

LG3

1st Edition of AD&D

Evil in the Borderlands

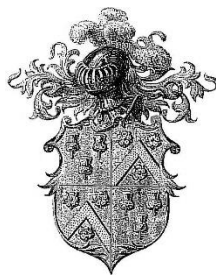
Dungeon Module LG3

By Claude M. LeBrun

An adventure for Characters Levels 9 – 12



Something evil has descended at the extreme border of the kingdom. Villages are being attacked and citizens are being killed. Some rumors say a coven of witches is responsible for the terror. Other rumors link the attacks to creatures that came from depths of hell. A group of hardy adventurers is needed to stop who or what is behind the attacks.



Evil in the Borderlands

An adventure for 4 – 6 characters of Levels 9 – 12

Written By Claude M. LeBrun

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Background

The player character's old nemesis, the evil wizard Gandilor, is back and he is more powerful than ever. After he was routed from his previous stronghold near Fort Kraken, Gandilor took to the hills to recover and recuperate. After many months he began of searching for new stronghold. He found a new stronghold in the mountainous land to the southeast of the kingdom. Gandilor is now working for Xyalith, a Type VI demon. Spreading fear and death around the borderlands, Gandilor is gathering souls for Xyalith. In return the demon is giving Gandilor what he craves, power and control over all creatures under his influence.

Gandilor has gained control of the dwarf stronghold of Torrik Hall and is making it his base. The dwarves have been enslaved and are working under duress. Gandilor has killed the top dwarves of Torrik Hall and is keeping the females and children locked up. The threat of harm befalling the dwarf's families is keeping the males in line, doing Gandilor's bidding. As such, the dwarves will fight anyone attempting to enter the stronghold. A clever party may be able to convince the dwarves to turn against Gandilor, but as long as the families are in danger they will fight for Gandilor.

Notes to the Dungeon Master

This adventure was originally written for my kingdom of Sandidar, but the adventure can be inserted into any world. This adventure is the third module in my LG series.

Completing either of the previous modules, Module LG1 – Terror in the Forest of Gizzick and Module LG2 – Famine at Fort Kraken, is not required in order to run this adventure. If your player characters completed Module LG2 make sure plenty of game time has passed before you run Module LG3.

Descriptive text is written in *italics*. This information is to be read or otherwise communicated to the player characters.

Gandilor is a 20th level wizard (his stats are in the appendix) who has sold his soul to the devil and is now working for the demon, Xyalith. As such, Gandilor thrives on causing chaos and turmoil, and enjoys the misery of others. Having no ethics or morals, Gandilor will do anything he can to create chaos and mayhem. There is no limit to Gandilor's evilness, so play him as vicious as possible.

Start:

The player characters (PCs) can be anywhere in the kingdom and would have heard the many stories of something attacking villages at the southeastern edge of the kingdom. The attacks have been

occurring for many weeks now. Today a new rumor reaches the player characters that a dragon had been spotted terrorizing the village of Roussun. At this point, while in a tavern, the player characters will overhear a conversation between two old grizzled warriors: Man 1 “I wonder if the king has put up a bounty on that dragon? A bounty sure would get someone to go after that evil thing.” Man 2 “Who needs a bounty? The dragon’s treasure hoard would be enough to make anyone rich beyond their wildest dreams.” Man 1 “Not to mention the money one could get if someone could subdue the dragon and sell it to the highest bidder.”

If this is not enough to convince the party to seek out the dragon the DM could have the King or a high ranking noble personally request the player characters to fix the dragon problem (with a reward for doing so?). The village of Roussun is where the most current attacks have occurred.

Have the party travel to the village of Roussun (the DM could make this trip an adventure onto itself if desired) which is about 80 miles Southeast of Fort Kracken. During this trip the PCs will hear rumors about witches causing trouble all around the southeast borderlands. Roussun is a medium farming village perched at the foot of the mountains of the Lower Passes. The village is surrounded by fields of crops, but is not a happy place. People have been

killed, houses have been damaged and most of the crops in the fields have been destroyed.

When the party nears the village the road bends to the left, (the actual village is hidden behind trees) the party will hear the shouts of many people mingling together in one big roar. When the party turns the corner they arrive at the village (see Map 1). The PCs will find the villagers (all 125 of them) gathered in the center of town. In the front of the villagers is Jinelle, a girl about 19, who is tied to a pole and standing on a pile of wood. Standing in front of Jinelle is Fergus Sagegate, Roussun’s mayor. Fergus addresses Jinelle:

Jinelle, you are accused of witchcraft. It has been stated and found true, that you have used spells to summon the dragon that has been attacking our fair town. It has been stated that your purpose for these attacks is to seek revenge on your enemies. What say you in defense of these claims?

Jinelle replies:

I am not a witch or even a spell caster. Whatever evil is bringing this dragon upon us has infected the sanity of this village and is influencing everyone’s judgement.

