

CASTLE OF AANDORAN THE DEFILER

An OSRIC Adventure

By Joseph A. Mohr



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Joseph A. Mohr

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An OSRIC Adventure for Characters of
10th to 13th levels of Experience

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CREDITS

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Game Master Information

The Castle of Aandoran the Defiler is the third installment in my “Mountain of Fire” series of adventures. It can be played alone or as part of the series. My own players ran this series of adventures as part of an entire campaign involving the arch villain Malcon the Fire Bringer. Malcon is an extremely powerful and dangerous lich that resides within an active volcano which has been his home for over one hundred years.

The installments in this series (in the event that you wish to run them as a series) are as follows:

The Oracle at Gula
The Temple of Domi
The Castle of Aandoran the Defiler
The Mountain of Fire

In the previous two installments the adventurers will travel to the Oracle at the temple of Gula deep in the dangerous Dragon Teeth Mountains. There they will learn of the threat of the rise of the lich Malcon who seeks to avenge his imprisonment years ago in the active volcano which is now his home. In the Temple of Domi the adventurers will confront Malcon’s own brother, another dangerous lich. That lich, however, is an undead evil priest of high level. There they will find clues leading them to another ally of the evil lich Malcon. In the Dark Forest of northeastern Zanzia is a dark and lonely castle which is home to an ancient vampire known as Aandoran. Aandoran spends his eternity playing his organ in his castle. The organ, however, is a powerful evil artifact which creates undead which will defend it

from destruction.

This adventure is a moderately high level one. It is intended for characters of 10th to 13th level of experience. Characters below these levels might succeed if there are enough of them or if they are sufficiently powerful. Characters of higher level might find it challenging should they not be powerful for their levels or classes.

This castle is in the deepest and most dangerous part of the Dark Forest of Zanzia. Zanzia is a mythical land of my own creation in which my players find themselves. I recently uploaded a copy of my World of Zanzia to www.dragonsfoot.org should you wish to use this campaign world. Of course, you are free to place this adventure in your own game world.

In the prior adventures the delvers were summoned before the king of Zanzia to be offered the quest of finding out what was plaguing the land. They were again offered the quest of exploring the Temple of Domi and confronting whoever was using that forsaken place. Now they find themselves summoned again before the king. He implores them to go to the Dark Forest and find this black castle of Aandoran. His evil days must come to an end says the king. And the king offers each of the adventurers the use of the king’s own engineers for constructions of their personal strongholds as payment for taking this quest. In the prior adventures the king offered lands and titles allowing them the ability to build their strongholds near the capital city. This is an extension of that offer. He also offers the adventurers all the stone needed for construction of these strongholds from the royal quarry near the capital and twenty thousand gold pieces each to aid in the

construction. The conditions of the king:

1. Find and destroy Aandoran
2. Destroy his guards, guardians and any and all beings or entities found at his castle
3. Destroy any evil altars, artifacts or other objects which give him power or aid in his evil plans

STAT BLOCK CONVENTIONS FOR THIS module

For purposes of this module certain notations will be made in the statistics block for each creature. These notations are as follows:

MM	=	Monster Manual
MM2	=	Monster Manual 2
FF	=	Fiend Folio
UA	=	Unearthed Arcana
NM	=	New Monster
MON	=	Monstrous Manual (2 nd edition)

The DARK FOREST

The Dark Forest is about two days ride from the city of Barrowmar. The woods are known to be extremely dangerous due to their proximity to both the land known as the Horde and to the border of the Barbarian Lands. These woods are plagued by bandits, goblins, orcs and other such dangerous.

RANDOM ENCOUNTERS IN THE DARK FOREST

**Roll once every four hours
1 in 6 indicates an encounter.**

1. Orc War Party

These orcs are on the war path. They are from the Broken Skull clan of orcs from deep within the wild land known as the Horde. They are on a raid into these woods looking for an elf village believed to be located somewhere nearby. The orcs carry spears, broadswords or battle axes.

Ulmug, Half Orc: F10; AC 3; HP 67; # AT 3/2; Dmg 1-10 +3; wears plate mail and carries a **two handed sword +3**; AL LE.

Rurbag, Orc Shaman: C3; AC 6; HP 23; carries a mace and knows the following spells: **command, curse, silence 15' radius**; AL LE.



Orcs (30): AC 6; MV 9; HD 1; HP 5 each; # AT 1; Dmg (by weapon); AL LE; MM page 76.

2. Crazed Owl Bears

These owlbears have gone insane. At the northern edge of the Dark Forest is the Garden of Evil. This strange place is the site of a meteorite which crashed into the forest and caused mutations and insanity among the trees, plants and creatures that reside in that part of the forest. These owlbears got too close and are not under the control of the parasite that was carried to this world by the meteor.

Owlbears (5): AC 5; MV 12; HD 5+2; HP 30 each; # AT 3; Dmg 1-6/1-6/2-12; SA Hug if both paws strike in same round for 2-16 damage (+6 due to their crazed state); SA the insanity affecting these creatures causes them to fight in a crazed and ferocious manner which gives them an additional +3 to hit and damage rolls and adds +6 to their hug damage; AL N; MM page 77.



3. Bandit Camp

Bandits and Brigands often hide in the Dark Forest to avoid the Zanzian authorities. They create large camps here often and conduct raids from the relative safety of the woods. This particular camp is the dwelling of the masked bandit Geon who conducts raids on the roads around Barrowmar as well as on the small villages in this part of Zanzia. Along with Geon are his lieutenant Ghualom and his sorcerer Jamor. With them are 55 bandits.

The camp consists of a small stockade with two ten foot high watch towers and several tents. A small corral holds 25 light war horses which are used on raids by the band.

Geon: F9; AC -1; HP 70; **leather armor +3; shield +2; Long Sword +2/+3 versus Lawful Creatures;** S17 I12 W12 D17 C14 CH12, AL N. Wears a black face mask when raiding.

Jamor: MU9; AC 10 ; HP 25; wears a black robe and a black pointed hat; carries a **wand of fire** with 14 charges on it; AL N. Spells memorized (and in his travel spell book which he keeps well hidden in a tree nearby: **magic missile, burning hands, spider climb, push, mirror image, stinking cloud, darkness 15' radius, fireball, lightning bolt, dispel magic, dimension door, monster summoning II, conjure elemental.**

Ghualom: A8; AC 6; HP 30; **leather**

armor +2; long sword +2/+3 versus elves and dwarves; S15 I12 W13 D18 C13 CH 10; AL NE. Hide Shadows 47 Move Silent 57. In combat he will attempt to hide in shadows and backstab a spell caster. If he achieves surprise on an opponent he may attempt to assassinate.

Bandits (55): AC 7; HD 1-6; HP 3 each; leather armor, shield, light crossbow and short sword, AL N; MM page 66.

4. Elves Hunting Party

These elves are giving chase to a band of orcs which recently raided their village. They are generally not hostile to humans or humanoids that are not evil.

Cohnal Zumgolor, Elven Leader; F9: AC 0; HP 68; elven chain mail +2; shield +3; long sword +2; long bow; twelve arrows +2; AL CG.

Seirye Olahice, Half Elven Druid: D7; AC 5; HP 25; leather armor +2; wooden shield; AL N; spells known: entangle, pass without trace, faerie fire, speak with animals, cure light wounds, charm person or mammal, bark skin, heat metal, call lightning, tree, snare, cure serious wounds.

Chaenath Yesna, Elven Magic User: MU 8; AC 10; HP 20; wears a blue robe with a blue pointed hat and carries a tall wooden staff; carries a wand of magic missiles with 22 charges on it; AL CG; spells memorized: unseen servant,

burning hands, sleep, charm person, mirror image, esp, web, lighting bolt, haste, hold person, fear, ice storm.



Elves (25): AC 5; MV 12; HD 1+1; HP 5 each; # AT 1; Dmg by weapon (all carry long bows and long swords); SA +1 to hit with either bow or sword; AL CG; MM page 39.

RANDOM ENCOUNTERS WITHIN TEN MILES OF THE CASTLE

Roll once every four hours
1 in 4 indicates an encounter

1. Grimstalkers Ambush

This group is hiding in the trees using their natural camouflage ability to blend easily with the leaves and branches of the thick canopy of trees in the Dark Forest. They will surprise on a 1-4 out of 6 and drop down on travelers initiating combat

immediately. This will also allow them to attack the members that would normally be at the rear of the adventurers party.

Grimstalkers (8): AC 4; MV 12; HD 6+6; HP 30 each; # AT 2; Dmg 1-4/1-4; SA claws are poisoned (save versus poison or suffer 1D4 damage for 1-3 rounds (cumulative); SA surprise on 1-4 out of 6; Magic Resistance 25%; AL NE, NM see below.

The CASTle of AANDORAN The Defiler

As the adventurers travel through the Dark Forest of Zanzia they will eventually come to a clearing. Standing tall within this clearing is a lonely castle with black walls. The wind blows cold through the trees in this part of the forest. No guards can be seen on the walls or in the towers of the castle. No lights or fires can be seen within the arrow slits of the towers. A black gate stands closed between two twenty foot tall towers. Several other towers of similar height overlook the castle along the walls.

If the adventurers approach the gate it will mysteriously open towards them allowing them entry into the castle gatehouse. The gatehouse appears unlit and cold air seems to rush out when the doors are opened.

KEY TO The CASTle of AANDORAN

Within the castle no rooms are lit

unless otherwise specified in the text. No rooms are locked unless otherwise specified within the text. The castle is filled with undead in many varieties. They do not need light. And cold air does not bother them. The rooms and halls are cold and damp. New undead are created constantly as Aandoran plays his organ. The moment the adventurers enter the castle keep they will begin to hear organ music resonating through the walls of the castle. Where the music comes from is difficult to discern. The music will continue until Aandoran himself is defeated or destroyed. If he is chased away (turned to gas) from his organ he will return to it within 1D4 turns and resume playing.

While the music of the organ plays it is difficult to turn undead. All rolls for turning undead while the music plays are made at -8 on the dice. No undead may be turned in the presence of Aandoran. But once the music stops it is possible to turn undead in other places within the castle with no penalty. Once the organ itself is destroyed all undead within the castle will turn to dust with the exception of Aandoran himself unless he has already been destroyed.

Random encounters within the castle will be often. Rolls should be made every hour. A roll of 1 in 6 will indicate an encounter on the following table:

RANDOM ENCOUNTERS WITHIN THE CASTLE

1. Undead Ooze
2. Eye of Fear and Flame
3. Apparitions
4. Annis
5. Banshee
6. Ghost
7. Werewolves and shadow wolves

8. Werewolves and shadow wolves

Annis

These giant hags are servants of Aandoran. They defend his castle in furtherance of their mutual support for the plot of Malcon the Firebringer.

Annis (3): AC 0; MV 15; HD 7+10; HP 50 each; # AT 3; Dmg 9-16/9-16/3-9; SA high strength (19 STR); SA grappling (if victim struck all attacks they will also be grappled); SA grappled victims are automatically hit by all attacks unless the victim breaks free in some manner or is stronger than the annis; SA fog cloud twice daily; SA change self twice daily; SA infravision; SA superior sense of smell and hearing; SD edged weapons do -1 hit point per die damage to the annis; SD blunt weapons do +1 damage per die to the annis; SD 100% immune to illusions; AL CE; MM2 page 9.



Apparitions

These skeletal creatures roam the halls of the castle looking to get their bony fingers around the necks of potential victims.

Apparitions (4): AC 0; MV 24; HD 8; HP 45 each; # AT 1; Dmg potential death; SA esp allows it to find potential victims up to 100 feet away; SA bony fingers reach out to victim as if to strangle and victim must roll 3D6 versus intelligence (equal or greater means failure) or be stricken with horror; SA those stricken with horror must roll 3D6 versus constitution; SA failure a second time means massive heart attack and death; SA a roll of less than constitution will indicate fleeing in fear for 1-4 rounds; SA those killed by the creature will rise as an apparition in 2-8 hours unless the victim is raised from the dead first; SA creature does not need to make a to hit roll to attack; SD creature is hit only by silver or magical weapons; AL CE; FF page 12.

Banshee

This female elven spirit roams the halls of the castle wailing whenever she encounters the living. She is a wispy incorporeal form and travels through the walls when necessary.

Banshee (1): AC 0; MV 15; HD 7; HP 35; # AT 1; Dmg 1-8; SD +1 or better weapons or better to hit; SA death wail once per day and only in darkness (save versus magic or die); SD fear effect to those who see the creature (save versus paralysis); SD immune to charm, sleep, hold, cold, electricity; SD exorcism kills them; AL CE; MM page 50.

Eye of Fear and Flame

This hooded horror roams the halls of the castle seeking enemies of the master. If it encounters enemies it will remove it's hood and reveal itself to them. It will demand that those of lawful alignment do unlawful and evil deeds. Should they refuse it will attempt to destroy them. The deed it will ask is that the lawful members attack their own party members.

Eye of Fear and Flame (1): AC 2; MV 9; HD 12; HP 80; # AT 1 or 2; SA every other round it releases a 12HD fireball from it's red gem eye socket; SA every round it releases a fear spell from it's black eye socket; SA each gem is worth 2000 gold pieces; SA know alignment power instinctively allows it to detect those of lawful alignments and attack them; SA can travel to the ethereal plane to escape if necessary in 1-2 rounds; SD blindness or power word blind will be reflected back at the caster; AL CE; FF page 35.

Ghost

This former knight was once the captain of the guard of this castle. And now he serves the master in death. He roams the halls looking for the living.

Ghost (1): AC 0 (or 8); MV 9; HD 10; HP 50; # AT 1; Dmg ages victim 10-40 years; SA anyone who even sees the creature must save versus magic or age ten years immediately and flee for 2-12 turns; SD those above 8th level save versus this effect at +2 to the die; SA magic jar attack on those within 6" of ghost; SD those who can attack ethereally will find the ghost only AC 8; SD only silver weapons or magical

weapons may hit the creature and silver only do one half damage; SD only spells cast from an ethereal state may affect the creature; AL LE; MM page 43.

Undead Ooze

This creature sweeps the halls of the castle looking for living victims to engulf and absorb. It is an intelligent creature and may hide in the shadows and attempt to ambush travelers if it has reason to be aware of them early enough.

Undead Ooze (1): AC 3; MV 6; HD 12; HP 75; # AT 2; Dmg 2-8+1/2-8+1; SA engulf victims; SA expel skeletal guardians to defend it; SA carries 4 skeletal guardians with it at the moment; SD high intelligence; SA surprise on 1-4 if hiding in shadows or dark areas; AL CE; NM see below.

Skeletal Guardians (4): AC 7; MV 12; HD 5; HP 25 each; # AT 1; Dmg 2-12; SD sharp weapons do only one half damage to these creatures; AL N; NM see below.

Werewolves and Shadow Wolves

Aandoran uses a number of werewolves as guards for his castle. While they are not undead creatures he chooses to use them as they are loyal to him only and serve him well. These guards may be in either wolf form or human form or somewhere in between when encountered. There is an equal chance of finding them in any of these forms. With them are dark incorporeal shadow wolves which lead them towards potential enemies. Each of these werewolves is an 8th level fighter and may fight with those abilities unless in total werewolf form.

Greater Werewolves (5): AC 5; MV 15; HD 8+3; HP 55 each; # AT 1; Dmg 2-16;

SA surprise on a 1-4 out of 6; SA lycanthropy; AL CE; MM page 63 (modified); each wears a medallion made of gold which has the emblem of Aandoran etched on it worth 250 gold pieces.

or

Human Form Fighters (5): F8; AC 2; HP 50 each; plate mail, long sword, shield, AL CE; each wears a medallion made of gold which has the emblem of Aandoran etched on it worth 250 gold pieces.



