

# *It's Good To Be Bad*

## *An OSRIC Adventure*



*By Joseph A. Mohr*

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*For Evil Characters of 3rd to 6th level of  
Experience*

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Joseph A. Mohr

# **CREDITS**

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## IT'S GOOD TO BE BAD

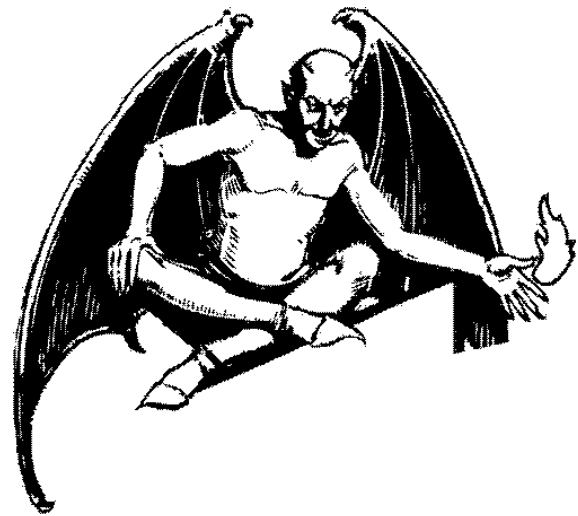
The Demon Wuaxur summons the adventurers to a cave just outside of the village where they are currently staying. He offers them a small task that he promises to reward them for should they complete it successfully. He wants the adventurers to recover a dagger that was “lost” over two centuries ago when the Grand Master of Assassins Shades Watson plunged it into the back of Rothilion Xilmys the then king of the high elves in the Dark Forest. The assassination was skillful and brilliant. But Watson left the dagger behind as was his calling card at the time. What is still a mystery even today is how Watson managed to infiltrate the high elves village successfully. Clearly he was a master of disguise. For high elves are not known for the acceptance of non-elves in their villages.

The elves have been in possession of this relic for two centuries now. Rumors have finally reached Wuaxur that the elves are preparing to destroy this historical artifact. Wuaxur wants the adventurers to make a raid on this village and recover this unholy artifact.

The Dagger is known as the Tooth of Xaa. According to legend this dagger was created from a tooth of the oldest known red dragon every to exist in the land of Zanzia. Xaa was an exceedingly wicked and greedy dragon. He burned many small towns and villages across Zanzia and extorted a great deal of his treasure from the local populations of the cities and towns that escaped his fiery wrath.

Xaa was ultimately slain by a powerful group of adventurers in his

cavernous lair deep in the Dragonteeth Mountains. The tooth was extracted from his mouth and taken to a dwarven weaponsmith who forged it into a fine weapon for the Grand Master of Assassins. The dagger was used in a large number of assassinations until finally left in the back of the high elf King.



Wuaxur is willing to pay one thousand gold pieces each to the adventurers for completion of this task and promises that he will grant them a major favor upon successful resolution to this quest. He refuses to elaborate on what this favor might consist of. He merely states that his master will be quite pleased with them should they succeed.

# GAME MASTER INFORMATION

The high elven village of Rallagwhen is located deep in the Dark Forest in the north eastern corner of the land of Zanzia. The ride from Dagger Rock to the edge of the Dark Forest is about four days ride or eight days on foot. There are no roads that go directly to the forest so some of the travel will be over rough country. This portion of Zanzia, however, is well patrolled and dangerous encounters with bandits or raiders are fewer than in other parts of the land.

The village consists of only a few thatch huts in a clearing deep in the forest. The high elves have an underground complex in which they keep their most important treasures and persons safe from raiders. The Tooth of Xaa is kept safe in this dungeon complex.

Random encounters should be rolled at various times as follows:

On the Way to the Dark Forest roll twice daily. A 1 in 12 results in an encounter.

In the Dark Forest and in the Village roll once per turn. A 1 in 8 results in an encounter.

In the Dungeon Complex roll once every four hours or whenever it seems appropriate.

## RANDOM ENCOUNTERS FROM DAGGER ROCK TO THE DARK FOREST

1. Bandits

2. Orc raiders from the Horde
3. Zanzian Army Patrol
4. Zanzian Army Patrol
5. Merchant Caravan
6. Merchant Caravan

## RANDOM ENCOUNTERS WITHIN THE DARK FOREST TO THE VILLAGE

1. Bandits
2. Bandits
3. Elf Patrol
4. Elf Patrol
5. Owl Bear
6. Dryads
7. Goblin Raiders
8. Brown Bear
9. Eagles, Giant
10. Eagles, Giant

## RANDOM ENCOUNTERS INSIDE THE DUNGEON COMPLEX

1. Rats, Giant
2. Elf Patrol
3. Gelatinous Cube
4. Elf Patrol
5. Gray Ooze
6. Elf Patrol

**Bandits** - This group consists of 7 criminals who have escaped from the Zanzian prison at Barrowmar. These desperate men have holed up in the Dark Forest hoping to escape Zanzian army patrols. They frequently raid the roads near the forest looking for easy pickings.

**Bandits (7):** MV 12"; AC 7; HD 1-6 hp; HP 3 each; # At 1; Dmg by weapon; each wears leather armor, carries a shield and carries a long sword or a spear; AL N.

**Brown Bear (1) :** MV 12"; AC 6; HD 5+5; HP 30; # At 3; Dmg 1-6/1-6/1-8; AL N.

**Dryads (3):** MV 12"; AC 9; HD 2; HP 10 each; # At 1; Dmg by weapon (dagger); SA charm; SD dimension door into her tree home; Magic Resistance: 50%; AL N.

