

The Castle of Septor

(Old School Collection)



An AD&D 1st Edition Compatible Module
For Character Levels 4-12

PREFACE:

The idea for Dar-Khazad Gaming was conceived in 1989. Our gaming group had been playing a home grown campaign for nearly a decade when we decided to publish our first module. That was over 30 years ago and our group is still going strong. GGP modules have been play tested by our gaming group; sometimes at the expense of a character or two.

The Castle of Septor is an Old School Revival adventure module designed for character levels 4 -12 and was originally written in 1984. Over the years, we've played this module dozens of times and although it's been reformatted with updated graphics, I've tried to keep the original old school feel. I hope you enjoy this adventure as much as I did in creating and playing it!

A special thanks to the Dar-Khazad gaming group of Rob Mizner, Chris Harris, Joey Plunket, Emmett O'Connell, Eric O'Connell, Mike McCrary, Dicky Smalley, Richard Robinson, JD Plunket, and Rob Carter. Thanks for all the good times!

The illustrations included in this module were created by my very talented friend Richard Carter. Thanks for all the help!

WORLD OF SIDDEON:

The Castle of Septor is located in Hex 52-26 on the World of Siddeon map about a day's ride of the Nevis Ben Mountains, and is about three day's journey south and east of De-Chandelin which is located on Hex 49-25 on the World of Siddeon Map.

Table of Contents

Preface	2
How to use this Module.....	2
Background.....	3
Notes to the Game Master	3
Castle Description	4
Dungeon Hierarchy	5
Key to Castle Level 1	6
Key to Dungeon Level 1.....	10
Key to Dungeon Level 2.....	27
NPC Roster.....	36
New Monsters.....	37
New Magic Items and Spells	39
Illustrations.....	42

HOW TO USE THIS MODULE:

Most of the various descriptions listed in this module are divided into two sections. The text section contained with the text box is for the player and should be read to them. Sections not contained within the text box are for the Game Master. The Game Master will determine how much additional information to share with players based upon their actions.

BACKGROUND:

For decades, the Castle of Septor stood as a symbol of what arcane powers could accomplish if put into the proper hands. Rumors tell of a grand castle with beautiful gardens that stood for goodness and purity. Stories tell of many a weary traveler who passed the castle; being strangely drawn to it, fed, given a warm bed for the evening, then sent on their way the next morning refreshed, and with a small pouch of silver to make their journey easier.

Today, the Castle of Septor is an unholy eyesore whose ivy covered walls and dark corridors seem to invite only the most vile creatures. Its halls that once rang with laughter and goodness, now moan with the torment of the creatures that dwell there.

Its gardens that were once so fresh and lush are now filled with thorn bushes and trees whose misshapen branches resemble spirits wreathing in agony.

What of Septor? Legends say that he embarked on one final grand adventure to discover an ancient artifact, but if the real truth were told, perhaps Septor perished at the hands of a creature from the lower planes. Whatever the truth may be, Septor was a wealthy and powerful wizard. Only a handful of adventurers have braved the castle's cursed halls. Those who have returned found little to show for their efforts. Perhaps Septor's treasure still remains; hidden, waiting for someone to unlock the mystery behind Septor's disappearance and discover his treasure.

NOTES TO THE GAME MASTER:

The tale of Septor is one of kindness, trust, and bitter betrayal. Coming from a poor family, Septor's parents offered their son as apprenticeship to study under the renown wizard Mentor the Wise of King's Horn. In those days, when a master accepted an apprentice, he would assume the financial responsibility for the apprentice, relieving that burden from the family. The apprentice would be fed and given a place to stay, but would basically work without pay until he or she graduated, at which time the apprentice would be given a nice set of

tools and offered a job (generally working for the master). Mentor's arrangement was similar. Septor would study under and work for Mentor, and upon graduation would receive his own spellbook, and possibly a job working alongside the great wizard. One additional condition was added to the apprenticeship agreement. Mentor would accept Septor, only if his parents would take positions working at his keep. The parents accepted and the apprenticeship began shortly thereafter.

Mentor was a powerful force of good and believed that goodness would always triumph over evil. During the years that Septor studied under Mentor, these beliefs passed from master to pupil. Along with teaching Septor about the arcane arts, Mentor taught the value of truth, honor, mercy, and kindness. Septor excelled in all areas of study and at the young age of 20 graduated from his apprenticeship. As per the original agreement, he received a spellbook and was asked to stay at Mentor's Keep and continue working alongside his old master.

Septor accepted the spellbook, but decided to venture out on his own. Over the next two decades, Septor waged war against the forces of evil. He faced off against demons, dragons, and all sorts of creatures that hide in the darkness. When he was not tracking down some evil artifact to destroy or hunting some villain, Septor spent his time at Mentor's Keep in King's Horn visiting his parents and renewing his friendship with Mentor.

When Septor was 40, his parents died of a freakish disease while Mentor was away from the keep giving lectures at a Wizard's Convention in Felker. During the days and weeks after his parent's passing, Septor began to realize just how alone he really was. He had no other siblings, no family, and Mentor was getting up in years. It was during this low-point in his life when he formed an unlikely friendship with a warrior named Gordax the Terrible (See the Ruins of Quinstead Adventure). The two began a campaign to rid the realms of evil, which seemed dubious as Gordax was himself evil.

Evil has a way of finding the chinks in the armor, so to say, and Gordax was no exception. He had been watching Septor for quite some time and saw the potential in this powerful, but naive wizard.

Castle of Septor

For the months prior to the death of his parents, Septor encountered a string of misadventures that often resulted in the death of a colleague or close friend. While Septor did complete his missions, his groups often suffered more losses than expected; these losses being largely due to Gordax working behind the scenes to sabotage the wizard's plans.

When Gordax thought Septor had begun to doubt himself, he implemented a plan to leave the wizard vulnerable. Gordax hired the vile cleric Remose Dreagoth, to concoct an incurable disease and cause the death of Septor's parents. Being only to eager to spread misery, Remose agreed and the rest is, as they say, . . . history.

For years, this unlikely team overthrew the forces of darkness and amassed a great deal of treasure in the process. Gordax met the young and fair Quiniver, took his portion of the treasure, and constructed The Castle of Quinstead. Septor built a castle as well.

It was during the construction of Gordax's castle that Septor discovered the truth about his friend. He had completed work on a summoning chamber that Gordax claimed would allow them to summon and destroy all sorts of creatures from the nether realm.

In truth, Gordax used the chamber to summon demonic aid to carry out specific tasks, threaten political figureheads, or kill anyone who stood in his way. Most of the time Gordax summoned various low ranking demons to do his bidding. As fate would have it, Gordax discovered the name of the long forgotten Demon Lord Garznik. Using his summoning chamber, Gordax bound the Demon Lord to 30 years of service.

When Septor discovered what Gordax was doing, the two fought, but with the aid of Garznik, the wizard was nearly defeated and forced to retreat.

After Septor and Gordax parted ways, the wizard spent his time teaching the arcane arts and instructing novice wizards in the ways of magic and the dangers of dark magic. As always, kindness and respect guided his hand and the name of Septor was respected throughout the land.

When he was nearly 80, Septor embarked on a campaign to discover the fabled Moirai Spheres that

were created by The Fates. Some artifacts, however, have no desire to be discovered and the mission proved fatal for the aged wizard.

Septor's body was returned to the castle where it rests in Room 39 on Dungeon Level 1. After Septor's death, nearly 30 years ago, his castle fell into disrepair, and was eventually abandoned and looted.

Now, the Castle of Septor is home to several types of creatures (kobolds, gnolls, and norkers) who are under the leadership (more or less) of a goblin thief named U-Been Had. They use this abandoned castle as a base of operations.

CASTLE DESCRIPTION:

The Castle of Septor is of modest and simple construction. All castle walls and towers are made of rough, gray stone. The east and west guard towers are 30 ft. tall while the outer curtain wall is 25 ft. high. The castle structure is mostly intact with the exception of the gatehouses, which are damaged.

The buildings in the keep area are two story wooden affairs. When the castle was in its prime, the ground floor was generally the storefronts or workshop and the second floors were the living quarters for the merchants and their families.

Although the ground floors of these structures are mostly intact, the second stories are in poor repair. In many cases, the ceilings have collapsed and gaining access is impossible.

The gatehouse is 30 ft. tall. It has 3 forward facing arrow slits. The drawbridge, as well as the north and south portcullis are broken and are lying on the ground.

HALLWAYS:

The hallways (unless otherwise noted) are ten ft. wide and arched in the middle being about 12 ft. tall. Every 20 ft. torch sconces are set into the walls. Several of the sconces hold burnt up torches.

DOORS:

The doors are about six ft. wide and about eight ft. tall. They are made of thick wood and bound with straps of iron.

One of the interesting features of the castle is the unique magics Septor has placed on the doors of Dungeon Level 1. He was a creative soul and many of the doors bestow surprising magical effects that are detailed in the various room descriptions.

FLOORS:

The dungeon floors are made of brown Granite blocks that are so finely crafted that a secret door search check is required to find a seam where one block ends and another begins.

In addition to the door enchantments, Septor enchanted the floor, so when its stepped on, the footprints create ripple-like effects that spread out in all directions. This is similar to the rippling effect

experienced when a stone is dropped into a pool of water. As well as this ripple-like effect, the floor retains the footprint for 3-12 rounds.

The various magical effects on the dungeon's floors and doorways can be temporarily neutralized with a successful casting of a *Dispel Magical Aura* spell and by overcoming 18th level magic use.

DUNGEON HIEARCHY:

The castle courtyard (Castle Level 1) is controlled by the kobolds that live in various gatehouses. They are under the command of Cobble, the kobold leader. Cobble has an agreement with Uben and will alert his minions if a threat is detected.

Dungeon Level 1 is controlled by Uben Had, a gnoll thief. Both Cobble and Uben cower to Ull, a lich that dwells on Dungeon Level 2. Although Ull is seldom encountered, Uben has taken great steps not to provoke the undead priest.

Castle Level Wandering Monsters
Check every 3 turns
1-2 on d6 indicates an encounter

- KOBOLDS (1-8):** 3 Hp's each, Up to 1-1 HD, Ac: 7, Mv: 6", Att: 1 (dagger), Dam: 1-4. THAC0: 20. **SA:** +1 to-hit for every kobold on a single target. Each is armed with a dagger and carries 3-24 cc's as treasure.
- HOBGOBLINS (1-4):** 6 Hp's each, 1+1 HD, Mv:9", Ac:5, Att:1, Dam:1-8 (longsword). THAC0:20. **SA:** Each is dressed in a suit if old scale-mail and battered shield. Each wields a longsword and carries three spears for hunting. Each is equipped with a leather backpack and waterskin. Each has 3-24 cc's, and 2-8 gc's as treasure.
- NORKERS (1-3):** 7 Hp's each, 1+2 HD, Mv:9", Ac:3, Att:2, Dam:1-3/1-6 (bite /club), THAC0: 19. Each is armed with a club.
- GNOLLS (1-2):** 10 Hp's each, 2 HD, Mv: 12", Ac: 5, Att: 1, Dam: 2-8 (battle axe). THAC0: 19. **SA:** Each is armed with a battle axe and dagger and carries 2-12 ec's as treasure.

CASTLE LEVEL 1

AREA 1) CASTLE ENTRYWAY

The castle is accessible by passing through the main gate. The entry passage is flanked on either side by a gatehouse. Both gatehouses show signs of damage, but the passage of time has erased any evidence as to who or what might have caused the damage. The main gate and gatehouse walls are cracked and in some places have crumbled and fallen away. The castle's drawbridge has broken away from the gatehouse and lies partially buried in the damp ground. There is a portcullis at each end of the entry passage, but these are broken and now lay on the ground.

The entry passage is about 15 ft. wide and just as tall. The ceiling is fitted with murder holes and the walls on both sides are cracked in poor repair and have collapsed in some places. Those areas where the walls have not collapsed are fixed with arrow slits. The ground here is damp and rubble litters this area.

At one time, the gatehouses contained the winches and pulleys for raising and lowering the drawbridge and the north and south portcullis. In addition, they housed supplies used for the defense of the castle.

The gatehouses now serve as makeshift barracks for a band of kobolds that use the castle as a base of operations. They have a general knowledge of the other creatures that inhabit this level of the castle.

The kobolds keep a constant vigil at the front of the castle and are unlikely to be surprised. They will attack anyone that appears weak or helpless; choosing to allow more powerful foes pass without incident. They have a deep hatred for elves and will attack any group with that contains one.

AREA 2) EAST GATEHOUSE

In inner most portion of the gatehouse wall has partially collapsed and rubble litters this area. Despite its poor condition, it appears that someone is using it as a guard post or barracks. On the floor are six small bedrolls. Leaning against the east wall, a wooden ladder goes up to a trap door in the ceiling.

The east gatehouse is the barracks of six kobolds. At least one of the kobolds is always alert and watching for intruders. The kobolds are under the command of Cobble (see Area 6).

KOBOLDS (6): 2 Hp's each, Up to 1-1 HD, Mv:6", Ac:7, Att:1, Dam:1-4 (dagger). THAC0:20. SA: +1 to-hit for every kobold on a single target. Each uses a dagger and wooden shield, and carries 3-24 cc's as treasure.



Scattered about the area are bedrolls, old blankets and other debris. If the bedrolls are search a silver comb, worth 5 gc's will be discovered.

AREA 3) WEST GATEHOUSE

In inner most portion of the gatehouse wall has partially collapsed and rubble litters this area. Despite its poor condition, it appears that someone is using it as a guard post or barracks. On the floor are six small bedrolls. At the southern end of the room is a small wood table with three chairs around it. Sitting on the table is an old skull with a knife stuck in its top.

Leaning against the west wall, a wooden ladder goes up to a trap door in the ceiling.

The west gatehouse is the barracks of six kobolds. At least one of the kobolds is always alert for intruders. The kobolds are under the command of Cobble (see Area 6).

KOBOLDS (6): 2 Hp's each, Up to 1-1 HD, Mv:6", Ac:7, Att:1, Dam:1-4 (dagger). THAC0:20. SA: +1 to-hit for every kobold attacking the same target. Filthy weapon. Each uses a dagger and wooden shield, and carries 3-24 cc's as treasure.

AREA 4) COURTYARD

The courtyard is overgrown with weeds, although some limited traffic, humanoid or otherwise, has left areas of bare dirt. Scattered about the area are the remains of old campfires.

In the center of the courtyard is a fountain and basin that once had the statue of beautiful maiden in its center and supplied water to thirsty passersby. The statue is all but destroyed now, but the basin still contains a small supply of drinkable water.

At the far west end of the courtyard, a 20 ft. wide opening leads into the stables and storage areas. To the east, a large portcullis stands at the top of a short flight of stone steps.

In the northern most part of the courtyard a band of hobgoblin hunters, from a nearby hobgoblin tribe has decided to take a break before resuming their search for game. They will run for cover and throw spears the party until the party get close enough for melee.

HOBGOBLINS (6): 6 Hp's each, 1+1 HD, Mv:9", Ac:5, Att:1, Dam:1-8 (longsword). THAC0:20. SA: Each is dressed in a suit of old scale-mail and battered shield. Each wields a longsword and carries three spears for hunting. Each is equipped with a leather backpack and waterskin. Each has 3-24 cc's, and 2-8 gc's as treasure.

AREA 5) EAST TOWER

The door to this area is gone and the structure has taken great damage. This looks as if this area was once a storeroom, but now is empty.

On the ground near the door to the east tower is a large, partially melted padlock.

When the complex was in its prime, visiting merchants and other travelers were required to store their goods here until being dispositioned for use in the castle, or taken elsewhere.

There is nothing of value here.

AREA 6) WEST TOWER

The door to this guard tower is gaping open. Scattered about the room inside are a few bedrolls, backpacks and other supplies.

The west tower serves as a bedroom for Cobble, the kobold leader, and his bodyguards.

KOBOLD LEADER (Cobble): 10 Hp's, 1st Level Fighter, Mv:6", Ac:4, Att:1, Dam:1-6 (shortsword). THAC0:20. Abilities: Str: 9, Dex: 13, Con: 13, Int: 14, Wis: 10, Cha: 10. SA: +1 to-hit for every kobold attacking a the same target. Cobble is dressed in a suit of chain-mail, shield, and helmet. In battle, he wields a short sword, and carries a short bow, a quiver of 20 arrows, and a dagger. In belt pouch at his waist is a **VIAL OF HEALING POTION** and 3-24 sc's.

AREA 7) SEPTOR'S GARDEN

At one time, Septor's garden was quite a sight to behold. The air was sweet with the fragrance of nectar as brightly colored roses, tulips, and other flowers lines the scenic walkways. Various types of flowers, bushes and vines could be found here; all of which were pleasing to both the eye and noise. Septor once employed a team of gardeners to keep the flowers and bushes here trimmed and weeded.

Now the garden is overgrown with thistles and unkempt shrubbery. A smattering of unkempt rose bushes and other flowers litter the area, but most of flowers have been choked out by weeds and crabgrass.

In addition to the flowers and bushes tended to in the garden, Septor cultivated quite a variety of medicinal

plants and although they have been overrun by weeds and thistles, there may still be some beneficial plants growing here. If the party contains a druid, or someone skilled in herbalism, they may be able to identify the medicinal plants here.

ALL SAINT'S WORT: This plant has knee-high, wood stalk with smooth, oval leaves. It has large yellow flowers with five petals. Boiling a dozen flowers in wine creates an extract that can be applied directly to wounds. If applied within two rounds receiving a wound, the victim will recover 1d4 Hp's.