Jinelle notices the player characters and she calls out to them:

Kind strangers, I am being put to the torch on nothing but rumors. I implore you,

please stop this travesty and give me a chance to prove my innocence.

Two men holding torches begin chanting “Burn the witch, burn the witch.” The crowd takes up the chant; “Burn the witch, burn the witch.”



At this stage the PC’s actions determine what will happen next:

1. If the PCs do nothing, within 1 minute Fergus will pour a flask of oil over Jinelle. The villagers place the torches on top of the sticks. The oil ignites and Jinelle screams in agony as she is engulfed in flames. The PCs smell burning oil, wood, hair, and flesh. In a few minutes the screams die out as Jinelle dies.
2. If the PCs attempt to free Jinelle they will garner the wrath of the villagers who will then turn on the party and block them from getting close to Jinelle. Meanwhile Fergus will throw the oil onto Jinelle and one of the

men holding a torch will quickly drop it onto the wood at Jinelle’s feet. Within two rounds she will be fully engulfed in flames. If the PCs pull out weapons and fight, the crowd will disperse and attempt to run out of weapon range. If the PCs don’t pull out any weapons the crowd will mob and overbear the party. If this happens all the PCs’ weapons will be taken from them and dropped at a random spot a half days ride to the west of town. The PCs will then be driven out of the village on foot.

3. If the PCs allow the village to carry out the burning and show a dis-favorable attitude about the event, Fergus Sagegate will be firm and gruff and will try to convince the party to go on their way as this is not their business. The villagers will side with Fergus and do everything they can to convince the party to leave in peace. Most will be courteous, but firm in their dealings with the PCs.
4. If the PCs allow the village to carry out the burning and show favorable or neutral attitude about Jinelle, the mayor, Fergus Sagegate, will come over to talk to the PCs. Fergus will offer them shelter and refreshments

in the village while the party rests up from their journey. He does not know if witches are controlling the dragon, or if the dragon is acting on its own. Fergus will implore the party to destroy the dragon and try to determine if any witches are controlling it. If so, he wants the party to destroy the witches. Fergus will know the following facts about the dragon: It has been terrorizing people for several weeks, attacking villages and farms, destroying crops, houses, and killing people. The dragon has been seen spreading out around the area seeking new places to torment. The dragon has not been in this village for about a week, but has been seen attacking habitations over the mountain ridge to the east of Roussun. Fergus can point the party to the trail that leads to Knife Pass over the ridge. (See Map 2 in the appendix for details)

Rumors:

If the player characters spend any time in the village and talk to villagers they will hear some of the following rumors: (DM can choose to give out all the rumors or choose 4 or 5 of them at random by a die roll)

- Jinelle has been spotted just outside town performing strange rituals.
- Dragons are rebelling against humans because too many dragons are being hunted down for their treasure hordes.
- The Dragon has recently been seen in the valley just over the ridge to the east.
- A coven of witches have moved into the area, a nearby farmer had spotted the witches stealing some of his cattle. This must be the same coven to which Jinelle belonged.
- Hunters have noticed less game in the area, many dead animals have been spotted all around the province.
- Some god is angry at some unknown slight and is using the dragon as a tool for revenge.
- Traders traveling through the village have stated that the dwarf clan that lives in the nearby mountains have not been seen in over 6 months. The dwarves are typically seen more often.

Traversing the mountain ridge:

The trip to the pass begins with about ½ day horse ride through the foothills followed by a day's ride up through the mountains. Any rangers in the party will notice the lack of animals and other normal creatures. Birds and insects are in normal quantities but there is a noticeable lack of other animals. There will be no random encounters during the trip.

Knife Pass is at 6587 feet of elevation. The trail narrows to 30' across and goes between two cliffs that tower 75' above the trail. When the party reaches the pass they can see the valley on the other side of the mountain ridge. The valley is 5 miles wide and runs north to south for as far as the eye can see. (See Map 3) Way off in the distance to the Southeast something (a dragon) can be seen flying and circling. Every now and again it will land on the ground and then rise again into the air. After about 30 minutes it flies north and every PC can make out the dragon from its silhouette. Some may catch a glint of coppery or brassy light as the sun reflects off the dragon's scales. The dragon will then land on the flank of a mountain directly across the valley from the party and disappear from sight.

Akyvax (a Copper Dragon) is under the control of Gandilor. Xyalith has learned

dragon's true name and used that information to fashion an amulet that gives Gandilor power over the dragon.



Akyvax (Copper Dragon)

AC 1; HP 48; +1 to attack; 3 attacks 1d4, 1d4, 3d6+2; acid breath 50' x 5', 48 dam ½ with save throw; slow gas breath, 20' x 30' x 30' cloud, lasts 6 minutes. ½ speed; AL CG, XP 4525.