**Eagles, Giant** - These eagles patrol the area around the village for the high elves and will report incoming raiders to the elves. They will only attack directly if the intruders are obviously hostile to the elves. Normally humans are not considered a direct threat but ones who obviously are committing evil or hostile acts will be treated accordingly.

**Eagles (2):** MV 3"/48"; AC 7; HD 4; # At 3; Dmg 1-6/1-6/2-12; SA diving attacks add +4 to hit probability and doubles claw attack damage but precludes beak attack; SA can carry up to 2000 gold piece weight at half speed;

**Elf Patrol** - Elves patrol the forest as well as their underground lair. In the dark forest all elf encounters will be with high elves from the village of Rallogwhen and surrounding areas. Elves encountered in the forest will be armed with long swords and long bows. Encounters within the dungeon complex will consist of elves armed with long bows or spears. Patrols in the woods will be led by a ranger and will have a druid with the group. Patrols within the dungeon will be led by a priest and will have a magic user with the group.

**Elves (10):** MV 12"; AC 5; HD 1+1; HP 5 each; # At 1; Dmg by weapon; SA +1 to hit with either bow or sword; SD 90% magic resistant to charm or sleep spells; AL CG.

**Half Elf Ranger (1):** R3; AC 7; HP 18; leather armor, shield, long sword, **long bow +1**, quiver with 12 arrows; AL CG.

**Half Elf Druid (1):** D3; AC 7; HP 10; leather armor, wooden shield, wooden staff, sling, 20 bullets; AL N. Spells memorized: **faerie fire, invisibility to animals, animal friendship, heat metal, charm person or mammal, call lightning.**

**Elf Cleric (1):** C3; AC 2; HP 14; plate mail, shield, mace; AL CG. Spells memorized: **bles, cure light wounds, silence 15' radius.**

**Elf Magic User (1):** MU3; AC 10; HP 8; robes, wooden staff, AL CG. Spells memorized: **magic missile, sleep, web.**

**Gelatinous Cube (1):** MV 6"; AC 8; HD 4; HP 20; # At 1; Dmg 2-8; SA paralyzation; SA surprise on 1-3; SD cold does no damage or if saving throw is not made it slows creature and does 1-4 points of damage; SD fire does normal damage; SD immune to electricity, fear, hold, paralyzation, polymorph or sleep based attacks; AL N. This cube has swept the dungeon and within it are 3 gold pieces and 13 copper pieces as well as a **+2 arrow** and a jeweled dagger worth 75 gold pieces.

**Goblin Raiders** - These goblins have infiltrated eastern Zanzia from the Horde and are looking for easy targets.

**Goblins (10):** MV 6"; AC 6; HD 1-7 hp; HP 4 each; # At 1; Dmg 1-6; AL LE.

**Gray Ooze (1):** MV 1"; AC 8; HD 3+3; HP 15; # At 1; Dmg 2-16; SA psionics; SA corrosion; SD immune to most spell damage; SD immune to fire and cold; SD lightning or blows from weapons do full damage; AL N.

**Merchant Caravan** - Merchants feel much braver in the well patrolled eastern portion



of Zanzia. It is not an uncommon sight to find such caravans along the roads and near the towns and villages in eastern Zanzia. Typical caravans will consist of five wagons full of normal trade goods such as normal weapons, food, cheap pelts of fur, wine barrels, casks of dried meats, bags of grain and other such items. Each caravan will consist of 6-36 men as follows:

**Merchants (various numbers):** F0; AC 4; HP 3 each; chain mail, shield, long sword, light crossbow, 20 bolts, light war horse, AL N.

**Merchant Leader:** F3; AC 2; HP 16; plate mail, shield, long sword, heavy warhorse, AL N.

**Orc Raiders** - Orcs frequently raid zanzia from the Horde to the east of the land. The Horde is a vast land filled with wild creatures and evil demi-humans. This band will be armed with axes and spears.

**Orcs (8):** MV 9"; AC 6; HD 1; HP 5 each; # At 1; Dmg by weapon; AL LE.

**Owl Bear (1):** MV 12"; AC 5; HD 5+2; HP 25; # At 3; Dmg 1-6/1-6/2-12; SA hug if it strikes with an 18 on either paw attack for an additional 2-16 damage and for each round after; AL N.

**Rats, Giant (8):** MV 12"/6"; AC 7; HD 1-4 hp; HP 2 each; # At 1; Dmg 1-3; SA disease; AL N.

### **Zanzian Army Patrol**

Zanzian keeps a professional army on patrol constantly looking for raiders, bandits and invaders from the many border countries that are hostile to Zanzia. All of these patrols are mounted on light war horses or heavy war

horses. Most of these patrols are led by a Paladin.

**Men at Arms (10):** F0; AC 4; HP 4 each; chain mail, shield, long sword or flail, light crossbow with 20 bolts, light warhorse; AL NG.

**Lieutenant:** P3; AC 2; HP 18; plate mail, shield, long sword +1, lance, heavy warhorse; AL LG.

## **THE VILLAGE OF RALLAGWHEN**

A clearing in the forest contains the entire village. Two large trails open up into small dirt streets that lead to the huts that make up Rallagwhen. The huts are made from wood and have grass roofs. A small pond at the southern end of the village is the water supply for the village. Trees are mixed in among the houses. A small henge of stones lies in the northeast corner of the village. Most of the individual high elves live in huts in trees around the village or in the woods themselves.

### **KEY TO THE VILLAGE**

#### **1. Crossroad**

The trails lead to this crossroad. There should be a random encounter check here.

#### **2. Crossroad**

The trails lead to this crossroad. There should be a random encounter check here.



