold "special" sacrifices. Who or what this might be is not mentioned, or needed for this scenario, but you could occupy the chamber with an NPC or two with back stories if desired. Level 4 is where the Mogur resides. A wooden chest beneath her bunk contains the only real treasure of the tribe: 5000 CP, 1000 SP, 500 EP, 100 GP, and a +2 *magic sword*. Levels 5 and 6 are left purposely empty for you to add rooms and/or encounters within them if you so desire. The Mogur might have some immunity or protection from these things, as she is allowed to enter with the sanction of her deity.

This set encounter is potentially lethal depending upon the actions of the characters. Players that foolishly assume a small band of goblins is easy prey will quickly find themselves equally or out matched and may need to turn and flee. Allow the players to use their characters' abilities to the fullest, or not at all should such be the case. All parties of explorers need to be tested from time to time, to weed out the weak and strengthen those able to carry on. Do not play the goblins as weak and frightened diminutive beings, but brave and fierce survivors of the Hell Scorched Hills. And, as always, change and alter anything you feel you need to in order to maximize the experience.

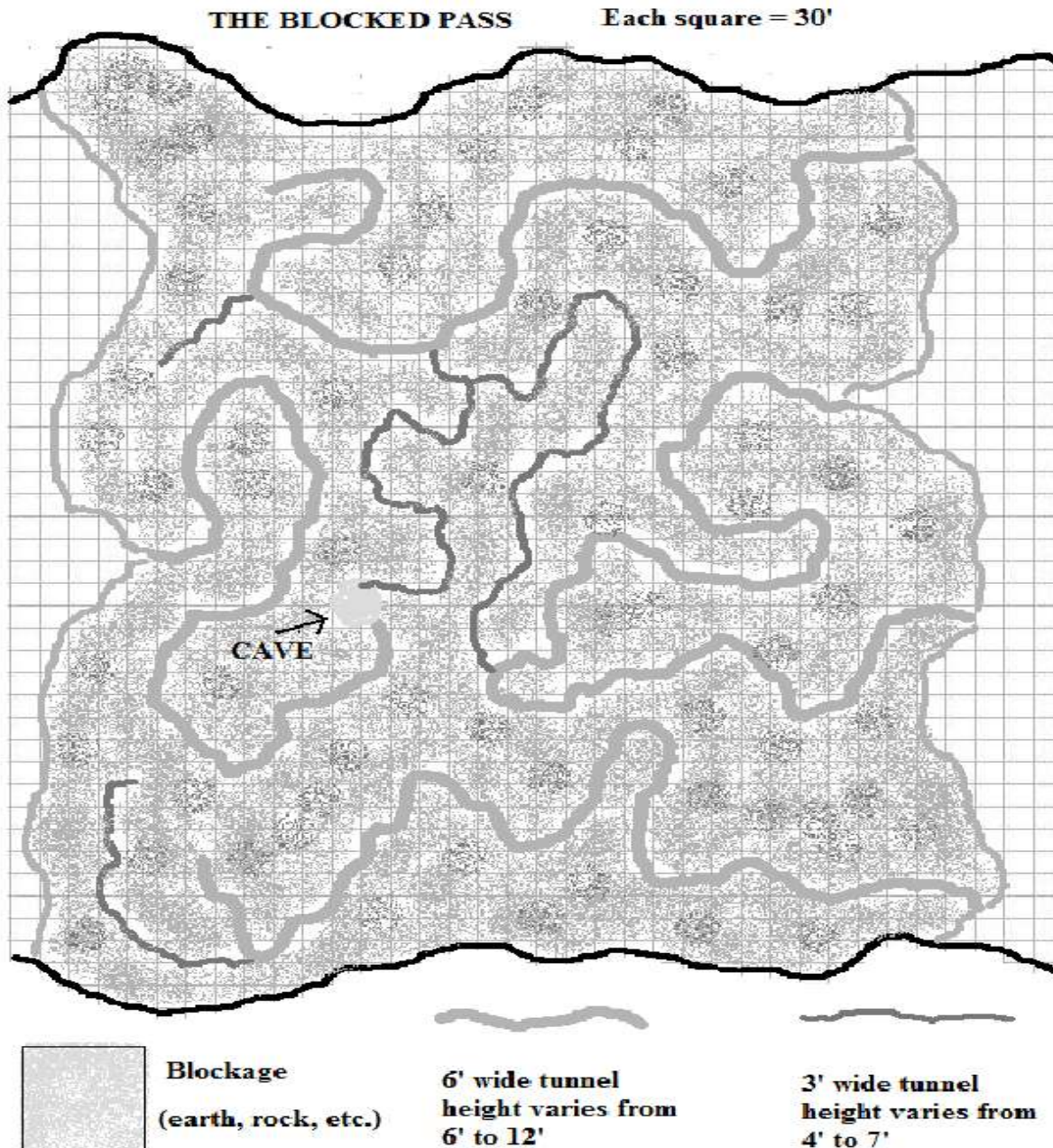
The Ziggurat



2. THE BLOCKED PASS When the characters reach this location they will find the pass blocked by a veritable wall of rock and earth that has collapsed down from above. At a height of 120' an industrious party could engineer ways to get themselves up and over it if not for the fact that this group has animals to deal with, and that there is literally no slope to the blockage, and is in fact a sheer vertical rise of 85 degrees! Which suggests that this was not the result of a natural collapse or quake, but a calculated and planned effect. Fortunately, there is an easier way through this barrier.

A series of tunnels cutting through the blockage was formed naturally by the shifting of boulders and earth as the collapse settled. The widest of these are only 6' across (these appear wider on the map to be easily identified), but zigzag their way through the interior. Jutting rocks and roots protrude from the walls of these in places and heights that vary and make movement awkward, but possible; with heights ranging from 6' to 12', there are places a character can actually ride his mount. There are even smaller passages, 3' wide, and 4' to 7' in height; these will not allow an animal to be ridden through.

The geology of the hills is unstable, with minor tremors occurring frequently. While these are not enough to bring down a mountain, they are adequate in causing sections of the tunnels to collapse, possibly sealing off the passages. Roll a d12 for every hour the party is within the tunnels, with a result of 1-2 indicating a tremor has occurred; roll again on a d6 with a result of 1 indicating the 10' section ahead of them, above them, or behind them has collapsed. If the collapse is ahead of them(1-2) they will have to spend 2-12 hours digging their way through--passing the debris to the back and essentially sealing the tunnel behind them! If it occurs behind(3-4) them then they may proceed onward, and have to find another way back to civilization later. If it occurs above them(5-6), each character and mount within the 10' section will suffer 1d6 x 5 hp of damage from the falling stones and earth. As expected, movement through the tunnels will be slow, at best! Thus, while the characters are within them their movement rate either afoot or on mount is reduced to one-third dungeon rate. In addition, a small cave roughly 40' by 60' is located in the western half of the blockage and is accessible from both directions. While within this chamber allow the party to be safe from collapses, and rest.



3. THE DRAGON'S NEST Whether the characters actually ascend to this location or not, the creature that nests here and calls the peak "home" will be aware of them as soon as they emerge from the western side of the blocked pass. Though not native to the realm this creature has migrated from southern lands where its species is most common. Upon finding this peak the creature found it suitable for settling down and constructed a large nest. During the day it will be floating upon thermal currents above the peak in wide circular search patterns looking for food. From great distances it will easily be mistaken for a dragon--though it is not! It is a giant Pteranodon (HP27), having a 100' wingspan, with a body the size of a draft horse in girth and length; a barbed tail of 15' extends even further. It attacks with a spear-like beak capable of inflicting 1-10 points of damage, but will swallow small creatures such as halflings when possible; it must roll a natural 20 to hit in order to accomplish the latter. There is a 1 in d6 chance per turn after the characters emerge from the blocked pass that the creature will spot them. If so, it will require 15 rounds to reach the western side of the blockage. They will not see it until it is about half-way through its flight, and only then as a small flying spec against the sky. (If an elf is in the party that character will be able to detect some flying creature--even above its peak nest.) If the die roll does not allow the creature to detect the characters, upon reaching the location in the pass due east of its peak, you may allow it a last chance of 1-3 on a d6 to do so. The creature does not collect treasure as such, thus, anything in its nest will have been the result of possessions carried by unfortunate victims it has managed to eat and excrete. You may stock this treasure as you desire, or use the following. 400 SP, 30 GP, +2 *ring of protection*.