Shadow Wolves (2): AC 5; MV 18; HD 7; HP 35 each; # AT 1; Dmg bite takes 1D4 strength points from victim temporarily; SD incorporeal (swings may pass through the creature 25% of the time doing no damage); SA shadow blend ability allows it to hide in shadows and ambush giving it a 1-4 out of 6

chance of surprise; SA trip ability if it bites a victim successfully; AL CE; NM see below.

KEY TO THE CASTLE LEVEL

1. Towers

Each of these towers is twenty feet tall and made of grey stone. Each has arrow slits looking out from the castle towards the woods beyond. Each tower is dark and no people or beings can be seen atop the towers or in the arrow slits from down below. But each of the towers is occupied and the guards are vigilant. Each tower has five werewolf guards. At any given time at least one will be looking out of an arrow slit for travelers approaching the castle.

At night if the moon is full the guards will be in werewolf form. At any other time they will be in human form.

Greater Werewolves (5): AC 5; MV 15; HD 8+3; HP 55 each; # AT 1; Dmg 2-16; SA surprise on a 1-4 out of 6; SA lycanthropy; AL CE; MM page 63 (modified); each wears a medallion made of gold which has the emblem of Aandoran etched on it worth 250 gold pieces.

or

Human Form Fighters (5): F8; AC 2; HP 50 each; plate mail, long sword, shield, AL CE; each wears a medallion made of gold which has the emblem of Aandoran etched on it worth 250 gold pieces. Each carries a crossbow with 20 bolts.

Each tower has a secret door leading back into the castle bailey or the castle keep.

2. Gate House

The gate house is kept dark and is cold and damp when entered. No lights are present and a continual darkness spell has been cast to keep the room dark. Waiting in the darkness is an Ossuary Golem that stands guard and prevents anyone from entering that is not welcomed by the master of the castle. The creature will immediately attack anyone entering that is not a guest of Aandoran.

Ossuary Golem (1): AC 6; MV 6; HD 15; HP 80; # AT 4; Dmg 2-20 + wounding each; SA wounding causes bleeding for 1 hit point per round until healed or wounds bound; SD immune to most spells; SD raise dead does 5D6 damage to it; SD resurrection does 1D6 per level of caster; SD speak with dead stuns for one round; SD animate dead slows it for 1-4 rounds; SD +1 or better weapons to hit; AL N; NM see below.

3. Outer Bailey

The outer bailey of the castle has wooden stalls for housing horses for the castle. There are five Grave Mounts in these stalls and they will bolt from the stalls and attack anyone that they sense in the courtyard that is not undead.

Grave Mounts (5): AC 0; MV 24; HD 6; HP 25 each; # AT 3; Dmg 1-8 + bleed (1 hit point per round until healed or wounds bound); SA breath weapon causes tomb fever disease; AL CE; NM see below.

4. Throne Room of the Castle

This room is well lit by torches every ten feet along the walls.

This large room appears to be a throne room. It has a ceiling thirty five feet high. A large stone throne sits on the north end of the

room. The throne is well decorated with many precious gems. It also radiates powerful magical energy if detected for. Five diamonds worth 1000 gold pieces each, five rubies worth 2500 gold pieces each, five sapphires worth 5000 gold pieces each, five fire opals worth 5000 gold pieces each and two blue diamonds worth 10000 gold pieces each decorate the throne.

Anyone who sits upon the throne must make a saving throw versus magic or have one of the following effects:

1. Disintegrated.
2. Be teleported 10000 feet in the air and take 1D6 damage per 10 feet fallen
3. Be transported alone to the astral plane
4. Be transported alone to the 666th layer of the abyss
5. Be transported alone to the 9th layer of hell
6. Permanently polymorphed into an iron golem which immediately attacks those in the room.

5. Stairs Leading Down

This empty chamber is well lit by torches every ten feet along the walls of the room. Stairs lead downward into a dungeon below.

KEY TO DUNGEON LEVEL ONE

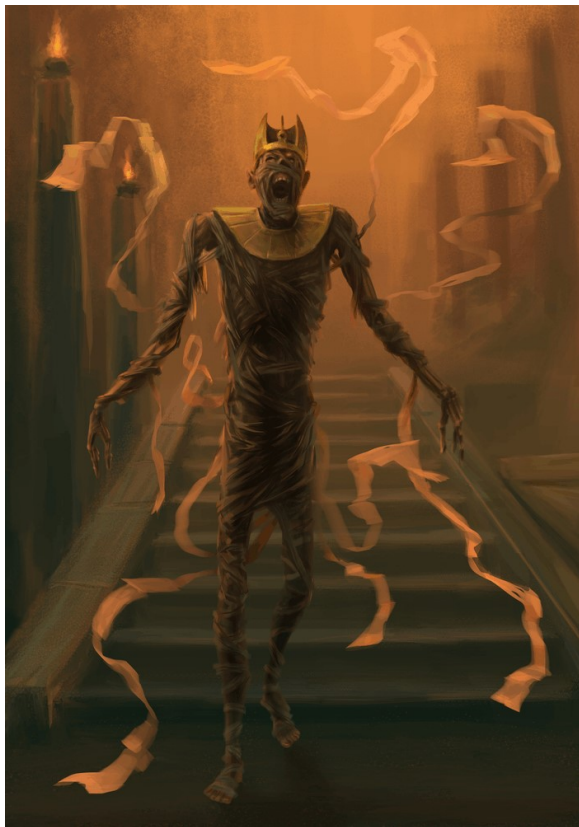
The dungeon beneath the castle is cold and damp. It also smells of death. No rooms on any of the dungeon levels are lit unless otherwise specified. All rooms and hallways are made from the same dull grey stone as the castle above. No rooms in this dungeon are locked unless stated within the text below.

1. Stairs/Elder Mummies

The stairs lead downward thirty feet into a cold dark room.

This room has three large stone crypts laying side by side in the middle of the chamber. Five hallways lead from this room. Two lead to the east, two lead to the west and one leads to the south from here.

As soon as the adventurers enter the chamber the occupants of the three crypts begin to stir. They are immediately aware that strangers are present. These creatures hate the living and will seek to snuff out any living soul that visits this room.



Elder Mummies (3): AC 0; MV 6; HD 12+6; HP 60 each; # AT 1; Dmg 2-24; SA fear aura (stronger than normal save versus paralyzation at -3); SA failure to save versus the fear aura means paralyzation for 1D4 rounds (no courage bonus for having numbers); SA rotting disease inflicted upon a hit; SD harmed by only weapons of +2 or greater; SD immune to sleep, charm, hold, paralysis, poison, cold; SD raise dead spell turns the creature into a normal human (12th level of ability); SD susceptible to fire as a normal mummy; SD holy water does 2-8 damage to them; AL LE; MM modified page 72.

2. Hieroglyphics

The walls of this room appear to be decorated with strange symbols and runes. The language of these messages is unknown or foreign. Should magical means (or thief skill) are used to read the language it will reveal the following messages (one on each wall)

North Wall

“Woe to all that enter this tomb. For it’s inhabitants never sleep”

South Wall

The message on this wall is a curse. Anyone who reads from this will is permanently blinded. A cure blindness, wish, limited wish or remove curse will cure this affliction.

West Wall

“The music never stops. Stop the music and the undead will fall”

East Wall

The message on this wall is a curse. Anyone who reads from it will be unable to speak permanently. A wish, limited wish or remove curse will cure this affliction

3. Demon Face Carving

This chamber seems virtually empty except for a strange relief carving of a demon's face in the eastern wall of the room near the north wall. The face of the demon is actually a door that leads to room four but this is not immediately apparent. The face radiates magic and evil if detected for. If the face is approached it will do nothing. If touched it will spray gas (sleeping) from the mouth of the demon and fill the chamber quickly. All those present will need to save versus paralysis or fall to the floor unconscious for 2D4 rounds. After one round of spraying gas into the room the door will swing open and release the creatures from area 4 into the room.



4. Sword Spiders

Aandoran keeps these sword spiders as pets. They are released into area 3 when the demon face door opens. They will immediately scurry or jump into room 3 and attack those present. This room has a large chest in it with an iron lock on it.



Sword Spiders (6): AC3; MV 6; HD 5+5; HP 25 each; # AT 2; Dmg 2-8 (bite)/2-12 per leg; SA leap up to thirty feet and impale with all of its legs for 2-12 dmg per leg; SA if the spider leaps more than 20 feet it gains an additional +1 per die damage per leg; SA these spiders are gargantuan and have eight legs each; SD anyone attacking the spiders from underneath suffer a penalty of -4 to hit due to their armored legs and plating underneath them; SA their bite is not poisonous; AL CE; MON page 326.

Chest

Anyone lifting the lid of the chest will see a symbol of death etched upon the lid of the chest. The symbol has a permanency spell cast upon it and it will remain here indefinitely until someone views the symbol. A saving throw versus magic applies. Even if the saving throw is made the symbol will disappear once it has been viewed. Inside of the chest are 500 platinum pieces, 1000 gold pieces, an ivory carving of the demigod Simaru which radiates evil but is worth 2500 gold pieces due to it's ivory content and artistic nature (but anyone lawful good alignment will feel compelled to destroy it). Should the carving be destroyed all those of good alignment will receive 2000 experience points for doing so. Also in the chest are a pair of sable skin boots worth 500 gold pieces and a golden arm band studded with emeralds and sapphires worth 1750 gold pieces.

5. Statue of Aandoran Playing His Organ

This room is empty except for a large statue against the south wall of the room in the south west corner of the room. The statue blocks access to a secret door that leads to area 6. The secret door cannot be found until the statue is moved or destroyed or until the riddle is answered and the statue sinks into the floor.

When the adventurers enter the room strange music seems to come from the statue. The statue radiates magic but not evil. The music from the statue suddenly stops (but the music from Aandoran playing his organ can still be heard echoing through the halls of the dungeon). The face of the statue animates and asks this riddle:

"I've measured it from side to side,
'Tis three feet long and two feet wide.
It is of compass small, and bare
To thirsty suns and parching air"

The Answer: A well. Should this answer be spoken aloud the statue of Aandoran and his organ will sink into the floor revealing a secret door to area 6 that could not previously be found. Should an incorrect answer be given the statue will begin playing music extremely loudly and this will bring a random encounter in one round. The sound of this music will make spell casting impossible as concentration cannot be maintained due to the noise generated. The music of the statue can only be stopped by destroying the statue. The statue has an AC of 10 and HP of 250. The statue will also sink into the floor if the adamantine key is placed in the seated statue in area 11 and turned.

6. Secret Chamber

This hidden chamber has three vases filled with gems. Each of the vases are of the finest workmanship. Each is a work of Juralian art and is finely decorated and painted. Each is worth 1000 gold pieces but they are very heavy. Each weighs 500 pounds.

Vase #1

33 Lapis Lazuli worth 10 gold pieces
25 Malachites worth 10 gold pieces
20 Moonstones worth 50 gold pieces
3 Topaz worth 500 gold pieces

Vase #2

42 Moss Agates worth 10 gold pieces
34 Hematite Gems worth 10 gold pieces
12 pieces of Coral worth 100 gold pieces

2 Sapphires worth 1000 gold pieces

Vase #3

12 Tiger Eye Gems worth 10 gold pieces

34 Turquoise worth 10 gold pieces

20 Blue Quartz worth 10 gold pieces

7 Aquamarines worth 500 gold pieces

7. Idol of Simaru

This circular room has a high domed roof rising twenty five feet above the floor. In the center of the chamber is a large idol. This red idol looks like the demonic demigod known as Simaru. It holds a large bowl in front of it which has a fire lit in it giving light to the chamber. Doors lead three directions from this room.

The idol has two large red eyes which are gems. To each side of the idol are small braziers which are also lit. The idol smiles with an evil grin. The horns and teeth of the idol are made of ivory.

Should anyone attempt to climb upon the idol they may set off a trap. The idol will open it's mouth and spray oil into the room. The oil will catch fire when it crosses the lit brazier and all those within a cone of twenty feet by thirty feet from the front of the statue will need to make a saving throw versus breath weapon or take 4D10 damage from the trap. Those who save will take one half damage. If the fire of the bowl held by the statue is put out before this trap goes off then the oil will not be lit (unless a player is holding a lit torch). There are multiple trigger points along the statue which will set this trap in motion.

The gems are rubies and are enormous. They are worth 10000 gold pieces each. The two horns are made from large tusks of

mastodons and are worth 1000 gold pieces each. The ivory teeth are worth 100 gold pieces each and there are twenty of them.

Should any of the teeth be pulled from the mouth of the statue the mouth will open and a loud roar will be heard which will echo through the halls even louder than the music played by Aandoran. This will bring a random encounter to this room within one round. This effect can be prevented by remove traps abilities of a thief.



Should either eye be pulled from the statue gas will begin flooding the room from the ears of the idol. The gas is corrosive and the room will fill up quickly. All metal objects will need to make saving throws versus corrosion or be damaged or destroyed.

The Bowl

The bowl held by Simaru is lit with magical coals which never seem to go out. They permanently fuel the fire. However, they can be doused with water or dumped out of the bowl to stop the fire.

The Small Braziers

More magical coals keep these two fires burning. The small brazier to the right of Simaru's front has a **ring of water walking** hidden beneath the coals. Hidden in the left brazier is a silver key.

8. Painting/Secret Doorway

This room seems empty except for a large painting that covers good portion of the north wall of the room. The painting is a portrait of a nobleman and seems to be quite old. The painting has a golden frame and the portrait of the noble is life size. The painting appears to be at least three hundred years old and is perhaps even older than that. The painting radiates magic as well as evil if these are detected for. The painting depicts Aandorn prior to his death and conversion to a vampire.

The painting does not seem to be in good shape. It looks tattered in places and is fading. The golden frame is chipped in several places. The painting is worthless to anyone but the family of the person it depicts.

Should the painting be tilted to either side the secret door hidden behind it will slide open revealing area 9. Anyone attempting to find secret doors in the room by other means will have only a 1 in 12 chance of succeeding unless they are an elf in which they will have a 1 in 6 chance of finding it. The painting cannot be removed from the wall as it is part of the door mechanism and

is fixed to the wall. It can only be tilted to either direction.

9. Aandoran's Private Study

This room appears to be a hidden study. It is a comfortable place to read quietly without distractions. Sconces in the walls here every twenty feet hold torches which light up magically when the door to this room is opened. The torches will remain lit if someone is present in the room but will go out if no one remains here. One of the torches closest to the door is the trigger to close this door. It must be pulled downward to cause the door to slide closed again. Or one can tilt the picture in room 8 back to being level and the door will also slide closed.

A desk and chair dominate this room. On the walls are smaller paintings of Aandoran and his Noble Family from long ago. Unlike the painting in area 8 these ones are actually in very good condition. Each of these six portraits is worth at least 250 gold pieces to collectors of historical Zanzian artwork. A small table to the side of the desk contains a chess board with ivory and jade chess pieces. This set is worth 1000 gold pieces.

On the desk is a quill and a small bottle of ink. Beside these things are a candle in a pewter dish and a piece of blank parchment. Should anyone sit at the desk the quill will rise up and begin writing on the parchment. The candle will burst into flames illuminating the desk. On the parchment a riddle will appear:

“The 8 of us move back, and forth
to protect our king from the foes attack.
What are we?”