COMFREY: This plant has large, hairy green leaves, and stalks which grow to be two or three ft. tall. It has small, mauve or white bell-shaped flowers bear tiny black seeds. The medicinal part of the plant is the root. If the root is diced up, mixed with water, and boiled, the mixture made is equal to a vial of healing potion. There is enough comfrey here to create 10 healing mixtures.

ADDER'S TONGUE: Adder's Tongue has one large leaf at its base. Sprouting from the base is a thin stalk covered with tiny, yellow-green flowers. Boiling four fresh leaves water will create a tea that can be drank up to three times per day. This tea can be used to restore ability point damage caused by certain undead. A dose of adder's tongue tea will restore one point of ability score damage. There is enough Adder's Tongue to make 3 doses of the tea.

ARRON'S ROD: This plant has large, pale silvery-green leaves that are soft to the touch. It has a thick, tapered stalk which grows to four or five ft. in height. Its flowers are bright yellow, bearing five petals each. If at least five petals are crushed, mixed with wine, and applied directly to flesh wounds, it will deaden pain from the injury and heal 1d4 Hp's.

AREA 8) ARMS MERCHANT

A dented shield hanging on the front of the shop bears the faded image of a pair of crossed swords. A large sign above the building's awning reads "*Weapons and Arms*".

At one time, the local arms merchant sold weapons here. Now the shop is vacant and there is nothing of interest here.

AREA 9) WEAPONS AND ARMOR

This building is where the weapon's smith and armorer crafted their creations.

The shop is divided into two sections. The area to the north contains a forge with bellows, and double horned armor's anvil.

The workspace to the south contains a quenching trough, and large, single horned anvil. Hanging on the east wall is a large slab of slate.

The southern workshop is burnt and charred as if the forge exploded.

Development: This building is where the weapon's smith and armorer lived and worked. The first floor is where the shop was located. In the second story are rooms where the smith, his family, and assistants once lived.

If the southern shop is searched, the party will discover, the remains of a skeleton trampled into the dirt floor. These belong to the weapon's smith who died nearly 30 years ago when his quenching trough exploded. A burnt and charred leather apron and work gloves will also be discovered with the remains.

ANVIL: The anvil sets upon a large block of wood fashioned from the trunk of a tree and weights nearly 200 lbs. Below the anvil is a small cavity that contains one of the smithy's greatest accomplishments. If the anvil is moved, the party will discover a hammer engraved with images of dwarves toiling over a forge and bellows. The hammer is a **+1 HAMMER**.

AREA 11) ENTRY FOYER

In days of old, the entry foyer was a site to behold. Exquisite paintings hang from the walls and room with grand pieces of exotic furniture.

Like everything else, the entry foyer is ill kept, and has fallen into disrepair. A once sturdy set of double doors now stand agape, hanging from bent and rusted hinges.

The foyer itself is littered with rotting pieces of

furniture, and the ceiling has collapsed in several places.

Development: Those seeking entry to the dungeon level below generally pass this way quickly and quietly for fear of waking 'The Old One.' The Old One is an extremely loathsome giant spider that nests in the rafters above entry foyer. It generally feeds only a few times a year, but if something peaks its interest, it may come to investigate.

Tactics: The Old One is quite clever, it will position itself next to a large hole on the ceiling, when it senses its prey, it will leap down, trailing a line of silk behind her, it will paralyze it's victim and then carry it paralyzed prey back into the rafters.

GIANT SPIDER (The Old One): 20 Hp's, 4+4 HD, Mv:3 //*12", Ac:4, Att:1, Dam:2-8 (bite). THAC0:17. **SA: Poison Bite:** Anyone bit by The Old One must make a saving throw vs. Poison or be Paralyzed for 2-4 (d3+1) turns.

TREASURE: The rafters above the entry foyer are littered with the dried husks of The Old One's past victims. If searched, the party will discover a small sack that contains 30 gc's, and a belt pouch that holds six 50 gc gems. On the remains of an elven maiden, a necklace worth 150 gc's, and a **+1 CLOAK OF PROTECTION** will be discovered. Due to the poor condition of the rafters, there is a 25% chance they will collapse causing those searching to fall to the floor suffering 1d6 Hp's damage in the process.

AREA 11) DUNGEON ENTRY

Old leaves and debris litter this otherwise empty chamber. Set into each wall is a torch sconce; some of which contain used torches.

A set of stairs along the east wall lead down to castle's dungeon level.

AREA 12) STABLE

Once filled with horses and mules, the stables now lie quiet and empty, and have a musty, dank smell

about them.

Since the disappearance of Septor, the stables have been used as shelter by the wayward traveler or misguided adventurer. Most of the stalls are empty, but others show signs of occasional use.

A search of the stables will reveal little of any value: a yellow candle stub, a large thighbone, an old bit and bridle, an old saddle blanket, and a serviceable set of saddlebags.

AREA 13) WAINWRIGHT

A sign on the front of this shop identifies this shop as the local wheel and wainwright.

At one time, arts and wagons were repaired here; now all is quiet, and the building appears to have been ransacked long ago.

AREA 14) SOUTH GUARD TOWER

The door to the guard tower is closed.

Development: The door to the guard tower has swelled over the years and will require a bend bar / lift gates check to open it.

Once the door is opened, the party will see the remains of a storage room. The room is littered with empty boxes, crates, and barrels.

The rafters are home to a colony of giant bats. If the party makes a lot of noise or disturbs them with light sources, the giant bats will attack.

GIANT BATS (3-18): 2 Hp's each, Up to 1 HD, Mv:3"/18", Ac:8, Att:1, Dam:1-3 (bite). THAC0: 20. **SA: Disease:** 1% percent of giant bats spread disease. Anyone bit by one of these must save vs. Poison or a serious disease.

THIS ENDS CASTLE LEVEL 1

DUNGEON LEVEL 1

Dungeon Level 1 is accessed by a set of stairs leading down from room 12.

ROOM 1) WAITING ROOM

This room has a musty smell about it. Covering the floor is a thin layer of dust and cobwebs cling to the walls and ceiling. Along the north wall is an old couch with faded cushions. In the east and west corners are a pair of old wood chair and an old table lays overturned in the center of the chamber.

When the door to this room is opened, a small puff of wind will blow in the character's face. Septor has laid this magic upon the door's threshold and used a variation of a *Gust of Wind* spell to accomplish this feat.

ROOM 2) GNOLL ROOM

Several humanoid creatures occupy this guardroom. Along the east wall is an old couch with faded cushions. In the north and south corners are wood chairs. In the center of the room is a table with several chairs around it. Along the east wall are a few barrels and crates.

Development: This room is a guard post that it serves both as a lookout and a checkpoint for those entering or leaving the ruins. The room is always manned by five gnolls that are under orders to question anyone attempting to enter the ruins and record their names.

GNOLLS (5): 9 Hp's each, 2 HD, Mv: 12", Ac: 5, Att: 1, Dam: 1-8 (battle axe). THAC0: 16. **SA:** Each is armed with a battle-axe and dagger and carries 2-12 ec's and 2-8 gc's as treasure.

TABLE: On the table lies a quill, a pot of ink, and a ledger. The ledger contains entries that detail those who have entered and left the ruined castle. The Game Master is free to expand on this, if desired.

BARREL AND CRATES: The barrels hold fresh water and the crates contain foodstuffs such as salted meat, cheese, and bread. The crates contain enough food to feed a party of four for three days.



ROOM 3) RANSACKED ROOM

This room is a mess. Bits and pieces of broken furniture are scatter about the room.

At one time, this room was probably a study or den, but it appears to have been looted long ago.

This room is home to six stirges that will attack when the room is entered.

STIRGES (6): 6 Hp's each, 1+1 HD, Mv: 3"/18", Ac: 8, Att: 1, Dam: 1-3. THAC0: 14. **SA:** Attacks as a 4 HD creature, blood drain. **Blood Drain:** Drains 1-4 Hp's of blood per round after initial hit until it drains 12 Hp's of blood.

ROOM 4) THE SHRINE

The floor of this room is a deep royal blue in color and looks like starry night as bits of the floor twinkle and shimmer.

When the floor is stepped on, sparkles of light streak across the floor like a miniature lightning show.

Along the far wall is a tabernacle which consists of a table that has been adorned with a crude statuette that bears the likeness of tall, slender humanoid with the head of hyena and paw-like hands and feet. The being holds three headed flail in his right paw, which is out stretched as if to lord over all who enters the chamber.

To each side of the statuette a candle set a top a skull burns casting an eerie, orange glow about the chamber.

Scattered atop the table are coins, gems, jewelry, and other offerings.

The floor of this chamber has been enchanted with a variation of a *Permanent Illusion* spell which creates cascades of light when walked upon.

Although the room was originally a bedroom, it has been repurposed by the gnolls to serve as a tabernacle dedicated to Yeenoghu. Although, the statuette is of poor quality, the effort has found favor with the demon prince. Should the party defile the tabernacle or take the offerings, two ghouls will appear and take revenge on the defilers.

GHOULS (2): 14 Hp's each, 2 HD, Mv: 9", Ac: 6, Att: 3, Dam: 1-3/ 1-3/ 1-6 (2 claws and bite).

THAC0: 16. **SD:** Immune to *Sleep* and *Charm* Spells. **SA:** Anyone struck by a ghoul must save vs. Paralyzation or suffer one of the undead side effects. Roll d6 on the chart below to determine effect:

1. Victim is *Sickened* with racking pains for 1-4 rounds. Character suffers a -2 penalty on all attack rolls, weapon damage rolls, skills checks, and saving throws.
2. Victim is *Paralyzed* for 3-18 rounds.
3. Victim is *Dazed* and *Confused* for 1-4 rounds. Victim wanders around aimlessly allowing the ghoul to attack him at will.
4. Victim is stricken with *Terror* and flees for 1-4 rounds.
5. Victim is filled with an unnatural rage attacking any within 10 ft. (enemies and friends alike) for 1-4 rounds.
6. Victim is allowed another saving throw vs. *Paralyzation*. If this one is made, no effects are suffered. If this one is failed, the victim falls unconscious for 1-4 minutes.

TABERNACLE: Scatter on the top of the tabernacle is 300 cc's, 147 sc's, 72 ec's, 36 gc's, nine gems with 15 gc's, eight gems worth 10 gc's, a pair of silver earrings (worth 20 gc's), a jade inlaid hair brush (worth 5 gc's), and a pair of large cat eye marbles. The marbles will detect as magic if a *Detection of Magical Aura* spell is cast, they are **THE CAT'S EYE MARBLES** (see new magic items).

SKULL CANDELSTICK HOLDERS: The skulls holding the candles are actually the skulls of gnoll clerics who were respected by their pack and have been honored to shed the light of Yeenoghu.

ROOM 5) SERVANTS DINING ROOM

This room has a musty smell about it. A thin layer of dust has settled on the floor and the furniture. The room was most likely a dining room for it contains two long tables and several chairs. The tables and chairs have been overturned and everything is in disarray.

ROOM 6) UMPH'S ROOM (SEPTOR'S CHAMBER)

The door to this chamber is made of highly polished bronze. Engraved in the door in a script style is the word "*Septor*". The room is made of finely cut and placed marble. Around the room, the party can see a large brass bed, a roll top writing desk, a dresser, a wardrobe a table, a few chairs, and an end table. Secured to the ceiling is a large chandelier made of red and green gems.

This chamber was once Septor's bedroom, but now is home to Umph, the Gnoll Shaman. A magical chime will sound when the door is opened. Septor laid this magic upon the door's threshold to announce visitors. This is a variation of the *Audible Glamer* spell.

UMPH (1): 23 Hp's, 5d8 HD (5th Level Gnoll Shaman), Mv: 9", Ac: 2, Att: 1, Dam: 2-8 +3 (**+1 Morning Star**). THAC0: 13. **Abilities:** Str: 18, Dex: 13, Con: 13, Int: 11, Wis: 15, Cha: 12. **SA:** Umph wields a **+1 MORNING STAR** in battle. He is dressed in a suit of **+1 CHAIN-MAIL**, **+1 SHIELD**, and helmet. At his belt is an unholy

symbol of Yeenoghu. Umph has the following spells in memory:

1st Level: *Bane, Bless, Command, Cure Light Wounds, Protection from Good*

2nd Level: *Augury, Chant, Hold Person, Silence, Spiritual Weapon*

3rd Level: *Prayer*

BRASS BED: The brass bed is in the southwest corner, and is fitted with white sheets, blankets, and pillows. Under the bed is a loose stone (detect as a secret door) that hides a small compartment. The compartment holds 200 gc's and 100 sc's. The bed has a value of 150 gc's if taken back to town and sold.

ROLL TOP WRITING DESK: The roll top writing desk is along the south wall. The desk has one drawer that is locked. On the top of the desk are two inkwells, three high quality quills, a paperweight, and a few sheets of parchment. If the lock to the drawer is picked or broken, the party will discover that the drawer to contain three sheets of vellum, a blotting cloth, and several hair pins.

Behind the writing desk is a concealed portal (detect as a secret door). The portal is protected by a *Snake Sigil* glyph cast at 12th level. The sigil has a THAC0 of 9 and encases the individual opening the portal in amber unless a save vs. spells is made. The portal contains a medallion on a braided silver chain and a small booklet. The medallion is the **MEDALLION OF SEPTOR** (refer to visual aid #1, and see new Magic Items) and is needed to open the door of Room 39.

The memo details such events as the purchase of supplies and the hiring of men-at-arms. There are two entries that describe much more interesting events. The first entry reads as follows "*Gordax is unwise to attempt to summon Orcus. Even if he pays the proper tribute, forcing a demon into service is dangerous.*" The second entry reads "*With the death of Quinivier, Gordax has become almost intolerable. Damned his cursed summon chamber, I fear no good can come of it.*"

DRESSER: The dresser is made of walnut and is also along the south wall. It has five drawers and supports a large mirror. Drawers one thru four contain only clothes. Along with containing clothes,

drawer four contains a small sack of gold. The sack however is a trap for it contains 12 gc's and two goldbugs which will attack the first person who reaches into the sack. Drawer five is likewise full of clothes, but it contains a pair of **SOCKS OF WARMTH** (see new Magic Items) and a ripped folder marked memo.

GOLDBUGS (2): 5 Hp's each, 1 HD, Mv: 1", Ac: 9, Att: 1, Dam: 1-4 (bite). THAC0: 19. SA: Poison: Anyone bit by a goldbug must make a saving throw vs. Poison or suffer 4 – 24 Hp's of poison damage.

WARDROBE: The wardrobe along the west wall and contains about 15 cloaks, capes, and robes; some of which have been burnt. If the cloaks, capes, and robes are searched, the party will find two pieces of parchment hidden in the pockets of two of the robes. The first parchment reads "*The eyes of the cat will show you the way.*" The second reads "*The Moirai Spheres hold the secret to the past, present and future.*"

CHANDELIER: The chandelier is about three ft. in diameter and has a value of 2,500 gc's. However, it's magical in nature and if touched will deliver 10-60 Hp's of damage (save vs. Spells for half damage) due to an energy discharge. The discharge will occur three times before the magic fades.

ROOM 7) GNOLL CHAMBER

This chamber is occupied by several humanoids with canine-like features and dressed in robes. Along the south wall is a pair of old bunk beds. In the center of the room is a table with four chairs around it.

This room is occupied by four gnolls who serve as acolytes bound in the service of Umph. They have not yet attained any real clerical powers, but will defend Umph to the death as they regard him as a sacred conduit of Yeenoghu.

GNOLL ACOLYTES (4): 9 Hp's each, 2 HD, Mv: 12", Ac: 5, Att: 1, Dam: 1-8 (battle axe). THAC0: 16. SA: Each is armed with a battle-axe and dagger and carries 2-12 ec's and 2-8 gc's as treasure.

BUNK BEDS: The bunk beds are little more than a wood frame with a straw filled mattress, and an old

blanket. Under one of the bunk beds is a loose stone (detect as a secret door). The stone hides a small portal that contains the gnoll's treasure. The portal contains 400 cp's, 120 sc's, and a gold ring worth 25 gc's.

ROOM 8) STORAGE CHAMBER

This room contains several crates and boxes.

This chamber is the main supply room for the gnolls and workers, and contains supplies plundered from those unfortunate enough to have passed by the ruins.

CRATES: 10 crates and boxes are stored here. If the crates are searched, the following supplies will be found: three canisters of cram, six canisters of dried dates, 16 five lb. sacks of flour, five flasks of lamp oil, 20 torches, two hooded lanterns, three weeks of iron rations, a small silver mirror, and small box of 20 candles.

ROOM 9) NOG'S ROOM

This room appears to be a bedroom. In the northwest corner of the room sets a bed. Next to the bed is a nightstand. Along the north wall is a dresser and a desk. In the center of the room is a wooden table with three chairs around it. Set into the walls are several torch holders and wall pegs; each holder contains a torch and several are lit.

The door to this room is locked and trapped with a poison needle trap. The trap has a THAC0 of 16 and inflicts 1-2 Hp's of damage. In addition, the victim must save vs. poison at -1 or suffer 4-24 Hp's of poison damage. For every 4 Hp's of damage sustained, the victim loses 1 point of strength due to permanent nerve damage. A *Heal* spell will restore the lost points of strength. Those who make their saving throw suffer no ill effects from the poison.

This is the room of Nog the Gnoll Witch Doctor. There is a 25% chance that Nog will be here during daytime hours and there is only a 10% that he will be here during the night.