THE FORGOTTEN KEEP

Upon exiting the pass at its southern entry, the remnants of a beaten and faded trail turn eastward. The air is thin and warm as exotic scented currents flow north from the barren landscape of the southern lands. Wildlife is dramatically absent from view as even carrion birds floating on thermal updrafts cannot be seen in the sky above. The trail leads on, until the image of a feature appears, with straight lines and angles indicating walls; a manmade thing to be sure. From a quarter mile distant the shape of the keep can be discerned--a round tower, 3 square ones and walls connecting them, confirm that the place still exists. But no guards stand visible behind the battlement, and no movement can be detected atop the towers where the shapes of war machines are hinted. A large single door at ground level in the round tower is the only visible entry. If the party completely circles the keep they will find no other entrance. The walls connecting the towers are 24 feet high, and neither arrow slots or windows appear on the ground level of the towers. The door in the round tower is 12 feet tall, and closed tight; it will require physical strength to push it open on a giant scale. A character with a belt of giant strength can move it inward 6' per attempt, with gauntlets of ogre power, 3' per attempt, and a strength of 18 for 1' per attempt; magical spells--such as "Knock" will easily shove the door open. Once opened the characters will be in the entry--or round--tower.

At this point the fate of the forgotten keep will--slowly--become more and more evident. Through his network of spies (reaching throughout the realm and even deep into the city-state and royal house of Queen Elizabeth itself), General Larson was made aware of his court marshal and banishment. His anger over this was magnified by his already maniacal mentality, pushing him to the point of insanity. Feeling abandoned by the monarchy that he and the keep had protected for decades, he defiled the temple within the compound that had served him and his garrison for years, and was patronized by the favored deity of the queen. Along with its desecration the general commanded his clergy to turn against their faith and teaching, and begin worship of the dark powers; those that refused were butchered and slain upon the very altar they had once knelt to. With the power of evil surging through him and those that followed they called upon malevolent and sinister forces to curse the realm and the monarch that had forsaken them. Not all under his command agreed with this, and those still loyal to the queen and the realm turned upon the general and his clergy and slew them. In doing so their own fate was sealed, as the dark forces that had been released manifested into the corporeal remains of the fallen, turning them into hideous creatures of the nether world. The remaining forces, those loyal to the general and those that resisted his insanity, turned upon one another until the outnumbered men, still loyal to the queen, were forced to flee. But they found the pass blocked, and were forced to turn south. Escaping into the southern lands that for decades had been the source of attacks against the keep, they have had to survive for the past 20 years, while launching sporadic and feeble attempts to cleanse the keep of the evil general and his remaining forces within.

In addition to the creatures that will be encountered within the text that follows, it is possible that the characters might run across General Larson, his clergy, and/or certain loyal retainers, while exploring the buildings. Use the following table to determine the location of these should a random encounter be indicated. If such is not, then those persons will be found in the keyed location as stated. If they are killed subsequently before reaching such locations, simply ignore that listing. The exception being, of course, General Larson. As he cannot be truly destroyed, except within the dungeon chamber in which he is listed. A check should be made every 3 hours to determine the locations of each NPC.

TABLE FOR RANDOM ENCOUNTERS WITH GENERAL LARSON AND RETAINERS

GENERAL LARSON(Roll d8)	FATHER LEBLANC(Roll d6)	BLACKSMITH GUNAR SVARJUT(Roll d6)
1-4= Dungeon Level 2, #10	1-3= Temple (15)	1-3= Smithy (14)
5= Temple(15)	4= Dungeon Level 1, #1	4= Apartment, #14d
6= Manor Hall, #45	5= Dungeon Level 1, #9	5= Manor Hall, #33
7= Manor Hall, #26	6= Manor Hall, #23	6= Stable (12)
8= Manor Hall, #30		

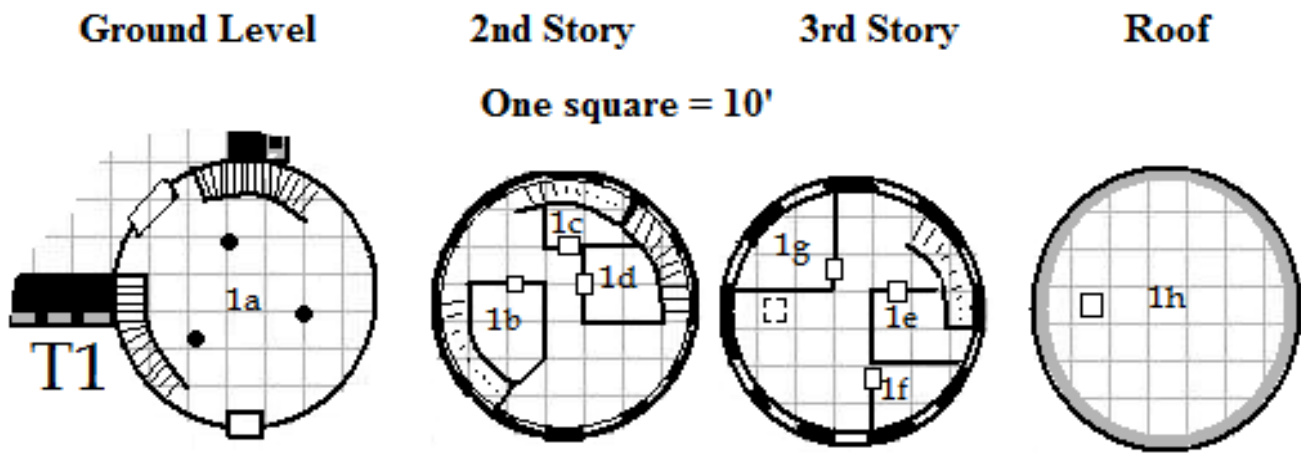
Note: General Larson will avoid appearing outside the buildings during daylight hours. Thus, his movement during the day is restricted to either listings 1-5 or 6-8 above; once his initial location is determined. Complete information regarding the statistical abilities of the above are given here. Please refer back to this section when the characters encounter them at any location.

GENERAL LARSON F7/Pseudo-Vampire AC0, M120'/turn(180' flying) HD7+3 (50 hp), Attacks 3/2, Damage 1d8+4 (3/2), Special Attacks None, Special Defenses None, Magic Resistance Standard, Intelligence Very, Alignment Neutral Evil, Man-size The general wears +3 *plate mail*, and a *ring of gaseous form*, that he will activate if seriously injured, at which time his armor will fall to the ground. He attacks with his +2 *magic sword of frost*, adding his strength bonus to damage. Though a dozen coffins are maintained on dungeon level 1(#1), these are used by his clergy minions as a ruse to fool intruders into thinking they are his. He keeps his personal casket on dungeon level 2(#17). If not encountered randomly, he will ultimately be found on dungeon level 2, #10. The general was never a wealthy man--being a career soldier. But what treasure he had accumulated he kept in the manor hall in his quarters (#42-44). Though this has diminished over the decades--ransacked by former troops that have occasionally managed to infiltrate the building and loot it--enough remains to make exploring the hall and finding it worthwhile. This will be located in small boxes, coffers, chests and trunks scattered throughout his private rooms; many of these containers being smashed, splintered and broken asunder with no contents remaining. You may decide how each or all of the treasure is contained, and if within unopened and still locked vessels; perhaps with traps still set and ready to defend what lies within. The totality of his remaining wealth is as follows. 6,666 CP, 6,666 SP, 6,666 EP, 6,666 GP, 666 PP. 66 gems, 66 pieces of jewelry.