The Answer: Chess pawns. But speaking these words aloud will accomplish nothing. But if one of the pawns on the chess board is moved by one of the adventurers after this riddle is read then the answer will be accepted. And the parchment will become a magic user scroll. Should an incorrect answer be given (another piece moved first) then the parchment will change and a glyph of warding (fire) will give the first viewer 30 hit points of damage (save versus magic for half). The magic user scroll will contain the following spells: **wish, symbol, gate, stone to flesh, mass invisibility**.

10. Death Nagas

This chamber is but a way point between the idol and the seated statue room. Several snake like creatures guard this room and passage in darkness. But these creatures have no need for the light. These guardians are death nagas and are an undead version of the snake like creatures. They hate all forms of life and they serve Aandoran as guards in this dungeon.

Death Nagas (5): AC 2; MV 12; HD 12; HP 50 each; # AT 2; Dmg 1-8 (bite)/2-8 (tail slap or constriction)/2-8 + poison (stinger); SA breath weapon once ever four rounds (cone of negative energy) for 8D6 damage and loss of one level of experience (save versus magic negates loss of level and results in one half damage); SD immune to cold, charm, sleep, hold, paralysis and poison; SA tail slap and constriction if a victim is grabbed by tail; Magic Resistance 25%; AL CE; NM see below.

These Nagas all have magic user spells memorized. Each has a different list memorized:

#1 Spells List: **magic missile, sleep, charm person, unseen servant, shatter, web, mirror image, lightning bolt, slow, dispel magic, confusion, charm monster, cloud kill.**

#2 Spells List: **magic missile, comprehend languages, protection from good, friends, esp, detect invisibility, scare, hold person, fireball, suggestion, ice storm, dimension door, conjure elemental.**

#3 Spells List: **sleep, detect magic, shield, enlarge, darkness 15' radius, invisibility, ray of enfeeblement, phantasmal force, haste, protection from good 10' radius, fear, charm monster, cone of cold.**

#4 Spells List: **magic missile, hold portal, dancing lights, ventriloquism, levitate, pyrotechnics, forget, lightning bolt, protection from normal missiles, blink, fire charm, polymorph other, hold monster.**

#5 Spells List: **magic missile, charm person, shield, push, mirror image, knock, web, fireball, hold person, infravision, wall of fire, ice storm, magic jar.**

11. Seated Statue of Aandoran

A statue of the vampire Aandoran sitting on his throne is up against the west wall of this room. Aandoran stares ahead as if lost in thought. Perhaps he is thinking of his music. The statue radiates neither magic nor evil. The statue is very dusty. It is nearly covered in this dust and does not appear to have been visited for some time. Close inspection of the statue may reveal that there is a small key hole in the left ear of the vampire. Should the adamantine key be placed in this key hole and turned the statue of Aandoran

in area 5 will sink to the floor there revealing the secret chamber there. From this room the adventurers will merely hear some mechanical noise a good distance away from them but will be unable to determine what it was. If the statue there has sunk into the floor already the turning of the key will cause it to rise up again.

A secret door in the north wall of this room leads to area 12.

12. Secret Chamber

In the center of this dusty old room is an ancient looking chest. The chest has a very old looking iron lock on it which appears to have completely rusted shut. Anyone handling this lock can easily break it and open the chest as the lock will crumble easily.

Inside of the chest are: a jeweled goblet made of silver and studded with rubies and emeralds worth 3750 gold pieces, a golden urn worth 750 gold pieces which is filled with ashes (Aandoran's wife who did not become a vampire), two platinum candlesticks worth 500 gold pieces each, a mink coat (which belonged to Aandoran's wife) worth 5400 gold pieces, a sable skin hat worth 500 gold pieces and a **dagger of venom**.

Hidden in the lid of this chest is a scroll in a bone tube. It is a clerical scroll with the following spells: **resurrection, restoration, holy word, cure critical wounds, atonement**. In a secret panel inside of this secret compartment within the lid is the phylactery for the Dracolich in area 16. This phylactery is worth 25000 gold pieces.

13. Shadow Wolves

This chamber is guarded by dark wolves which serve the master and hunt down his enemies. These shadow wolves are fully awake and vigilant against intruders in the castle. The room itself is dark but these wolves do not need the light to find their prey. With them are two Werewolf Guards in werewolf form.

Shadow Wolves (6): AC 5; MV 18; HD 7; HP 35 each; # AT 1; Dmg bite takes 1D4 strength points from victim temporarily; SD incorporeal (swings may pass through the creature 25% of the time doing no damage); SA shadow blend ability allows it to hide in shadows and ambush giving it a 1-4 out of 6 chance of surprise; SA trip ability if it bites a victim successfully; AL CE; NM see below.

Greater Werewolves (2): AC 5; MV 15; HD 8+3; HP 55 each; # AT 1; Dmg 2-16; SA surprise on a 1-4 out of 6; SA lycanthropy; AL CE; MM page 63 (modified); each wears a medallion made of gold which has the emblem of Aandoran etched on it worth 250 gold pieces.

14. Hooded Gatherer

Two metal sarcophagus lie next to each other in this room. Both are finely engraved and have strange hieroglyphics all over them. Should anyone attempt to read these runes by either magic or thief skill they may read the following words which are carved into both of these crypts:

"Flee this place immediately or lose your very soul!"

A foul undead creature resides in one of these two crypts. The other merely contains skeletal remains which have long turned to dust. Within 1D4 rounds the occupant will

float out of it's crypt and encounter the visitors.

Hooded Gatherer (1): AC -1; MV 9; HD 10; HP 65; # AT 2; Dmg 1-8/1-8; SA inhalation of souls up to three times daily (save versus breath weapon to negate); SD +1 or better weapons to hit; SA some limited magical powers; AL CE; NM see below.

There are two sarcophagus here. Each is rusted shut from centuries that they have been here in this castle. Both can be pried open by a combined strength of 18.

- #1 The occupant of this crypt has long turned to dust. With this crumbling skeleton are his prized possessions. This occupant was once a proud knight of Aandoran's family guard but he died centuries ago. With his remains are a **shield +2, +4 versus missiles** and a **broad sword +4, +5 versus giants**. His plate armor is rusted and has long since lost it's usefulness.
- #2 This is the crypt of the Hooded Gatherer. This creature was once a hand maiden of the wife of Aandoran while he was still a living noble. Aandoran committed horrible experiments on this poor girl which led her to becoming this abominable creature. Now she haunts this castle and dungeon forever. Occasionally she visits the negative material plane which is the true home of the undead. In this sarcophagus are an emerald necklace which was once given to the girl by Aandoran to convince her to allow him to perform his experiments upon her. The necklace has a large green emerald centerpiece and is on a platinum

chain with two smaller emeralds beside the primary stone. It is worth 7500 gold pieces. Also present in this crypt is a **ring of faerie (UA)**. Also found in this sarcophagus is a copper key.

15. **Demons/Puzzle**

As the adventurers approach this room they will immediately notice the magic circle of fire which covers a good portion of the floor of this hexagonal room. The fire burns hot and a pentagram forms within the circle of fire. In the western most corner of the room is a small idol of Simaru smiling. Next to the idol is a small hour glass with the sand end turned upward so as to let it's grains drop into the bottom of the glass. Perhaps there is still time to stop this gate from opening.

Close inspection of the idol will reveal that one of it's teeth is missing. Searching the floor for this missing tooth might take some time. The clock seems to be moving quickly. Perhaps there is one minute left until the gate opens completely.

The tooth is located near the entrance to the room. Should the player indicate where they are searching it is possible for someone searching that end of the room to find the tooth and place it back in the mouth of the idol within one round. Should no one be searching there then the time will run out and the gate will open. Placing the tooth back in the idol closes the gate and prevents the demons from being summoned successfully to this plane.

Should the idol be broken open the adventurers will find the adamantine key need for room 11.

The demons arriving in this room are Type III (Glabrezu) demons.



Type III Demons (Glabrezu) (4): AC -4; MV 9; HD 10; HP 50 each; # AT 5; Dmg 2-12/2-12/1-3/1-3/2-5; SA darkness 10' radius at will; SA other powers at will that can be used: fear (as wand), levitate (as 10th level magic user), pyrotechnics, polymorph self, telekinesis (up to 4000 gold coins weight), gate in type I to III demon with 30 % chance of success; magic resistance 60%; AL CE; Psionic Ability 100 points; Attack/Defense Modes E/F; MM page 18.

16. **Dracolich/Stairs leading Down**

When the adventurers enter this dark room they will at first notice a large pile of bones lying on the ground here. They will then notice the high ceiling of this room. And then they will notice the stair case leading downward from here. At this point the pile of bones will rise as one entity. It is a **Dracolich** and it guards this staircase.

Dracolich (1): AC -3; MV 9/24; HD 11; HP 88; # AT 3; Dmg 1-8/1-8/3-30; SA all physical attacks by this creature do an additional 2D8 chilling damage unless saving throw versus magic is made; SA fear effect of a Dracolich is saved against at -1; SA gaze of this creature can paralyze; SA breath weapon (fire for 88 points of damage/save versus breath weapon for half damage) three times daily; SA undead control; SD immune to charm, sleep, enfeeblement, polymorph, cold, electricity, hold, insanity, death spells or symbols, poison, paralysis, being turned by priests; SD power word kill destroys this creature; SA this creature was an ancient red dragon in life; SD this dragon never sleeps as it is undead; AL CE; MON page 61. Even in this undead form the dragon is still able to speak common tongue and the language of red dragons. It is also still able to cast spells with it's former spell casting abilities and knows the following spells: **magic missile, sleep, web, shatter, lighting bolt, slow, ice storm, confusion.**

When the Dracolich rises to it's feet to face the adventurers a pile of gemstones and coins can be seen glittering in the torchlight. This horde of treasure includes the following items:

12 Peridot gems worth 500 gold pieces each

10 large Pearls worth 500 gold pieces each
25 Amethysts worth 100 gold pieces each
10 Opals worth 1000 gold pieces each
3 Black Opals worth 5000 gold pieces each
2 Blue Diamonds worth 10000 gold pieces each

1000 Platinum Jurala (coins)

A **Rod of Resurrection** with 14 charges on it

A **Wand of Flame Extinguishing (UA)** with 20 charges on it

A pair of **Bracers of Archery (UA)**
a pair of **Winged Boots (UA)**

The stair case leads down to the lower level. It is also trapped. It is a collapsing stair case and

will fall completely dropping the adventurers thirty feet into room one on the second level unless a hidden lever (in a secret panel in the wall to the right of the staircase) is pulled disabling the trap. All those on the staircase will take 3D6 damage from the fall.

17. **Vampire Spawn**

Guarding this post are spawn of the Vampire Aandoran. Each waits in darkness here for intruders to attack on behalf of their master. Four wooden coffins lay side by side in this small chamber. The inhabitants of these coffins stand guard here.

Vampire Spawn (Feral) (4): AC 4; MV 12; HD 9; HP 45 each; # AT 1; Dmg 2-16 + level drain; SA energy drain; SD regenerate 2 hit points per round; SD can only be killed by the same means as a normal vampire; SD half damage from cold and electricity; SD same weaknesses as normal vampires; AL CE; NM see below.

Each of these creatures wears a medallion made of platinum with the letter "A" stamped on it worth 500 gold pieces.

18. **Vampires**

This room has a high ceiling that rises twenty five feet above the floor. Two large wooden coffins sit side by side in this room. Close inspection will reveal that one is closed and the other is jarred open. Hanging on the ceiling high above the doorway is a female vampire. Waiting in the other coffin is another female vampire. Both are brides of Aandoran and serve him faithfully.

Matilda, Female Vampire: AC 1; MV 12/18; HD 8+3; HP 57; # AT 1; Dmg 5-10 (bite); SA energy drain two levels; SD +1 or better weapons to hit; SA 18/76 STR; SD regenerate 3 hit points per round; SD when reduced to zero hit points they turn to gaseous form and return to their coffins; SD immune to sleep, charm, hold, poison and paralysis; SD half damage from cold and electricity; SA gaze of the vampire charms victims (save versus magic at -2 on dice); SA shape change; SA summon bat swarm; SD vampires recoil from garlic, mirrors and holy symbols; SD only destroyed by immersion in water, exposure to direct sunlight or stake through the heart; SD holy water does 2-7 damage to this creature; SA this vampire was a 12th level cleric in life; AL CE; MM page 99. Spells known: **curse, command, cause fear, protection from good, sanctuary, darkness, chant, augury, silence 15' radius, resist fire, hold person, dispel magic, cause blindness, cause disease, bestow curse, prayer, cause serious wounds, detect lie, tongues, flame strike, slay living, harm, blade barrier.** She wears a black cape made of sable worth 4500 gold pieces and a diamond necklace with a large blue diamond center piece

worth 12000 gold pieces. She also wears a **ring of fire resistance**.

Lisabeth, Female Vampire: AC 1; MV 12/18; HD 8+3; HP 51; # AT 1; Dmg 5-10 (bite); SA energy drain two levels; SD +1 or better weapons to hit; SA 18/76 STR; SD regenerate 3 hit points per round; SD when reduced to zero hit points they turn to gaseous form and return to their coffins; SD immune to sleep, charm, hold, poison and paralysis; SD half damage from cold and electricity; SA gaze of the vampire charms victims (save versus magic at -2 on dice); SA shape change; SA summon bat swarm; SD vampires recoil from garlic, mirrors and holy symbols; SD only destroyed by immersion in water, exposure to direct sunlight or stake through the heart; SD holy water does 2-7 damage to this creature; SA this vampire was a 12th level magic user in life; AL CE; MM page 99. Spells known: **magic missile, sleep, shocking grasp, burning hands, esp, mirror image, web, detect invisibility, fireball, lightning bolt, haste, hold person, confusion, ice storm, dimension door, charm monster, cone of cold, cloud kill, feeblemind, hold monster, disintegrate**. She wears a black ermine cloak worth 7200 gold pieces and two ruby rings worth 2500 gold pieces each. She also wears a **periapt of wound closure**.

Coffin #1 (the empty one): in this coffin are fine red pillows which keep Matilda comfortable during her stays within it. Hidden under these pillows are a black pearl ring with a platinum band worth 4750 gold pieces. Hidden in a secret panel in the coffin is a **wand of conjuration** with 24 charges on it.

Coffin #2 (occupied): in this coffin, in addition to Lisabeth, are fine red pillows that keep Lisabeth comfortable during the stays

within it. Under these pillows are a golden arm band with sapphires set in it worth 4500 gold pieces and a golden tiara with fire opals set into it worth 7450 gold pieces and a gold key. Hidden inside of one of the pillows is a **ring of the ram** (UA) with 12 charges on it.

19. **Statue of Malcon the Firebringer**

The center of this room is occupied by a statue depicting Malcon the Firebringer. The statue radiates magic but not evil if detected for. The statue shows malcon reading from a book with one hand and pointing his finger with the other as if he is casting a spell. The statue stands on a rotating base and the statue will rotate towards the first person entering the room. The statue will continue rotating as if to point towards that first person entering the room no matter where they move within the room. Should that person leave the room the statue will begin pointing towards another person within the room randomly.

Should the statue be touched the person doing so will be shocked for 3D10 points of damage (save versus magic for half damage). Should the statue be defiled in any way the finger will shoot a bolt of lightning towards the person or persons doing so and doing 3D10 damage to each of them (save versus magic for half damage).

Should the book be touched it will snap closed catching the fingers of the culprit and doing 1D10 damage to the person unless they snatch their fingers back quickly. This requires a roll of 4D6 and comparing it to the person's dexterity score. A roll of greater than dexterity indicates failure. A roll of less or equal indicates success.