### 3. Main Hall

This hut is much larger than all of the others. The village elders live here and use this structure for important hearings. It also serves as a banquet hall. Beneath this hall is a staircase which leads down into the dungeon complex.

Some important elders will always be present in this hut either officiating over important matters to the high elves or sleeping or eating here. The Druid of the circle is found here only 50% of the time. Such elders will include:

**Cornaith Iliwarin, High Elder of the Village:** F5: AC 2; HP 26; plate mail, shield, **long sword +2**, AL CG. Cornaith is very old even by elf standards. His long hair is snow white. As high elder he wears a golden medallion that bears the symbol of the high elf king. It is worth 500 gold pieces.

**Tlannatar Keyfiel, Seer:** MU 6: AC 10, HP 16; **robe of useful items**, quarterstaff, dagger, AL CG. Spells memorized: **magic user, shocking grasp, charm person, shield, mirror image, scare, lighting bolt, hold person.**

**Kindroth Yllasatra, High Priest:** C5: AC 2, HP 20, mace +2/+3 versus undead, plate mail, shield, AL CG. Spells memorized: **bleed, command, cure light wounds, silence 15' radius, hold person, know alignment, prayer.**

**Vaalyun Glynqen, Half Elven, Druid of the Circle:** D5: AC 7, HP 19, scimitar, wooden staff, wooden shield, leather armor, AL N. Spells known: **detect magic, entangle, predict weather, speak with animals, cure light wounds, charm person**

**or mammal, bark skin, call lightning, snare.**

**Bodyguards (2):** F2: AC 4, HP 10 each, long sword, chain mail, shield, AL CG.

Close inspection of this hut will reveal that there is a trap door hidden here beneath a rug. This trap door leads to a staircase. The stairs lead to area 1 of the dungeon complex.



### 4. Armory

Stacks of long swords, spears, long bows and arrows fill this hut. A single elf works here stringing bows and sharpening swords. Twenty five long swords, twenty long bows and fifteen spears are kept here. Over 2000 arrows are kept in barrels in this hut. Should the village ever come under

attack elves will head here from various homes and arm themselves to repel invaders.

**Armorer: F4:** AC 4, HP 22, long sword, chain mail, shield. AL CG.

Close inspection of the barrels will reveal that seven of the arrows are **arrows +1**.

#### 5. Pond

This calm pond has many lily pads on it. The elves here in the village live in harmony with the giant frogs that live here. They never attack elves but will attack others that they find near the pond.

**Frogs, Giant (5):** MV 3"/9"; AC 7; HD 3; HP 12 each; # At 1; Dmg 1-3; SA long tongue strikes at +4 and grabs opponents to drag towards it's mouth; AL N.

#### 6. Apothecary

This hut is a place of healing for the village. Those who come here find herbs and remedies for various ailments and diseases that afflict the elves. No poisons are sold here nor are any magical potions.

**Erlan Qidi, Apothecary:** MU 2: AC 10, HP 5, quarterstaff, robes, dagger, AL CG. Spells known: **magic missile, sleep**.

Close inspection of the hut will reveal the following potions hidden in a box buried beneath the floor of the hut: **potion of healing, potion of speed, potion of climbing**.

#### 7. Fletcher

A female half elf works alone here at this hut feathering arrows and sharpening

arrowheads. **Aurae Krisra** is the fletcher for the village and she does a brisk business here as the high elves love to use their bows. At any given time 2000-3000 arrows will be found in barrels within this hut.

**Aurae Krisra, Half Elf Fletcher:** R4: AC 7, HP 22, leather armor, shield, **long sword +2/+3 versus giant class creatures**, AL CG.

Close inspection of the hut will reveal that Aurae Krisra has a **+2 long bow** which she keeps hidden in the ceiling of the hut.



#### 8. Garrison

At any given time twenty elf soldiers will be eating, sleeping, or drilling in this hut. These are normal high elves but are kept in the village for defense. There are hammocks here stretched between the walls

of the huts for sleeping. Weapons are laid nearby always. At any given time at least five will be awake and on guard.

**Elves (20):** MV 12"; AC 5; HD 1+1; HP 5 each; # At 1; Dmg by weapon; SA +1 to hit with bow or sword; SD 90% immune to charm or sleep spells; AL CG. All have long swords or spears.

Should these soldiers be bypassed they will be waiting in ambush for anyone leaving the dungeon complex.

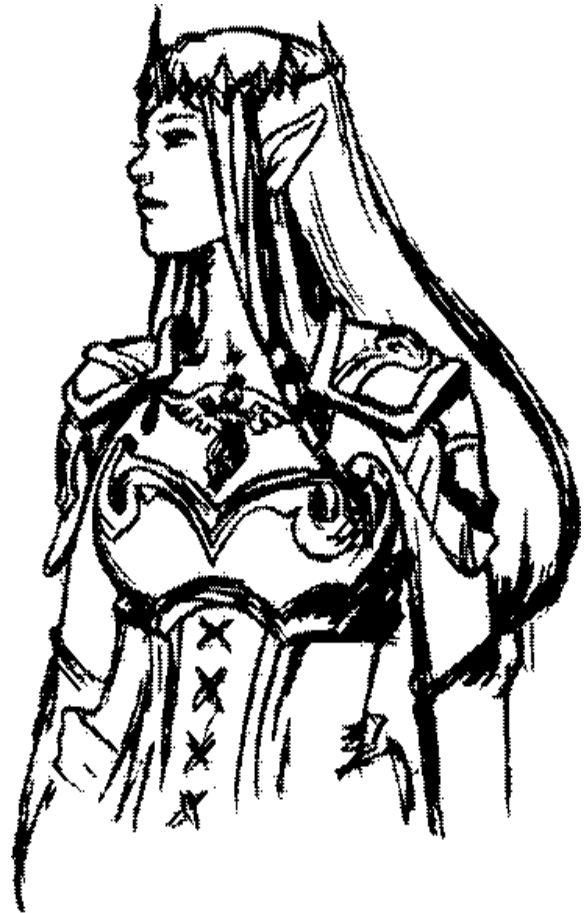
#### 9. Warehouse

Various foods are kept in storage here for the use of the villagers. Bags of grain and kegs of fine elven wine are kept here. Barrels filled with pickled fish and salted meats fill the hut as well. No one stands guard here normally as the elves do not steal from each other.