Akyvax's spells: charm person, comprehend languages, magic missile, invisibility, mirror image, and web.

The trip down the pass to the valley will take about a full day. The dragon's cave is on the flank of the mountain, about 4 hours ride from the valley floor. If the party enters the cave during the night there is a 60% chance Akyvax is sleeping. During the day Akyvax will be awake, trying to figure out how to break free of Gandilor. (Akyvax's cave is shown in Map 2 in the appendix) This cave is not Akyvax's lair, but it is one he has occupied since Gandilor has taken control of him.

If Akyvax detects the PCs, he will wait until they are in the mouth of the cave then will flap his wings vigorously sending sand and dirt swirling around the adventurers which blinds them. While still flapping his wings, Akyvax will use his slow breath weapon and then call out to the party in an attempt to strike up a conversation. If the party decides to talk to Akyvax, he will tell his tale of enslavement.

Two months ago something suddenly had power of Akyvax, and when commanded the dragon had no power to resist. Ever since, the captor has forced the dragon to attack and destroy all manner of creatures. Akyvax does not know where his captor is located, nor has the dragon ever seen him/her. Akyvax will implore the PCs to help him break free of his enslavement, and offer a reward for doing so. Akyvax will then tell the party that his real lair has been 'sealed' with a ward. Akyvax cannot enter his cave until that glyph has been dispelled with dispel magic.

If the party can sneak in the cave undetected, subdue Akyvax and treat him with respect he will talk about his enslavement. Akyvax will try to talk the party into releasing him and defeating his captor, and will promise the party a reward for doing so.

If the adventurers just attack Akyvax he will of course defend himself as best as he can.

If Akyvax is killed the valley will return to peace for a few weeks. But Gandilor will soon control another dragon and continue his reign of terror. The PCs will now take a lot of abuse and flak from everyone in the empire for pretending to kill the dragon to get their 15 minutes of fame. Use this to convince the party to go back and take care of the real problem.

The PCs should start searching the valley for clues to Gandilor. During the second evening of their search a male dwarf will wander into the PCs camp. He is exhausted and seems near death. His clothes are torn and dirty, and he is full of scratches and bruises. The left-side of head is matted with blood from a wound. The dwarf talks very fast and incoherently. Clerics will be able to tell that the dwarf is very dehydrated and needs water and healing. After getting some water Thorek mutters about Torrik Hall being doomed. He will rattle on about 'The Dark One', and Torrik Hall. If the players can calm Thorek down he will tell them the following tale:

Many months ago The Dark One forced himself into the dwarven stronghold Torrik Hall. The Dark One killed the clan leader, the best dwarven fighters, and some women and children. He now has control of the stronghold. The Dark One has been forcing the dwarves to work as slaves in

their own home, making them dig and change the stronghold. Many of the dwarves have been terrorized, tortured and killed. The Dark One is said to have a face that stops time, with a face that is so horrible anyone looking at him goes mad. He is also using creatures from hell itself to assist him in his evil ventures. The other day while digging, Thorek was caught in a cave-in, a rock hit him in the head and he was unconscious for some time. When he regained consciousness, Thorek, was cut off from the rest of the hall by the cave-in but was able to dig to the outside and escape. Thorek will implore the PCs to help his clan by eliminating the Dark One.

**Thorek Gruffcinder, Mountain Dwarf,
5th level fighter**

AC 4; HP 28; attack 1d8;

If the PCs are willing, Thorek will lead them to the location of where he dug out of the cave-in. The tunnel Thorek dug will not be found because Gandilor had it filled in and then placed a permanent illusion over that area to make it look untouched and natural.

If the party looks for some method to infiltrate Torrik Hall, Thorek knows of one other way in, through the sewer that empties into the valley to the east. If

followed, the sewer will lead to the privies which are area 11 on the first level of the Torrik Hall map. A smaller, 2 foot diameter tunnel runs an additional 200 feet to the privy in area 19b. The sewer is a roughly rounded tunnel four feet in diameter, are two hundred yards long and one third full of raw sewage. For every turn the PCs are in the sewer there is a 50% chance that a player character will retch and vomit due to the awful smell. For every episode of retching a player will lose 10% of his effectiveness, up to a total of 30%. This means 10% slower, 10% weaker, etc. This will last 2-5 turns after they leave the sewer. The stench of the sewage in the PCs clothes and on their equipment will alert anything within 25 feet of them, unless the PCs can clean themselves. If they clean up with water, the smell will still be in the fabric of their clothes and will alert everything within 15 feet. Only a complete change of clothes or a magical cleansing will completely remove the smell.