Should dispel magic be cast upon the statue before the book snaps closed the book

become a real book and the statue will no longer radiate magic or have any magical effects. The book will become a **tome of understanding**.

20. Blood Wights

This room contains two large stone crypts. Surrounding these crypts, however, wander eight bloody and tattered creatures. Each seems to wander aimlessly about the room until the door to the chamber is opened. Once they sense the living the creatures immediately advance towards the doorway. The stone crypts are finely decorated. Reliefs on the lid of each of them depict a man and noble insignias. Who these crypts belong to is unknown.

Blood Wights (8): AC 4; MV 9; HD 12; HP 60 each; # AT 2; Dmg 1-8+5/1-8+5; SA bleeding; SA engulfing victims (when both hands strike same target the creature attempts to grapple at +4); SA victims grappled must save versus constitution each round or die; SA victims may attempt to break free if they have a strength of 17 or higher; SD immune to sleep, hold, charm, cold, paralysis, poison, death magic; AL CE; NM see below.

The stone crypts are both very old and are sealed shut tight. They can be pried open by characters with a combined strength of 30 or higher. The sound of these large stone lids hitting the floor will echo through the dungeon halls loudly and has a double than normal chance of bringing a random encounter.

Crypt #1 - This crypt is trapped. When the lid of this crypt is slid off it will release poison gas into the room. This poison is old and not as effective as it once was. Anyone within a five foot radius of the crypt at the

time of opening must save versus poison at +3 or die immediately from the poison. Hidden in a secret panel within this crypt is the phylactery of the **spider lich** in area 23. This phylactery is worth 15000 gold pieces. Quite visible within this crypt are a suit of **scale mail +5** and a large **shield +3**. Also there is a mithril key here.

Crypt #2 - When this lid is lifted nothing will be found inside but a lever. Pulling this lever will open the secret door to area 21.

A secret door to area 21 can be easily found here. What is not so apparent, however, is how to open it. There are no handles, levers or buttons in view that might cause this door to move. The door is made of solid stone and cannot be forced.

21. Secret Room

This hidden chamber has two large amphora made of the finest clay and painted tastefully with Juralian designs. Both of these amphora are filled with coins. There is also a pile of furs on the ground beside the amphoras. Buried beneath the furs is a shield.

The amphoras are both old and quite valuable. Each is worth 500 gold pieces. But both are very bulky and heavy weighing nearly two hundred pounds. The shield is a **shield -3, missile attractor**. One of the amphoras holds 1000 platinum pieces. The other holds 2000 gold pieces.

The pile of furs includes: a mink cape worth 2700 gold pieces, a sable jacket worth 4500 gold pieces, six seal pelts worth 5 gold pieces each.

22. Fountain

The sounds of rushing water can be heard even beyond the door to this room. The chamber has a large double fountain in the center of it. On each end of the fountain are two female vampires which face each other in the basin of the fountain. Each sprays water into the fountain from their fanged mouths. The fountain radiates both magic and evil. The water in the fountain appears to be clear and pure.

Anyone drinking the water from this fountain must make a saving throw versus their intelligence with a D20 or go temporarily insane. They will have a sudden and irresistible impulse to bite the others present in the room. They will immediately attack the closest person to them and attempt to bite. Should the person resist them in any way they will initiate combat in order to accomplish their goals. They will believe that they are a vampire and must feed. This effect will last for one turn but it will not take place for 1D4 rounds. At first it will appear that nothing has happened. And then the person will make their attack.

23. Spider Lich

When this chamber is entered the adventurers will find a room that is nearly knee deep in bones. Bones of all kinds are present within the room. Humanoids, humans, dragons and many other monster bones are represented on the floor here. Crawling atop the pile deep within the room is a horrible creature called a spider lich. This is its home and it seeks to increase its knowledge of magic by stealing the spell books from its victims and learning new magic.

Spider Lich (1): AC 0; MV 15; HD 12; HP 86; SA fear aura 60 feet radius; SA spell use as a 14th level magic user; SA acid web; SD immune to cold, electricity, hold, charm, sleep, poison, death magic; SA paralyzing bite (save or be paralyzed for 1D6+12 rounds); SA poison bite as well (save or lose 1-4 points of strength for 1-4 days/natural 20 on the hit roll indicates a permanent drain of 1 point of strength with no save); AL CE; NM see below. Spells memorized by this spider lich: **magic missile, charm person, shield, unseen servant, jump, esp, darkness 15' radius, shatter, scare, mirror image, lightning bolt, fireball, hold person, dispel magic, slow, confusion, ice storm, dimension door, charm monster, cone of cold, cloud kill, hold monster, feeblemind, death spell, disintegrate, power word stun.**

Hidden within the pile of bones here is a bone scroll tube with a scroll inside of the following spells: **maze, power word blind, mind blank, reverse gravity, monster summoning V.** Also hidden within the pile of bones on the floor are a **wand of force (UA)** with 12 charges and a bone necklace with a fire opal as a centerpiece worth 7500 gold pieces.

24. Spirit Trolls

This room appears to be absolutely empty when the adventurers first arrive. But quickly the delvers will realize that they are not alone here. Several invisible creatures wait here in silence and will ambush anyone not welcome in the castle. They are spirit trolls.

Spirit Trolls (5): AC 2; MV 15; HD 5+5; HP 30 each; # AT 3; Dmg 1-6/1-3/1-3 (bite/claw/claw); SA each claw attack not only takes 1-3 hit points but also drains 1-3

points of strength (recovered in 2-8 turns); SA anyone drained completely of strength dies; SA infravision to 120 feet; SA superior sense of smell; SA regenerate 3 hit points per round; SA creature is invisible and anyone attacking it suffers a -4 on to hit rolls unless they can see the invisible; SD +1 or better weapons to hit; SD invulnerable to cold damage; Magic Resistance 30%; AL CE; FF page 91. Each of these trolls wears a golden necklace with a platinum medallion with the symbol of Aandoran's noble family crest etched upon it worth 1000 gold pieces.

25. Fountain of Blood

The sounds of rushing water can be heard from beyond this room. In the center of this chamber is a small fountain which sprays blood high into the air and back into the fountain basin. The fountain radiates both magic and evil. Anyone who drinks from this fountain will be healed for 2-8 hit points of damage per time that they drink from it. The blood could be bottled but will lose its effect after one turn. Anyone who drinks from the blood also, however, has a 1% chance (cumulative) of becoming a vampire after 1D4 days.

26. Statue of Aandoran

A statue of the vampire Aandoran stands here. The statue depicts him in evening dress with a long cape flowing behind him. His hands are stretched out before him as if he is welcoming the adventurers to his castle. Close inspection of the statue will reveal that there is a key hole in the left eye of Aandoran. The statue radiates magic but not evil if detected for. Should the mithril key be placed in that keyhole and turned the statue will animate and ask a riddle.

“In daytime I lie pooled about,

At night I cloak like a mist.
I creep inside shut boxes and
Inside your tightened fist.
You see me best when you can't see,
For I do not exist.”

The Answer: Darkness. Should this answer be spoken the statue will respond to the speaker with “well done young master (or lady as the case might be)” and then bestow the speaker with 1 additional point of a random skill attribute.

27. Crushing Walls Trap

This chamber is a death trap.

A strange mosaic on the south wall of the room depicts a demon slaying a paladin in his castle. Close inspection of the mosaic will reveal a loose piece of tile. Should this tile be removed a keyhole can be found underneath. Should the mithril key be used in this keyhole it will reset the trap and open the doorway.

In the center of the floor here is a large chest overflowing with gold and jewels. A shimmering sword can be seen sticking up out of the chest. A suit of shining armor can be seen as well. This is, of course, just an illusion.

Anyone stepping in to the room will cause the door to slam shut and a steel wall to fall in place blocking the exit. The exit will then be wizard locked. At this point the walls will begin crushing inward and will close completely in ten rounds. At this point they will stay closed for one more turn before returning and resetting.

Should anyone disbelieve the illusion they will notice red stains on the floors and walls of the room.

Anyone stuck in the room at the point where the walls come together will take 3-30 damage per round of crushing damage. All weapons, armor and objects will also need to make saving throws versus crushing damage or be destroyed.

28. **Ghost in a Bottle**

In this room is a small table with several objects on it. There is a golden plate and golden eating utensils. These are worth 250 gold pieces. The plate appears to have scraps of food which have dried on it and may be several days old. There is an unopened bottle next to the plate which appears to be a wine bottle. A tankard made of electrum sits on the other side of the plate and is worth 100 gold pieces. A small silver dish with an unlit candle in it sits on one side of the table. The dish is worth 50 gold pieces.

In the bottle, however, is not wine. There is a trapped Ghost in the bottle named Rayth. Rayth was once one of Aandoran's loyal guards but he was executed long ago when he learned of his master's true evil nature and attempted to flee the castle. He was caught and brought here for torture and execution. As further punishment his very spirit was trapped in this bottle and has been there for centuries.

If released from the bottle he will not be immediately hostile to those who released him. While he is a creature of evil and unlife he is not without gratitude for his release. If questioned rather than attacked immediately he will relate the following facts that he knows:

- Aandoran is an ancient vampire much more powerful than a normal vampire

- Aandoran is thoroughly evil and is allied with Malcon the Firebringer
- The master spends most of his days and nights playing his organ on the bottom level of the castle
- The organ is an artifact of great evil and must be destroyed

If not attacked the ghost Rayth will disappear after 1D4 rounds after the conversation is over.

Rayth, Ghost (1): AC 0 (or 8); MV 9; HD 10; HP 65; # AT 1; Dmg ages 10-40 years; SA magic jar; SA only silver or magical weapons can hit it while in ethereal form; SD immune to spells unless the caster is in ethereal form at the time of casting (unless ghost has materialized); SA seeing a ghost ages one 10 years and causes them to flee for 2-12 turns in panic unless saving throw versus magic is made (clerics above 6th level are immune to this and others over 8th level add +2 to saving throw); AL LE; MM page 43. If slain Rayth will be found to be wearing a ring with the royal crest of Aandoran's family made of platinum and worth 500 gold pieces.

29. **Deadly Pudding**

A statue of a gargoyle stands here holding a glass ball with a strange swirling going on within the ball. The ball is about four feet in diameter. The color of the ball appears to be platinum. The statue radiates neither magic nor evil. Should the glass ball be broken it will release a platinum pudding into the room. This is not a trap. So no trap can be detected here. But if someone is

reckless enough to break the glass then they deserve their fate.

Platinum Pudding (1): AC 0; MV 6; HD 16; HP 100; # AT 1; Dmg 4-40; SA engulf victims; SA victims which are engulfed continue taking 4-40 damage per round until the creature is slain, the victim is slain or the pudding is expelled by the victim; SA victim can roll saving throw of 4D6 against wisdom to eject the creature (each round) until the creature is expelled or the victim is slain; SD immune to cold; SD normal damage from fire; SD electricity causes pudding to grow one hit dice per dice of damage; AL N; NM see below.

When slain the creature will become a molten blob of platinum. This platinum can be scraped off the floor and will be equal to 5000 gold pieces worth of the metal.

30. Tricks and Traps

In this room is a large black pedestal with a bleached white human skull resting atop it. The skull has fire in it's eyes and appears to chatter as the adventurers enter the area. Crisscrossing the room are fine wires which can be seen easily in the torchlight. There is no way to approach the skull without touching one of these wires. Crossbows can be seen in various parts of the room which appear to be tied to these wires.

Should a wire be tripped a crossbow bolt will fire at the person touching the wire as a 16HD monster. The bolts will do 1D6 damage and the person must save versus poison or die immediately.

These traps can be removed. There are many wires here but there are only eight crossbows. The bows themselves are normal heavy crossbows. The bolts are all poisoned

with type D insinuating poison. Once used these bolts cannot be reused.

Should the traps be removed they will need to be rolled for one by one. Each crossbow represents a different trap. Should any failures occur the arrow will fire at the thief attempting to remove the trap.

The skull radiates magic but not evil. Should it be touched it will begin screaming for help which will result in a random encounter check at triple the normal rate. Should anyone attempt to talk to the skull it begin babbling in a strange language. Should comprehend languages or similar means be attempted the language will turn out to be meaningless jibberish. If the skull is struck by a weapon it will explode doing 6D6 damage to all within the room. Should someone lift the skull and look underneath the fire in it's eyes will go away and a **ring of poison resistance** will be found inside of it.

KEY TO DUNGEON LEVEL TWO

1. Stairs/Iron Golem

The stairs lead down another thirty feet into a large circular room with a high domed ceiling. An enormous metal statue fills most of the room. Strange paintings and murals on the ceilings and walls here depict scenes from the civil war that nearly tore Zanzibar apart over a hundred years ago. In the light of the adventurer's torches or lanterns these scenes have a spooky effect. They almost seem to be occurring in real time on the walls of the chamber.

The metal statue is an Iron Golem and it will begin moving to defend this area in one round.

Iron Golem (1): AC 3; MV 6; HD 16; HP 80; # AT 1; Dmg 4-40; SA breathes out a cloud of poison gas once every 7 rounds; SA incredible strength; SD struck by only +3 or greater weapons; SD immune to most magical attacks; SD electricity slows the creature for 3 rounds; SA fire repairs the creature on a hit point for hit point basis; AL N; MM page 40.

Doors lead east, west and north from this chamber.



2. The Master's Library

This room is filled with stacks of shelved books, tomes and scrolls of all kinds and sizes. Books from every land on the continent of Dunar can be found here. Ancient texts that are dusty and nearly falling apart at the seams can be seen in

every place in the room. The place smells of dust but no dust appears on the floors or shelves. It would appear that someone has been trying to keep the library neat and tidy. That individual quickly becomes apparent as a skeletal figure in a long grey robe comes into view. The creature pays little attention to the adventurers.

Use of fire here would be inadvisable as nearly the whole library will burn quite easily. The librarian is the defender of this library but he will not mind if the adventurers choose to browse the shelves or even read here in this room. Should anyone attempt to leave with a book he will shake his boney finger at them and ask them to please return it to the shelves. Should anyone refuse this polite request he will firmly demand the book be returned. Should anyone get hostile with him he will fly into a spell casting rage to defend his books.

Searrelax, The Librarian, Lich (1): AC -2; MV 6; HD 20; HP 115; # AT 1; Dmg 1-10; SA spell use as 20th level magic user; SD immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, death magic or symbols; AL N; MM page 61. Spells memorized: **magic missile, comprehend languages, shield, hold portal, charm person, shatter, mirror image, esp, web, rope trick, lightning bolt, slow, hold person, dispel magic, phantasmal force, suggestion, dimension door, charm monster, ice storm, fear, confusion, cone of cold, teleport, cloud kill, conjure elemental, wall of force, death spell, disintegrate, geas, invisible stalker, power word stun, vanish, statue, mass charm, clenched fist, power word blind, crushing hand, power word kill.** He wears a **cloak of protection +2** and a **ring of fire resistance**. He carries a **staff of power** with 21 charges on it and will not

hesitate to use a retributive strike if necessary to defend his library from invaders even though it might destroy all of the books. He will only do this if he is in danger of being destroyed.

Some of the volumes of books here include the following:

The poetry of Rathiaia Parona, an ancient high elven princess. This tome is thick and contains many of the finest poems in elvish literature. This tome is worth 500 gold pieces to collectors of such works.

The philosophies of Zurthroth, a Type VI Balor Demon from the Abyss known for his justifications of chaos and evil. This work would be worth nothing to anyone of good or neutral alignment but some evil temples might purchase this work for as much as 250 gold pieces. Or they might just hire assassins to kill the seller and take the book for their temple.