#### 10. The Standing Stones

A stone circle stands here aligned with the stars. The Druid of the circle can typically either be found here or at the main hall. Fifty percent of the time she can be found here.

**Vaalyun Glynqen, Half Elven, Druid of the Circle:** D5: AC 7, HP 19, scimitar, wooden staff, wooden shield, leather armor, AL N. Spells known: **detect magic, entangle, predict weather, speak with animals, cure light wounds, charm person or mammal, bark skin, call lightning, snare.**



## THE DUNGEON BENEATH THE VILLAGE

The treasures of the high elves as well as their king can be found secured in this dungeon complex beneath the village itself. Various guard check points protect the complex from invaders. Traps that the elves are aware of but others will not be also guard the complex.

All of the walls in this dungeon are made of white stone as are the floors. All

doors are made of wood except for secret doors which will be made of stone to blend easily with the walls. Unless otherwise stated all rooms are unlit.

## **KEY TO THE DUNGEON COMPLEX**

### **1. Stairs/Entrance/Fountain**

The stairs from the main hall above lead twenty five feet into a well lit chamber below. The room is circular in shape and four elves stand guard here wielding long bows and long swords. They vigilantly watch the stairs and will begin firing arrows at any non elves who dare enter this place. A large fountain occupies the center of the room and features a unicorn spraying water from it's mouth into the fountain. The fountain radiates magical energy.

Doors lead north and south from this chamber.

The walls of this circular room contain murals and paintings depicting the high elves in various stages of their lives. Raising animals, growing crops and fending off their various enemies are shown in these scenes. Their great king is shown overlooking all.

**High Elves (4):** F2: AC 4, HP 10 each; long swords, long bows, 12 arrows each, chain mail, shield, AL CG. SA +1 with bows and swords.

Should the fight not be going well one of these guards may rush to area 12 and area 16 to warn about the invaders. They will use the north door of the room for escape to avoid the trap at area 10.

Strange runes can be seen etched on the base of the fountain in elvish.

“Born at the same time as the world, destined to live as long as the world, and yet never five weeks old. What is it?”

The answer to this riddle is “the moon.” Should this word be spoken aloud the water in the fountain will turn light blue in color. Should any other answer be given the water will turn light green in color. Anyone drinking the light blue water will be blessed for one turn. Should anyone drink the light green water they will need to save versus poison or suffer the effects of nausea for one turn. This will result in a -2 to hit penalty during that turn.

### **2. Kennel**

The door to this room is kept locked. Anyone listening at the door to this room may hear the sounds of snarling and playing.

This room is a kennel for the elves. Wolves are kept here to be set loose in the event of invaders entering the complex. The wolves here are happy to serve the elves. Their mistress talks to them and rewards them for doing service.

**Shyilia Keygolor, Half Elf, Kennel Master**  
- D4: AC 6, HP 17; scimitar, **leather armor +1**, wooden shield, AL N. Spells known: **animal friendship, speak with animals, invisibility to animals, shillelagh, charm person or mammal, cure light wounds, protection from fire, stone shape.** She wears a golden pendant with a clear diamond center that glows magically. Actually it is not magical but has a light spell cast upon it which lights the area around her. The pendant is worth 250 gold pieces.

**Wolves (5):** MV 18"; AC 7; HD 2+2: HP 10 each; # At 1: Dmg 2-5; AL N. Each of the

wolves wears a golden collar worth 100 gold pieces.



### 3. Hook Horrors

The door to this room is kept locked by the elves. It contains creatures that they can release into the complex to kill all those who might invade. Anyone listening at the door might hear the strange clacking sounds of these creatures.

This room contains creatures which are kept here to be released in the event of invasion. These strange creatures have vulture like heads and a hard plated outer skin. They are grey in color. Each has two hands which end in hooks.

**Hook Horrors (4):** MV 9"; AC 3; HD 5; HP 25 each; # At 2; Dmg 1-8/1-8; SA communication by clacking noises; AL N.

If released these creatures will attack anyone, including the elves. They communicate and will work together.

### 4. Wizard and Iron Cobra

The door to this room is not locked. Anyone listening at the door to this room may hear the sounds of the metal guardian sliding along the floor.

Inside the room is the sleeping quarters for a wizard who helps defend the dungeon complex. There is a hammock here as well as a small chest. There is a desk and a chair against the north wall.

**Elf Wizard, Zelphar Rotris:** MU5: AC 6, HP 12; **bracers of defense** AC 6, quarter staff, AL CG. Spells memorized: **magic missile, dancing lights, burning hands, unseen servant, forget, strength, lightning bolt.** He carries a purse with a moonstone inside worth 50 gold pieces and has 12 gold pieces in it as well. He has a bone scroll tube with a scroll inside with the following spells written on it: **fireball, fly, mirror image, rope trick.** He wears a key around his neck which will open the spell book below but will not disarm it's traps for the unwary.