NOG (1): 21 Hp's, 3d8 and 3d4 HD (6th Level Gnoll Witch Doctor), Mv: 9", Ac: 2, Att: 1, Dam: 1-4 +1 (dagger). THAC0: 13. **Abilities:** Str: 14, Dex: 17,

Con: 10, Int: 16, Wis: 14, Cha: 10. **SA:** Nog wields a +1 DAGGER in battle. He wears a set of **BRACERS OF DEFENSE AC: 5**. In a belt pouch, he has 2 **VIALS OF HEALING POTION**, a **PEARL OF POWER** (recalls a 1st level spell), two garlic buds, a sprig of wolfsbane, and 5 gc's. Nog has the spell casting ability of a 3rd level cleric and 3rd level magic-user. He has following spells in memory:

1st Level: *Bless, Cure light Wounds, Detection of Magical Aura, Protection from Good*

2nd Level: *Resist Fire*

1st Level: *Burning Hands, Shield*

2nd Level: *Invisibility*

BED: The bed has a wood frame and sets in the northwest corner. Its corner posts have been crudely carved to resemble skulls. At the head of the bed in the wall, is a secret portal (detect as a revolving wall) which is activated by pulling the torch holder nearest the bed. This portal contains Nog's spell book, which contains the following spells: *Burning Hands, Read Magic, Shield, Invisibility, Levitate, and Stinking Cloud*. In addition, the portal contains a scroll w/ *Sleep, Stinking Cloud, Hold Person, Slow, and Fly* spells written at 12th level.

NIGHTSTAND: The nightstand is made of wood and has two small cabinet style doors. Inside the night stand are three vials of injected poison. Each vial contains enough poison for eight poison needle doses, four dagger doses, or two sword doses. Anyone injected with this poison must save vs. Poison at -1 or suffer 4-24 Hp's of poison damage. For every 4 Hp's of damage sustained, the victim loses 1 point of strength due to permanent nerve damage. A *Heal* spell will restore the lost points of strength. Those who make their saving throw suffer no ill effects from the poison.

DRESSER: Atop the dresser are several small knickknacks, all of which are of no great value. The dresser has four drawers which will be described separately.

1. When this drawer is opened, 10 darts will fly out. Anyone within 10 ft. has a chance of being struck by 1-3 darts. Each dart inflicts 1-3 Hp's of damage and has a THAC0 of 16. Each dart injects the victim with a harmless blue dye. The dye may cause the character some distress, but does no real damage.

2. A search of this drawer will reveal a small golden jewelry box hidden amidst the garments. Attached to the jewelry box is an almost invisible thin wire. If the box is removed, the wire will be broken triggering a scything blade trap. The blade has a THAC0 of 16 and inflicts 2-8 Hp's of damage. On a "to-hit" roll of a natural 20, the victim's hand is severed and the victim suffers double damage. The jewelry box contains a 500 gc diamond and a **PEARL OF POWER** (recalls a 4th level spell).
3. This drawer contains only old clothes.
4. This drawer is locked, but has a keyhole. Once the drawer is opened, the party will find it contains some old clothes.

ROOM 10) KITCHEN

The walls of this room are lined with various sized shelves and counter tops. Littering the countertops and the floor are various overturned canisters and containers.

There are a total of seven kitchen cabinets and over 50 canisters scattered about. In the center of the room are two heavy butcher block tables.

Along the north wall are places for two wood stoves, but now only the flues remain.

CABINETS: The cabinets are mostly empty, although a few pots and pans still remain. One of the cabinets holds a terrible surprise as two Vargouilles are hiding in it. As soon as the cabinet door is opened, they will attack.

VARGOUILLE (2): 6 Hp's each, 1+1 HD, Mv:12", Ac:8, Att:1, Dam:1-4. THAC0:18. **SA:** Destructive Bite: anyone bit by a vargouille must save vs. Poison or lose the damage taken permanently until the victim receives a *Heal* or *Restoration* Spell.

ROOM 11) ARMS ROOM

This room appears to be an arms room. Everything here is covered with a thin layer of dust. On the north wall is a rack made for holding spears, but only a few are present. Next to the spear rack is a rack for short swords, but this is empty. On the east wall is a rack for halberds, but only one is present. On the west

wall is a rack of javelins; although there are spaces for 20 javelins only five are present. The south wall contains two empty weapon racks.

WEAPONS: There are a total of three spears, one halberd, and five javelins stored here.

ROOM 12) WORKSHOP

This room is a workshop and contains several desks with slate tops. Scatter on the floor are several pieces of chalk. There are several work tables here as well. Along the east wall are three cabinets.

CABINETS: At one time the cabinets contained various wood working tools that were looted long ago. One of the cabinets has become home to a nest of giant rats that will attack if the cabinet is searched. There are four giant rats here.

GIANT RATS (4): 3 Hp's each, Up to 1-1 HD, Mv: 12" // 6", Ac: 7, Att: 1, Dam: 1-3 (bite). THAC0: 20.

SA: Disease: Anyone bit by a giant rat must make a saving throw vs. poison or contract a serious disease. The giant rats have no treasure.

ROOM 13) GNOLL GUARD ROOM

This room is occupied by several humanoid creatures with canine-like features. Along the west wall are four bunk beds. In the center of the room are two wood tables with several chairs loosely grouped around them. Setting on one of the tables is a half-eaten cake of bread and wedge of cheese.

This room is occupied by four gnolls. The gnolls will always attack without fear as they regard this castle with its strange floors as a holy place and will defend it to the death.

GNOLLS (4): 9 Hp's each, 2 HD, Mv: 12", Ac: 5, Att: 1, Dam: 1-8 (battle axe). THAC0: 16. **SA:** Each is armed with a battle-axe and dagger and carries 2-12 ec's and 2-8 gc's as treasure.

BUNK BEDS: The beds are little more than straw filled mat placed over a wood frame; each bed has a tattered wool blanket and dirty pillow on it. Under

one of the bunk beds is a loose stone (detect as a concealed door). The stone hides a small portal that contains the gnoll's treasure. The portal contains 400 cc's, 120 sc's, and a gold ring worth 25 gc's.

ROOM 14) WIZARD'S WORKSHOP

The door to this room is made of wood reinforced with iron and is locked.

The door to this room is locked and held closed with a *Wizard Lock* spell.

Once the door is opened, the party will see a chamber designed for various purposes related to the study and practice of magic. Although you get the feeling that the chamber has not been used for several years, the room is very clean.

The room has one central table made of stone. Lying on the table is the headless body. In the southwest corner of the chamber is swirling tornado of fire.

Along the north wall to both sides of the door leading to the laboratory are wooden cabinets on the wall, approximately 4 ft. off the floor. The cabinets and contain various chemical compounds and supplies in glass or earthen containers. There are about 20 such containers.

In the northwest corner of the room is a statue of a wizard dressed in robes.

TORNADO OF FLAME: The tornado of flame is about 8 ft. tall and about 3 ft. in diameter. The tornado is actually a portal to the Elemental Plane of Fire and generates a fair amount of heat, but is not dangerous unless touched. Anyone touching the flame without some type of fire protection must make a save vs. spells or suffer 2-8 Hp's of fire damage (as successful saving throw will indicate only 1-4 Hp's damage is sustained). In addition, anyone touching the flame will recognize it for what it is; a portal to the Elemental Plane of Fire.

Anyone foolish enough to step into the tornado will be transported to the Elemental Plane of Fire. In which case, they will be incinerated unless some form of magical fire protection is employed.

BODY: The body is that of male human, about 6 ft. 3 inches in height. Other than having no head, the body is flawless in form. Its muscles are well-proportioned; skin is smooth and warm to the touch. Its chest raises and falls, as if it is taking in breath.

The body marks the last of Septor's experiments; a living golem. Septor created it to escape old age, but in the end, decided not to move forward with the transformation.

If a head that has been dead for no more than one hour is placed on the body's stump, the body will graft itself the head and the creation will come to life.

The creation will retain the intelligence, wisdom, and charisma of the head, and gain the following physical attributes: Str: 18/00, Dex: 18, Con: 18. The creation ages but one year in 10 and consumes twice the normal amount of food. All curative powers are only half as effective on the creation and it cannot be *Raised from the Dead*, or *Resurrected*. It suffers no damage from the cold, but is twice as suitable to fire, magical or otherwise.

STATUE: The status is made of a dull white stone and depicts a wizard whose hands are outstretched as if he's casting a spell. Created in the likeness of Septor, the statue is actually a magical guardian that is programmed to attack if the lab is ransacked; thus, the party can look, but not touch.

STATUE OF SEPTOR (1): 20 Hp's, 4 HD, Mv:6", Ac:5, Att:1, Dam: 2-10 (magic missiles). THAC0: N/A. **SA:** The statue of Spector attacks by casting two *Magic Darts* per round. Hit by +1 or better weapons, immune to spells except *Magic Darts*.

The containers are as follows:

1. Sand, white	2. Water, brackish
3. Salt	4. Sulphur
5. Wood Chip	6. Crushed garlic
7. Red vinegar	8. White vinegar
9. Coal	10. Crushed shale
11. Iron filings	12. Blood, red dragon
13. Dried dung	14. White wine
15. Twelve Juniper Berries: each berry will cure 1-4 Hp's of damage, possibly bringing the victim back to consciousness, or at least out of a coma. If eaten within 2 rounds after being poisoned, Juniper berries	

add a non-cumulative +1 to the victim's saving throw.

16. Potassium Nitrate 17. Crow feathers
18. Insect bodies 19. Powdered bone
20. Cloves 21. Dried Flies
22. Four ounces of bog moss. If an injury is bound with a poultice made of this moss, the injury will heal twice as quickly while resting. The dressing must be changed after 3 days and replaced with new one. Each dressing will require 2 ounces of bog moss.
23. Crushed hematite: This powder will detect as magical. If it is sprinkled over a fighter's head, it will function as a **Vial of Heroism** potion. There is only enough for one use in this jar.

ROOM 15) GNOLL'S LAIR

This chamber is occupied by several humanoids with canine-like features. Along the south wall are four bunk beds. In the center of the room is a table with four chairs around it.

When the door is opened, a mirror-like field will fill its threshold and the party can see their reflections. Septor laid this magic upon the door's threshold to entertain visitors. This is a variation of the *Audible Glamer* spell.

This room is manned by eight gnolls.

GNOLLS (8): 9 Hp's each, 2 HD, Mv: 12", Ac: 5, Att: 1, Dam: 1-8 (battle axe). THAC0: 16. **SA**: Each is armed with a battle-axe and dagger and carries 2-12 ec's and 2-8 gc's as treasure.

BUNKBEDS: There are a total of four bunkbeds in this chamber. At the end of each bed is a small footlocker. Each footlocker contains various personal effects that a gnoll would find desirable (old clothes, boots, a knife, old bones, etc.). Hidden in one of the footlockers is a small sack that contains a 25 gc gem.

ROOM 16) GNOLL COMMON'S ROOM

This chamber is occupied by several humanoids with canine-like features armed with axes and daggers. Scatter about the floor are several cots and bedrolls. The center of the room is occupied by two wood table with several chairs loosely

grouped around each.

This room is where the bulk of the gnoll pack lives. There is a 10% chance that all 20 gnolls will be here, otherwise only 3-12 will be present.

GNOLLS (3-12 or 20): 9 Hp's each, 2 HD, Mv: 12", Ac: 5, Att: 1, Dam: 1-8 (battle axe). THAC0: 16. **SA**: Each is armed with a battle axe and dagger and carries 2-12 ec's and 2-8 gc's as treasure.

COTS AND BEDROLLS: The cots are of a poor quality, dirty, and uncomfortable; the bedrolls look equally uncomfortable. Laying on most of the cots is a dirty pillow and a tattered and frayed blanket. The cots are reserved for those gnolls who have garnered some degree of respect with Uben. The bedrolls are for the lowest ranking gnolls.

FOOTLOCKERS: At the end of each cot is a small footlocker. Each footlocker contains various personal effects that a gnoll would find desirable (old clothes, boots, a knife, old bones, etc.).

ROOM 17) PANTRY

This chamber is noticeably cooler than the rest of the complex. The walls are made of a dull gray stone and are lined with shelves for food and other supplies, but those are empty.

This room has been enchanted with a variation of the *Freezing Sphere* spell that keeps it a cool 40 degrees.

ROOM 18) MAIN DINING HALL

When this room is entered, the ceiling will glow; providing a warm illuminance to this grand chamber. The floor is made of dull gray stone, but as the room is entered, its color springs to life, becoming sea of green, its hue alternating from light to emerald. Although, one would think the floor's color would clash with the ceiling's illuminance, but the effect is quite the opposite, giving the chamber a soft feeling of ease.

A massive 25 ft. long, marble table set in the center of the hall runs north and south. One could imagine a dozen or more great, throne-like chairs placed at the table, but now only four remain.

Two crystal chandeliers hang from the ceiling, reflecting the ceiling's radiance in a shimmer array of colors.

The north wall is covered with rich, but faded tapestry that depicts 10 wizards setting about a grand table; a scene that looks remarkably like this chamber.

Perhaps the most impressive feature of the chamber is the larger-than-life engraving set into the south wall. It depicts a man of slender build with long flowing hair, and rugged, but kind features. At the bottom of the engraving is the title "*Septor the Green*".

This room was constructed for a single purpose, to serve as council chamber for the Wizard's Council and alliance of ten renown spell casters; Septor, Mentor, Zefferon, Velvectii, Lightning, Phillip, Nomad, Saddanar, Seldarine, and the council's only female member Melody.

THRONE-LIKE CHAIRS: Each chair is made of a dark wood, sturdy in its construction, but intricately carved with various script style designs. Each chair, although similar in size and weight, holds its own unique design and cushion color. Each chair bears a name across its crest rail. The names are as follows: Septor, Velvectii, Zefferon, and Melody. Each chair is about six ft. tall and weighs nearly 100 lbs., making them difficult to move.

Although most of the cushions have faded, one can tell that Septor's throne was green, and Zefferon's was purple. If the thrones are searched, the party will discover a secret compartment in Septor's throne (detect as a secret door). The compartment contains a **VIAL OF GASEOUS FORM POTION**.

ROOM 19) OLD BEDROOM

The door to this room is very rotten and almost to fall off its hinges. Once the door is opened, the party will find an old bedroom. Along the south wall are two full-sized beds and a small end table. Along the east wall are two wood chairs and an old couch with faded red cushions. Along the north wall is a glass display case, a cabinet, and a

set of bookshelves. In the center of the room is a table with four chairs loosely grouped around it.

GLASS DISPLAY CASE: Most of the glass in the display case has been broken and the doors to the cabinet are opened. It appears that someone has searched the display case long ago.

BOOKSHELVES: Lying on the ground in front of the bookshelves are several torn and ripped books. Most of the books have had their bindings removed as if someone was looking for something.

BEDS: The beds are old, dirty, and rotting. A search under the beds will reveal only dust and cobwebs.

CABINET: The cabinet is about six ft. tall and has suffered greatly from abuse; its doors are broken and its drawers are gone. A search of the cabinet will reveal nothing of interest.

ROOM 20) PET'S CHAMBER

The door to this room is actually a very heavy steel gate. The walls, floor, and ceiling are lined with thick steel plates.

The steel gate is locked, but may be opened with a successful open lock attempt. Trapped in this chamber is an umber hulk that has been imprisoned here by Ull the lich. Ull has plans to kill the umber hulk and use its eyes to create a Robe of Confusion. Ull is detailed on the module's second dungeon level.

UMBER HULK (1): 48 Hp's, 8+8 HD, Mv:6" (1" - 6"), Ac:2, Att:3, Dam:3-12/3-12/2-10 (claw/claw/bite). THAC0:12. SA: Confusion: anyone who meets the umber hulk's gaze, must make a saving throw vs. Magic or be *Confused* for 3-12 rounds.

ROOM 21) EMPTY CHAMBER

At one time, this room was probably a guest chamber, but has now fallen into disrepair. The bed has been torn apart, the remains of its mattress carelessly thrown into a corner. A dresser lies overturned, its drawers scattered about the floor. In the center of the room is a

table with a few chair around and along the north wall is a dusty writing desk.

BED: Although the mattress for the bed has been ripped up, the bed's frame is made of dark walnut and is still in good condition. If taken back to town and sold, the bed has a value of 10 gc's

WRITING DESK: Although the writing desk has looted, several items have been scattered on the floor. Several pieces of parchment (all be three are ripped and torn), several quills, some broken ink wells, some blotting paper, a few old combs, an old brush, some old clothes, etc.

ROOM 22) UBER'S CHAMBER

This room to this chamber is locked.

Once the door is opened, the party will discover a bedroom. Along the north wall is a bed. Above the bed trophy heads mounted on poorly constructed plaques. Although the heads might have been preserved at one time, they have been decaying for some time, thus the room has a disgusting odor about it.

Along the south wall is a broached 25 gallon keg labeled ale, next to it is another keg labeled water. Above the kegs is a shelf that has a wild boar leg, a cake of bread, a large knife, and a mug on it.

This is the bedroom Uben Had the gnoll thief. Uben has positioned himself as the would-be leader of the castle. He knows that a terrible being named Ull lives in the dungeon level, but has, for the most part managed to appease it. Uben is a very cunning and powerful gnoll.

Uben knows of Covet, but after several battles with the monk, has decided to grant the monk living privileges.