Mining Journals of the Flataxe Clan. These dwarves live deep in the Dragon Teeth mountains and have a productive gold mine hidden there which has never been seen by human eyes. This clan produces much of the gold on the continent of Dunar. These journals are a valuable insight into mining but have little value to others.

Working Metal, a tome on blacksmithing by Hefomi Longforged, a well known Dwarven Blacksmith in Barrowmar. This thick tome would be valuable to a black smith and might be worth as much as 100 gold pieces.

In Search of the Philosopher's Stone, by Logan Gray, a famous (or notorious) alchemist of dubious reputation. This work is his thesis on the subject of converting lead into gold. While most individuals would not

find this book worth purchasing an alchemist might. Perhaps even a sage. Should they do so they might pay as much as 200 gold pieces for it.

Chaotic Studies, by Malcon the Fire Bringer. This tome is quite large and thick. The inside of this book has been hollowed out and a platinum key has been hidden inside of it. The book is worthless. Anyone who opens the book to the first page will see a glyph of warding (electricity) and take 30 points of damage from it (save for one half).

Manual of Puissant Skill At Arms

Experimental Research, by Lord Zamu, a minor noble from Barrowmar that has been known to dabble in the dark arts of necromancy. This book is his research into galvanism and the resurrection of the dead by electricity. This text is considered valuable by some sages who might purchase it for as much as 500 gold pieces.

Libram of Ineffable Damnation

Studies in the Astral Plane, by Searrelax, The Librarian. This tome was written in his earlier days when he was still alive and traveling the planes with his companions. He has now settled into unlife in this library as it's guardian. This tome is quite valuable and might fetch as much as 1000 gold pieces from a serious scholar or sage that specializes in the planes.

Collections of Elvish Poetry, various elvish artists. This series of twelve volumes demonstrates clearly that elves live far too long. No one but an elf would purchase this series of books and they are quite thick and heavy. Each of the volumes might bring as much as 100 gold pieces from a wealthy elf. One of the tomes has been hollowed out and

contains the phylactery for **Searrelax**. Should anyone attempt to open or take these books the Lich will become enraged and unleash his spells upon them. The phylactery is worth 25000 gold pieces.

Creative Locksmith, by Dodinas Brandywood, a halfling who once rose to guild master of the thieves guild of Barrowmar. This fine book is highly illustrated and shows techniques in lock picking that would be valuable to any thieves guild. One might purchase this tome for as much as 500 gold pieces.

The history of the Jural Empire, by an anonymous author. Writing historical texts is a dangerous pursuit in a land where beheading is a daily event in the streets of the capital city. One would be wise to write anonymously. This tome would not be purchased by anyone but a scholar on the various lands of this continent. Such a sage might pay as much as 1000 gold pieces for this work.

Scroll, Cursed, the read turns to stone.

Scroll of illusionist spells: **astral spell, alter reality, programmed illusion, true sight, projected image.**

Scroll of faded maps of the Barrowmar sewer system. The maps are no longer readable.

Scroll of **protection versus lycanthropes**

Scroll with names of allies of the Lich Malcon the Fire Bringer. The names Aandoran and Ephraim Defries are high on this list of villains. A map shows a secret entrance into the Mountain of Fire where Malcon is believed to still reside.

3. **Statue of Aandoran Playing His Organ**

This room contains a statue of the vampire Aandoran playing his organ. This room is well lit by torches in the walls which burst into flames the moment that the door to the room is opened. Strange music seems to come from the statue but it can barely be heard over the sounds of the real music still playing through the halls of the castle dungeon. The statue radiates magic but not evil if detected for.

Should anyone approach the statue they may notice that one of the keys on the keyboard of the organ can actually be pressed down as if it were a real key on an organ. This will only be noticed if someone is looking very closely at the organ keyboard on the statue. Should this key be pressed down the Aandoran part of the statue will animate and ask a riddle.

“Goes over all the hills and hollows,
Bites hard, but never swallows”

The Answer: Frost. Should this answer be spoken aloud the music of the statue will change. It becomes much louder and drowns out the noise of the real organ which is echoing loudly through the halls. The players will feel much refreshed and relaxed by hearing this and all hit points will be regained by the players (if they have lost any) and all spells will be replenished as if they had rested for a full night.

4. **Phasma**

This chamber contains two sarcophagus. Both appear to be sealed shut from age and time. Neither appears to have been opened for decades or perhaps longer. The room itself seems dusty and unused as well. It

does not look as if anyone has been here in a very long time.

Should either sarcophagus be touched an incorporeal humanoid in gray robes will rise out of the first sarcophagus. It will be angry that someone living has approached it's home.

Phasma (1): AC 0; MV 12; HD 25; HP 150; # AT 1; Dmg 1-6 + wisdom drain; SA wisdom drain of 1-4 points (permanent); SD immune to the normal things other undead are immune to such as cold, hold, sleep, poison, death magic, charm, etc.; SA phantasmal killer spell twice per day (saving throw negates but person still takes 6D6 damage) and it affects all who see it in 30 foot radius; SA three times daily it can cast dispel magic and protection from good; SA one time daily it can use an unholy word; SD incorporeal nature gives it 50% resistance to all magic and non magical attacks; Magic Resistance 50%; AL CE; NM see below.

Sarcophagus one - This container is trapped. Anyone opening it will release gas into the room which causes irrational fear. Anyone who fails a saving throw against poison will flee the room in a random direction for 2-20 rounds and may encounter random creatures alone in the hallways. The crumbling skeletal remains of the phasma are in this container. The phasma was once a powerful warrior. His favorite blade rests in his permanent tomb. It is a **bastard sword +4, defender**. His trusty shield lies beside him but it appears to be rusted beyond use now. Should anyone sift through the dusty and crumbling remains of the warrior's body they may find a ring hidden in the dust. It is a **ring of conquerors**.

Sarcophagus two - This container is sealed tight. Getting it open will require a combined strength of 40 to open. It is very heavy and when it falls it will echo loudly through the halls of the dungeon and bring double than normal chance of a random encounter within 3 rounds. Inside the container are crumbling remains of some other powerful warrior. His ancient armor would indicate that he was once part of the family of Aandoran or perhaps was some powerful member of their royal guard. In any even the armor is worthless now as it is almost in as bad a condition as the previous owner. Beside the remains is a **crossbow of speed**. On one of the bony fingers of the skeleton is a golden ring with rubies and a royal seal (of Aandoran's family) which is worth 1750 gold pieces. Should anyone look under the rusty armor they may discover a necklace that was worn by the warrior when buried in this crypt. It has a medallion with the royal emblem of the family and is studded with diamonds. It is worth 4750 gold pieces.

5. The Wishing Well

This room contains a well which would appear to be the source of water for the castle and it's former inhabitants. Those currently residing here have little need for water. As a result this room appears very dusty. There are no tracks in the dust and it does not look like anyone has been here for a very long time. The well looks very deep. Anything dropped into the well will take many seconds to hit water below. The well has a wooden post above it which has nearly rotted away from time. No rope or bucket remain.

Should anyone detect magic on the well they will discover that there is a magical aura about it. Should anyone attempt to climb

into the well they will discover that the stones are loose from age and crumble quickly. This will result in the person (even thieves using their climbing skill) falling into the well and taking damage from the fall with a 75% chance (50% chance for a thief of any level). The damage from this fall will be 4D6. There is nothing but water in the well below.

Should anyone throw a coin into the well (gold or platinum only) a voice will speak and ask a riddle.

“Though I dance at a ball, I am nothing at all.”

The Answer: A shadow. Should this answer be spoken by the person who threw the coin in the well will grant that person a wish if it is used immediately. If it is not the wish will not be granted later. Should anyone but the person who threw the coin in answer the well will ignore them. Should anyone answer incorrectly the well will summon twenty shadows which will attack all present.

Shadows (20): AC 7; MV 12; HD 3+3; HP 15 each; # AT 1; Dmg 2-5; SA strength drain; SD +1 or better weapons to hit; SD immune to cold; SD 90% undetectable in low light; AL CE; MM page 86.

6. **Lead Skeletons/Crypts/Stairs Down**

This large chamber contains five large crypts. Standing besides these crypts are ten skeletons which seem to be coated with metal of some kind. These skeletons appear to be guarding the crypts and the stair case. The skeletons do not immediately attack but will do so the moment that anyone approaches a crypt or the stairs or if they are

attacked first. Once battle is joined the lids will fly off of the crypts and five more creatures will join the fight. These creatures are spectres.

Lead Skeletons (10): AC 2; MV 12; HD 10+10; HP 50 each; # AT 2; Dmg 2-12+6/2-12+6; SA powerful fists and single minded on one victim at a time; SD immune to electricity, cold, acid and fire; SD immune to poison, paralysis, death magic, sleep, charm; AL N; NM see below.

Spectres (5): AC 2; MV 15/30; HD 7+3; HP 35 each; # AT 1; Dmg 1-8; SA energy drain 2 life levels; SD +1 or better weapons to hit; SD immune to sleep, hold, charm, cold, poison and paralysis; SD holy water does 2-8 damage to a spectre; SD raise dead will destroy a spectre unless it makes saving throw versus magic AL LE; MM page 89.

Should the crypts be investigated none will be found to be trapped. Inside of one of the crypts is a golden tiara with sapphires and opals decorating it worth 12500 gold pieces. The others are empty.

KEY TO DUNGEON LEVEL THREE

On this level of the dungeon the sound of the organ music is overpowering. This level is lit unlike the others by torches in sconces in the wall every twenty feet. There will be no random encounters on this level other than those generated by the organ of Aandoran.

1. **Aandoran and His Organ of Evil**

This well lit room is massive. The stairs from level two lead thirty feet down into this enormous chamber. Organ music is louder here than anywhere previously visited in the dungeon or castle. Six gigantic pillars hold

the roof above. Each of the pillars has a huge skeletal figure carved into it. Standing between the pillars is a skeletal knight in black armor and holding a large black two handed sword in front of it. At the far end of the chamber is a dark robed figure playing an enormous organ with long black pipes rising out of it. Strange colored smoke rises out of the organ as the music plays.

Torches in sconces in the walls make the room well lit. Strange murals and paintings on the walls and ceiling here depict disturbing images of evil and depravity. Scenes from the sacking of the City of Onm dominate many of the scenes. The great lich Malcon is shown in heroic poses in virtually all of the scenes. Clearly this Aandoran is an ally of the lich.

The organ played looks ancient and radiates both powerful magic and evil if detected for. After combat is initiated with the death knight and the columns the organ will begin puffing different colors of smoke and creating new undead guardians to challenge the adventurers.

The Columns

These pillars are actually an skeletal version of the Caryatid Column. There are six of these large pillars and each contains the image of a skeletal maiden holding a two handed sword. Each will animate and move to defend Aandoran with the Death Knight as the adventurers descend the stair case.

Caryatid Columns (Modified) (Skeletal Maidens) : AC 2; MV 6; HD 10; HP 45 each; # AT 1; 1-10; SD normal weapons do only half damage; SD magical weapons do full damage but without the magical bonus; SD because these creatures are skeletal slashing or stabbing weapons do only half

damage but blunt weapons do full damage; SD because the creatures are made of stone any weapon that strikes them has a 25% chance of shattering (reduced 5% per plus of the weapon); AL N; FF page 18 modified.



The Death Knight

The guard captain of the castle is a death knight named Dragnor. He was once the living guard captain of the castle and he continues this role in death. He was once a powerful knight that faithfully and loyally served Aandoran's family.

Death Knight (1): AC 0; MV 12; HD 9; HP 80; # AT 1; Dmg 1-10 +4 (+6 for strength); SA he wields a **+4 two handed sword** in combat; SD cannot be turned; SA has power over undead as a 6th level cleric; SD 75% magic resistance and if an 11 or lower is rolled the spell will be reflected at the caster; SA 18/00 strength gives him +3 to hit and +6 to damage; SA generates fear in a 5' radius; SA at will can cast wall of ice, detect magic and detect invisibility; SA twice daily it can cast dispel magic or gate in a type I demon (20%), type II demon (25%); type III demon (30%), type IV demon (20%), type VI demon (5%) with a 75% chance of the gate opening; SA once daily can cast any power word spell, symbol of pain/fear and generate a 20HD fireball; SA all spells cast by the creature at 20th level of experience; AL CE; FF page 23.

Aandoran the Defiler

Aandoran is an ancient vampire. He is the oldest known vampire on the continent of Dunar. He was once a powerful Zanzian noble but lost his titles when he supported the Grand Vizier Malcon in his attempt to seize the throne of Zanzia from the rightful rulers of the kingdom. Now he hides in this lonely dark castle in the forest playing his organ for an eternity. Aandoran will pay no attention to the adventurers or the combat behind him until the adventurers have dispatched his caryatid columns and his death knight. He will just keep playing his

organ and creating waves of undead which will advance to join the battle after the first round. Should anyone come within 100 feet of him, however, he will stop playing and turn to defend his organ from the invaders.

Aandoran the Defiler, Ancient Vampire

(1): AC -5; MV 12/18; HD 20 +10; HP 125; # AT 1; DMG 2-12+8; SA energy drain 3 life levels; SD +3 or better weapons to hit; SA regenerates 5 hit points per round; SD reduced to zero hit points he turns to gas and returns to his coffin in one of the secret rooms. With all of the smoke in the room from the organ it will be impossible for anyone to tell what direction his gaseous form has drifted; SD immune to sleep, charm, hold, paralysis, poison; SD half damage (or none with saving throw) from electricity or cold; SD can turn gaseous form at will; SD he wears a **ring of fire resistance** and a **ring of protection +2**; SA can shape change at will into a large bat; SA 18/00 strength; SA gaze charm ability (save versus magic at -4 on the die) SA can summon bats, rats or wolves as a normal vampire; SD recoils from garlic or holy symbols of the lawful good; SD only killed if subjected to direct sunlight, submerged in water or stake driven through heart; SD holy water does 2-7 damage to him; SA spell use as a 20th level magic user; AL CE; MM page 99 modified. Spells Memorized: **magic missile, sleep, shocking grasp, dancing lights, burning hands, mirror image, esp, web, shatter, scare, lightning bolt, fireball, dispel magic, slow, hold person, confusion, dimension door, wall of fire, ice storm, polymorph other, cloud kill, conjure elemental, cone of cold, teleport, wall of force, disintegrate, death spell, globe of invulnerability, repulsion, power word stun, delayed blast fireball, duo dimension, power word blind, clenched fist, mass charm, crushing hand, meteor**

swarm. He also carries the following magical items (in addition to those listed earlier): **cloak of protection +2 (black)**, **wand of frost** with 15 charges on it and a **periapt of health**.

The Organ of Evil

This organ is a powerful evil artifact. It is an instrument of true evil and must be destroyed. For one who is able to play this organ can create armies of undead with it. And all those who play it will be consumed by this evil relic. It is said that the organ was created by Simaru himself and it is widely believed that this is true.

The organ is made of ancient wood and has black pipes that rise up from out of it. These pipes give off smoke of various colors while the music is being played. Each time the color of the smoke changes a new wave of undead arise out of the smoke. Aandoran himself is the only being that knows what keys and petals perform each potential function of the artifact. Anyone else playing the instrument will just get a random effect until they too have transformed into a chaotic evil being and then will fully understand the instrument.

While the music plays any attempt to turn undead is made at -8 on the dice. In the presence of Aandoran no undead will turn anyway as he is a far more powerful influence over undead than any cleric could be.