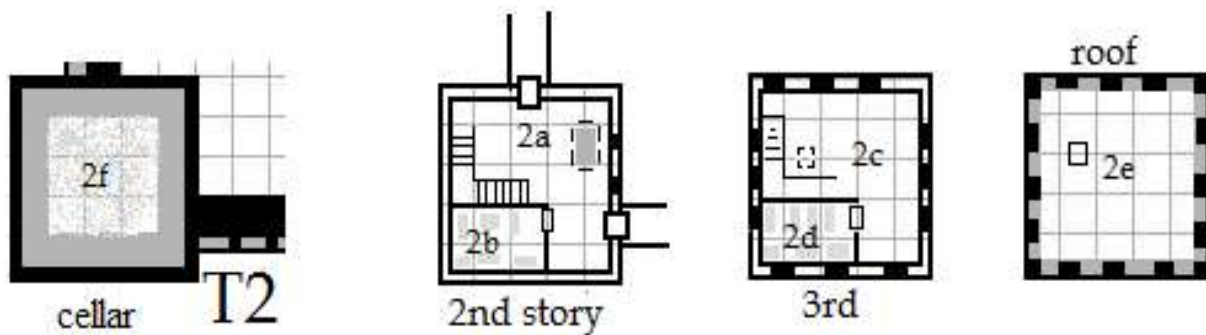
FATHER LEBLANC C7/Pseudo-Wight AC3, M120'/turn HD4 (24 hp) Attacks 1 Damage d6+3 Special Attacks spells possible, Special Defenses spells possible, Magic Resistance Standard, Intelligence Very Alignment Neutral Evil, Man-size. This cleric is/was the leader of the clergy of the Temple of Diana before turning to evil. Since abandoning his former goddess he has been reduced in clerical rank and ability to 4th level, allowing him only the use of three 1st level and two 2nd level spells (*Command-Protection From Good-Sanctuary; Hold person, Silence 15' Radius*). He wears a +2 *ring of protection*, and wields a +2 *mace*. If not randomly encountered, he will always appear in the Temple (15) when the characters first enter it. Like the general, he will avoid going out into the daylight if at all possible, but it does not harm him to do so. His obedience to the general is unswayable, and is the reason his subordinates followed the same fate as himself (they will be described on dungeon level 1, #1). Though he had his own quarters within the manor hall, once the dungeon beneath the temple was constructed, he set up a second abode on level 1, in room #5 to be near the evil shrine that was installed at area #9. He did not garner personal wealth during his life, but in his *afterlife* he has become greedy, lusting for those things he denied himself before. Thus, he has accumulated some baubles and trinkets and coins from the abandoned possessions of former soldiers that fled the keep. This will be found within his chamber (#5). You should roll this up and only place what does not seem excessive or questionable (i.e., a cleric would not want a sword, magical or

otherwise!) If first encountered in the temple, he will cast all preparatory spells possible if not surprised, then shout obscenities at the intruders, adding further insults to Queen Elizabeth and the goddess Diana (he is not aware Elizabeth has passed, and Queen Carlotta now rules the realm).

GUNAR SVARJUT F5/Pseudo-ghoul AC4 M120/turn HD5 (30 hp) Attacks 1 Damage 1d8+5 Special Attacks None, Special Defenses None, Magical Resistance Standard, Intelligence Average, Neutral Evil Man-sized This huge fellow is/was the blacksmith of the keep. He has a workshop (14) next to the stables (12) and his own private quarters (14b-c-d). He does not usually participate in the defense of the keep should such occur, but will defend his shop and the stables should he discover intruders within. He wears a +2 *magical leather apron* and wields a large maul that requires two hands to use by anyone that has less than 18 strength. He has retained what little wealth he had before the darkness took him (randomly roll up individual treasure) and keeps it in a coffer beneath his bunk in room 14d.

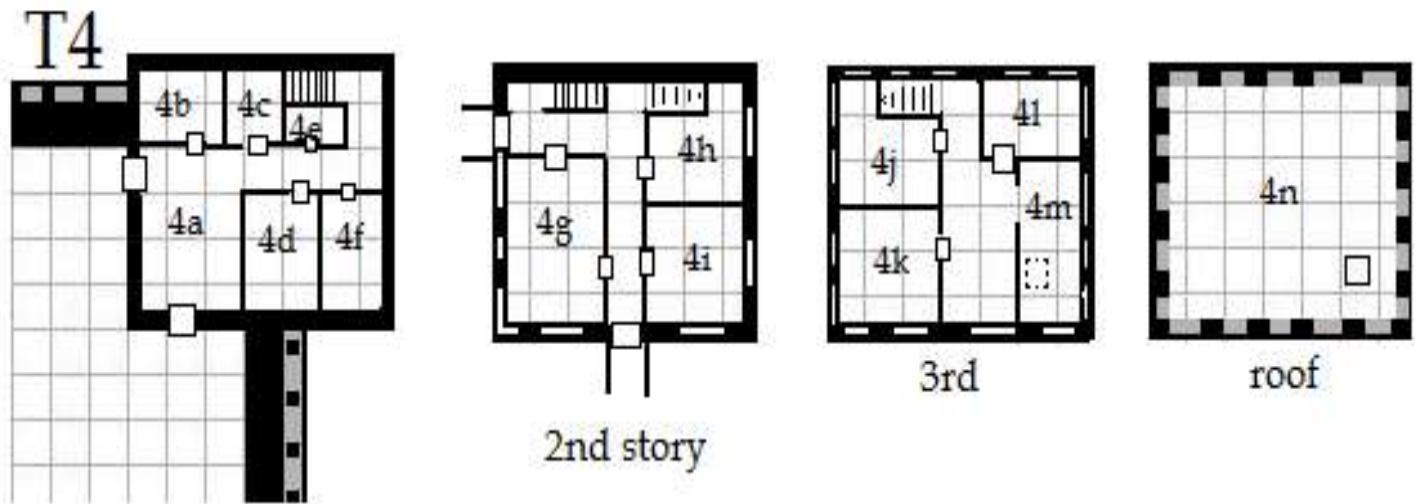


ROUND TOWER (1) This circular sentinel is 80' in diameter, and stands 60' high. As mentioned, the entry door to this structure will take some doing for the characters to pass; a set of smaller double-doors to the interior of the keep stand within the northwest curve of the wall. These smaller doors are stuck, but need only a standard Open Doors check in order to pull inward. The ground (lowest) level of this tower has 3 large stone columns within that support the floor above. Two flights of stairs wind upward along the curving wall, one on the south side and one on the north, both going in a north-west direction to the floor above. As soon as the lower chamber is entered roll a d6, with a result of 1-3 indicating that there is a group of 12 zombies present lurking in the shadows. Every 3 turns the characters remain within make additional checks with the same method, except that positive results will draw creatures from the floors above down to investigate; 3-24 ghouls from level 2, 1-6 wights from level 3. If the party ascends the upper levels to explore, roll as mentioned to determine how many of each time will be present on each floor as indicated, then distribute these among the chambers available as you like. The zombies do not have treasure, but it is possible the ghouls and wights, do. You should consult your own source/s and treasure lists to determine if such is the case. Ghouls should have--at least--a chance of Treasure Types B & T in their possession. Wights, only B. If all the monsters within the tower are destroyed, a similar amount and type/s will reappear within 1 week. The rooms within this tower (and the others) have remained nearly unchanged or used in decades. Normal debris such as dust and leaves may have blown into and settled upon the floors and furnishings within, growth such as mold and lichens may or may not be present. Spider webs will proliferate the building/s in spaces where the residing creatures might pass through, and especially in corners and on ceilings. Standard sundry items might be found, but such is not necessary to run the scenario; using the Appendix following the adventure, you may stock each room with mundane furnishings and items as you see fit. (Note: these are pseudo ghouls and wights and zombies) See Appendix 1.



SQUARE TOWER (2) Access to this tower and the one directly north of it is via the parapet and level 2. There are no windows or other visible means of entry on the ground level (save for holes made by rats!) Two barred windows appear in the east wall of the 2nd story; bar-less ones appear in the 3rd story of each tower. A trapdoor in the stairwell in 2A leads to a cellar filled with 500 giant rats. Since the ladder that allowed access to this sublevel has long been chewed to bits, the rats have had to burrow through the thick support walls to reach the inside of the keep; close inspection will reveal about a dozen of these in the east wall of the foundation at ground level. These are too small for anyone but a halfling to wiggle through; though doing so is potentially fatal. For every 3 turns the characters spend within the tower there is a 1 in 6 chance that they will encounter 1-12 giant rats. The 2nd and 3rd levels contain sleeping rooms, a dining hall and a dayroom. When the characters first enter the keep there will be between 2-16 zombies in each of these chambers, and an additional 4-24 on the roof. The interior of the tower is similar to that described previously.