**Iron Cobra (1):** MV 12"; AC 0; HD 1; HP 8; # At 1; Dmg 1-3; SA poison; SD non magical weapons do one half damage; SD



immune to charm, sleep or any spell involving the mind of which it has none; SD can hide in shadows as an 8<sup>th</sup> level thief (49% chance); SA poison is deadly and saves are made at -2; SA only three doses of poison in fangs; AL N.



### Desk

On this desk is the travel spell book of Zelphar Rotris. It has a strange lock upon it which cannot be easily opened without a special key. The key is around Zelphar Rotris neck. But the key alone will not protect one who opens it without care. The book is protected by a fire trap spell and will do 1-4+7 points of damage to all in a 5" radius of the book when it is opened. Saving throws versus magic halve the damage taken. The book will not be harmed and

contains the spells that Zelphar Rotris has memorized above.

A candle in a silver dish sits next to the book and lights the area near the desk. The dish is worth 25 gold pieces.

### Table

This table is used for eating and contains a tankard of fine high elven wine. The tankard is made of cheap pewter and is worthless. The plates and utensils on the table, however, are made of silver and are worth a total of 25 gold pieces.



### Chest

This chest is locked and trapped. It is made of the finest elven wood and is extremely durable. Attempts to bash it open will find that the chest has 100 hit points and an armor class of 5. The trap consists of paralyzing gas which will spray in the face of anyone who opens up the chest without disarming it first. The person may save versus paralyzation or be held for one turn. Inside of the chest are: 255 gold pieces, 432 silver pieces, six blue quartz stones worth 10 gold pieces each and a **potion of hill giant strength**.

### Hammock

This hammock is made of the strongest spider silk. Close inspection of it will reveal that it is actually a **net of snaring** being used as a hammock.

### 5. Rolling Boulder Trap

A trigger stone in the floor about fifty feet from the door to area 1 will set this trap in motion. A large boulder sits on a ramp at the western end of the hallway poised to be released and crush enemies who do not know the location of this trap.

Anyone who triggers the trap will hear the sounds of the boulder beginning to roll towards them. All those in the hallway will need to make a saving throw against their dexterity if they announce their intent to dive into a side hallway or back to safety in area 1. They need to roll 4D6 and compare this to their dexterity. A roll of equal to or less than dexterity means success. A roll of higher means failure. Anyone who fails the roll will take 2D8 damage from the crushing boulder as it passes over them. Those who are closest to

a hallway or obvious escape point may receive a bonus of -1 to their roll. The person triggering the trap is farthest from the escape points and receives no bonuses. The sound of this boulder will draw random encounters within 1 to 3 rounds.

### 6. Temple of Corellon Larethian

The door to this room is unlocked. Anyone listening at the door may hear the sounds of chanting and praying from within.



When the door to this chamber is opened the adventurers will immediately recognize that this room is a temple to the high elven god Corellon Larethian. There is an altar here and pews. A priest is in front of the altar and six elves sit on the pews worshipping. The elves all appear to be



guards and each wears armor and has weapons nearby.

The Altar is white and has white candles in golden candlesticks burning on it. A strange scent is in the air. One would assume that it is incense of some kind. A small figurine of an elven warrior wielding a long bow stands at the center of the altar. This is a representation of the deity Corellon Larethian.



**Shaundyl Xyrneiros, Priest of Shaundyl Xyrneiros** - C7: AC 1, HP 32, plate mail, **shield +1, mace of disruption**, AL CG, spells known: **bless, purify food and drink, remove fear, silence 15' radius, know**

**alignment, hold person, dispel magic, cure disease, protection from evil 10' radius.**

**Elf Guards (6)** - MV 12"; AC 5; HD 1+1; HP 5 each; # At 1; Dmg by weapon; SA +1 to hit with either bow or sword; SD 90% magic resistant to charm or sleep spells; AL CG. These guards are armed with long swords.

#### Altar of Corellon Larethian

The golden candlesticks are worth 100 gold pieces each. They are made from pure gold.

The Altar itself radiates both magic and goodness. Anyone of evil alignment who touches this altar will be forcefully pushed away from the altar by an unseen force. Should the person touch it again they will feel a crushing sensation as an invisible hand begins crushing them for 2-8 points of damage per round for 1-3 rounds. If a dispel magic is cast upon the altar, however, these effects will no longer occur.

A secret panel in the side of the altar contains the following items: a metal scroll tube with cleric spells written on a parchment inside: **raise dead, cure serious wounds, neutralize poison, a potion of extra healing, a potion of levitation and a potion of heroism.**

#### Figurine of Corellon Larethian

The figurine of Corellon Larethian also radiates powerful magical energy. Should the altar or the figurine be defiled in any way the figurine will begin glowing white hot. Suddenly an arrow will fire from the bow held by the figurine towards the person responsible. The figurine will fire as a 10HD creature and will strike as a **javelin**

**of lighting.** It will do 1-6 damage plus 20 points of electrical damage (save versus magic for one half damage).

The figurine itself is made of platinum. Should dispel magic be cast upon this figurine it will become just a very valuable figurine. The platinum content alone makes it worth 1500 gold pieces. It's obvious religious significance would make it worth far more to elves of various clans and factions.

#### 7. **Mess Hall**

The door to this room is unlocked at all times. The sounds of eating and laughing can usually be heard from within at virtually any time of night or day.

This room appears to be the mess hall for the guards of the complex. A large table dominates the room and has many chairs around it. At any time there will always be between 4-16 elves eating here at the table. They will not be paying much attention to the doorway so establishing surprise on them is quite possible. All will have food and drink in front of them but their weapons will be nearby. Should an alarm be raised at some point these elves will move into the hallway and block access to the stairs.