Game Master Note About the Organ

Each round that Aandoran operates the organ there is a chance that he will change his tune and a new color of smoke will rise out of the organ. As this encounter will already be quite difficult for the adventurers I would advise caution for the game master. Summon a few waves of undead at times when the battle is going well enough for the adventurers but if you create a wave every round it will quickly overwhelm them and make successful completion of the adventure unlikely.

I will not assign a random percentage chance here as this should probably be decided by the game master at the time of battle based upon the conditions encountered.

Waves of Undead

Aandoran plays this organ to generate an army of undead to serve the needs of Malcon the Firebringer and the other allies which have regrouped to try once more to conquer Zanzia. When Aandoran plays the undead created by the organ should be rolled randomly using the following colored smoke patterns:

1. Gray Smoke - one Ghost, MM page 43.
2. Blue Smoke - 2-12 Wights, MM page 100
3. Black Smoke - 2-16 Shadows, MM page 86.
4. White Smoke - 3-30 Zombies, MM page 103
5. Red Smoke - 2-8 Wraiths MM page 102
6. Yellow Smoke - 2-5 Spectres page 89.

7. Green Smoke - 6-60 Skeletons, MM page 87
8. Orange Smoke - 2-8 Apparitions, FF page 12
9. Purple Smoke - one Groaning Spirit (banshee), MM page 50.
10. Roll again twice

Playing the Organ

Only Aandoran fully understands the organ. Anyone attempting to play the organ for the first time is going to generate a random effect which will probably be harmful to themselves or their friends. The effect should be rolled on the following table:

1. A cloud of poison gas rises from the organ and all those within a 25" radius of the organ must save versus poison or die immediately including the organ player
2. A wave of undead is generated and will immediately attack those around the organ. Roll on the table above.
3. A wave of undead is created and will wander aimlessly in the room confused by the fact that Aandoran is no longer in control of the organ. Roll on table above.
4. A wave of undead is created and is now in control of the player of the organ. The player must roll a saving throw versus death magic or be turned chaotic evil and then turn the undead loose upon his friends
5. The player is shocked by the keyboard of the organ for 5-50 damage (save versus magic for half damage)
6. The player is teleported 1000 feet above the castle and falls to the ground taking 100 D6 damage.
7. An invisible wave of force throws all those around the organ (except for

the organ player) away from the organ into the walls or pillars doing 6D6 damage to all

8. A pink smoke rises out of the organ and all those within 25" radius of the organ must save versus magic or turn chaotic evil (including the organ player). These chaotic evil individuals will now serve the organ and will defend it to the death
9. A loud screeching sound echoes through the halls of the dungeon. All those in the area are stunned for 2-12 rounds unless they save versus paralysis. A random encounter is generated and will arrive in one round while the deelvrs are stunned.
10. Roll twice on this table

Negative Effects of Playing the Organ

Every time this organ is played by anyone not already chaotic evil they must make a saving throw versus death magic or be turned chaotic evil. Once chaotic evil anyone playing this organ will become it's servant and will become protective of it. They will attack anyone who is not of a like alignment because they will feel that the organ is in danger from these others. They may choose to use the organ itself to create undead armies to attack those of other alignment. This effect cannot be dispelled by a mere dispel magic spell. A limited wish, remove curse spell or the like will also be ineffective. Only a wish spell will reverse this curse.

Moving or Transporting the Organ

The organ is enormous and heavy. It cannot be easily transported and it will resist all attempts to do so in any event. The organ will teleport itself back to this castle if need by. But it weighs nearly five tons and it is

nearly one hundred feet wide and fifty feet deep. No bag of holding or the like could possible contain this device. Anyone attempting to physically move it will be shocked by the organ for 5-50 damage (save versus magic for half damage).

Destroying the Organ

Ultimately this organ must be destroyed. The king of Zanzia will expect this result in any event. Failure to do so will allow some other undead ally of Malcon the Firebringer to play the organ and continue generating armies of undead to serve him. Destruction of the device will not be easy, however. It is an ancient evil relic and is extremely powerful. It has the ability to defend itself and it will use them when it realizes that it is under attack. Any attempts to strike the organ with weapons will prove ineffective. And these will also result in a shock from the organ for 5-50 damage (save versus magic for half). When the organ believes it is under attack it will begin generating colored smoke and undead waves to defend itself. Use the table above for generating undead.

In order to destroy the organ a series of steps must be taken. These steps are as follows:

First, the organ must be made vulnerable. Should it be dowsed with holy water it can be made so. Each vial of holy water will do 2-8 hit points of damage to the artifact. After fifty hit points of damage have been inflicted by holy water or the equivalent it will become vulnerable to other forms of attack. Should holy water not be available other spells will do damage as follows:

dispel evil	3-30 hit points
remove curse	1-20 hit points
holy word	25 hit points

Second, once the organ has become vulnerable it has an AC of 10 and HP of 500. All forms of attack will do damage to it at this point. Each round it will continue generating smoke and undead to defend itself until it is destroyed.

Third, once the organ is reduced to zero hit points it will collapse into dust. The dust will fill the entire chamber and all those present must save versus poison or begin choking on the dust. The first round they will take 1D8 damage. The second round they get a second saving throw. Failing this one the person will take 3D8 damage. The third round they get a final saving throw. Failing this one results in death.

Those of good alignments that are involved in the destruction of this evil relic will receive a bonus of 20,000 experience points for their participation. Those of neutral alignments will receive 10,000 experience points. Those of evil alignments will receive nothing but the enmity of Simaru for their troubles.

Secret Doors

There are three secret doors in the walls on the west side of the room. Two lead directly west and the third leads south west. These lead to areas 2, 3 and 4.

2. Room of Eternal Slumber

This well lit room has no torches on the walls. The room is lit by continual light spells cast all over the chamber. On the walls here are murals depicting the life and death of Aandoran. Scenes show his life as a noble and his death as a traitor to the king. Aandoran was bitten by a vampire long before his collusion with Malcon the

Firebringer but his status as a vampire was well concealed for centuries. He was generally believed to just be a reclusive noble.

In the center of this chamber is a golden coffin decorated with emeralds and rubies. The coffin itself is very valuable and combined the gems and the coffin are worth 25,000 gold pieces. Inside of the coffin is the finest dirt available in Zanzibar for Aandoran to sleep in. Aandoran has no need to open the lid in order to enter so he keeps the lid trapped in case of meddling adventurer types. Anyone opening the lid to the coffin will release a poison gas cloud (save versus poison or die). Inside of the coffin he keeps his spell book in a secret panel near the foot of the container. This book contains the spells: **magic missile, sleep, shocking grasp, dancing lights, affect normal fires, feather fall, find familiar, mednig, message, spider climb, burning hands, mirror image, esp, web, shatter, scare, fools gold, continual darkness, magic mouth, stinking cloud, levitate, locate object, lightning bolt, infravision, haste, tongues, suggestion, explosive runes, blink, fireball, dispel magic, slow, hold person, confusion, dig, charm monster, polymorph self, wall of ice, wizard eye, dimension door, wall of fire, ice storm, polymorph other, cloud kill, conjure elemental, magic jar, contact other plane, interposing hand, airy water, stone shape, cone of cold, teleport, wall of force, disintegrate, death spell, globe of invulnerability, project image, gear, glasse, repulsion, power word stun, delayed blast fireball, duo dimension, phase door, charm plants, power word blind, symbol, mind blank, clenched fist, mass charm, crushing hand, meteor swarm, imprisonment.**

3. Treasure Chamber and Alternate Coffin

This hidden room contains a plain wooden coffin filled with dirt. The lid of this coffin is up and it is empty. Beside this coffin are four large chests. Each is made of the finest oak and banded with iron. Each has a lock on it.

Chest One

This chest is locked but not trapped. Inside of the chest are 5000 gold pieces and 5000 platinum pieces. There is also a golden necklace with several small diamonds and one large blue diamond center piece worth 7500 gold pieces. There is also a jeweled scepter made of platinum with a large ruby atop it worth 5000 gold pieces. A silver tiara with sapphires around it is also in this chest and is worth 3500 gold pieces.

Chest Two

This chest is locked and trapped. Anyone opening this lid of this container without first disarming the trap will cause vents in the ceiling to drop flaming oil on random portions of the room resulting in anyone in the room being a potential victim. All those present must save versus dexterity (4D6 versus dexterity) or be set ablaze. A roll of equal or less than dexterity means the person has avoided the primary area of effect and will suffer only one half damage. Full damage will consist of 6D6 damage.

Inside of this chest are: an ermine coat worth 7,200 gold pieces, a sable evening jacket worth 4,500 gold pieces, two mink capes worth 2,700 gold pieces each, four golden clasps (for holding capes) worth 500 gold pieces each and containing the royal seal of Aandoran's noble family. Underneath these furs are several potions including:

A potion of healing
A potion of poison type E ingestive
A potion of levitation
Three potions of extra healing
A potion of speed
A potion of longevity
A potion of super-heroism
A potion of elixer of madness (UA)
A potion of climbing
A potion of growth
A potion of storm giant strength
A potion of poison type D insinulative
A vial of oil of etherealness
A potion of cold resistance
A potion of fire breath (UA)
A vial of oil of sharpness (UA)

Chest Three

This chest contains two traps. One is a poison needle in the lock. The thief attempting to pick this lock may be nicked by it and must save versus poison or die immediately. The second trap is a set of poison darts that fire randomly from the lid of the chest when it is raised. Anyone could be struck by these as they do not fire directly at the opener but fire randomly as a 16HD monster and do 1-3 damage each. There are six such darts and each is poisoned. The victim struck must save versus poison or die in three rounds.

Inside of this chest are Six gold bars worth 500 gold pieces each, six platinum bars worth 2500 gold pieces each, a jeweled goblet with rubies, emeralds and sapphires decorating it worth 5750 gold pieces, a diamond bracelet worth 1750 gold pieces, an ornate shield with the family crest of Aandoran and decorated with black sapphires worth 10,500 gold pieces, a **suit of plate mail of vulnerability** (which is decorated with the family seal of Aandoran to suggest that it was once a powerful suit of

armor worn by him), A **two handed sword - 5, cursed**, a **staff of command** with 20 charges on it and a clerical scroll in a bone scroll tube with the following spells: **symbol, control weather, gate, heal, aerial servant**.

Chest Four

This chest is not trapped. It is locked. Inside of it are the following: A magic user scroll in a metal scroll tube with the following spells written on it: **wish, prismatic sphere, incendiary cloud, monster summoning VI, monster summoning VII**. There is also six jars of the finest Juralian spices worth 500 gold pieces each, an ivory figurine representing Tiamat worth 2500 gold pieces, four jars of fine Juralian perfume worth 1000 gold pieces each and a rolled up painting of Malcon the Firebringer (when he was still alive and the Grand Vizeer of Zanzia) worth 2500 gold pieces in a long wooden tube. There are also a **cloak of poisonousness** and **three javelins of lightning**.

4. Treasure Chamber Two and Alternate Coffin

This hidden room contains a plain wooden coffin filled with dirt. The lid of this coffin is up and it is empty. Beside this coffin are four large vases filled with coins or gems. The vases themselves are all finely decorated and made of the finest materials. Each is from the Jural Empire and is a highly prized work of art. Each is worth 1000 gold pieces but is very heavy and bulky. Each weighs nearly 1000 pounds.

Vase One

Filled with platinum coins. 5000 platinum coins are in the vase but all are coated with

contact poison. Anyone touching these coins must save versus poison or die.

Vase Two

This vase is filled with gems. In the vase are four diamonds worth 5000 gold pieces each, three rubies worth 5000 gold pieces each, ten pearls worth 500 gold pieces each, sixteen ambers worth 100 gold pieces each and twenty five jasper worth 50 gold pieces each. Buried beneath the gems is a scroll with a letter inside of it.

“Aandoran,

Build me an army. This time we cannot fail. Meet me with your army at the mountain of fire on the next new moon and we shall strike barrowmar.

Malcon”

Vase Three

This vase is filled with 5000 gold pieces. Buried under these is a **ring of spell storing** with cleric spells stored inside of it: **cure critical wounds, plane shift, commune, part water, neutralize poison.**

Vase Four

This vase is filled with gems. Unlike the other vases, however, this one is made of dark clay. It is actually a polymorphed black pudding which will transform the moment it is touched or anything inside of it is touched.

Black Pudding (1): AC 6; MV 6; HD 10; # AT 1; Dmg 3-24; SA dissolve wood and metal; SA blows, cold and lightning do no

harm to it; SA electricity and blows split into smaller black puddings; AL N MM page 10.

The gems in the vase are three star sapphires worth 7500 gold pieces each, two star rubies worth 6000 gold pieces each, six topaz worth 500 gold pieces each, five aquamarines worth 500 gold pieces each, twelve amethysts worth 100 gold pieces each, twenty bloodstones worth 50 gold pieces each. Buried beneath the gems are a **ring of mind shielding** (UA) and a **ring of truth** (UA).

This is the end of the adventure.

GAME MASTER NOTE

At this point the players should return to Barrowmar and the king and relay the success of their mission. The king will fulfill his promised rewards if all conditions of the quest are completed.

new MAGIC Items

Ring of Conquerors (F) - This ring may only be worn by those of the fighter class. Even rangers and paladins will gain no benefits from it. The fighter bearing this ring is a powerful warrior beyond compare. While wearing this ring the fighter will gain one point of strength (or if at 18 already the fighter will gain an additional 25% on the exceptional strength table on PHB 9). If the fighter is already at 19 or beyond (by magical means or by wearing a girdle of giant strength or similar item) he will gain 1 full additional point by wearing this ring. Once per day the fighter may also choose to “go berserk” for a limited time which will consist of 2-5 rounds. During this time the fighter will attack double the normal times they would be able to do so during those rounds.

Ring of Poison Resistance - this ring has the same characteristics as a ring of fire resistance except that it resists the effects of poison.

new monsters

Blood Wight	
Armor Class:	4
Move:	9
Hit Dice:	12
No. of Attacks:	2
Damage/Attack:	1-8+5/.1-8+5
Special Attack:	wounding, engulf
Special Defenses:	immune to normal things as other undead
Magic Resistance:	none
Alignment:	CE
Size:	M

The blood wight is created when a living creature is bled to death on unholy ground. Typically they are encountered alone but sometimes they are encountered in a group when created for a specific purpose by some powerful necromancer, undead villain or demon.

The blood wight appears as a tattered humanoid about eight feet tall and covered in fresh blood. The blood seems to ooze out of the body. It's hands are sharpened claws and it's eyes display no life at all.

The creature slashes with it's claws in combat. But when given the opportunity it will grapple a victim and pull it close in an attempt to drown the victim in blood. This process is called engulfing. The drowned victim is then ejected by the creature and devoured later. If both claws of the creature strike the same person in the same round the creature makes a grappling attack at +4. If successful it has grappled a victim and has begin the engulfing process. Anyone attacking the monster after this will do one half damage to the creature and one half damage to the victim held close. The victim may attempt to break free from the creature

if they have a minimum strength of 17. A roll of 4D6 versus strength must be made to break free and a roll of equal or less than strength means success. Each round the victim is held the victim must make a saving throw versus their constitution. A roll of 4D6 versus constitution is made. A roll of equal or less than constitution means the victim survives the round. A roll of greater than constitution means the victim has drowned.

Victims struck by the claws of this creature continue to bleed one hit point per round thereafter unless healed or the wounds are bound.

Like all undead these creatures are immune to charm, sleep, hold, cold, paralysis, poison, death magic. These monsters are turned as a vampire.

Blood Wights are from the Tome of Horrors, Volume Three from Necromancer Games.