SQUARE TOWER (3) This structure stands north of T2, and is, in layout, a mirror image to the one to the south (above). In addition, it contains the same properties and residents as the one described above.



SQUARE TOWER (4) Though not, truly, square, it is the most formidable of all the towers as it soars 40 feet upward. While not as high as the round tower, its angular dimensions make it appear so. Two doors on the ground level allow access to this building; doors in the parapet above allowed the former residents to patrol the walls, and gain entry to the two smaller towers as well (T1&T2). This tower is most likely the most potentially fatal to the adventuring group, as the creatures within are more intelligent, cunning, and clever when deciding strategy to defeat invaders. 11 to 20 ghouls will

be found within the ground level at the time the party enters the keep, with a like amount on the roof; those there are fully capable of utilizing the war machines present, and if they detect intruders, will fire volleys upon them. To detect the presence of invaders make a check each turn the party moves about in the open, with a result of 1-2 on a d6 indicating the ghouls spotted them--if the characters are hugging the buildings and keeping to the walls, the chance is only 1 on a d8. The catapults can only be fired once every 3 rounds, with impact damage being 5-30 for a 10' diameter area; half damage is granted if the possible victim/s make a DEX check or less to avoid the totality of the hit. Ballistae can be fired every other round, with damage inflicted being 3-24, which will impale the intended target on a natural roll of 20; if this occurs, the projectile goes completely through some part of the victim, creating a gaping hole that will continue to bleed for an additional 1-4 hp damage per round, until staunched. If detection by the roof guards is made, an alarm will be raised and those ghouls on level 2 will rush onto the parapet to catch invaders in a crossfire of arrows from bow fire; 6 ghouls will rush onto the eastern and northern walls to do this. In addition, once the alarm is raised, 9 ghouls within the ground level will gather shields and weapons and rush to defend the temple (no. 15); these are considered AC5, doing 1d8 of damage per hit. While these take up a defensive position around the temple, another group of 7, unarmed, will emerge and move to melee attack the group. The 2nd and 3rd levels of the tower each quarter 8-12 ghouls. These should be distributed throughout the rooms as you see fit, placing any treasure they may possess in locations where you wish it to be guarded by them and any traps of your desire. . (Note: these are pseudo ghouls just as the previously mentioned ones, and do not have the paralysis attack of true ghouls) See Appendix 1.

INSIDE THE KEEP

Once within the walls of the keep the characters will be overwhelmed by a gruesome sight: bones! dozens of bones! scores of bones! hundreds of bones! All shapes, all sizes, all species, picked clean and gleaming white as they bleach in the glaring sunlight. Piles of bones and skulls are everywhere, and even walking carefully it is impossible to not step on a small piece of ivory just beneath the surface of the dirt without hearing a faint *SNAP!* Complete skeletons of all types of creatures and man appear assembled and held onto the walls of the various buildings. It is a grizzly sight, to be sure, but the lack of stench, and the lack of any sign of rotting flesh suggests that the bones have long been picked clean, and the meat long been consumed.

Movement throughout the keep should be easy, with the various buildings allowing the characters cover and shielding from watchful eyes or hailing missiles. But out in the open, between these, there is little to hide them and their actions. Creeping along the walls will add some protection from sight depending upon time of day and where the shadows are deepest. At night, obviously, the use of light sources will immediately give away their position/s. Characters *can* move about in the dark, if they so choose; you can assume that the characters arrived at a time of month when the moon is in its half-waxing faze--any more or any less would make it difficult for them to maneuver about.

THE BUILDINGS

Each of the buildings within the keep are described, but not all have detailed maps provided for use. Buildings 5-11 do not have maps and you may design the interiors within these as you desire, or leave them blank, and without walls within. Some will have a creature or more inside, and these are described in this section; those absent of information are left to you to fill in the blanks. The buildings have shingled or thatched, pitched or flat roofs, with crude stone walls; at least one entry door is present but others may exist if you wish. Windows should be small and narrow things near the tops of the walls to allow ventilation. Doors, if they are not rotted or torn away, will be standard 4 feet wide by 6 feet tall and 2 inches thick; built of blanks with tacked cross beams on the interior. Lift-latch handles are the primary mechanism of entry; these will not be locked. The stables is primarily built of wood. The temple, of stone. The Manor Hall, being a combination of the two. If fireplaces appear on any of the included maps, assume them to be choked with debris that has fallen or been stuffed into the chimney and mouth; impassable without expending a lot of time and energy. Any hidden treasure or goodies you wish to include within any of these not detailed is up to you.

BUILDING (5) This is simply a 30 foot square structure with a single door at the south end of the western wall. The door is intact and closed. Upon opening the door, light from outside will reveal 7 to 12 pseudo-zombies standing about within.

BUILDING (6) Similar to the one above; the door is in the center of the west wall; the floor is dirt.

BUILDING (7) Only half a door hangs swinging on one hinge. The space within is filled with cobwebs. Half and partial walls reveal several rooms once filled the place, with support beams from floor to ceiling. What appears to have been a 15 by 15 foot room in the southeast corner is as thick with webs as it is with the stench that emanates there. Hiding in the rafters in the southeast corner of this is a giant spider (24 hp). Tied up and dangling within the beast's web is a +2 *magic dagger*.

BUILDING (8) Doors at the north and south end of the west wall allow entry into this large building. Like the one above, it had rooms at one time, for partial walls and support studs stand as definitions of their boundaries. Even so, the place appears very wide open and spacious, having been mostly gutted over the years by violent activity. A wooden floor once covered the ground within the entire structure, but is half ripped up and splintered in jagged shards. The sound of moaning and chains can be heard from the doors and seems to come from the center of the building. Upon reaching the source the characters will see the bodies of 5 soldiers, mature in years, stripped of all gear except some shredded and bloody undergarments. All are covered with wounds, bites and other maladies, infected and oozing fluid that reeks awful; most are missing at least one finger on each hand--some as many as three, with black, blood-smeared stumps of appendages filled with infection. One or two are missing an eye, or ear, or nose; few have more than 4 teeth total. These men are former soldiers of the general, ones that fled south long ago. They have returned every year to launch new attempts to slay their former lord and his remaining troops. They were captured during the last attempt, and have been used as food for the past 3 weeks; there were 9 total when caught. They have no idea where their comrades are, but suspect they are long dead. (You do not need to name these poor souls, for they are about to die within hours due to illness and infection. If a cleric in the party attempts to heal their wounds inform him that it is ineffective, and that--clearly--disease has infiltrated too much of them. Only a swift and quick death would be the merciful thing to do at this time! You should allow the men to divulge some of their story to the characters before they die. What and how much of such is up to your discretion.)

BUILDING (9) This is simply a 30 foot square structure with a single door at the west end of the northern wall. The door to it is intact, but open. 7 to 12 zombies stand about within.

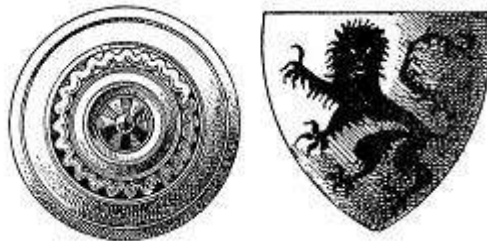
BUILDING (10) Similar in size and shape to that above, a single door in the center of the north wall. Totally gutted within, only support studs indicate where walls might have been, and rooms divided. Buried in the southwest corner under a foot of packed earth is a small iron box; an upside down human skull rests on the spot. A hinged band secures the lid that can be lifted away, except for a padlock that holds it secure to a U-bolt protruding from the face. Rusted and corroded, the lock cannot be picked, but can easily be broken by delivering 9 hp of damage upon it with a blunt tool or weapon; striking it does not require hitting an AC, but rolling a character's DEX or less on a d20. For every "miss" consider the box itself struck, with damage upon it being the actual number above the character's DEX that he rolled. Should the box suffer 51 hp of damage it will be smashed, destroying everything within. Secured within the box by cotton packing are 3 fragile flasks of liquid. The first contains a bluish liquid (*potion of frost giant strength*), the second a reddish liquid(*potion of speed*), and the third a yellow fluid(*potion of healing*).