GNOLL THIEF (Uben Had): 22 Hp's, 6th level gnoll thief, Mv:12, Ac: 4 (due to +1 Leather Armor, +1 Ring of Protection, and dexterity 17), Att: 1, Dam: 1-6 (shortsword). THAC0:18.
Abilities: Str: 14, Dex: 17, Con: 10, Int: 16, Wis: 14, Cha: 10. **SA:** Uben has the following thief skills: Pick Pockets: 55%, Open Locks: 47%, Find /

Remove Traps: 45%, Move Silently: 47%, Hide in Shadows: 37%, Hear Noise: 20%, Climb Walls: 90%, Read Languages: 30%. Uben is dressed in a suit of +1 LEATHER ARMOR, wears a +1 RING OF PROTECTION, and carries a short sword, dagger, short bow, and a quiver of 20 arrows. Uben is quite intelligent and speaks Common, Goblin, Draconic, Elven, Giant, Gnoll, and Orc.

BED: The bed is of average quality and is fitted with blankets and a pillow. Hidden under the pillow is a dagger. Under the bed is a small backpack that contains 25 ft. of silk robe, a set of thieves' picks and tools, a sack of dried beef, and a **POTION OF HEALING**.

MOUNTED HEADS AND PLAQUES: There are two trophy heads mounted plagues above the bed. One is of some kind of canine (blink dog), but has decayed to the point that the exact type canine cannot be identified. Hidden inside the beast's mouth is a **VIAL OF GASEOUS FORM POTION**.

Mounted on the second plague is the head of an elven female. Although decaying as well, there is no mistake about what this is.

KEGS: The keg labeled ale is about half full of high-quality ale; Uben has grown accustomed to the finer things his position has to offer.

The keg labeled water is false. It contains the bulk of Uben's treasure which consists of 1,000 gc's and a set of diamond earrings worth 800 gc's.

ROOM 23) BATHROOM

The floor of this chamber is made of white marble. Along the far wall is an in-ground basin used for bathing. This basin is fashioned in the shape of huge seashell. At the bottom of the bathing basin is a plug; apparently used for draining the basin. At one end of the basin are two valves and a spigot.

Along the east walls is a set of empty shelves that may have contained towels or robes.

Along the west wall is a white marble washbasin that is also fashioned in the image of a seashell.

Attempts have been made to remove the basin and it is now cracked and broken.

VALVES AND SPIGOT: The valves are used to fill the tub with water. If the valve on the right is turned cool, fresh water will flow into the tub. If the valve on the left is turned, fresh, hot water will flow into the tub.

The valves are magical creations of Septor. The water valves connect to the elemental plane of water. The cool water valve connects to an area of cool water abound and the hot water valve connects to an area of hot water.

For all practical purposes the amount of water behind the valves is endless, but each valve can only pass 50 gallons of water per day before the magic is exhausted and must recharge for 24 hours. If the valves are removed from the bathing basin, they will lose their magical properties.

ROOM 24) ART GALLERY

Hanging on the walls of this chamber are four paintings in highly polished wooden frames. There are two paintings on the north wall and two on the south wall. The paintings are as follows:

First on north wall: This painting is that of a beautiful elfin maiden with long flowing hair feeding a magnificent, snow white unicorn. The deep affection on the unicorn's face would seem to indicate that the two are inseparable. At the bottom of the painting, written in script, is the phrase "*Friendship*".

Second on north wall: This painting depicts a Viking long ship manned by several hardy looking Norse warriors. Off the bow of the ship is a fierce looking sea-monster speeding toward the vessel. The monster is similar in appearance to a salt water troll only much larger. The warriors have spears and bows at the ready. Behind the vessel, off in the distance, is another monster that is much larger than the first. At the top of the painting, written in script, is the phrase "*Offspring*".

First on south wall: This painting is that of a

powerful Norse warrior battling a horde of demons. The warrior stands on a featureless, dull gray stone plane. Swirling overhead, red and orange clouds boil with fire and brimstone. The warrior wields a huge war hammer and his shield bears the symbol of Thor. Scattered about the battlefield are dozens of demons, apparently slain by the warrior. At the bottom of the painting, written in script, is the phrase "*Sir Ramus*".

Second on south wall: This painting is that of a cleric in a forbidding cemetery. The cleric is a slender fellow, dressed in plate-mail, shield, and helmet. Open graves and toppled tombstones are everywhere. Standing before the cleric is a large tome, which is being guarded by several vampires. The vampires seem to be cowering back as if they are being held at bay by the priest's holy symbol. At the bottom of the painting, written in script, is the phrase "*St. Vesner*".

The painting titled "*Friendship*" has no exceptional monetary value. The painting was a gift to Septor from the elven maiden, Daealla. Even though Septor could not return her affections, the painting was special to him all the same.

The painting labeled "*Offspring*" is magical in nature and will detect as magic if a *Detection of Magical Aura* spell is cast. If a party member concentrates on the painting, a great battle will unfold. The Norse will defeat the smaller sea monster only to have their ship sunk and be eaten by the second. The scene follows the sea monster under water into its lair where dozens of treasure ships are stored; several of which have their hulls cracked and treasure spilling out.

The painting labeled "*Sir Ramus*" depicts an actual battle between Sir Ramus and hundreds of demons. If taken back to town and sold, the painting has a value of 2,500 gc's.

The painting labeled "*St. Vesner*" depicts St. Krill Vesner of Hommlet. If taken back to town and sold, the painting has a value of 2,000 gc's.

ROOM 25) COVEL'S ROOM

This room appears to be a bedroom. Set into

each wall at 10 ft. intervals are torch holders. Each torch holder contains a burning torch. In the southernmost part of the room is a marble fireplace and mantle. Above the mantle is a large silver mirror in a black frame.

In the northeast corner is a bed with comfortable looking blankets and pillows. Along the west wall is a dresser, a desk, a closed cabinet, and a rack that holds several cloaks. Along the east wall are two 10 gallon kegs. Above the kegs is a wood shelf that holds several mugs. Next to the kegs are three crates.

Set into the north wall is fireplace and mantle. A fire burns low in the fireplace, and lidded pot is suspended over the fire. Also along the north wall is a small pile of wood.

The room has an orderly, civilized feel about it.

The occupant of this room is Covel the Master of the South Wind. There is a 40% chance that Covel will be in; if not the door will be locked. Covel sometimes goes to the trophy room (room 27) to meditate. If here is not in his chamber, he's 50% likely to be there meditating. Covel calls himself a pacifist. He was banished from his monastery about two years ago when he contracted lycanthropy from a weretiger that was attacking peasants in their camp a few miles from town. Through rigorous devotion to his mental disciplines, Covel has managed to maintain his lawful neutral alignment, but has been unable to control his transformations into a weretiger. If attacked or stressed, Covel is 75% likely to transform into a weretiger.

COVEL (human form): 20 Hp's, 6th Level Monk, Mv:20", Ac:6, Att:3/2, Dam:2-8 +3 (open hand). THAC0:18. **Abilities:** Str: 16, Dex: 17, Con: 12, Int: 12, Wis: 16, Cha: 10. **SA:** Covel has the following thief skills: Find / Remove Traps: 45%, Move Silently: 52%, Hide in Shadows: 42%, Hear Noise: 20%, Climb Walls: 92%. He also has the following monks powers: 24% chance to be surprised, stun opponents, dodge missile attack with a successful Petrification save, speak w/animals, ESP has only a 26% chance of success, not subject to normal diseases, *Haste* or *Slow* spells, ability to appear dead.

COVEL (Weretiger form): 29 Hp's, 6 +2 HD, Mv:12", Ac:3, Att:3, Dam:1-4/1-4/1-12 (claw/claw/bite). THAC0:13. **SA:** Hit by +1 or silver weapons, rake. **Rake:** If both claw attack hit, a weretiger gains two additional rake attacks, each doing 2-5 Hp's damage.

SILVER MIRROR: The silver mirror has a value of 200 gc's, and hides a concealed portal (detect as a concealed door). The portal holds Covel's monetary wealth which consists of a **VIAL OF HEALING POTION**, and 300 gc's in gems.

DRESSER: The dresser is made of oak and has six drawers. It contains only normal clothes.

CABINET: The cabinet is about five ft. tall and contains a small shrine dedicated to the closed fist open palm monastery, which is the monastery Covel is from. Hanging on the shrine is a beautiful green silk robe. Embroidered on the chest of the robe is an open palm and closed fist symbol that signifies the hope for peace, but the strength to fight.

KEGS: One of the kegs holds water while the other is full of wine. The crates contain 145 torches, three 10 gallon kegs of lamp oil, two tinder boxes, 20 large sacks, and 150 ft. of hemp rope, three cakes of hard bread, a block of cheese.

ROOM 26) GNOLL LAIR

As the party enters this room, they will see that it is inhabited by several man-sized, humanoid creatures. Scattered on the floor are several bedrolls. Along the western wall are several crates and a few barrels.

This room is inhabited by eight gnolls.

GNOLLS (8): 9 Hp's each, 2 HD, Mv: 12", Ac: 5, Att: 1, Dam: 1-8 (battle axe). THAC0: 16. **SA:** Each is armed with a battle-axe and dagger and carries 2-12 ec's and 2-8 gc's as treasure.

BEDROLLS: The bedrolls are little more than old blankets stuffed with old rags, corn husks, and leaves.

CRATES: The crates contain such items as salted pork, cheese, and bread cakes. One of the barrels contains fresh water, while the other is sealed and contains rich brandy. The barrel of brandy has a value of 750 gc's if taken back to town and sold.

ROOM 27) TROPHY ROOM

This odd-shaped room is where Septor kept his trophies. The entry hall leading to the chamber is covered with hides and skins, while the walls in the room's main portion are decorated with trophies.

The center of the room is occupied by several tables with chairs loosely grouped around them.

The ceiling here looms some 30 ft. above and is arched toward the center. Two large crystal chandeliers hang from the ceiling. Torch and lantern light flickers off the chandeliers in a dazzling array of colors that seem to add to the grandeur of this room.

The floor here is made of white marble with veins of black streaked though it. The walls are also made of white marble, but they have silver sparkles blends sparsely throughout them.

Hanging on the entry walls are several tanned skins which include a leopard skin, a giant badger skin, and a bear skin.

On the east wall, mounted on exquisite dark wood plaques are the mounted heads of huge grizzle bear, a wild boar, a tiger, and a lion. Hanging on the west wall, again on exquisite dark wood plaques, are the mounted heads of a huge wolf (worg), a su-monster, and a gargoyle.

Mounted on the north wall are the heads of a hell hound, a griffon, and the skin of a black panther.

Along the south wall are the mounted bodies of a saber-toothed tiger and a giant owl. The saber-toothed tiger is crouched down as if it is ready to pouch on its next meal. The giant owl is setting on a wooden stump; its wings are outstretched as if it's ready to take flight.

The giant owl is actually a living creature that has been preserved using a *Suspended Animation* spell.

The owl will detect as magical if a *Detection of Magical Aura* spell is cast. If *Dispel Magical Aura* spell is cast, the owl will be free. The owl is above average intelligence and is likely to bond with a character of good alignment.

GIANT OWL (1): 20 Hp's, 4 HD, Mv:3"/18", Ac:6, Att:3, Dam:2-8/2-8/2-5 (claw/claw/bite).

THAC0:17. SA: When flying, it surprises on a 1-5 on a six-sided dice.

ROOM 28) SHADOWS

The door to this chamber is marked with a white skull and cross bones. Once the door is opened, the party will find an abandoned bedchamber.

A thin layer of dust has settled on everything and the room has an aura of death about it. The floor is covered with a faded carpet and an old tapestry hangs on the west wall.

In the southwest corner of the room are large bed and a broken end table. Lying in the bed are two bodies. From their position, it looks as if they lie down and never work up.

Along the east wall is a set of bookshelves.

The gnolls and norkers know the danger this room represents, and have learned not to come to this part of the dungeon.

SHADOWS (6): 16 Hp's, 3+3 HD, Mv:12", Ac:7, Att:1, Dam:2-5 (touch). THAC0: 17. SA: Immune to Sleep, Charm, Hold, and Cold-Based spells, hit only by +1 or better weapon, strength drain, 90% undetectable.

Strength Drain: The chill touch of a shadow drains 1 point of strength per hit. Lost strength points return after 2-8 turns. Anyone struck by a shadow must also make a saving throw vs. Paralyzation or suffer one of the effects listed below, roll a d4 to determine the effect:

1. Victim is *Sickened* with racking pains for 1-4 rounds. Character suffers a -2 penalty on all attack rolls, weapon damage rolls, skills checks, and saving throws.
2. Victim is *Slowed* for 1-4 rounds.
3. Victim is stricken with *Terror* and flees for 1-4 rounds.
4. Victim is allowed another saving throw vs. Paralyzation. If this one is made, no effects are

suffered. If this one is failed, the victim falls unconscious for 1-4 minutes.



BED: The bed is a crude affair of rotten planks and stained bedding. If the party puts any weight on it, the bed will collapse.

BODIES: The two bodies are those of novice adventurers who decided to sleep here for the evening and not keep guard. During the night they were attacked and killed by the shadow that dwelt here. Now there are three shadows here.

BODY 1: This body is that of a human fighter dressed in a rusted suit of chain-mail, **+1 SHIELD**, and helmet. Lying on the ground next to the body is a leather backpack and long sword. The backpack contains two small sacks, a tinder box, 50 ft. of hemp rope, two torches, a flask of oil, three weeks of rations, and a large sack that holds 57 gc's.

BODY 2: This body is that of a human priest dressed in a rusted suit of banded-mail, shield, and helmet. At the bodies' waist is an iron holy symbol of a hammer (Thor). Lying on the ground next to the body is a mace, a flail, and a leather backpack. The backpack contains a large sack, two small sacks, a tinder box, four torches, a flask of oil, and three vials of holy water.

BOOKSHELF: The bookshelf holds only old books with faded and torn pages.

ROOM 29) GRAY OOZE

This unused chamber has long since been searched. Scattered about the room are several small beds and a few pieces of broken furniture. At the far end of the chamber is an old trunk.

Hidden behind the pieces of furniture are two gray ooze monsters. They will attempt to block the party's retreat and attack from behind.

GRAY OOZE (2): 18 Hp's each, 3+3 HD, Mv:1", Ac:8, Att:1, Dam:2-16 (touch). THAC0: 17. SA: Corrosive touch.

TRUNK: The old trunk that is covered with dust. If searched, a nice suit of plate-mail will be discovered.

ROOM 30) NORKER'S LAIR

At one time this chamber was a barracks or guards room, but now has been taken over by several dwarf-sized, humanoid creatures.

The east and west are lined by dwarf-sized cots. In the center room's center is a table with several chairs around.

This room is home to 12 norkers that will attack if the room is entered.

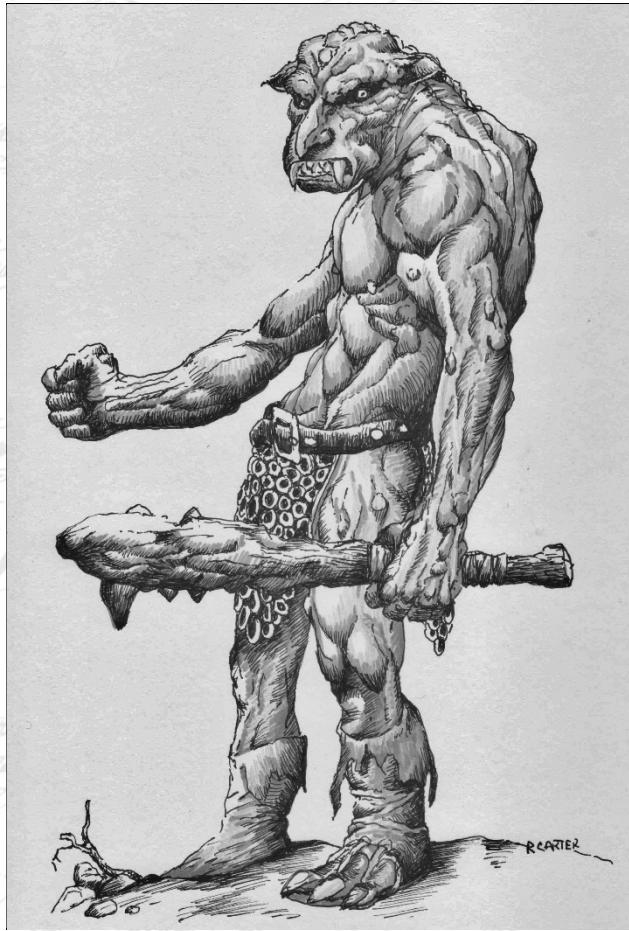
NORKERS (12): 7 Hp's each, 1+2 HD, Mv:9", Ac:3, Att:2, Dam:1-3/1-6 (bite /club). THAC0: 19. Each is armed with a club.

ROOM 31) NORKER'S LAIR

At one time this chamber was a barracks or guards room, but now has been taken over by several dwarf-sized, humanoid creatures.

The east and west are lined by dwarf-sized cots. In the southeast corner, is a pile of old rags and trash, and a rack of spears and javelins.

This room is where the higher ranking norkers and their leaders live. The room is occupied by four norkers body guards, four leaders, and the tribe's chieftain; a wicked norker named Vorid.



NORKER BODY GUARDS (4): 8 Hp's each, 1+2 HD, Mv:9", Ac:3, Att:2, Dam:1-3/1-6 (bite /club). THAC0: 19. Each is armed with a club.

NORKER LEADERS (4): 14 Hp's each, 2+4 HD, Mv:9", Ac:2, Att:2, Dam:1-3/1-6+1 (bite/club). THAC0:17. **SA:** +1 to damage due to strength. Each is armed with a shield and a club and carries a 10 gc gem as treasure.