Death Nagas	
Armor Class:	2
Move:	12
Hit Dice:	12
No. of Attacks:	2 (bite or cast spells, tail slap or tail stinger)
Damage/Attack:	1-8 (bite)/2-8 (tail slap or constriction)/2-8 + poison (tail stinger)
Special Attack:	Poison, tail slap, constriction, spell use, breath weapon
Special Defenses:	None
Magic Resistance:	25%
Alignment:	CE
Size:	M

These are an undead form of the Naga. They appear to have a skull for a face instead of the humanoid head that most Naga have. They have rotting scales along the snake like body. The snake has the horrible scent of death about it. The eyes of the skull are missing. They are merely dark holes. These creatures are the result of a normal naga being killed by powerful necromantic energy. These undead nagas often dominate areas populated by lesser undead such as ruins, tombs and crypts.

Death Nagas can cast spells as if they were a 9th level magic user. Every four rounds the creatures can blast a cone of negative energy for 8D6 damage to all those within the area of effect (up to 60 foot cone about 5 feet wide at widest point). A saving throw versus magic results in one half damage. In addition, the person failing a saving throw versus this cone suffers a loss of one experience level as if drained by some other form of undead. Any other undead caught within this cone are healed for 2D4x5 damage. The death Naga's stinger delivers a deadly poison (save versus poison or die). Additionally anyone slapped by the tail of this creature must make a saving throw versus paralysis or be grabbed and constricted by the creature for 2D4 damage per round thereafter until the hold is broken. One would need a strength of 17 or greater to break free (or help from friends exceeding 17 total strength).

This creature is highly susceptible to magical fire and takes double damage from it. Like all forms of undead these creatures are immune to hold, charm, sleep, paralysis, poison and cold related damage.

These creatures are from the Tome of Horrors, Volume Four, from Necromancer Games.

Grave Mounts

Armor Class:	0
Move:	24
Hit Dice:	6
No. of Attacks:	3 (one bite and two hooves)
Damage/Attack:	1-8 + bleed (bite) / 1-8 / 1-8
Special Attack:	breath weapon, disease
Special Defenses:	none
Magic Resistance:	none
Alignment:	CE
Size:	M

These creatures are the result of a paladin's warhorse being killed and then being raised as undead. These creatures hate all living beings and will attack immediately upon encountering such. Death knights favor these creatures as mounts.

Grave Mounts have a breath weapon which can be used three times daily. This weapon is a cone of fetid breath up to 30 feet long and 15 feet wide at the widest point. Anyone caught in the breath weapon must save versus poison or come down with tomb fever. This fever takes 1D6 days to incubate. Once it sets in the victim must roll a saving throw every hour or lose 1D6 hit points. Three consecutive saving throws means that the disease is overcome.

This creature is from the Tome of Horrors, Volume Four, from Necromancer Games.

Grimstlaker

Armor Class:	4
Move:	12
Hit Dice:	6 + 6
No. of Attacks:	2 or 1
Damage/Attack:	1-4/1-4 (claws) or 1-6 (bow) or by weapon

Special Attack: claws are poisoned, weapons are typically poisoned, ambush (surprise)
 Special Defenses: Camouflage
 Magic Resistance: 25%
 Alignment: NE
 Size: M

Grimstalkers look like a hairless elf. They are slender and graceful and have long arms which end in sharp claws. They are brown skinned and often wear clothes and armor made of leaves, bark or twigs. They blend easily with the forest that they live in which allows them to easily ambush others. In a forest environment they will surprise opponents on a 1-4 out of 6.

Grimstalkers are an evil distant cousin of the elf. Unlike the elves, which see the forest as a place of beauty, the Grimstalker sees it only as a place of misery. And they seek to make others feel this pain. Travelers who are unfortunate enough to run into these creatures are rarely heard from again. They often hide in trees and drop down upon travelers.

These creatures sharpen their own claws and dip them in poison. Anyone struck by the Grimstalker must save versus poison or suffer an additional 1-4 hit points per damage for 1-3 rounds after being hit. Further strikes may result in further poisonings. These creatures also dip their arrows in this same poison and all of their other weapons that they might use in combat.

Like the elf, the Grimstalker, is somewhat resistant to magic. This resistance is 25%. The Grimstalker has a natural ability to control plants (as per the spell) three times daily at 8th level of ability.

These creatures speak the language of elves as well as common tongue.

These foul creatures are from the Tome of Horrors, Volume Two, from Necromancer Games

Hooded Gatherer
 Armor Class: -1
 Move: 9
 Hit Dice: 10
 No. of Attacks: 2 (claws)
 Damage/Attack: 1-8/1-8
 Special Attack: fear, inhalation of souls,
 Special Defenses: +1 or better weapons to hit
 Magic Resistance: none
 Alignment: CE
 Size: M

This creature appears to be a rotting skeleton of a man wearing a dark robe with a hood covering it's head. It's eyes are merely small red points of light in a dark void. No face can be seen under the hood. These creatures are often mistaken for Liches but they are far different.

If the hooded gatherer pulls back it's hood it shows it's death face. This causes fear in anyone within 30 feet which see the face causing the victim who fails to make a saving throw versus paralysis to drop whatever they are carrying and flee for 2D6 turns.

Three times per day this foul undead can use it's most terrifying weapon. It can inhale souls of living beings as a breath weapon. Anyone in a cone of 20' by 40' must save versus breath weapon or have their very soul drawn into the creature. This process takes two rounds. If the person fails a second saving throw then their soul is taken by the

gatherer which will immediately seek to travel back to it's home plane (the plane of negative energy) and the soul will forever be a slave on that plane. Should the person later die he or she cannot be raised from the dead except by way of wish. Should this creature be slain the souls of others who have been stolen by the creature will be released causing a wave of spirits being released into the room. It takes only 1D4 +1 rounds for this creature to transport itself to it's home plane with the souls it has gathered so destroying the creature quickly is essential if it has reaped a harvest of souls from the adventurers encountering it.

The Hooded Gather can also use some magic. Once per day it can use **charm monster** and **word of recall**. It can use **ESP** at will and can see thru illusions and invisibility.

This creature is from the Tome of Horrors, Volume Four from Necromancer Games.

Lead Skeleton

Armor Class:	2
Move:	12
Hit Dice:	10+10
No. of Attacks:	2
Damage/Attack:	2-12+6/2-12+6
Special Attack:	none
Special Defenses:	blind sight, immune to mind influencing attacks, cold, electricity, acid, fire
Magic Resistance:	see below
Alignment:	N
Size:	M

These creatures are actually a construct like a golem and are not truly undead. The magics used to prepare such creatures are known only to a few ancient liches or other powerful undead creatures. Perhaps a few

evil necromancers might also have learned to create these horrors. These creatures are generally set to defend certain areas by their masters.

The lead skeleton looks like a normal animated skeleton but it is covered in metal which makes it far stronger and more able to defend itself from others. They need no weapons for combat as they are extremely powerful and can do horrendous damage quickly with just their hands. Once one of these creatures has selected an opponent it will continue to attack that victim alone until it or the victim is dead.

The lead skeleton is immune to fire, cold, electricity and acid as well as any mind influencing attacks. They take only one half damage from slashing weapons. Sonic attacks will do normal damage to them and slow them for 1-4 rounds. Immune to poison, sleep, paralysis, stunning, disease, energy drain, death magic.

Ossuary Golem

Armor Class:	6
Move:	6
Hit Dice:	15
No. of Attacks:	4 (four arms)
Damage/Attack:	2-20 + wounding each
Special Attack:	attacks cause victim to continue bleeding
Special Defenses:	immune to most spells
Magic Resistance:	see below
Alignment:	N
Size:	L

This large skeletal creature is a construct formed from the skeletal remains of several individuals. It has four arms and looks like a strange collection of the dead. Even the head seems to be made from multiple skulls. Anyone struck by this creature continues to

bleed 1 hit point per round thereafter until healed or the wound is bound. The creature can dissemble into four separate skeletal entities or it can fight as one large one.

It is immune to most magic. Animate dead slows the golem for 1-4 rounds. Raise dead with a successful touch attack does 5D6 damage. Resurrection spell with successful touch attack does 1D6 damage per level of the caster. Speak with dead will stun the golem for one round. All other spells it is immune to.

These golems are often placed in tombs and crypts by powerful liches, vampires or other undead creatures.

This monster is from the Tome of Horrors, Volume Four, from Necromancer Games.

Phasma

Armor Class:	0
Move:	12
Hit Dice:	25
No. of Attacks:	1
Damage/Attack:	1-6 + wisdom drain
Special Attack:	wisdom drain 1-4 points on touch attack, phantasmal killer, magic use
Special Defenses:	undead resistances and immunities, incorporeal
Magic Resistance:	50%
Alignment:	CE
Size:	M

This semi-transparent humanoid is created when someone fails a saving throw versus phantasmal killer and dies. They come back to unlife as a very powerful form of undead to haunt the living. Phasma are extremely hostile to the living and are highly aggressive. They especially hate arcane

spellcasters (with special hatred for illusionists) and will usually target them first. The phasma is usually found within 500 feet of where it was killed but it can be found elsewhere on occasion.

The creature always appears as a mostly transparent humanoid in gray robes and no face at all.

This creature feeds off of the mental strength of its victims. Its very touch drains 1-4 points of wisdom (permanently) from a victim. When the creature drains wisdom it gains 5 hit points. Twice per day the creature can create a phantasmal killer at 13th level of ability. Unlike the normal version of the spell this one will effect all those within a 30' radius of the creature. Those who manage to make their saving throw from this spell will still take 6D6 damage from it.

The creature also has some limited spell like abilities. At will it can cast detect good. Three times per day it can cast dispel magic, protection from good. Once per day it can cast an unholy word.

Same immunities as other undead. It is immune to cold, hold, sleep, charm, poison, death magic. The creature is incorporeal 50% of the time which gives it 50% immunity to magic as well as any other form of attack (blades may pass right through it harmlessly).

Platinum Pudding

Armor Class:	0
Move:	6
Hit Dice:	16
No. of Attacks:	1
Damage/Attack:	4-40
Special Attack:	engulfing victims
Special Defenses:	none
Magic Resistance:	none

Alignment: N
Size: L

This deadly pudding is made of pure platinum. While the base metal of this creature is highly valuable the creature itself is highly dangerous. This metal blob appears to be molten yet it moves. Should it touch someone it will attempt to engulf the victim. This process causes 4D10 damage to the victim for each round that it has attached itself to them. Once it has attached itself to a person it will not let go and will continue doing 4D10 damage until it is slain or the victim is dead. Anyone engulfed by this blob will suffer half of the damage that it takes from others while the blob itself takes one half damage from these attacks. Once a person is engulfed by this creature they cannot break out alone easily. But they may attempt to expel the creature through sheer willpower. This requires a saving throw of 4D6 versus wisdom. A roll of greater than wisdom will mean failure for that round. A check can be made each round while the victim lives.

These creatures have some similar attributes to other puddings. Cold does no damage to it. Fire does normal damage. Electricity causes it to grow by one hit dice per hit dice of electrical damage it is targeted with. If chopped or struck with sharp weapons there is a 50% chance that the weapon will merely pass through the creature and do no damage at all. This creature, however, will not split into multiple puddings like others of it's kind.

Shadow Wolves

Armor Class: 5
Move: 18
Hit Dice: 7
No. of Attacks: 1

Damage/Attack: temporary strength loss of 1D4 points
Special Attack: incorporeal bite
Special Defenses: shadow blend, scent, partially incorporeal, undead
Magic Resistance: none
Alignment: CE
Size: M

These wolves are black hounds formed from darkness itself. They are nocturnal hunters and hate all forms of living creatures. They sometimes, however, can be used as guard dogs by powerful undead entities. Their eyes flash crimson fire when they have prey in sight.

These creatures use shadows and darkness as their ally. They are able to hide in shadows, as like a thief, with a 75% chance of success. This allows them the ability to surprise opponents with a 1-4 out of 6 chance. They love to ambush and often hide in darkness for hours waiting for victims to come along.

The bite of the creature does no physical damage but instead drains the strength of victims who are bit. The wolf bite drains 1D4 damage per bite. A victim drained to 0 strength dies. A victim who is bit may also be tripped by the wolf. The victim must save versus their dexterity on a D20 or be brought to the ground and become unable to react in the following round until they get back to their feet. A roll of greater to the dexterity means that a victim has been brought down. The strength drain of the creature is only temporary and typically will last for 1D3 turns.

Only magical or silver weapons may strike this creature. On any given swing there is a 25% chance that a swing will merely pass through the wolf and do no damage to it.

Like other undead this creature is immune to cold, hold, sleep, paralysis, poison and other forms of attack that undead are normally unaffected by.

This creature can track prey with a 75% probability of success.

The Shadow Wolf is from the Tome of Horrors, Volume One, from Necromancer Games.

Spider Lich

Armor Class:	0
Move:	15
Hit Dice:	12
No. of Attacks:	1
Damage/Attack:	2-16 + paralysis and poison
Special Attack:	Spell use, paralysis, poison, acid web
Special Defenses:	Fear radius 60 feet, +2 or better weapons to hit
Magic Resistance:	See below
Alignment:	CE
Size:	L

These giant skeletal spiders are horrors beyond the imagination of men. They have eight skeletal legs and have black orbs for eyes. They stand more than eight feet tall. They have remarkable intelligence.

These spiders can shoot a sticky web at an opponent which will hold fast to them and also do 1D4 acid damage (each round the victim is held). Anyone seeing a spider lich within 60 feet of the creature must save versus paralysis or flee for 1D6+6 rounds. Anyone bit by this creature must save versus paralysis or be paralyzed for 1D6+12 rounds. Anyone paralyzed appears to be dead. They are also injected with a poison which drains 1D4 of strength (saving throw

versus poison applies) which lasts for 1D4 days and then returns. If the spider lich gets a natural 20 on it's roll to hit on the bite attack a single point of strength is permanently drained from the victim with no saving throw.

Like all undead these creatures are immune to hold, charm, sleep, poison, paralysis, death magic. These creatures are also immune to cold and electricity.

The spider lich is intelligent but does not speak. It can, however, cast spells even without the power of speech as a 14th level magic user. Like a normal lich this creature must have a phylactery. Generally the creature will hide it away from their current lair.

Undead Ooze

Armor Class:	3
Move:	6
Hit Dice:	12
No. of Attacks:	2
Damage/Attack:	2-8+1/2-8+1
Special Attack:	Engulf, expel skeletons
Special Defenses:	Blindsight, high intelligence
Magic Resistance:	See below
Alignment:	CE
Size:	L

When an ooze crosses the grave of a restless or evil soul it sometimes picks up some of the evil spirit and absorbs it. A transformation occurs and this ooze becomes a new entity entirely. It becomes a creature that hates the living. It appears only as a black mass from which portions of prior victims protrude.

The undead ooze has, intelligence, unlike other type of oozes. Thus it will sometimes hide and attack from surprise. At other times it may stalk victims that it has encountered but which have fled. It attacks by slamming victims and releasing the skeletal allies within it to help it's cause.

It will engulf enemies whenever possible. When the creature attempts this a victim may make a saving throw versus their dexterity to attempt to avoid being engulfed. A roll of a D20 versus the dexterity must be made to avoid this attack. Those who fail are engulfed by the ooze and are trapped within it. They will then suffer cold damage each round that they are trapped within the creature of 1D6 per round.

An undead ooze may expel it's skeletal guardians within it in a single round. The guardians will immediately defend the ooze from it's enemies. If these skeletons are destroyed then the ooze will merely absorb them again and reform them in 1-2 hours. These skeletons are giant skeletons and more powerful than normal ones. The creature always carries 2-5 of these defenders within it. Anyone trapped within the ooze and killed by the cold will be absorbed and become another skeletal guardian of the creature.