BUILDING (11) As the two previously mentioned so is this one in dimensions. Hanging on a nail driven into a support post within is a ring with keys . Most went to locks that are long lost, but the skull shaped one goes to the lock-mechanism in the altar at the Temple (15) and will open the panel to reveal the hidden staircase beneath.

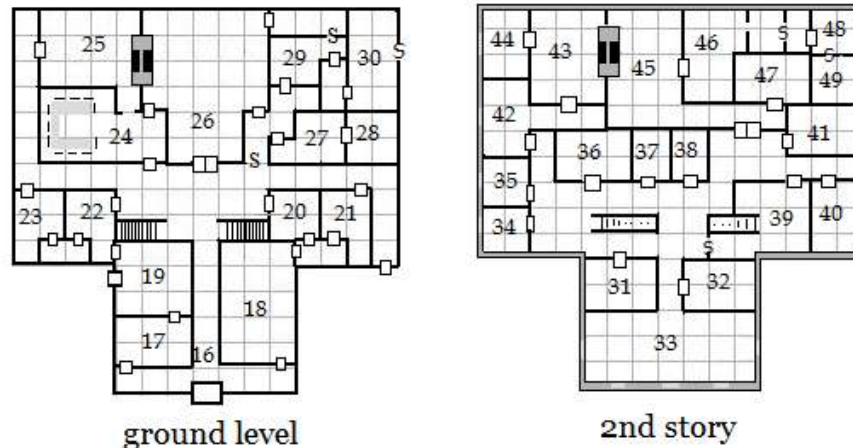
BUILDING, STABLES This long rectangular building(#12) includes 15 stalls for animals, 2 flights of stairs going to a loft above, and a tack room (#13). There are no horses, mules or other animals at present, for they have long been consumed by the general's troops. The stalls are filled with webs, mold and knee high discolored straw; that might be smeared with blood. But it has turned so black and grotesque looking that searching through the matter is definitely not appealing. Support posts that divide the stalls also hold up the loft overhead. Faint scuttling about can be heard from above if the party stands still and quiet for 1 complete turn; sporadic squeaks will erupt and falling dust and chafe will filter down between the wooden planks filling the air, infrequently. When the characters first enter the stable there will be from 7 to 12 giant rats in the loft; double this amount if at night. There is no treasure in the stable or loft. A tack room (13) fills up the northeast corner of the stable and is accessible via a door in the west wall. Wooden pommel-horses--about 5--hold stacks (of 3 each) saddles while bridles and bits hang on hooks on the walls. All the leather items in this room are dried, hard and brittle. The thicker ones could possibly be treated and restored with time and effort, but the thin ones, like reins and such, will snap and break with but a little pressure.

BUILDING, SMITHY The resident of this structure is GUNAR SVARJUT, a "giant" pseudo-ghoul(described earlier). The work area itself (#14) is a large chamber, filled with an iron anvil, a bellows attached to the fireplace, work benches, and shelves along the walls lined with tools and implements of the trade. The former smith's private quarters (14b-c-d) are smaller, and filled mostly with debris and junk. His whereabouts has been given in the previous material. If he is killed anywhere or time before the party reaches the smith shop (14) then they will find it empty; otherwise he will be here (the work area) when they enter.

BUILDING, TEMPLE This stone structure appears better maintained than the others in the keep. A large wooden door with iron band wraps stands in the east wall. A large circular knocker hangs at about 4' off the ground to be used to seek entry. The door is always closed, but not locked--pushing it open requires a standard Open Doors check due to the passing of time, and the swelling of the door planks. A large altar stands against the west wall, and attached above it are two shields. One is cursed, and the other is not. One will cause the user *weakness* (like the ring of the same name), and has, as well, a 5% chance of acting in reverse, bestowing 18 strength upon the possessor. Refer to this item in your usual source/s. The other shield will automatically reflect the Gaze attack of creatures such as Medusa, and Basilisk; and even repel the noxious breath of a Hell Hound or Gorgon if positioned between the user and the monster. The first mentioned is round, and the second, kite shaped. But also in the chamber is the cleric, FATHER LEBLANC when the characters first enter the building. He will act as previously described. The only thing/s of value in the temple is the shields. The altar itself has been disgustingly desecrated with obscenities. Should the characters search it they will find a keyhole on the south face of the altar; if they have found the keys previously mentioned, and try them all, the skeleton shaped one will fit, and turn, producing a loud *CLICK!* At which time the altar will slide north, revealing a stairwell descending to below.



BUILDING, THE GREAT HALL Though only 2 stories in height, it is the largest structure within the keep, containing more rooms and chambers than all the towers and other buildings combined. A series of tables appear in Appendix 3 at the end of this adventure to assist you in designing the function and purpose of each room within. You do not need to create elaborate details of each one (a general "name" will suffice for many), but for those you plan to create specific encounters within, it is advised that you utilize the information there. The general's private quarters are on the second story (42-44), a great dining hall, kitchen, and ballroom upon the first level (24-26). Other than these, the function of each room is left for you to determine.



The primary foe that the party will encounter within the great structure will be General Larson. He has been described in earlier text, and should he have been "*killed*" prior to the characters entering the hall, he will not be here, but within his casket on dungeon level 2 (#17). Whether he is present or not, there is enough danger lurking within the hall to pose a serious threat to the party.

Like most of the buildings and towers of the keep, this one is filled with thick webs clinging to the rafters above, and in dark and shadowy corners; the wooden floors are covered with grime and dust and patches of mold growing up between the planks. Debris of all types will have to be stepped over or around. Strange sounds and smells fill the air; the rustling of wings, a lamenting moan, the stench of rot.

Currently roaming about the great hall (when the characters first enter) are 3 pseudo-vampires and 5 pseudo-wights! You may determine their initial location randomly or by design. These were once high ranking officers under the general's command--his staff. The former will each be wearing very finely crafted +2 *magical ring mail*, and wielding scimitars; the latter will be wearing black leather protection, and using broad swords. These beings do not carry any treasure on them, and any that they had/have would be kept concealed in their individual quarters; where these might be is for you to determine. In addition to these, you may roll a wandering encounter check every 3 turns with a result of 1 indicating some kind of occurrence. You can devise tables filled with creatures of your liking to deal with this, or just use the following: 1-6 giant rats; 1-6 huge spiders; 1-4 shadows; 1 grey ooze; 1 gelatinous cube; 1 ochre jelly.

REVEALING THE MYSTERY

It is not likely that General Larson will divulge to the party the reasoning behind everything the characters have encountered upon entering the keep; it is none of their business. If he, or his staff officers, or Father LeBlanc, are somehow captured, and questioned with magic spells and such, they will--then--reveal to the characters everything that they personally have knowledge of; how this fits into the Background--or whether you can draw directly from this source and use--you will have to determine yourself. It is not necessary for the players to learn "*why*" the general and his troops have devolved into pseudo-creatures...only that they *have*, and such is the *fate of the keep*.

THE DUNGEON LEVELS

Upon learning that Queen Elizabeth had stripped him of his rank, title and property, and banished him from the realm for crimes against the throne, General Larson went completely mad; this was a short step, for his psychotic behavior and thinking had dominated the majority of his residency at the keep. Nonetheless, in retaliation, he renounced his own faith and turned to worshipping the *dark powers* of the cosmos, seeking retribution for the things done against him. Ordering the temple desecrated, and his clerical advisors to join him in his obedience to evil, they no longer had a place in which to worship. Thus, the 3 small levels beneath the old temple used to house the clergy were reorganized to accommodate the general's new faith and to erect within a new altar to the dark ones. When completed, and rituals and sacrifices began, it drew the attention of the dark beings.

One particular demon, SELUVIA, was impressed with the general's turnabout and dedication to his newfound faith. So she left her home plane and entered the world of Man, and located for herself a nice alcove within the dungeon levels to build her lair. From there she has counseled and aided General Larson and his troops, thus allowing them to remain in control of the keep against frequent attempts to overtake it by the former soldiers now exiled in the south.