**Elf Guards (Variable Number)** - MV 12"; AC 5; HD 1+1; HP 5 each; # At 1; Dmg by weapon; SA +1 to hit with either bow or sword; SD 90% magic resistant to charm or sleep spells; AL CG. These elves are armed with long swords and spears.

#### 8. **Secret Room/Kitchen**

This hidden area is a kitchen. At any time there will be two elves cooking here.

Should they hear a commotion in room 7 they will come charging in with their weapons 1-2 rounds later. A stew pot simmers over a fire in this room. Some vegetables and some unknown animal simmer in the pot.

**Elf Guards (2)** - MV 12"; AC 5; HD 1+1; HP 5 each; # At 1; Dmg by weapon; SA +1 to hit with either bow or sword; SD 90% magic resistant to charm or sleep spells; AL CG. These elves are armed with spears.

#### 9. **Statue of Orist Carpeiros**

This room is dominated by a statue of an elf king. Orist Carpeiros was once a powerful elf warrior who founded this particular clan of high elves. He died many centuries ago but his clan lives on here. The statue radiates powerful magical energy as well as goodness.

Should anyone of good alignment kneel before the statue they will receive a bless spell as a boon from the statue. Should they make an offering of some kind by laying it at the feet of the king's statue they will also have a protection from evil spell cast upon them.

Should a person of neutral alignment kneel before the statue or lay an offering they will be ignored by the statue.

Should anyone of evil alignment or anyone of orcish descent kneel before the statue the king's sword will swing downward and strike the person as a 9HD monster and doing 1-10 points of damage. Should anyone of evil alignment or orcish descent lay an offering before the altar it will disappear and the statue will smile at the fool.

Should the statue be destroyed or defiled a magic mouth will appear on the wall here and begin screaming for help. This will draw a random encounter within 1-3 rounds. No roll is necessary as the encounter will be automatic as the alarm is raised.

#### 10. **Pit Trap/Dark Hallway**

This stretch of hallway is especially dark. That is because a continual darkness has been cast upon it making it so. There are no sources of light in the hallway and only the light brought by the adventurers will be present.

A ten foot pit with spikes is in the hallway and it is quite difficult to see with little light here. Anyone who is first in line is likely to fall into it if they do not discover the trap. The person who falls into it may make a 4D6 saving throw versus their dexterity to avoid falling in. A roll of equal to or less than dexterity means that the trap is avoided. A roll of higher than dexterity means failure and a fall into the pit and onto the spikes in it. The fall will do 1D6 damage and the spikes of the pit will do another 1D6 damage.

#### 11. **Honored Guest**

The door to this room is locked. Anyone listening at the door to this room may hear the sounds of growling as the guard dog inside senses their presence.

This room is occupied by an honored guest of the high elves and a pet. Montagor Sarlana is a valley elf visiting the high elves on a mission of importance to their respective clans. He is here to take possession of the **Tooth of Xaa** and take it for destruction. He has a party camping in the woods near the village which is awaiting

his return with the artifact. With him are special guard dogs popular with valley elves. They are called **cooshees**. These dogs are very large and have a greenish coat. Each dog weights nearly 300 lbs.

High elves and valley elves do not normally associate but because of the great importance of destroying this artifact they have agreed to work together for this singular goal. In a valley of the Dragonteeth Mountain Range is a secret entrance into the volcanic mountain of power which is believed to be a possible way to destroy this artifact. The valley elves control this entrance.



**Montagor Sarlana, Valley Elf** - F6/MU5: AC 2, HP 25, AL CN, **long sword +2/+3 versus constructs**, plate mail, shield, **ring of free action**, wears a golden symbol of the Valley Elf clan of which he is a member worth 250 gold pieces.

**Cooshee (2):** MV 15"/Sprint 21"; AC 5; HD 3+3; # At 1; Dmg 7-10 ; SA knock down opponents; SA opponents knocked down no longer receive dexterity bonus and are bitten at +2 to hit.

## 12. **Main Guard Post**

At any time there are always eight guards standing at this post. All will be quite alert and waiting for trouble in any form. Each of these guards is well armed and armored. This area is well lit by torches in sconces along the wall.

**Elf Guards (8)** - MV 12"; AC 5; HD 1+1; HP 5 each; # At 1; Dmg by weapon; SA +1 to hit with either bow or sword; SD 90% magic resistant to charm or sleep spells; AL CG. These elves are armed with long swords or spears. Each also has a long bow and twelve arrows in a quiver.

If the alarm is sounded then these elves will move into the hallway to try to block access to the king's throne room in area 16. If that chamber has already been reached by enemies then they will charge to that area to defend their king.

## 13. **Magic Pool/Fire Pits**

The door to this room is unlocked. Anyone listening at the door to this chamber may hear the sound of water being sprayed into the fountain.

A large double fountain dominates this room. On two sides of it are braziers with white hot coals in them. These fire pits light up the room well. The fountain has no statues in it but has two places where water is sprayed up into the air and back down into the fountain basin. The fountain radiates magical energy should this be detected for.

Should anyone drink from the fountain nothing will appear to happen at first but the person drinking will feel good afterwards. They will feel warm inside and have a sense of calm. Suddenly they will begin shrinking. Their armor and weapons will shrink with them. This effect will last for one turn.

Should the room be thoroughly searched the players will find a very small secret door to area 14 in the east wall of the room. This secret door is only big enough for someone who is very small in size to enter. Anyone normal sized is going to be far too big to enter. The doorway is only eight inches high and four inches wide.

The braziers in the room are normal and just contain hot coals.