NORKER CHIEFTAIN (Vorid): 24 Hp's, 3rd level fighter, Mv:9", Ac:0, Att:2, Dam:1-3/ 1-6+3 (bit and +2 Shortsword). THAC0:15. **Abilities:** Str: 17, Dex: 12, Con: 15, Int: 9, Wis: 9, Cha: 8. **SA:** Vorid wears a shield and wields a +2 SHORTSWORD. He wears a +2 RING OF PROTECTION and a gold necklace worth 500 gc's.

Under the pile of trash is a chest that contains 3,000 gc's and a **VIAL OF HEROISM POTION**.

ROOM 32) MORDAX'S BED ROOM

This room smells of sweat and must. It's

furnished with an ill-kept bed, a chair, a table with a water basin, and a desk. Set against the north wall is a large dresser with cracked and broken glass mirror. At the foot of the bed is a small chest.

This room is occupied by Mordax the gnoll champion. Mordax is a vile creature and enjoys inflicting pain. He has shaved the fur from most of his face and neck in an attempt to better display his multiple scars. This gives Mordax a most disturbing appearance.

DRESSER: The dresser is of poor quality and stands about five feet tall. While most of the drawers contain poor quality clothes, the top drawer of the dresser is home to Mordax's pet rat Scrapper. Scrapper is a grizzled looking thing that has a deep scar across its face and is missing one of its ears and half its tail.

GNOLL FIGHTER (Mordax): 31 Hp's, 5th level fighter, Mv: 12", Ac: 2, Att: 1, Dam: 1-8+5 (+1 Two-Handed Sword). THAC0: 13. Abilities: Str:18/76, Dex: 15, Con: 16, Int: 6, Wis: 7, Cha: 8. **SA:** Mordax is dressed in a suit of plate-mail and is armed with a +1 TWO-HANDED SWORD and dagger. He carries 1-6 gc's as treasure. In addition to gnoll, Mordax speaks the common tongue.

GIANT RAT (Scrapper): 4 Hp's, Up to 1-1 HD, Mv: 12" // 6", Ac: 7, Att: 1, Dam: 1-3. THAC0: 20. **SA: Disease:** anyone bit by a giant rat must make a saving throw vs. Poison or contract a serious disease.

CHEST: The chest contains 50 torches, 4 weeks rations, a tinder box with flint and steel, 12 flasks of oil, six large sacks (one is a **SMALL BAG OF HOLDING** that contains 200 gc's), a hooded lantern, and 50 feet of hemp rope.

ROOM 33) CLOSET

This small closet contains several robes, cloaks, and gowns.

There are a total of 14 garments in this closet. Twelve of garments are of no value. One of the garments is a cape made of leather with pewter studs and is worth 20 gc's. The remaining garment is a

neutral gray robe and is a **ROBE OF POWERLESSNESS**.

ROOM 34) PRISON CELL

This room appears to have been ransacked long ago. Scattered about the room are several small beds and a few pieces of broken furniture.

The door to this room has a small barred window in it. This room is a prison cell. Set in each wall except the one the door is in are two sets of shackles. Scattered on the floor are some old rags and a few broken bowls.

ROOM 35) ART STUDIO

In the center of this chamber is a circular wooden turntable about six ft. in diameter. Upon the turntable is a partially constructed statue of a man made of clay. The turntable is such that it can be rotated, so the statue can be viewed or worked in from any angle.

Standing along the north wall are four completed clay statues. These statues are about 7 ft. tall and have broad muscular features.

Along the east wall are several wood crates.

The statues are Clay Golems that have yet to be enchanted. An enterprising player could return here and magic these golems.

CRATES: The crates are filled with dry red clay for making models or statues. One of the crates contains an assortment of various props (helmets, shield, etc.).

CRATES AND BARRELS: The crates hold foodstuffs such as beef jerky, salted ham, and dried fish. The barrels hold ale, wine, and water. One of the barrels is full of vinegar and holds various body parts like arms and legs; possibly from past victims.

AREA 36) OLD BARRACKS

Formerly the guard barracks for Septor's Castle, this room is now empty except for several dusty bunk beds. Bleached bones and rusty weapons and armor litter the floor.

The dead in this room do not rest. Two rounds after the party enters, the bones animate and form themselves into skeletons in a single round, while an evil gray mist swirls up from the floor. The party must face 10 skeletons.

SKELETONS (6): 5 Hp's each, 1 HD, Mv:12", Ac:7, Att:1, Dam: 1-6 (claw). THAC0: 20. **SA:** Immune to Sleep, Charm, Hold, and Cold-Based spells, suffers only half damage from sharp or edged weapons.

ROOMS 37 AND 38) PRISON CELL

The door to this room has a small barred window in it. This room is a prison cell. Set in each wall except the one the door is in are two sets of shackles. Scattered on the floor are some old rags and a few broken bowls.

ROOM 39) SEPTOR'S RESTING PLACE

Entry to this chamber is gained through a set of double doors that bear the likeness of a wizard casting a spell. The wizard is dressed in flowing robes. Around the wizard's neck is a necklace, but where the pendant should be there is only a depression.

On each side of the double doors is the statue of a wizard standing in a defensive position if ready to cast a spell.

Development: The entry doors are impervious to any form of magical attack and are magically sealed. They can only be opened the pressing the **Medallion of Septor** into the medallion depression in the door (refer to Medallion of Septor, Room 6).

Once the doors are opened, the party will discover a grand chamber of white marble. There are six pillars in the room spaced 5 ft. apart running north and south. Between the pillars is a green carpet with gold borders that leads to the body of man enclosed in a glass case. The case sets upon a green stone pedestal that bears the inscription "Septor". On each side of the case is a statue.

The two statues are Stone Golems which will attack anyone who touches the glass case.

STONE GOLEMS (1): 60 Hp's, 12 HD, Mv:6", Ac:5, Att:1, Dam: 2-34 (slam). THAC0: 20. SA: +2 or better weapons needed to-hit, immune to magic except *Mud to Rock*, *Rock to Mud*, and *Stone to Flesh*.

The case is actually a variation of a *Wall of Force* spell and may be brought down only by a successful *Dispel Magic Aura* attempt versus 12th level.

The body is that of Septor the Wizard and is dressed in the following magic items **RING OF WIZARDRY** (doubles 1st level spells), **+2 RING OF PROTECTION**, **+2 CLOAK OF PROTECTION**, **BRACERS OF DEFENSE AC:5**, **NECKLACE OF MISSILES** (One - 5 HD missile remains), **WAND OF FROST** (80 charges), and a **SMALL BAG OF HOLDING** that contains 2000 pc's, 3 **VIALS OF EXTRA-HEALING POTION**, a **VIAL OF GASEOUS FORM POTION**, and a **VIAL OF FLYING POTION**.

Hidden in the pedestal, is a secret compartment (detect as a secret door). The portal contains Septor's spell book. The spell book is protected by

four *Snake Sigil* spells cast at 12th level (THAC0:9). The spell book contains the following spells in his spell book: *Alarm*, *Identify*, *Magic Missile*, *Read Magic*, *Shield*, *Sleep*, *Write*, *Audible Glamor*, *Invisibility*, *Mirror Image*, *Scare*, *Stinking Cloud*, *Ray of Enfeeblement*, *Zephyr*, *Blink*, *Fireball*, *Dispel Magic*, *Lightning Bolt*, *Slow*, *Wind Wall*, *Confusion*, *Fumble*, *Dimension Door*, *Ice Storm*, *Stone Skin*, *Wall of Ice*, *Wizard Eye*, *Interposing Hand*, *Cloud Kill*, *Teleport*, *Wall of Force*, *Anti-Magic Shell*, *Disintegrate*, *Enchant an Item*, *Legend Lore*.

AREA 40) STAIRS DOWN

The stone staircase leads down 80 ft. to the castle's second level. The stairs are littered with dust, cobwebs, tiny skeletons of rats that crunch underfoot, and fragments of stone fallen from the ceiling above. After going about 60 ft. the party will discover the body a man dressed in plate-armor.

THIS ENDS DUNGEON LEVEL 1



DUNGEON HIEARCHY:

Dungeon Level 2 is the domain of Ull the Vile Priest of Anthraxus. Various types of deamons and undead roam the corridors.

Dungeon Level 2 Wandering Monsters

Check every 3 turns

1 on d4 indicates an encounter

1. **WIGHTS** (1-3):23 Hp's each, 4+3 HD, Mv:12", Ac:5, Att:1, Dam:1-4 (claw). THAC0: 15. **SD:** Immune to cold based attacks, hit by silver or magic weapons, immune to sleep, charm and hold spells. **SA:** Energy drain: Anyone struck by a wight loses 1 life energy level. Anyone drained of all life energy levels becomes a half strength wight under the control of the wight that drained him.
2. **GHOULS** (1-4):14 Hp's each, 2 HD, Mv: 9", Ac: 6, Att: 3 (2 claws and bite), Dam:1-3/1-3/1-6. THAC0: 19. **SD:** Immune to *Sleep* and *Charm* Spells. **SA:** Anyone struck by a ghoul must save vs. Paralyzation or suffer one of the undead side effects. Roll d6 on the chart below to determine effect:
 1. Victim is *Sickened* with racking pains for 1-4 rounds. Character suffers a -2 penalty on all attack rolls, weapon damage rolls, skills checks, and saving throws.
 2. Victim is *Paralyzed* for 3-18 rounds.
 3. Victim is *Dazed* and *Confused* for 1-4 rounds. Victim wanders around aimlessly allowing the ghoul to attack him.
 4. Victim is stricken with *Terror* and flees for 1-4 rounds.
 5. Victim is filled with an unnatural rage attacking any within 10 ft. (enemies and friends alike) for 1-4 rounds.
 6. Victim is allowed another saving throw vs. paralyzation. If this one is made, no effects are suffered. If this one is failed, the victim falls unconscious for 1-4 minutes.
3. **SPECTRES** (1-2):16 Hp's, 7+3 HD, Mv:15"/30", Ac:2, Att:1, Dam:1-8 (chilling touch). THAC0: 13. **SA:** Immune to sleep, charm, hold, and Cold-Based spells, poison or paralyzation, hit only by +1 or better weapon, energy drain. Energy Drain: The chill touch of a spectre drains 2 life energy levels. Anyone drained of all life energy levels becomes a half strength spectre under the control of the spectre that drained him.
4. **GHASTS** (1-3):26 Hp's each, 4+4 HD, Mv: 15", Ac: 5, Att: 3 (2 claws and bite), Dam:1-4/1-4/1-8. THAC0: 15. **SD:** Immune to *Sleep* and *Charm* Spells. **SA:** Stench, undead side effects. Stench: Anyone who comes within 10 ft. of a ghast must make saving throw vs. Poison or suffer -2 to-hit due to retching and nausea. Undead side effects: Anyone struck by a ghast must make a save vs. Paralyzation or suffer one of the undead side effects. Roll d6 on the chart below to determine effect:
 1. Victim is *Sickened* with racking pains for 1-4 rounds. Character suffers a -2 penalty on all attack rolls, weapon damage rolls, skills checks, and saving throws.
 2. Victim is *Paralyzed* for 6-36 rounds.
 3. Victim is *Dazed* and *Confused* for 2-8 rounds. Victim wanders around aimlessly allowing the ghast to attack him.
 4. Victim is stricken with *Terror* and flees for 2-8 rounds.
 5. Victim is infected with a disease which will be fatal (unless cured) in 2-8 days.
 6. Victim is allowed another saving throw vs. Paralyzation. If this one is made, no effects are suffered. If this one is failed, the victim dies of a heart attack and will be reborn as a ghast in 1-4 days.

DUNGEON LEVEL 2

Access to Dungeon Level 2 is gained by a set of stairs leading down from Area 40 on Dungeon Level 1.

About 30 years ago Ull the lich, a follower of Anthraxus, claimed dungeon level 2 as his domain. Although, some portions of the dungeon were still guarded by Septor's protections, Ull was able to overcome them and create a true haven of evil dedicated to the foul deity.

AREA 40) STAIRS DOWN

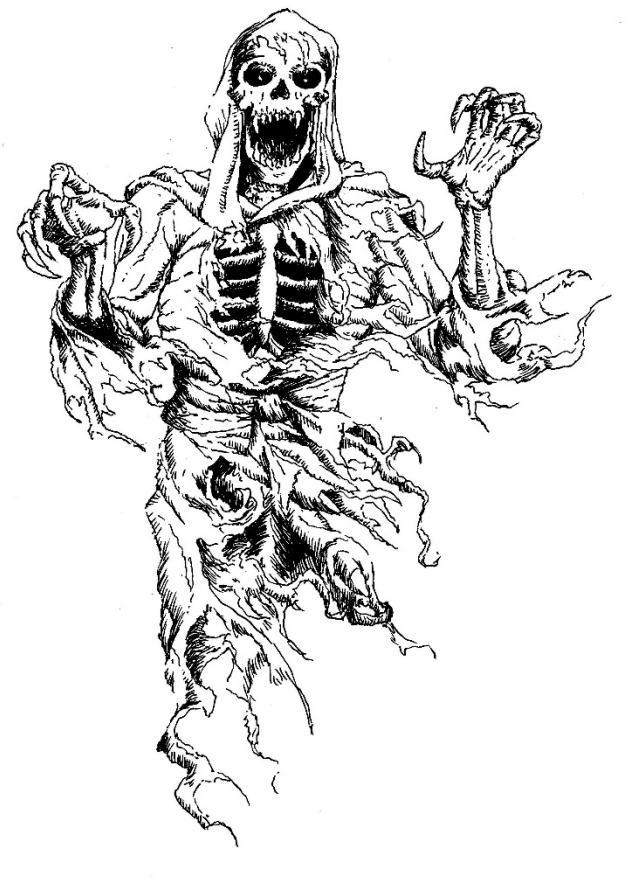
The stone staircase leads down 80 ft. to the castle's second level. The stairs are littered with dust, cobwebs, tiny skeletons of rats that crunch underfoot, and fragments of stone fallen from the ceiling above. After going about 60 ft. the party discovers the body a man.

Development: Two spectres guard the stairs case, and will attack when the party reaches the body. The body once belonged to Adon the fighter, who was dared by his adventuring friends decades ago to go down to the bottom of the stairs. He did and was killed by the spectre that dwelt here. Adon now haunts this area as well, but over the years has grown into a full strength spectre. There is nothing of value on his body.

SPECTRES (2): 16 Hp's, 7+3 HD, Mv:15"/30", Ac:2, Att:1, Dam:1-8 (chilling touch). THAC0: 13. **SA:** Immune to sleep, charm, hold, and Cold-Based spells, poison or paralyzation, hit only by +1 or better weapon, energy drain. **Energy Drain:** The chill touch of a spectre drains 2 life energy levels. Anyone drained of all life energy levels becomes a half strength spectre under the control of the spectre that drained him.

AREA 41) ENTRY CHAMBER

After descending the full 80 ft., the party finds themselves in a small entry chamber. The chamber has a vaulted ceiling that is about 15 ft. tall. Except for a door on the far wall the chamber appears to be empty.



DOOR: The door is made of polished pewter and is engraved with a poem. The words of the poem appear to be written in blood. The poem reads as follows: *"A veil of darkness; only flesh what lies beyond I dare to guess. A veil of orange, flames abound. You cannot scream there is no sound. A riddle here, a riddle there. Cleaver you are...cleaver beware. Green hides the stench of death, where a demon waits to steal your breath. A vale of yellow treasure is found perhaps you'll keep it if you stand your ground. A number high, a number low. How many may enter? I don't know. A veil of blue causes pain and reminding you that this is Ull's domain."*

The poem is clue to the party as to the possible encounters the party will face while on this level of the dungeon.

AREA 42) ENGRAVED CORRIDOR

The door from the entry chamber opens into a short corridor only about 20 ft. long. The floor is made of a slick, dark stone and the walls are

made of a cut, tan stone that are engraved with runes, glyphs and sigils nearly floor to ceiling.

GLYPHS AND SIGILS: The runes and sigils are scribed in Abyssal and are magical in nature which will require a *Read Magical Writing* or *Comprehend Languages* spell to decipher.

The writings tell the story of Anthraxus and how the world of mankind will bow to his great power. The writings say that Anthraxus has discovered a powerful artifact and predict all sorts of natural disasters, disease, and famine. The GM is left to determine of any of these horrific prophecies have or will come true.

AREA 43) EMPTY CHAMBER

The door to this chamber is protected by a veil of shimmering blue energy. The door itself is made of iron and bears the image of a creature with the head and horns of a ram.

Development: The veil of blue energy was created by Ull to protect his domain from intruders. It will damage any creature that is not evil or does not speak the name of "Ull" before attempting to pass through it. Those who are not evil or do not speak the name, must make a saving throw vs. spells or suffer for 10-60 Hp's damage. Those who save will suffer half damage.

A dark and vaulted chamber 30 ft. square and arched to a 20 ft. high center roof stands before you. The arches of this chamber begin at eight feet and meet at the domed peak. Bronze urns along the south wall burn with red hot coals casting an eerie glow to the chamber. In the center of the room is a black chest.

BLACK CHEST: The chest is made of a shiny black metal and is locked with a bronzed lock. Lying on the floor in front of the chest is a bronze key and sitting on top of the chest is a piece of parchment.

Written on the parchment is a short poem "*Where do you keep that which is unpleasant and unlovable?*"

The answer is "*Under Lock and Key*". If the party answers the question saying anything close, the chest

may be opened safely and will be found to contain a large fist-sized piece of quartz worth 300 gc's.