LEVEL ONE Only a few rooms/chambers are designated as specific encounter places; the rest being left to you to either leave empty or design traps or stock with monsters as you wish. The large entry chamber--1--contains 12 coffins standing against the walls. Half of these (6) are occupied with Father Leblanc's cleric attendants; pseudo-wights all! An evil shrine stands against the east wall of chamber 9. Good clerics that come within 10' of this will suffer an electrical energy drain of 1-4 hp per round; there is no Save vs. this. For every 6 points one suffers he will lose 1 point of constitution for 1-6 hours; and all hp due to ability bonus if such was the case--the effect begins immediately. A throne room--10--on this level serves the as the demon's seat of rule. A large tapestry hangs upon the north wall and is finely made and maintained; if taken and sold in the market of a large city it is valued at 1d6 x1000 GP. The demon will often be found upon her throne at the south end of the chamber, advising the general as he kneels before her; there is a 1 in d10 chance she will be here when the party enters this level.

LEVEL TWO This and the one below are the primary habitat of SELUVIA and her attendants. 4 Hell Hounds patrol the corridor--11--at all times, and will attempt to chase intruders west into a pit trap there. The pit is nearly 10' wide, 20' long and 5' deep; sharpened iron spikes rise from the bottom and anyone falling into it will strike from 1 to 6 in the process--each one causing 1d6 damage. A valve hidden within the north wall of chamber 16 will lock the trap if turned to the right. To find the valve the secret compartment must be found. A single coffin rests on the floor of chamber 17, and serves as General Larson's retreat should he be "killed" at any time by the party; his ring of gaseous form will have activated, and he will have floated to this location to seek shelter within the box. There is a 1-3 chance on a d20 that *She* will be in chamber 15, talking into a magic portal device attached to the wall. This artifact has a direct link to the outer infernal planes and, through it, she can communicate with her Demon Lord and receive instructions. Should the party get past the hounds and pit trap, they will encounter a Rust Monster in chamber 18.

LEVEL THREE Upon reaching this level and chamber 21 the party will find a large rectangular room. The floor of this chamber is made up of 10' by 10' square tiles, each containing some type of symbol drawn upon it. Directly north of the stairs is the image of an ant, west of that is a bat, south of this is a cat, west of that is a dog, and so on. Each symbol tied to the letter of the alphabet (e=elf, f=fox, g=goat, h=horse, i=iguana, j=jackal, k=kangaroo, l=lynx, m=mastodon, n=narwhal). There are also 4 labeled as "T" for traps (though the others might trigger bad effects as well) and the square beneath the number, 21. If a character walks directly through tiles a-n using right angle turns he will suffer no ill effects. Should he cross diagonally from one tile to another, the animal represent in each tile will appear in front and behind, in a malevolent demonic form and attack the offender; all creatures are considered AC8, having 4HD and doing 1-10 hp of damage per attack. Stepping onto any tile labeled "T" will release a spontaneous fireball(1-3 on a d6) that causes 3-30 hp of damage to anyone within 30' of the blast, or a poisonous cloud (4-6 on a d6) causing the same; a Save vs. the type of explosion will lessen the damage by half. Stepping onto tile labeled #21 will set off a magic-mouth alarm immediately notifying SELUVIA of intruders. If alive, she will immediately teleport to area 22 to await their arrival.

Between chambers 21 and 22 are two force fields that stretch from side to side, top to bottom of the corridor. If the party (and only if!) travels the proper route/sequence of tiles then the barriers will be gone, if not, passing through these anti-magic devices will immediately strip all magical powers from any (and all) items for 1-12 turns thereafter. If *She* has not been alerted and standing ready in chamber 22 when the party reaches here, they will encounter 4 hell hounds identical to those confronted earlier on the level above in room 11. Chambers 23 & 24 are SELUVIA'S private chambers, and should be filled with the appropriate items and treasure; you can consult the tables in appendix 2 to assist you in this effort. Any box, coffer or chest containing her accumulated wealth will be trapped by, at least, a fireball or lightning bolt spell, inflicting 6d6 hp of damage upon anyone in the vicinity; half if a save is made. For this scenario, consider her to have the maximum amount of treasure indicated for category "F" in the appropriate monster manual. If not encountered elsewhere, *She* will automatically be discovered in chamber 25.

SELUVIA is what is known as an *Alu-demon*. You may have to consult specific manuals for complete details of her and her abilities. To run a simple encounter, just use the following. AC0, M120'/turn(120'/turn flying) HD6+6 ATK1 D 1d8+3 SA/SD See Monster Manual 2, p.35-36 MR 30% I Very AL Chaotic Evil SZ Man-size (5'6" tall) She wears +3 *magical plate mail armor*, and wields a +1 *sword of sharpness* that will sever a victim's appendage on a modified roll of 19-21. Those intrinsic powers she is able to use 1 at a time, 1 per round, are: *charm person*, *ESP*, *shape change*, *suggestion*. All are performed at 12th level of ability. At will she can grasp an opponent and drain 1-8 hp, taking half of that to heal her own wounds; to do this requires a roll "To Hit" as a separate action. She wears a *ring of Space Shifting* which allows her a limited form of teleportation--up to 580' in any direction--3 times per day. You may choose to make her even tougher to combat and kill by employing other rules pertaining to demons. Such is left up to you. Being intelligent, and a demon, *She* will likely attempt to use any means possible to avoid being destroyed. You should consider persuasion and bargaining as a viable option on the table.

This ends the mystery of the Fate of the Forgotten Keep.

USING FOTFK WITH DIFFERENT SET RULES

Whether you are using the original game rules from Original, Basic or Advanced sets or their modern retro-clones, you should always assign a monster's hp if such is not already listed. It is recommended that no monster have less than 50% of its potential total. If you find that a creature listed within this scenario cannot be found in your preferred rules set, then simply refer to one of the others to locate information that will help you run the encounter; if that is not possible, then make up the information you need based on clues and descriptions provided--wing it! That's part of being a creative DM. Always remember, that it is up to you to alter, augment, change, delete, expand upon any and all of the information provided to make the scenario compatible and comfortable with your game, and your players.

APPENDIX I

Pseudo-beings are those that have adopted the characteristics of certain Undead creatures in order to appear like the original. They do this for some unexplainable reasoning that, to them, is beneficial. They do not lair or reside anywhere near the actual Undead they are attempting to emulate. As they attempt to transform their physical selves into the actual creature they desire to be, they are granted by some supernatural force/s certain characteristics that resemble those of their obsession. Most will have the same AC Move and Attack rates, but damage might be different depending upon the type of weapon/s the pseudo-being wields. Special Attacks such as paralysis, energy drain, etc., are beyond the ability of pseudo-beings to develop. That being said, pseudo-beings will always do combat at the level of their former class, and they will have the hit points they generated up to the point they become a pseudo. It is not uncommon to find a pseudo-being/magic-user, or fighter, or cleric, or thief with full class abilities. Since they are not, truly, Undead, a cleric's ability to Turn Undead has no effect upon a pseudo-being. (See above as well)

APPENDIX II

Rooms and features of the Keep are intentionally left blank in order that you may customize the experience to suit your own style and campaign. The following tables can be used to randomly generate the function of chambers and rooms and their contents. It is recommended that you personally choose such, noting each according to the numbered list of rooms as follows.