## 14. **Secret Chamber/Guardian Familiar**

This secret chamber has two chests. This room is not shrunk in size and neither are the chests. One of the chests has a lock on it. The other does not.

Chest #1. Locked. **Boots of elvenkind, ring of feather falling, brooch of shielding.** If any of these items are put on while in a diminutive state the item will shrink to the player's current size. They will enlarge again with the player as normal.

Chest #2 Not Locked. Inside waits a guardian familiar who waits to pounce upon anyone opening this chest. There are small air holes in the chest for this creature to breathe and these might be noticed if anyone is looking carefully at the chest. Anyone detecting traps, however, will detect none here.

**Guardian Familiar (1):** The normal stats for this creature will not be given here. Because the party must enter this room in a diminutive form this creature will appear much larger and more powerful than normal. MV 48"; AC 8; HD 4; HP 20 (initially) : # At 3; Dmg 3-18/1-12/1-12; SA grows in apparent size; SA nine lives (grows 1 HD each time it is reborn which is instantaneous); SA after the creature has grown to 6 HD it will be too big to follow the party back through the secret door if they choose to flee; SD unholy symbol will banish this creature back to it's plane of existence; AL CG.

This encounter could become an incredibly tough encounter should the players stick around this room too long.

#### 15. **Shriekers**

The door to this room is left unlocked for a reason. Anyone entering this room will set off this natural alarm and alert all those in the complex of intruders. The elves never venture here and the creatures inside cannot open the door themselves to escape.

**Shriekers (4):** MV 1"; AC 7; HD 3; HP 12 each; # At 0; SA shriek for 1-3 rounds draws random encounters; AL N.

Close inspection of the room will reveal that many golden coins have been

scattered in the room to entice intruders to enter the room and collect them. Forty five such gold pieces may be found on the floor here.



#### 16. **Throne Room/Caraytid Columns/King/Bodyguards**

The door to this room is locked. Anyone listening at the door to this room may hear the pronouncements of someone official sounding speaking loudly.

This large chamber is filled with several things which can be seen. The room is well lit by fiery braziers at four points in the room. These braziers give off a great deal of light and warmth. Two large rugs are on the floor in front of a throne made of leather which is against the north wall of the room. Pillars rise from the floor to the ceiling in two places near the doorway. These pillars appear to have the images of female warriors holding swords carved into them. Along the south wall of the room are large tapestries which hang from the very

high ceiling here to the floor. Each of these tapestries bears the crest of this high elf clan. Sitting on the leather throne is the King of this clan of high elves, **Lafarallin Yellynn**. Beside him are four body guards. Beside the king is his wife **Seldanna Herwenys**.

### Pillars

These strange pillars radiate magical energy. Each of them is a construct set here to guard the throne room from intruders. Each of these pillars has a **Caryatid Column** in them.

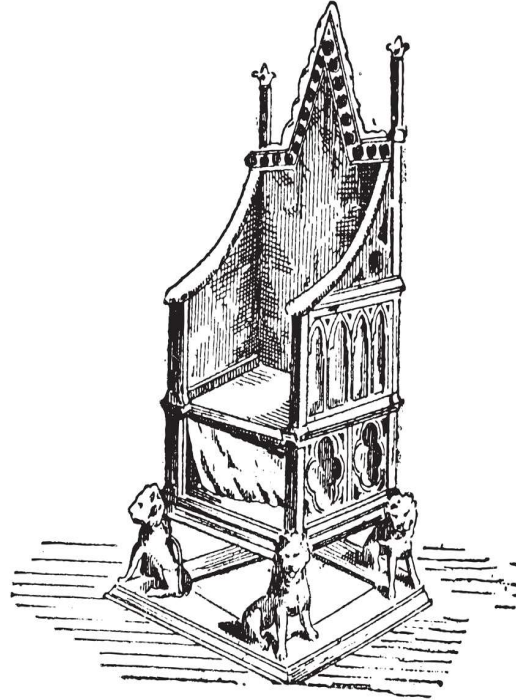
**Caryatid Column (2):** MV 6"; AC 5; HD 5; HP 22 hit points; # At 1; Dmg 2-8; SA appear to be harmless columns until they activate; SD normal weapons do only one half damage to creature; SD magical weapons do full damage; SD any weapons magical or otherwise that strike this creature have a 25% chance of snapping reduced 5% per plus of magic; AL N.

### Braziers

These braziers are very hot to the touch and have burning white coals in them. Should these coals be dumped out, however, one of the braziers has a **helm of brilliance** hidden in it.

### Throne

This throne is a fine leather chair. It is not decorated in any way. It radiates magical energy should anyone detect for magic. Anyone who sits upon this throne who is not elven royalty will find themselves teleported just outside of the Dark Forest about twenty five miles away from this complex.



### Rugs

These rugs are finely made and quite valuable. They are also quite heavy. Each rug is made of fine Juralian wool and is worth 500 gold pieces. Each weighs nearly one hundred pounds.

### Tapestries

These fine tapestries bear the coats of arms of this high elf clan. Each is worth 1000 gold pieces to collectors of fine art.

**Lafarallin Yellynn, King of the high elves:** F7/C5: AC 0, HP 41, **chain mail +2, elven, shield +2, long sword +2/+4 versus orcs or half orcs**, AL CG. Spells known: **Sanctuary, command, detect evil, know alignment, silence 15' radius, hold person, dispel magic**. He wears a crown made of gold with emeralds and sapphires circling it



worth 3500 gold pieces. He carries a jeweled golden scepter with a large ruby at top of it worth 2500 gold pieces. On each hand are two blue diamond rings with the symbol and stamp of the high elf clan worth 1000 gold pieces each.