If the party does not answer the question or answers it incorrectly, read the following: "*A rush of wind blasts from the chest as the urns flame up and a terrible moan issues from all around. Suddenly a demonic-looking creature materializes near the entrance of the chamber.*"

The creature materializing near the entrance of the chamber is a piscodeamon and will attack.

PISCODAEMON (1): 27 Hp's, 6 HD, Mv: 6"/18", Ac: -1, Att: 2, Dam: 2-16/2-16 (claw/claw). THAC0: 2. SA: Daemon abilities and immunities, 60% magic resistant to 1st level spells. If both claws hit, the victim has been seized and drawn toward the creature's maw. It will then attack with its short tentacles seeking to inject the victim with venom that is fatal within six rounds unless the victim makes a save vs. poison. If the victim saves, he or she is *Slowed* for six rounds.

ROOM 44) THRONE ROOM

The room to this room is made of bronze and bears the image of a skeletal creature dressed in armor and brandishing a sickle.

The door is locked and trapped with *Glyph of Warding* spell cast at 18th level. Anyone touching the door without saying the name "Ull or Anthraxus" must make a saving throw vs. Spells or suffer 36 Hp's of fire damage. Those making their saving throw will take half damage.

Once the bronze door is opened, the party will see a huge throne room that emanates the foul stench of death and evil. Along the east wall is a huge throne made of a shiny black stone. The walls behind the throne, and all around the room, are engraved with images of a skeletal man, dressed in armor casting spells while men, women, and children collapse in the streets; their bodies cursed with sores and worms. In the background, a horrific creature with the head and horns of a ram gazes at the spectacle in pleasure.

One either side of the throne are two, brightly polished bronze stands. Upon each stand is bronze bowl that is heaping full of bright red gems.

WALL CARVINGS: The carvings in the wall depict one possible future of mankind. With the aid of Ull, the skeletal figure dressed in plate mail, Anthraxus has overtaken the world and Ull is dispensing justice among the population.

THRONE: The throne is made of black star diopside and glistens when struck by light. The throne has a value of 2,500 gc's, if taken back to town and sold. This, of course, is a major undertaking and will require 100 man hours of effort to complete.

BRONZE STANDS: Each of the bowls on the bronze stands contain roughly 100 small rubies worth 10 gc's each. If the rubies are taken, a mezzodaemon will appear and attack the would-be thieves.

MEZZODAEMON (1): 85 Hp's each, 10+40 HD, Mv:15", Ac: -3, Att:2, Dam:7-12/7-12 (claw / claw). THAC0: 2. **SA:** Daemon abilities and immunities, 95% magic resistant to 1st level spells. These creatures have the following spell ability: *Burning Hands, Cause Serious Wounds, Cure Serious Wounds, Cloud Kill 1/day, Darkness 15' Radius, Detect Invisibility (always active), Detect Magic (always active), Dispel Magical Aura 2/day, Flame Strike 1/day, Hold Person, Mirror Image*, Sleep, Trip.*

* Active spells when they appear.

ROOM 44) DEATH KNIGHT

As the party travels down the corridor, they see a silver band set into the floor that circles the walls and ceiling. Standing in the door of the chamber just beyond the symbol is a warrior dressed in plate-armor and wielding a great axe. As the party approaches the silver band, the warrior raises his bastard sword and readies himself for battle.

Development: When Ull first took control of the complex, he created a magical prison for those who had disappointed him. The current resident of the prison is a death knight named Nazar. Ull had sent Nazar to the temple of Thor in Vispera to retrieve a

religious artifact called "*The Gladiator's Bone*". The clerics were more prepared than Nazar realized and were able to withstand the attack by Nazar and his undead host. As the battle waned, Nazar was forced to retreat. When he reported his failure to Ull, the lich was furious and tossed the knight in the prison.

The silver band is magical in nature and creates a barrier similar to a Wall of Force. No being on one side of the band can affect a being on the other side of the crest. Thus, the party cannot shoot arrows or cast spells at Nazar and he cannot cast spells at or attack the party until someone crosses the crest.

In addition, Nazar cannot cross the crest until he defeats a foe in battle. If Nazar kills an opponent, he may cross the band and the defeated foe is stuck only to be reborn as some form of undead creature waiting for an opponent and possible freedom.

DEATH KNIGHT (Nazar): 90 Hp's, 15th level fighter, Mv: 12", Ac: -4, Att: 2, Dam: 1-10 +7/1-10 +7 (+2 Bastard Sword). THAC0: -3. **Abilities:** Str: 19, Dex: 18, Con: 13, Int: 14, Wis: 10, Cha: -3. **SA:** 75% magic resistance, reflect spells, immune to cold, electricity, sleep, and charm spells, generates *Fear* in a 5' radius, *Wall of Ice* at will, *Detect Invisibility* and *Detection of Magical Aura* constantly in effect, *Dispel Magical Aura* and *Gate* twice per day. Able to use *Power Word, Symbol of Pain/Fear* and *Fireball* once per day. Nazar is dressed in +2 PLATE-MAIL, +2 SHIELD, and helmet. He is armed with a +2 BASTARD SWORD, and a +1 MACE. In addition, he wears a BOOTS OF STRIDING AND SPRINGING, +2 RING OF PROTECTION, and a BROOCH OF SHIELDING (57 charges). Nazar has a Charisma of -3 (horror factor up to 4 HD/levels), a comeliness of -5 (normal creatures view this being with great aversion and have a great desire to get away). Nazar is 6' 3" inches tall, weighs 210 lbs., has matted brown, and eyes that glow fiery red.

ROOM 45) VEIL OF ORANGE

A veil or orange protects the threshold to this chamber. Entry to the chamber gained by passing through the veil.

Development: A hint to the orange veil was engraved on the door to the Entry Chamber, Room 41. *"A veil of orange, flames abound. You cannot scream there is no sound"*. This chamber is connected to the fourth plane of Hell and is constantly a blaze due to the magical disturbance created where the prime material plane and the fourth plane of Hell meet.

Anyone entering the chamber without some form of magical protection against fire (resist fire spell, ring of fire resistance) must save vs. Magic or suffer 3-30 Hp's damage, a successful save indicates only half damage is sustained. It should also be noted that sound does not exist in this area, so characters relying on verbal spell components or command words will be disappointed.

The floor here is smooth and there is no place in the room that is not a blaze.

The chamber is guarded by two barbed devil that will attack when the chamber is entered.

BARBED DEVILS (2): 36 Hp's each, 8 HD, Mv:12", Ac: 0, Att:3, Dam: 2-8/ 2-8 / 3-12 (claw/claw / tail). THAC0: 12. SA: Devil abilities and immunities, 35% magic resistance, generate Fear on a successful hit. These creatures have the following spell abilities useable as will: *Pyrotechnics, Produce Flame, and Hold Person*. They have the ability to summon another barbed devil (75% chance of success).

ROOM 46) ACOLYTE'S BARRACKS

This room appears to have been a barracks or commons room of some sort. The walls are lined with neatly made, single beds. Each bed has a pillow, mattress, and a blanket that bears the images of a demon like creature with nasty blisters and sores. Hanging from wall pegs are several black cloaks that bare the same image as the blankets on the beds. Everything here is covered with a thin layer of dust and it seems this chamber has not been used for quite some time.

This chamber was once used to house the complex's acolytes. There are a total of 12 beds, and 12 cloaks here. Hidden under the covers in one of the beds is a staff with head a demon. The staff is the STAFF

OF ANTHRAXUS (see new magic items). If the staff is touched by a character of good or neutral alignment a nycadaemon will teleport into this chamber and attack.

NYCADAEMON (1): 90 Hp's, 12+36 HD, Mv:12"/36" (MC: D), Ac: -4, Att:2, Dam:9-16/9-16 (fists). THAC0: 9. SA: Daemon abilities and immunities, 100% magic resistant to 1st level spells, immune to acid, fire, and poison. Nycadaemons attack with two claws that cause wicked seeping wounds that continue to bleed for 1-6 Hp's per round until magically healed. These creatures have the following spell ability: *Command* 3/day, *Comprehend Languages* (always active), *Detect Invisibility* (always active), *Detect Magic* (always active), *Dimension Door* 3/day, *Enlarge/Reduce*, *Fear* (by touch), *Invisibility**, *Mirror Image** 3/day, *Polymorph Self*, *Project Image*, *Read Magic* (always active), *Reverse Gravity* 1/day, *Wind Walk* 1/day, *Word of Recall* 1/day.

AREA 47) ALCHEMICAL LABORATORY

The door to this room is locked. Once the door is opened, the room will illuminate and the party will be overwhelmed with the stony odor of chemicals and herbs. As they look about, the party will find that this room is most likely a laboratory. In the center of the room is a distillation apparatus complete with glass tubing, beakers, flasks, retorts, and burners. Shelves of books, beakers, test tube, and flasks line the walls. Hanging from the center of the ceiling is a small wooden spoke chandelier that emits a beautiful soft illuminance to the chamber. Although all the items here seem to be very old, they appear to be in good condition.

This alchemical laboratory is where the alchemist of Anthraxus once conducted their experiments. The door to this laboratory is locked. The shelves contain items that would be found in an alchemical laboratory: balance and scales, mortar and pestle, test tubes, tweezers, pipettes, petri dishes, water clock, beakers, flasks, burners, and the like.

Along the north wall is a solid black cabinet. Setting on one of the shelves in the cabinet is a small wooden box that holds 6 crystal vials packed in

wood shavings and setting on another shelf is a belt pouch and a scroll. Each vial contains some type of fluid (potion). The types of potions in the box are as follows: **VIAL OF HEALING, VIAL OF HEROISM, VIAL OF SUPER-HEROISM, VIAL OF LIGHTNING BREATH** (See New Magic Items), and a **VIAL OF FROST BREATH** (See New Magic Items). The belt pouch contains a Magic-User's Scroll w/*Marvelous Shield* and *Protection from Slime* spells written at 12th level.

If the cabinet is touched, two yagnodeamons, held in a non-dimensional prison, will be *Teleported* into the chamber; in opposite corners and attack.

YAGNODAEMONS (2): 78 Hp's each, 13+13 HD, Mv: 18", Ac: -4, Att:2, Dam:1-10+12 (tol-kendar). THAC0: 5 and -1. SA: Daemon abilities and immunities, 75% magic resistant to 1st level spells, *Shocking Grasp* 3/day, *Teleport* at will. Devour Life Force: Any to-hit roll of 20 indicates the yagnodeamon has successfully struck with the haft of the pole and knocked his opponent out for 2-12 rounds unless a save vs. Paralyzation is made. If the yagnodeamon has knocked out an opponent, it will attempt to feed on the opponent's life force. It can devour 10-100% of a stunned victim's experience points, Hp's, and ability scores in 5 rounds.

ROOM 48) STUDY

The walls here are paneled with rich, but faded cherry paneling. Two stuffed armchairs and a small inn table occupy the center of this room. The end table has a single drawer and has a large book setting on its top. The wooden portions of the chairs seem to have suffered badly from wood rot, but the end table seems to be in good condition. In the northeast corner is a bookshelf with several books on it. Hanging from the center of the ceiling is an electrum chandelier that holds four oil lamps.

The wooden chairs are in very poor condition. Should anyone elect to set in one, there is a 75% chance that it will collapse.

END TABLE: The book on the end table is bound in black leather and decorated with electrum adornments. The book has no title and is held closed with a locked with sturdy latch. This is the book of

the **ABYSS PORTAL**. The clasp is magically locked by a *Wizard Lock* spell cast at 15th level.

Once the book is opened, the book will be found to contain indiscernible writings. Reading this book will require the use of a *Read Magic* spell. The book details how to operate the portal in Room 56 and how to destroy it by retrieving the special talisman in a cemetery found on lowest plane of the Abyss. The end table's drawer is empty.

BOOKSHELF: This shelf contains 12 tomes. The books deal with various subjects from demonology, divination, the occult, voodoo and the like. There books are bound in gold leaf and have a value of 20 gc's each.

ROOM 49) OFFICE

At one time, this may have been an office. Along the south wall is a large desk with several drawers. Setting on the top of the desk are a few ink wells, a quills, and pieces of parchment. Behind the desk is a large wooden chair with padded cushions. A thick, but faded red tapestry covers the floor. Mounted into the east and west wall are oil lamps set in holders. Setting along the east wall is a small, empty bookshelf.

A search of the desk will reveal little of interest. A few ledgers will be found detailing daily transactions of castle activity over 50 years ago. The ledgers have faded with age and only a very rough idea of the castle's activities can be ascertained.

ROOM 50) PRISON CORRIDOR

This corridor is 70 ft. long and lined with prison style doors. Some of the doors are opened, others are missing, and others are fairly good shape. As the party rounds the corner and begins to traverse the corridor, fluttering sounds can be heard coming from a head.

The doors to these rooms have a barred window in it and it is open. Inside each room are two sets of shackles mortared into each wall except the one where the door is located. Each room is empty and a thin layer of dust and old straw cover the floor.

The corridor and rooms are home to a hive of 6-120 vargouille. There is an 80% chance that 50 will be present, otherwise roll randomly.

VARGOUILLE (2): 6 Hp's each, 1+1 HD, Mv: 12", Ac:8, Att:1, Dam:1-4 (bite). THAC0:18. **SA:** Destructive Bite: anyone bit by a vargouille must save vs. Poison or loose the damage taken permanently until the victim receives a *Heal* or *Restoration* Spell.

ROOM 51) LAIR OF THE ARCANADEAMON

There is no door to this room. Upon entering this chamber the party will see a bed chamber. The floor is covered with a blood red tapestry that bare symbols of disease and decay. In the southwest corner is a large wooden bed. The bed is covered with torn and ripped blankets. In the northeast corner of the chamber is a 5 ft. statue of a creature whose head is that of a ram deformed by disease; his mouth foams and matted wool and be seen pulling away from the flesh. There are boils and blisters over creature's exposed skin, and its flesh is pulled taut over his bones. Next to the bed along the south wall is a small inn table. In the southeast corner is a faded dressing curtain that touches the ceiling.

This is the bedchamber of a powerful arcanadeamon, which will have been alerted by the party's battle with the vargouille. This creature is very cunning and will use its spell ability to full effect.

STATUE: The statue is that of Anthraxus. When the room is entered, the arcanadeamon will cast *Animate Object* spell on the statue to attack the party.

ARACNADEAMON (1): 98 Hp's, 13+39HD, Mv: 12"/18" (MC: B), Ac: -2, Att: 4, Dam: 1-4/1-4/2-16/1-6 (claw/claw/bite/gore). THAC0: 9. **SA:** Daemon abilities and immunities. 100% magic resistant to first level spells. Can cast *Burning Hands* in combination with claw attacks.

Arcanadeamons have the following spell-like abilities: *Burning Hands*, *Shape Change*, *Telekinesis*, *Darkness 20' Radius* at will. **Psionic Abilities:** *Body Equilibrium*, *Detect Good / Evil*, *Hypnosis*, *Aura Alteration*, and *Molecular Manipulation* at 10th level of mastery. Arcana

deamons have the spell casting ability of 14th level magic users. It has the following spells in memory:

1st Level (7): *Alarm*, *Grease*, *Magic Dart*, *Protection from Good*, *Shield*, *Shocking Grasp*, *Sleep*

2nd Level (7): *ESP*, *Flaming Sphere*, *Acid Arrow*, *Ray of Enfeeblement*, *Rope Trick*, *Stinking Cloud*, *Web*

3rd Level (7): *Blink*, *Dispel Magic*, *Fireball*, *Haste*, *Lightning Bolt*, *Slow*, *Summon Monster I*

4th Level (5): *Black Tentacles*, *Fire Shield*, *Ice Storm*, *Stone Skin*, *Wizard Eye*

5th Level (5): *Cone of Cold*, *Interposing Hand*, *Summon Elemental*, *Summon Monster III*, *Wall of Force*

6th Level (3): *Globe of Invulnerability*, *Chain Lightning*, *Legend Lore*

7th Level (2): *Force Cage*, *Teleport No Error*

CHASME (1-2): 37 Hp's each, 7+2 HD, Mv: 6"/21" (MC: D), Ac: -1, Att: 3, Dam: 2-8/2-8/1-4 (claw/claw/bite). THAC0: 13. **SA:** Demonic abilities, 40% Magic resistance, suffers half damage from cold, fire, and gas, immune to poison and electrical attacks, droning, touch causes *Fear* as the wand. Chasme have the following spell-like abilities: *Darkness 15' Radius*, *Infravision* (always active), *Teleport No Error*, *Detect Good*, *Detect Invisible Objects*, *Telekinesis* (150 lbs.).

BABAU (1-4): 49 Hp's each, 7+14 HD, Mv: 15", Ac: -3, Att: 3, Dam: 2-5/2-5/2-8 (claw/claw/bite). THAC0: 11. **SA:** Demon abilities and immunities, 50% magic resistance, suffers ½ damage from cold, fire, and gas, immune to poison and electrical attacks, suffers ½ damage from melee attacks. Weapons striking a babau have a 20% chance of being corroded. Babau have the abilities of 9th level thief. Anyone meeting the gaze of a babau must save vs. Spells or be affected as if touched by a *Ray of Enfeeblement* spell. They have the following spell-like abilities: *Darkness 15' Radius*, *Infravision* (always active), *Teleport No Error*, *Fear* (by touch), *Levitate*, *Fly*, *Dispel Magic*, *Polymorph Self*, *Heat Metal*. *Already in effect when encountered.

Under the bed is a secret portal (detect as a secret door) that holds 11,000 sc's and 3,000 gc's.