This creature does not need light to see by. It has the ability to find prey by scent, heat, and vibration within 60 feet.

Like all undead this creature is immune to poison, sleep, paralysis, disease. It is also immune to critical hits as it has no front or back. It is also immune to cold damage.

The creature is dark and can easily hide in the shadows when it believes prey are

coming towards it. This will allow it to ambush potential enemies. The chance of achieving surprise will then be a 1-4 out of 6.

The skeletal guardians within it are as follows:

Skeletal Guardians

Armor Class:	7
Move:	12
Hit Dice:	5
No. of Attacks:	1
Damage/Attack:	2-12
Special Attack:	none
Special Defenses:	none
Magic Resistance:	none
Alignment:	N
Size:	L

In all other respects these creatures are the same as a normal skeleton.

This creature is from the Tome of Horrors, Volume One, from Necromancer Games.

Vampire Spawn (Feral)

Armor Class:	4
Move:	12
Hit Dice:	9
No. of Attacks:	1
Damage/Attack:	2-16 (bite) + level drain
Special Attack:	energy drain as a vampire
Special Defenses:	regeneration of 2 hit points per round
Magic Resistance:	half damage from cold and electricity
Alignment:	CE
Size:	M

Sometimes things go wrong when a vampire attempts to create minions to serve him or her. The result is something far worse than becoming a vampire. A feral vampire spawn is an example of such a failure. This creature is nearly mindless and usually quite insane. While it can understand and will obey the commands of its master it is unable to speak as its mind is nearly shattered from the experience of its conversion to this form of undead.

Like normal vampires these creatures can be killed in the same ways. Immersion in sunlight or in water or a stake through the heart will end the misery of these undead beings. These creatures are turned as normal vampires. They can regenerate 2 hit points per round. They will turn to gaseous form as a vampire and return to their coffins if reduced to zero hit points.

The bite of these creatures inflicts 2D8 damage and will drain one energy level from the victim.

These creatures are a brutish monstrosity. They have massive muscles and are much larger than normal vampires. They have the strength of a powerful human (18/00).

These creatures are from the Tome of Horrors, Volume Four from Necromancer Games.

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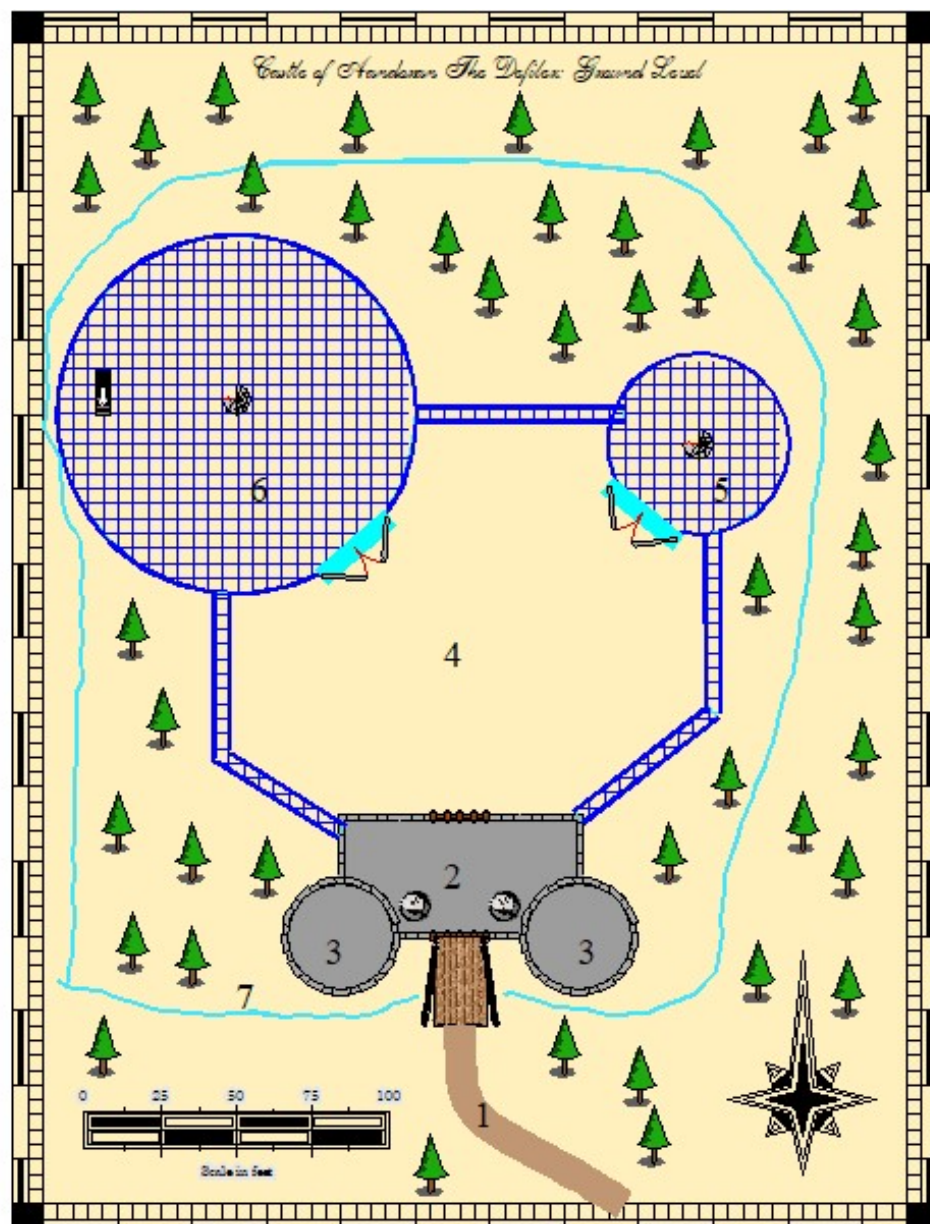
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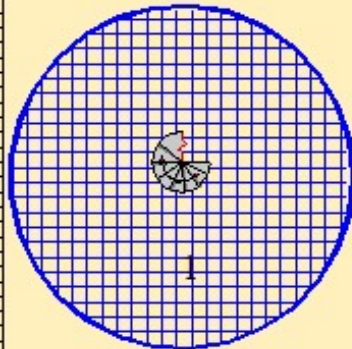
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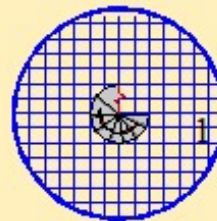


Castle of Handerson the Defiler: Tower Levels

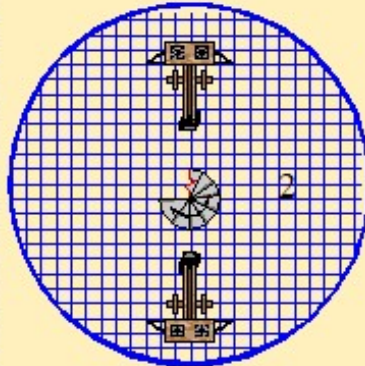
Middle Level



Middle Level



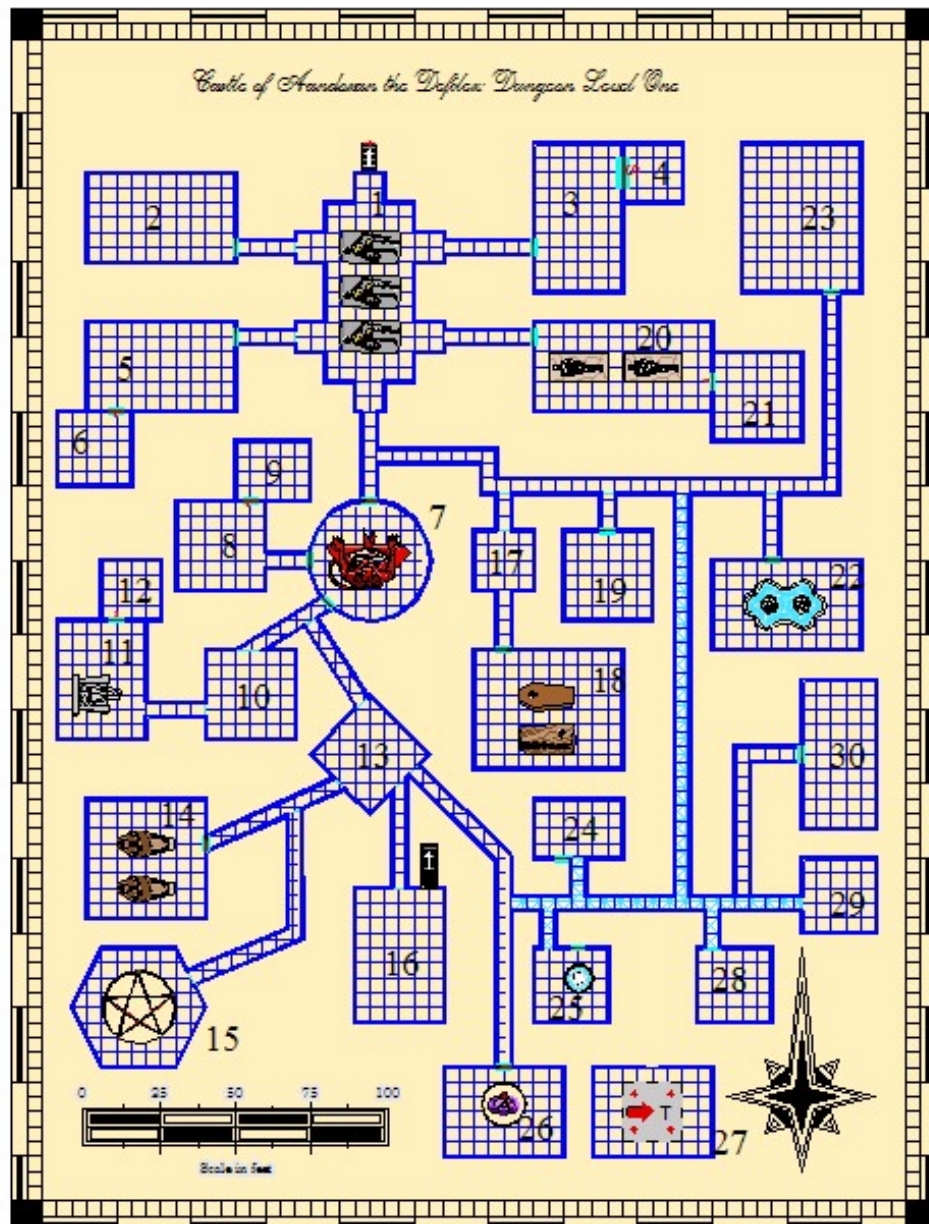
Roof Level



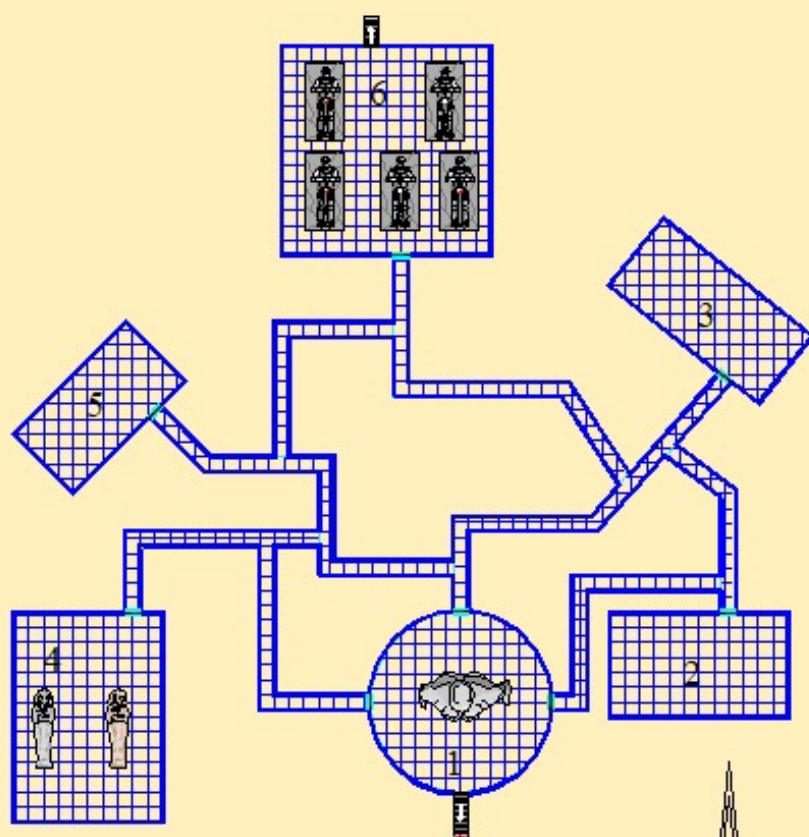
Roof Level



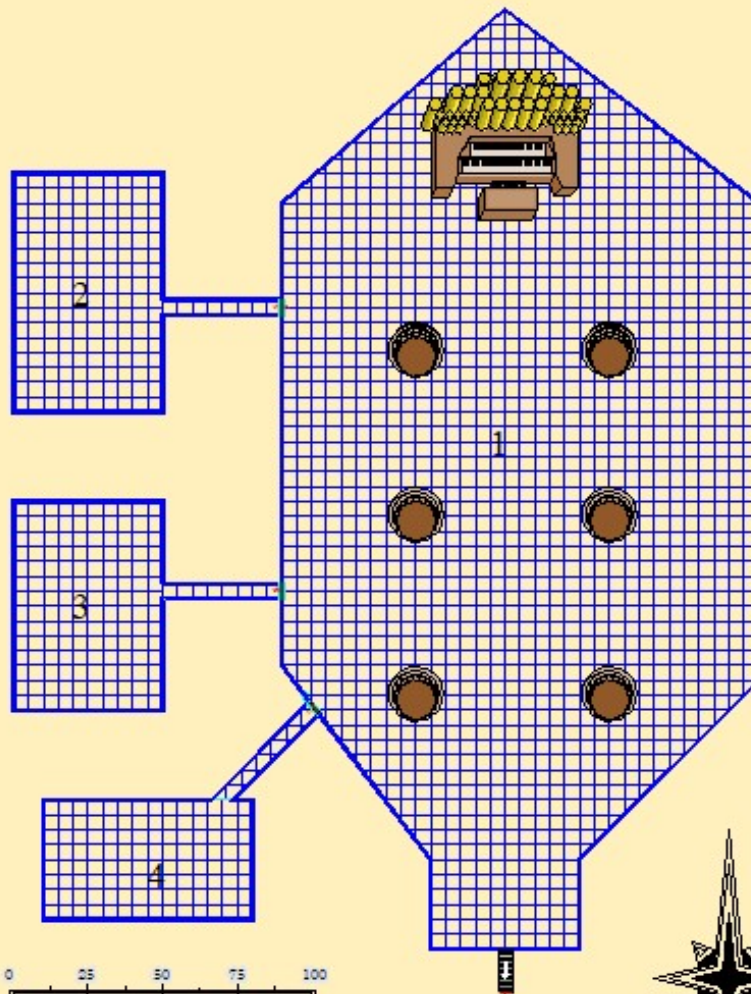
Castle of Handover the Defiler: Dungeon Level One



Castle of Handover the Defiler: Dungeon Level Two



Castle of Handover the Defiler: Dungeon Level Three



0 25 50 75 100
Scale in feet