His wife, Queen Seldanna Herwenys: MU7:



AC 6, HP: 16, AL CG, **Robe of Elven Sorcery, wand of magic missiles with 12 charges on it, ring of lightning resistance.** Spells memorized: **sleep, burning hands, spider climb, message, ray of enfeeblement, esp, mirror image, lighting bolt, haste, dimension door.** She wears a smaller crown with diamonds and blue sapphires in it worth 2000 gold pieces. She wears a necklace with pearls and a black pearl centerpiece worth 2500 gold pieces.

Should intruders gain the upper hand here she will dimension door to a place of safety

and try to rally the troops to prevent escape from this dungeon.



**Bodyguards (4):** F3: AC 2. HP 15 each, **long swords +1**, plate mail, shield, AL CG. Each of these elves wears plate mail with the symbol of their clan on their breast plates and shields. Their armor is highly polished and silver in color. The armor is nearly blinding.

There is a secret door in the north wall of the room.

#### 17. **Secret Room**

This room contains a single large chest reinforced with steel bands. It has a large steel lock on it. The chest is trapped. If anyone opens this chest without first



disarming it will release sleep gas from the lid of the chest. At the same time a magic mouth will appear on the north wall and begin screaming loudly. These screams will echo throughout the halls of the complex and draw random encounters. It will also alert any remaining guards to set up an ambush on anyone leaving the complex.

Inside of the chest is a large piece of red silk cloth. Wrapped in this cloth is the **Tooth of Xaa**. Also in the chest is a **staff of curing with 15 charges**, a **flail of wounding** and a **spell book** containing the spells memorized by the queen in area 16.

## CONCLUSION TO THE ADVENTURE

The adventurers have a choice to make. Possession of the artifact may create a feeling among them that they should not turn it over to the demon Wuaxur as requested. Should they attempt to not give the item over or if they attempt to pass off some other object or trick him in any way he shall not be pleased at all. He shall come calling.

Should the party deal squarely with him he will reward them by providing each surviving member of the adventurers party with a diamond worth 1000 gold pieces and a potion of their choosing from the following list: **polymorph self, oil of etherealness, climbing or flying**. He will also grant each player a bonus of 1000 experience points for completion of this task. He will promise to offer further tasks in the near future. If questioned the experience point bonus is the favor that he promised.

Wuaxur, Demon, Granu

Armor Class: 5  
Move: 12"/24"

Hit Dice:	6
No. Of Attacks:	4
Damge/Attack:	1-4/1-4/1-12/1-8 + poison (claw/claw/bite/tail barb)
Special Attack:	Poison tail
Special Defense:	Possible gate of other demons
Magic Resistance:	25%
Alignment:	CE
Size::	M

Wuaxur is a minor demon from the Abyss. His master is a demon lord and he serves him as a slave in the Abyss. Few of the Granu have been spared by the demon lord because few have performed as well as Wuaxur has for his master.

Granu class demons attack with both claws, a vicious bite and a nasty poison barbed tail. These creatures are minor demons and most other demons will choose to ignore their summons. There is merely a 10 % chance of another demon being summoned successfully by this class of demon. Should it occur, however, there is a 90% chance that it will be a type I demon and a 10% chance of it being a type II demon responding to the gate.

While the Granu are not particularly powerful demons they are incredibly intelligent and dangerous in their own way. They are greedy and evil as are all demons and quite vicious. They love to torture weaker or defeated enemies.

## NEW MAGICAL ITEMS

**Flail of wounding** - this fine magical flail is essentially the same in all respects as the **sword of wounding** except in the form of a flail.

**Ring of Lightning Resistance** - This strange ring seems to tingle with energy when worn. It acts the same as a ring of fire resistance except that it affects lightning damage instead.

**Robe of Elven Sorcery** - This fine robe is made of the finest silk from phase spiders. It is elf sized and conforms perfectly to the body of elves and half elves. Only an elf or a half elf will gain any benefits from wearing this robe. It confers a base armor class of 6 to it's wearer. The wearer of this robe is also protected from normal missiles as per the 3<sup>rd</sup> level spell of this name at all times.

**Tooth of Xaa** - This finely made dagger is a powerful artifact of evil. This dagger is said to have been forged from the tooth of the most powerful and most ancient red dragon in all of Zanzibar. Xaa was a red dragon of incredible power. According to legend he was the oldest known Red Dragon in existence at the time of his unfortunate demise at the hands of some good aligned adventurers. He could speak and cast spells and was known to be exceptionally cunning and evil.

The dagger is +3 to hit and to damage. It can only be wielded by a person of evil or else there is a 10 % chance cumulatively that the person using it will convert alignment to an evil one each use. An assassin or thief using this dagger will also find that it finds it's mark rather easily if used to backstab. It is

+4 to hit and to damage while used to back stab an opponent.

The power of this dagger makes the wielder feel powerful and important. In fact the person using this dagger will begin to feel invincible. They will also over time begin to feel that their friends are no longer friends but are becoming envious that the wielder has possession of the dagger and not they. The wielder of this dagger will have a 10% chance (cumulatively) of going insane. They will feel persecuted and eventually will shun all friends and acquaintances.

### Other Powers and Side Effects of this artifact

The wielder of this dagger is immune to fear

The wielder of this dagger may heal themselves completely once daily

The wielder of this dagger causes hostility towards him or herself to all animals in a 6" radius at all times.

The wielder of this dagger loses one point of charisma permanently as a result of exposure to this dagger for more than one day

The wielder of this dagger is immune to fire including dragon's breath fire while holding the dagger but at no other time.

Whenever this dagger is used in combat the temperature in the room goes up by twenty degrees.

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