ROOM 52) SKELETAL WARRIORS

At one time, this chamber was probably used as a crypt. Leaning against the far wall are four stone sarcophagi with their lids removed. Each sarcophagi contains a skeleton dressed in plate-mail, a shield that bears the image of Anthraxus, a helmets, and carries a long sword.

SKELETAL WARRIORS (4): 60 Hp's each, 9+12 HD, Mv: 6", Ac: 2, Att: 1, Dam: 1-8+5 (+1 **longsword**). THAC0: 9. SA: Cannot be turned, 90% magic resistance, hit by +1 or better weapons. Each warrior is dressed in a suit of plate-mail, and shield that bears the image of Anthraxus. Each carries a +1 **LONGSWORD**, has a strength of 18/75 and has +2 to-hit and +4 to damage.

ROOM 53) VEIL OF GREEN

Entry to this chamber is gained by passing through a veil of green. The veil is opaque and hides what lies beyond.

Development: A hint to the veil of green is engraved on the door to the Entry Chamber 41. *"Green hides the stench of death. A demon waits to steal your breath".*

Once the veil is crossed, the party will find themselves in a dark chamber devoid of furnishing except for a chest along the far wall. Four shadow demons are waiting and will attack when the room is entered.

SHADOW DEMONS (4): 35 Hp's each, 7+3 HD, Mv:12", Ac: 9, 5, or 1, Att:3, Dam: 1-6/1-6/1-8 (claw/claw/bite). THAC0: 13. SA: Immune to cold, fire, and lightning, invisible in darkness, +2 to-hit when attacking in the dark. Darkness 10' radius, and *Fear 30' radius 1 /day. Magic jar 1/week.*

CHEST: The chest is not locked and contains a **HELM OF BRILLIANCE**, and four large crystals (the receptacles needed for the magic jar spells).

ROOM 54) VEIL OF DARKNESS

Entry to this chamber is gained by passing through an archway shrouded by a veil of darkness.

Development: A hint to the veil of darkness was engraved on the door to the Entry Chamber, Room 41 *"A veil of darkness; only flesh what lies beyond I dare to guess"*. This chamber was created by Ull to help weaken any intruders who may have circumvented his other protections. The veil of darkness will pass only organic items. People can pass through the veil, but their armor and weapons cannot. All non-organic material will be *Teleported* to treasure room 57. Those wearing scarabs of protection or similar devices are allowed a saving throw to avoid the effect.



Trapped in this chamber are two ogres who are always hungry. Scattered on the floor of the chamber are several bones.

OGRES (2): 21 Hp's each, 4+1 HD, Mv:9", Att:1, Dam:1-10+6. THAC0: 13. SA: Each is armed with a large wooden club and dressed in animal skins, and gains+6 to damage due to strength.

ROOM 55) THE DEMON GALLERY

In this area of the dungeon, the corridor widens revealing a gallery lined with the statues of demonic-looking creatures. The collection consists of a dozen or so pieces mounted on small stone pedestals. Each statue is made of a gray stone-like material.

Development: This collection of statues represent those who are in the service of Anthraxus and was built by Ull as a tribute his dark master. They are of course all daemons. The following statues are here:

1. This statue depicts multi-limbed insect-like creature that has five arms and three legs. The statue stands upon a small red marble pedestal and is that of a derghodaemon.
2. This statue depicts a thin humanoid creature dressed in a hooded robe. The statue stands upon a purple marble pedestal is that of a charonadaemon.
3. This statue is that of a grotesque amphibious frog-like creature. It stands upon a blue marble pedestal is that of a hydrodaemon.
4. This statue is that of a humanoid being with large oval eyes, but no other features; no nose, mouth, hair or ears. The statue stands upon a green stone pedestal is that of an ultrodaemon.
5. This statue is that of a humanoid creature with two unequal arms; one man-sized and the other giant-sized. The creature has large pointed ears and scales, but does not look reptilian. The statue stands upon a purple pedestal and is that of a yagnodeamon.
6. The creature depicted by this statue is a lobster-like beast with the tail of a fish that stands on two chicken-like legs. It has claws like of lobster, but its head has tentacles like a carrion crawler. The statue stands upon a mauve pedestal is that of a piscodaemon.
7. This statue is that of a robed humanoid with the head of a fanged jackal or war dog and a set of ivory white horns jutting from the top of its skull. The statue stands upon a dull red pedestal is that of an arcanadaemon.
8. This statue stands upon an orange pedestal is depicts Charon the Boatman of the River Styx.

ROOM 56) PORTAL TO THE ABYSS

In the center of this mostly empty chamber is a large pentagram. Set into the far wall is an archway. The room has a putrid unpleasant odor and the archway emits an overwhelming and sickening presence of evil.

PENTIGRAM: The pentagram is inlaid into the floor. If the party looks closely, they will discover

seams of blood mixed with crushed diamond at each corner of the symbol.

PORTAL: This portal leads to the planes of the abyss, was created by Ull decades ago for the sole purpose of summoning daemons from abyss to serve them. The enchantment of this chamber is such that a character need only to pronounce what type of daemon is desired and that creature will be summoned through the doorway. The creature will be loyal to the person summoning it, but will expect payment for his services.

In addition, party members may walk through the doorway and enter the staircase beyond. The staircase has a total of 666 steps (DO NOT tell the party the number of steps). Character may traverse the staircase and step off to enter a layer of the abyss. The number of stairs traversed, indicates the lays of the abyss that has been entered.

ROOM 57) TREASURE CHAMBER

The entrance of this chamber is protected by a veil of yellow. As the party passes through the veil, they will see quite a sight. Standing around the perimeter of the room are several statues of magnificent warriors dressed in armor; eight in all. In the center of the chamber is an even more life-like and magnificent looking statue of a warrior. At the feet of the statue is a pile of magic items.

Development: A hint to the yell veil was engraved on the door to the Entry Chamber Room 41, "*A veil of yellow treasure is found perhaps you'll keep it if you stand your ground*".

Each character that enters this chamber will see a different set of items according to his or her desire and profession. For example, clerics will see maces, incense, and clerical items. Warriors however, will see shining suits of armor, shields, swords, and the like.

When a character picks up a magic item, the statue in the center of the chamber animate say, "*Put it back!*" The pile of magic items will disappear, a panel will slide over the chamber's entrance, and everyone in the room, except the character who picked up the magic item, must make a saving throw

vs. Wands. Those making their saving throw will find that they have been *Teleported* outside the chamber; those failing will feel no ill effects.

If the character says "No" the warrior will return to statue form; the character may keep the item attained.

If the character returns the item, the warrior will reply "Coward." and attack. Should several characters grab for items stimulatively, an initiative roll will be used to determine which character actually grabbed an item first. Once an item is grasp, all others will disappear.

STONE GOLEM (1): 60 Hp's, 12 HD, Mv:6", Ac:5, Att:1, Dam: 2-34 (slam). THAC0: 9. SA: +2 or better weapons needed to-hit, immune to magic except *Mud to Rock*, *Rock to Mud*, and *Stone to Flesh*.

TREASURE: This room will contain any items lost when entering room 54. The stone golem will not challenge characters who are retrieving their items.

ROOM 58) TEMPLE ANTHRAXUS

Engraved on the door of this chamber is the likeness of a dreadful creature with the head of a ram deformed by disease. Engraved above the door is the phrase "Anthraxus The Decayed".

The room beyond is a temple; its walls engraved with scenes of demonic looking creatures ruling over humans, elves, and dwarves. One scene depicts the demons using dwarves and humans as slaves. Another scene shows the demons using elven maidens as concubines.

In the center of the room is a raised altar made of a dark stone. Along the far wall is a throne made of the same dark stone as the altar. Sitting in the throne is a terrible looking undead creature dressed in armor and clerical garb.

On each side of the throne stands the statue of a hideously deformed creature. The statue is that of a tall man in rotting clothing. His head is that of a ram deformed by disease; his mouth foams and matted wool and be seen pulling away from the flesh. There are boils and blisters over exposed

skin, and its flesh is pulled taut over its bones.

The carvings on the walls by the doors do not bear any likeness to any known daemon. This chamber is obviously a temple dedicated to Anthraxus. Any character of good alignment entering this chamber feels a chill run down his or her spine. This effect may be unsettling, but is harmless.

THRONE: Sitting of the throne is Ull, the high priest lich of Anthraxus (see NPC rooster). His only desires are to destroy the intruders, and prove his worth to his dark lord.

STATUES: The statues are made of pumice and each is about eight ft. tall. On the bottom of the statue is a plaque that reveals "Anthraxus the Decayed".

ALTAR: The altar contains a secret portal (Detect as a secret door) that contains a **PAIR OF WINGS OF FLYING**, and a **SUIT OF +2 PLATE-MAIL OF ETHERALNESS** (5 charges remaining).

Connected to the portal is an elaborate set of traps, which will trigger, unless removed by a thief. If the trap is sprung, six secret panels in the walls will open and six shadows will burst from hidden compartments (detect as secret doors) and attack.

SHADOWS (6):16 Hp's, 3+3 HD, Mv:12", Ac:7, Att:1, Dam:2-5 (touch). THAC0: 17. SA: Immune to Sleep, Charm, Hold, and Cold-Based spells, hit only by +1 or better weapon, strength drain, 90% undetectable. **Strength Drain:** The chill touch of a shadow drains 1 point of strength per hit. Lost strength points return after 2-8 turns. Anyone struck by a shadow must also make a saving throw vs. Paralyzation or suffer one of the effects listed below, roll a d4 to determine the effect:

1. Victim is *Sickened* with racking pains for 1-4 rounds. Character suffers a -2 penalty on all attack rolls, weapon damage rolls, skills checks, and saving throws.
2. Victim is *Slowed* for 1-4 rounds.
3. Victim is stricken with *Terror* and flees for 1-4 rounds.
4. Victim is allowed another saving throw vs. Paralyzation. If this one is made, no effects are suffered. If this one is failed, the victim falls unconscious for 1-4 minutes.

Ull, The Vile One

Ull is powerful follower of Anthraxus and has never wavered in his devotion or service to his dark lord. In life he was cruel and ruthless, in death he is much worse. When he discovers that intruders have invaded his domain, he'll allow the dungeons many creatures and traps to weaken his prey before engaging them.

LICH (Ull): 76 Hp's, 12 HD (12th level cleric), Mv: 9", Ac:0, Att:1, Dam:1-10 +1 (chill touch) or 2-7 +3 (+2 mace). THAC0: 11. **Abilities:** Str: 17, Dex: 15, Con: 13, Int: 17, Wis: 19, Cha: 1. **SA:** Hit by +1 or better weapons, immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, and death magic. Chilling Touch: The touch of a lich is so cold that anyone touched by a lich must make a saving throw vs. Paralyzation or be *Paralyzed* for 1-10 rounds. Fear: Any creature of less than 5 HD who is hostile to the lich will flee in panic from Fear. Ull is dressed in a suit of **+2 BANDED-MAIL, +2 SHIELD**, and helmet. He is armed with a **+2 MACE** and a flail has a small belt pouch that contains a **VIAL OF GASEOUS FORM POTION, a POTION OF SPELL ENHANCEMENT I** (see new magic items), a **VIAL OF SPELL ENHANCEMENT IV POTION** (see new magic items), **2 JARS OF NOLZUR'S MARVELOUS PIGMENTS**, and a **SCROLL** w/Detection of Magical Aura, Hold Person, Silence 15' Radius written at 9th level. In addition, he wears the following magic items: **+2 CLOAK OF PROTECTION, +1 RING OF PROTECTION**, and a **NECKLACE OF PRAYER BEADS** w/Bead of Harming (heals Ull for 3d8), Bead of Blessing, and Bead of Karma.

Ull has the following spells in memory:

1st Level (8): Bless, Command, Cause Fear, Cause Wounds I (x3) (heals Ull for 1d8), Detection of Magic Aura, Protection from Good

2nd Level (7): Aid, Augury, Cause Wounds II (heals Ull for 2d8), Chant, Hold Person, Resist Fire, Spiritual Weapon

3rd Level (6): Animate Dead, Cause Wounds III (heals Ull for 3d8), Curse, Dispel Magical Aura, Flame Walk, Prayer

4th Level (5): Cause Wounds IV (x2) (heals Ull for 4d8), Divination, Protection from Evil 10' Radius, Spell Immunity

5th Level (3): Flame Strike, True Sight

6th Level (2): Arc of Anthraxus, Blade Barrier

HOMONCULOUS (1): 10 Hp's, 2 HD, Mv: 6" / 18", Ac: 6, Att: 1, Dam: 1-3 (bite). THAC0: 18. **SA:** Anyone bit by a homonculous must make a save vs. Magic or fall into a comatose sleep for 5-30 minutes.



Kobold (A new take on an old adversary)

FREQUENCY: Uncommon

NO. ENCOUNTERED: 30 to 300 in lair, otherwise 3-36

ARMOR CLASS: 7

MOVE: 9"

HIT DICE: 1-4 Hp's

NO OF ATTACKS: 1

DAMAGE/ATTACK: 1d4

SPECIAL ATTACKS: Dirty Knives, Swarm Opponents

SPECIAL DEFENSES: N/A

MAGIC RESISTANCE: Standard

INTELLIGENCE: Low to average

ALIGNMENT: Lawful Evil

BODY BUILD: Humanoid about 4 ft. tall

Description: Kobolds are vicious little humanoid warriors that will attack even the most powerful of foes on sight. Kobolds know no fear, even magically induced fear, and will never retreat from a battle. Due to this lack of fear, these blood thirsty little warriors strike terror into the hearts of even the bravest of warriors.

In battle, kobolds swarm over the enemies using superior numbers to their advantage. Up to eight kobolds can attack a single human. For every kobold, after the first, on a single opponent, the group gains a cumulative bonus of +1 to-hit. Thus, if four kobolds were attacking a single warrior, all would gain a bonus of +3 to-hit. To make matters worse for the target, after the first, the victim suffers -1 to-hit these little warriors. This is due to the kobolds' quick movements and ability to pin their victim's arms as they fight.

Kobolds typically attack with large knives that inflict 1-4 points of damage potential on every successful attack. Frequently, these knives are smeared with blood, waste products and similar disgusting materials. As a result, every time a kobold scores a hit with these weapons the victim suffers a slight burning sensation that requires an immediate saving throw vs. Poison. If the save is made, then no ill effects are suffered. However, if the save fails, the wound becomes infected inflicting double the normal damage and causing the infected area to become useless within the following hour. This infection must be immediately treated by magical means or the infection will develop into a festering wound that results in the victim's death in 2d4 days. This infection is easy to treat through magical means, with even the simplest curative powers negating the effects. However, if this healing does not occur within an hour after receiving the wound, then only the most powerful of all curative powers have a chance of saving the victim of a horribly painful death.

Kobolds live within dark tunnels and dense tangled forests. They rarely attack as individuals, relying on superior numbers to overwhelm and destroy their foes. But, if encountered alone, a kobold warrior will never hesitate to attack.

When encountered in their lairs, which are always remote caverns or abandoned human dwellings, kobolds will devise many elaborate traps to ensure their survival. In addition, a kobold lair will have many murder holes, hidden passages, and escape tunnels. These will all be used to the best advantage of these little warriors.



Kobolds have no true leaders and there is little difference between males and females of the tribe. Even kobold young are relatively effective warriors within days of their birth. As a result, entering a kobold lair can prove to be a very dangerous endeavor. The lair will house 30-300 adult kobold males and a similar number of adult females. In addition, there will be a number of young kobolds equal to double the number of adults present in the lair. Thus, a typical lair could have up to 1,200 blood-thirsty warriors ready to destroy any intruders. To make matters worse, these little warriors constantly drill and plan for assaults upon their homes. Thus, all inhabitants can be prepared to defend their home within minutes of hearing the first alarm and will fight in a very coordinated and deadly fashion.

When dressed for battle, these four ft. tall warriors wear leather armor and metal studded leather helmets. They wield knives and occasionally the shortsword, but can fight with their claws and teeth of disarmed, delivering 1-4 Hp's damage on every successful hit.

Kobolds have muscular little bodies covered with a thin layer of dark brown fur. They communicate with their own language of growls and barks, which they can use to communicate with most forms of canines. Kobolds have green eyes which see equally well in total darkness as well as broad daylight.



CAT'S EYE MARBLES (Room 4)

The cat's eye marbles appear as a normal pair of marbles. Upon close examination, it will be discovered that one of the eyes has a slight green tint while the other has a slight yellow tint. They have a single use ability to discover the Medallion of Septor, and will grow warmer the closer they get to the medallion. Once the medallion has been found, this feature will become inert. The Cat's Eye Marbles bestow the following abilities.

Green Eye: Bestows Infravision when held. *Find Traps* 1 /day as if cast by a 12th level cleric.

Yellow Eye: Bestows Ultravision when held. *Detect Secret Doors* 1/day as if cast by a 12th level magic user.

Experience Point Value: 2000 xp's.

Gold Coin Sale Value: 25,000 gc's.

MEDALLION OF SEPTOR (Room 6)

The Medallion of Septor appears to be a normal neck chain made of braided silver with a diamond shaped pendant. In the center of the pendant is an 'S' symbol made of emerald. The pendant is magical in that it is attuned to the door of room 39, Septor's Resting Place. When the pendant is placed into the depression on the door, the door will open. In addition, the Medallion of Septor function as a Phylactery of Long Years that is usable by anyone.

Experience Point Value: 3,000 xp's.

Gold Coin Sale Value: 25,000 gc's.