ROUND TOWER (1)

Room (#)	Function	Monsters, traps, treasure
1A		
1B		
1C		
1D		
1E		
1F		
1G		
1H		

SQUARE TOWER (2)

Room(#)	Function	Monsters, traps, treasure
2A		
2B		
2C		
2D		
2E		
2F		

SQUARE TOWER (3)

Room(#)	Function	Monsters, traps, treasure
3A		
3B		
3C		
3D		
3E		
3F		

SQUARE TOWER (4)

Room(#)	Function	Monsters, traps, treasure
4A		
4B		
4C		
4D		
4E		
4F		
4G		
4H		

Room(#)	Function	Monsters, traps, treasure
4I		
4J		
4K		
4L		
4M		
4N		

BUILDING (5)

BUILDING (6)

BUILDING (7)

BUILDING (8)

BUILDING (9)

BUILDING (10)

BUILDING (11)

STABLES

Room(#)	Function	Monsters, traps, treasure
12		
13		

BLACKSMITH

Room(#)	Function	Monsters, traps, treasure
14A		
14B		
14C		
14D		

TEMPLE (15)

GREAT HALL/MANOR

Room(#)	Function	Monsters, traps, treasure
(Ground level)		
16		
17		
18		

Room(#)	Function	Monsters, traps, treasure
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
(Second Story)		
31		
32		
33		
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48		
49		

APPENDIX III

Using the tables below you should be able to fill in the details regarding what the characters may expect to encounter upon entering each building, each room, each chamber. It is recommended that you use random rolls only when doing so does not create odd or unrealistic results. When a room appears too small or too large to appropriately fit the function then you should either reroll or choose another. Also, these tables are by no means complete. You should consult scores of references dealing with this subject in order to provide the greatest choice and variety as possible. The ADVANCED DUNGEON MASTERS GUIDE is a wellspring of such information, and was the primary source for the tables below. But there are other manuals and things you can reference to assist you; do not dismiss WIKI as a possible source for "medieval castle furnishings". And, again, refer to "Using FOTFK" with various rules and specifically to the concept of adding/deleting/and altering anything within this text to best suit your game and satisfy you and your players.

TABLE I (Room function)

1. ANTECHAMBER
2. ARMORY
3. AUDIENCE
4. AVIARY
5. BANQUET
6. BARRACKS
7. BATH
8. BEDROOM/BOUDIOR
9. BESTIARY
10. CELL
11. CHANTRY
12. CHAPEL
13. CISTERN
14. CLASS
15. CLOSET
16. COURT
17. CRYPT
18. DINING
19. DORMITORY
20. DRESSING ROOM
21. ENTRY/VESTIBULE
22. GALLERY
23. GAME ROOM
24. GUARD ROOM
25. HAREM
26. KENNEL
27. KITCHEN
28. LABORATORY
29. LIBRARY
30. LOUNGE
31. MEDITATION
32. OBSERVATORY
33. OFFICE
34. PANTRY
35. PEN/PRISON
36. PRIY
37. RECEPTION
38. SALON
39. SHRINE
40. STORAGE
41. STUDY
42. THRONE ROOM
43. TORTURE CHAMBER
44. TRAINING/EXERCISE
45. WAITING ROOM
46. WATER CLOSET/TOILET
47. WELL
48. WORKROOM
49. WORKSHOP
50. OTHER

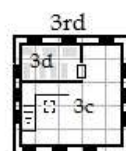
TABLE II (General appointments, furnishings and objects)

Altar	Screen
Armchair	Sheet
Armoire	Shrine
Arras	Sofa
Bag	Staff, normal
Barrel	Stand
Bed	Statue
Bench	Stool, high
Blanket	Table, large
Box (large)	Table, long
Brazier & charcoal	Table, low
Bucket	Table, round
Buffet	Table, small
Bunks	Tapestry
Cabinet	Throne
Candelabrum	Trunk
Carpet (large)	Tub
Cask	Tun
Chandelier	Urn
Chair	Wall basin and font
Chest	Workbench
Chest of drawers	
Closet (wardrobe)	
Couch	
Crate	
Cresset	
Cushion	
Desk	
Fireplace & wood	
Fireplace with mantle	
Firkin	
Fountain	
Fresco	
Grindstone	
Hamper	
Hassock	
Idol (large)	
Keg	
Loom	
Mattress	
Pail	
Painting	
Pallet	
Pedestal	
Pillow	
Pipe	
Quilt	
Rug (small-medium)	
Sack	
Sconce, wall	

TABLE III (Miscellaneous items)

Awl	Salve
Book	Scroll
Bowl	Shaker
Brush	Soap
Candle	Spoon
Cane	Statuette
Cologne	Tankard
Decanter	Thongs
Ear-spoon	Thread
Flask	Tinderbox
Jug	Twine
Kettle	Vase
Lantern	Whetstone
Oil (cooking/fuel)	Wig
Parchment	Wool
Pipe, musical	Yarn
Pouch	
Quill	
Rope	

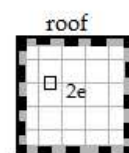
roof



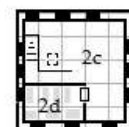
3rd



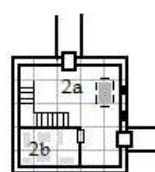
2nd story



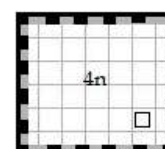
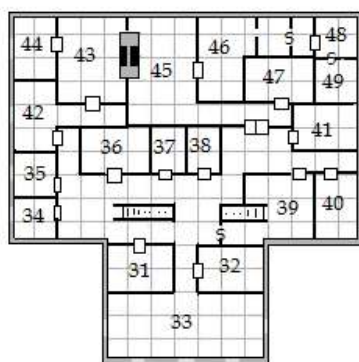
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3rd



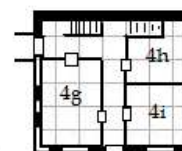
2nd story



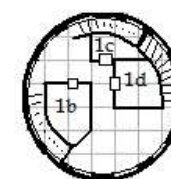
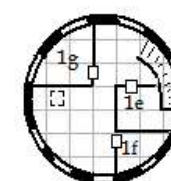
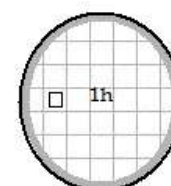
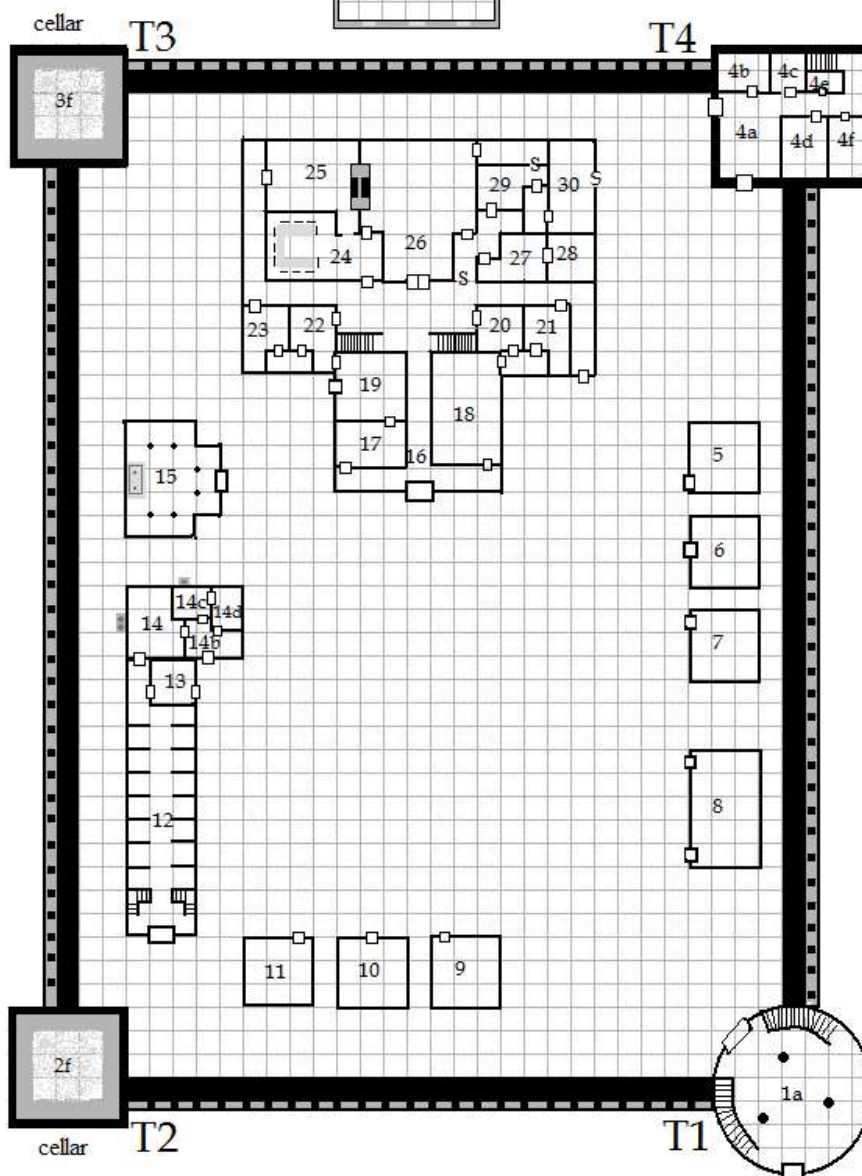
roof