POTION OF LIGHTNING BREATH (Room 47)

When this magical draught is consumed, the imbiber gains the ability to exhale a stroke of lightning 10 ft. wide and 60 ft. long. The damage inflicted is 8-48 (6d8) Hp's. A successful saving throw vs. breath weapons will indicate only half damage is sustained. The imbiber can choose to delay using the breath for up to 60 minutes. After the expiration of this time limit, the magic fades and cannot be used.

Experience Point Value: 350 xp's.

Gold Coin Sale Value: 3,500 gc's.

POTION OF FROST BREATH (Room 47)

When the potion is consumed, the imbiber gains the ability to exhale a blast of cold 10 ft. wide and 60 ft. long. The damage inflicted is 8-48 (6d8) Hp's. A successful saving throw vs. breath weapons will indicate only half damage is sustained. The imbiber can choose to delay using the breath for up to 60 minutes. After the expiration of this time limit, the magic fades and cannot be used.

Experience Point Value: 350 xp's.

Gold Coin Sale Value: 3,500 gc's.

POTION OF SPELL ENHANCEMENT

This magical draught is prized by spell casters of all kinds, as it enhances a spell caster's ability to cast spells. When the potion is consumed, the next spell casted by the imbiber inflicts additional damage based on the potency of the potion. This potion has no affect spell duration or range.

Spell Enhancement I: Delivers one additional dice of damage.

Spell Enhancement II: Delivers two additional dice of damage.

Spell Enhancement III: Delivers three additional dice of damage.

Spell Enhancement IV: Delivers four additional dice of damage.

It should be noted that if used in combination with the casting of curative spell, the spell heals the additional dice bonus.

Experience Point Value: 750 xp's.

Gold Coin Sale Value: 4,500 gc's.

SOCKS OF WARMTH (Room 6)

This pair of socks appears as a normal pair of woolen socks. If magic is detected for a dweomer will be detected. When both socks are worn, the socks provide the wearer with heat even in the coldest conditions, regardless of how the wear is clothed. They also provide restoration of cold-based damage at the rate of 1 Hp per turn.

Experience Point Value: 1,000 xp's.

Gold Coin Sale Value: 5,000 gc's.

STAFF OF ANTHRAXUS (Room 46)

This staff is made of a dark twisted wood and engraved with images of various deamons engaged in disgusting scenes death and dismemberment. It is a +2 staff that allows the wielder to *Cause Disease* in whomever it touches unless a saving throw vs. spells is made. If the staff wielded by a deamon, there is no saving throw allow vs. the *Fear* effect. Upon a successful hit, the staff inflicts 2-16 Hp's of vile damage that can only be healed by the passage of time; 1 Hp per full day of rest. It may also be used to call forth a derghodaemon once per day. The staff does not have or require charges.

Experience Point Value: 4,000 xp's.

Gold Coin Sale Value: 35,000 gc's.

DETECT SECRET DOORS

Type: Cleric
Sphere: Divination
Level: 3
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 1
Area of Effect: Self
Saving Throw: None

Description: This spell enhances the cleric's senses with a supernatural ability to detect secret doors. The cleric must still actively search for the secret door to benefit from the spell, but all secret doors, portals, and revolving walls in the area searched will be discovered. The spell lasts for 1 round per level of the cleric.

ARC OF ANTHRAXUS

Type: Cleric
Sphere:
Level: 6th
Range: 0
Casting Time: 5 Segments
Duration: Instantaneous
Components: V, S, M
Area of Effect: Special
Saving Throw: 1/2

Explanation/Description: When the spell is cast, arcs of dark energy shoot forth from the cleric's fingertips to any point desired up to 1/2" per level of the cleric casting the spell.

These arcs cause necrotic tissue damage to all creatures affected. Damage caused by the arc is 1 four-sided die, plus 1 Hp per level of the cleric. For example, a 13th level cleric would cast an arc that delivers 13 d4 + 13 Hp's of damage. Furthermore damage can be divided in any fashion the cleric so desires, thus a 14th level cleric could cause the arc to strike two creatures causing 7 d4 + 7 Hp's of damage to each creature, or he could cause the arc to strike 14 creatures doing 1 d4 + 1 Hp of damage to each creature.

A successful saving throw vs. Spells indicates the victim suffers only half damage from the spell. The material components of the spell is a piece of dried skin.



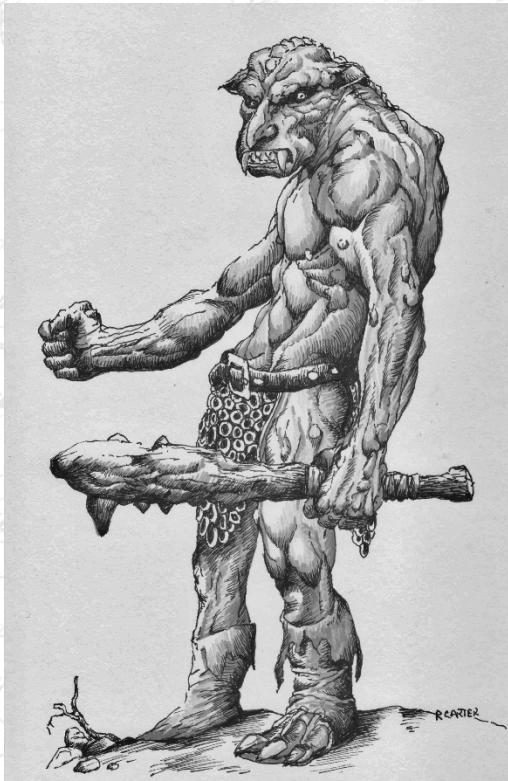
Visual Aid. Medallion of Septor.



Kobold



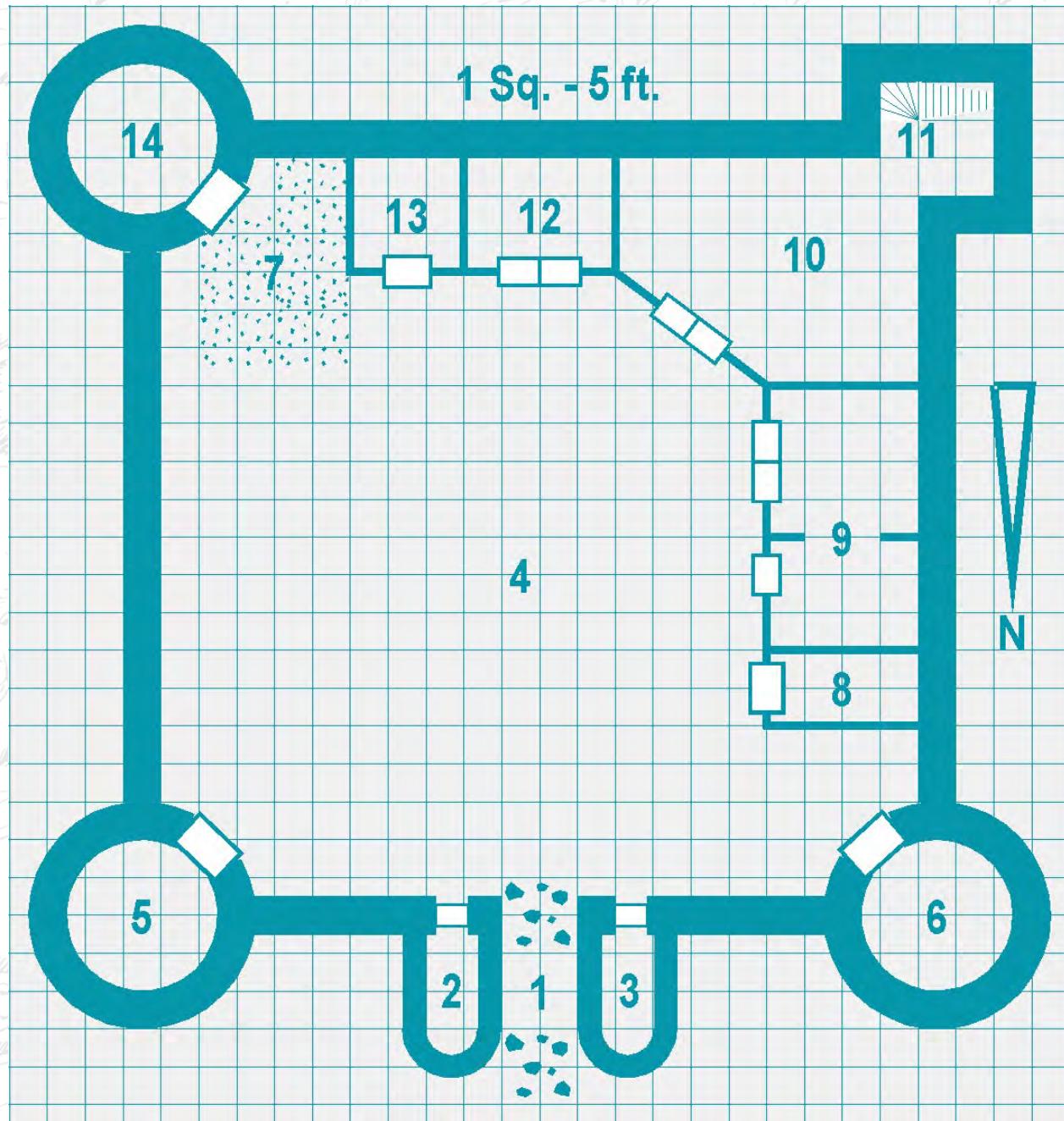
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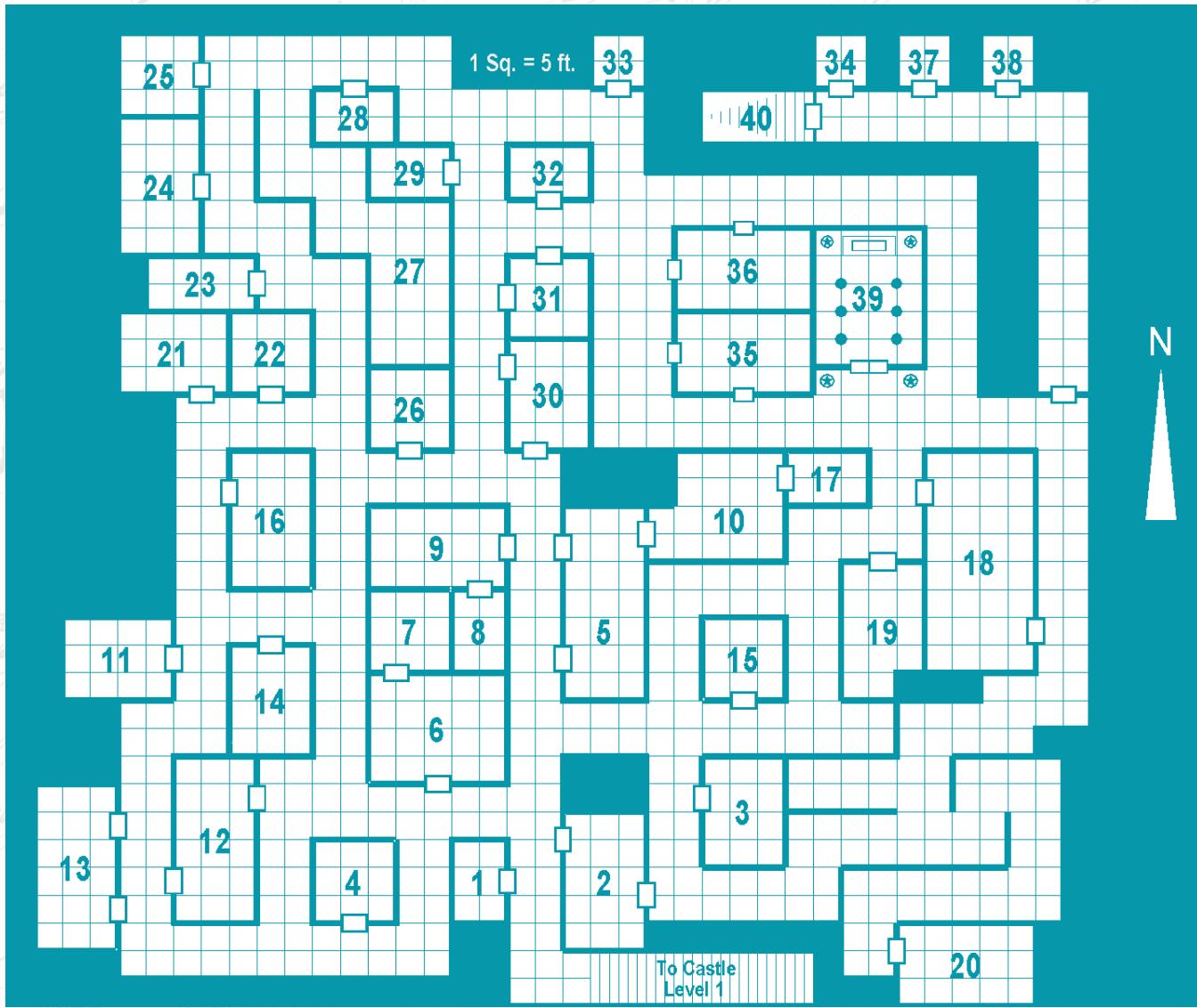
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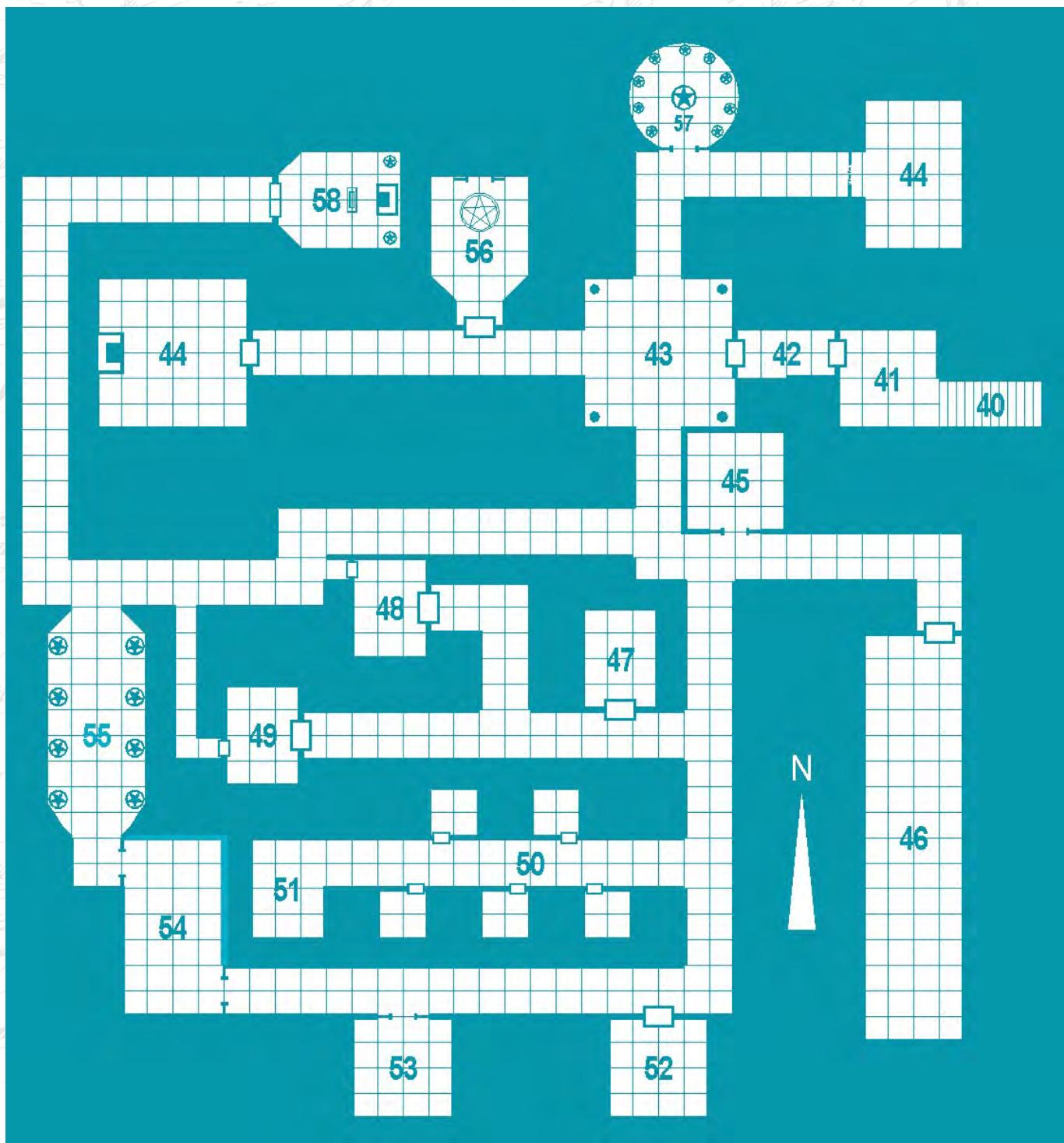
Spectre



Visual Aid. Castle of Septor, Castle Level 1.



Visual Aid. Castle of Septor, Dungeon Level 1.



Visual Aid. Castle of Septor, Dungeon Level 2.

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The mighty wizard, Septor the Green, has disappeared, but the ruins of his castle remains. This once proud landmark has become a haven of evil. Few adventures have been brave enough to explore the ruins and those few, have little to show for their efforts. Still rumors of the wizard's treasure persist, as do rumors of a dark cult lurking in ruin's dungeons. Are you courageous enough to brave the ruins and battle the creatures that call it home? If so, maybe you can discover the wizard's treasure. The Castle of Septor is an Old School Revival module designed for 4th to 12th level characters, and intended to be placed into an existing campaign.



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