3rd

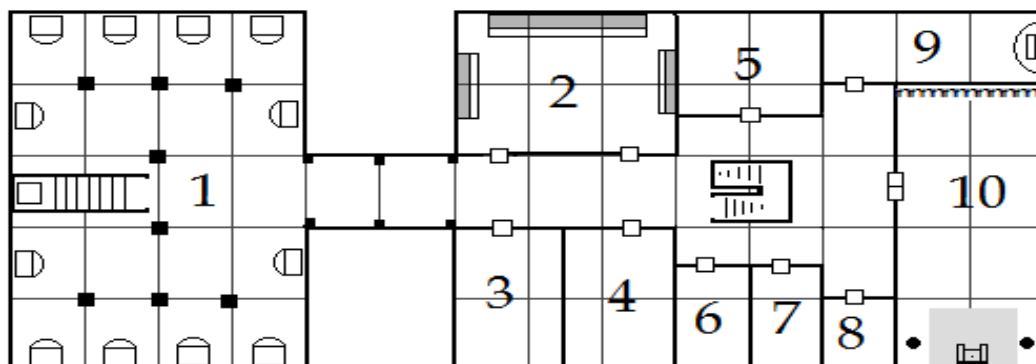


2nd story

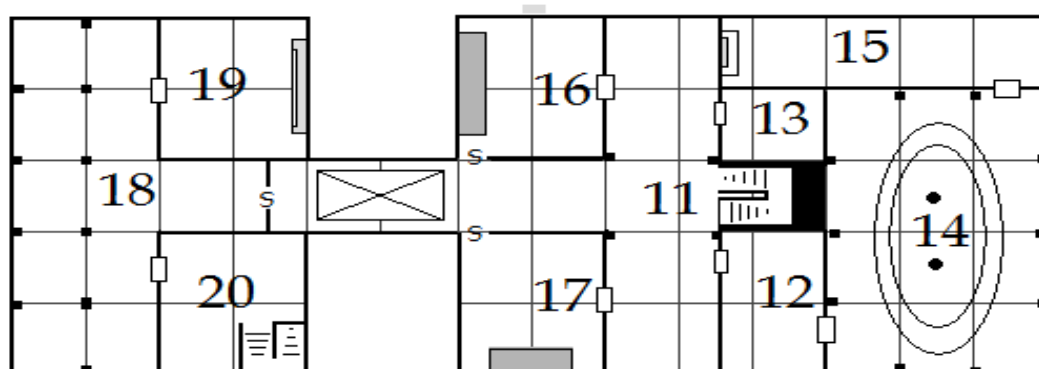


square = 10'

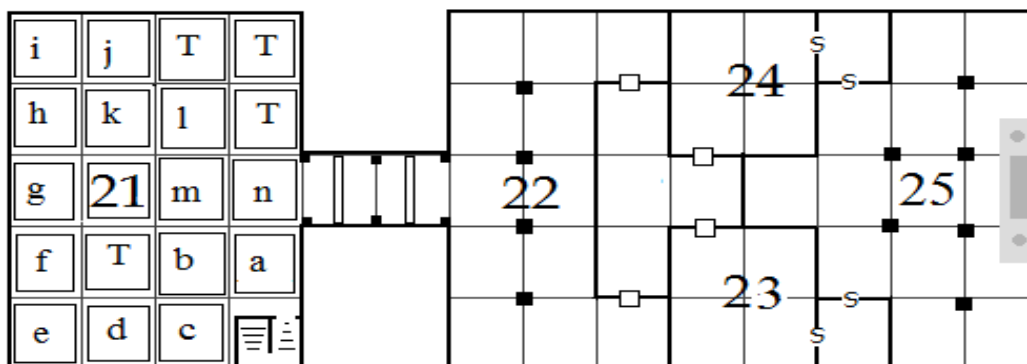
Dungeon level 1

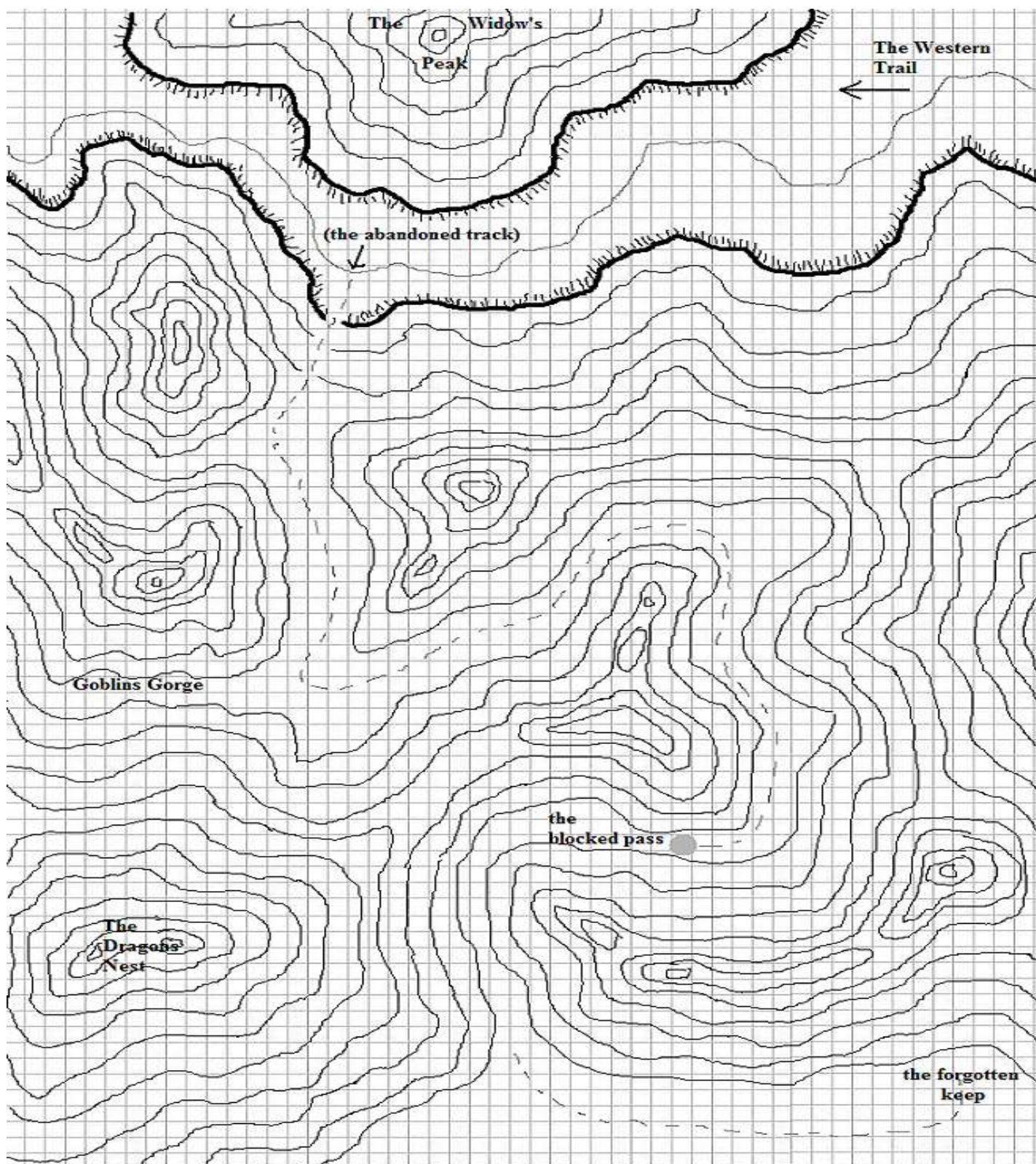


Dungeon level 2



Dungeon level 3





One square = 1/4 mile linear

Elevation lines = +1200' gain/descent

Wilderness Map

DM's Notes





DM's Notes





DM's Notes