If the PCs travel to the gates of Torrik Hall they will witness the following:

When the party gets within 100 yards of Torrik Hall the gates will open, 20 dwarf male fighters armed with hammers and swords will march out and line up in front of the gates. The party will then see 200 crossbowmen march out, 100 line up to the

left, 100 to the right. All crossbows will then be aimed at the PCs. Three dwarves from the first 20 will then march to within 50 feet of the party. Breac Yellowgauntlet, the current clan leader, will talk to the party. Breac will attempt to talk the party into leaving. Breac will even accuse Thorek of lying, explaining that Thorek has been banished from Torrik Hall and is trying to gain revenge.



At one point have one or two player characters catch on the light breeze a slight smell of rotted meat combined with rotten eggs. 10 invisible Type I demons are standing behind the illusory dwarves.

Breac is under intense pressure from Gandilor to get rid of the PCs, so he will try almost anything to convince the party to leave. The presence of 200 crossbows will be used as incentive to convince the party to leave. The 200 crossbowmen are just an illusion cast by Gandilor. Only the 20 dwarves in the center are real. Gandilor will be present during the encounter, he has polymorphed himself into a fly and is hovering around Breac's head. The party will not be able to see the fly from 50 feet away. At one point Breac will wave his

hand as if to shoo the fly away and then he will silently mouth 'Help us', hoping someone will see his signal and find a way to assist.

Any direct confrontation of the PCs against the dwarves will cause the illusory crossbowmen to immediately fire, multiple illusory bolts will strike every character and any PCs failing their saving throw against spell will become comatose believing they are dead. The 20 real dwarves will then retreat and seal the gates to Torrik Hall. Gandilor will order the demons to immediately fight. If this were to occur the other demons in the hall will be stationed at various places in level 1 ready to ambush the party. The DM can place the 10 Type II demons from Level 2 anywhere in level 1 for this purpose.

Type I Demons

AC 0, 4 attacks: 1-4 / 1-4 / 1-8 / 1-8 / 1-6; darkness 5' radius, telekinesis 2,000 gold piece weight, gate a Type I 10%, XP 1960.

HP: 39, 38, 32, 37, 32, 31,
51, 43, 47, 45

Torrik Hall Details:

General notes: Torrik Hall is a typical dwarf stronghold, carved into the rock of the mountain. All stone work is of typical dwarven quality, which is to say exceptional to other races. Ceilings are 7' high unless otherwise noted. The dwarves will not attempt to help the party because of the influence of Gandilor. As long as Gandilor and his demons have the upper hand the dwarves will be too scared to assist the party, and may even attack the party. If the dwarven families are safe the males and three females (those listed at the end) will assist the PCs in fighting Gandilor.

Entrance Gates: The gates to the hall are at the top of 30 foot wide rock stairs. The two doors are each 12' tall, 10' wide and 2' thick, and are carved in typical dwarf fashion. On the ground level, on each side of the steps is a small 5' tall door. These doors lead to the tunnels under the entrance hall (Area 1). If the gates to Torrik Hall have been sealed these doors will be opened. The tunnels are 5' tall, and have murder holes in the ceiling that are concealed from view when one is looking into the tunnels from outside. The tunnels run 30' east and turn toward each other and connect. If anyone travels through these tunnels they will hear the tunnel doors creak and close shutting off all light.

Circles of light will shine through the ceiling as the murder holes are opened. Anyone in the tunnels will be stabbed with spears from above. The murder holes are in the floor of the entrance hall but are only open when the gates have been closed and sealed. The levers that control the gates and the murder tunnels are located in Areas 10 & 13.

LEVEL 1

Area 1 – Entrance Hall: The entrance to Torrik Hall includes 15' tall ceiling, carved reliefs in the walls, ceiling and floor. The carvings on the floor conceal the murder holes until the lever in Area 13 opens the concealment.

Area 2 – Foyer: Tapestries depicting dwarves in battle, at forges, digging and carving cover the walls, carvings cover the floor and 10' high ceiling. The hidden door on the north wall is behind a tapestry showing dwarves at a forge. The only wall spaces not covered with tapestries are the areas around the regular doors.

Area 3 – Entryway to the Main Hall: The alcoves on the north and south walls hold statues of dwarves. In the center of the room is a false floor, 10' by 10' in size. Anything weighing more than 175 pounds will break through and fall 30' taking 3d6 in

damage. (Time to fall to the bottom is 1.37 seconds)

Area 4 – Main Hall: Large meeting/dining hall. This room has 14 sets of tables and chairs. The east wall contains a raised dais on which stand two tables with 6 accompanying chairs. Niches in the walls contain statues depicting dwarves in different poses. Names are inscribed in metal plates under each statue.



Area 5 – Kitchen: This room contains many tables, wooden cupboards, and racks of utensils. A large fireplace dominates in the north wall. A fire is burning, and buckets of coal are lined up to the right of the fireplace.

Area 6 – Storage: This is the storage room for the main hall, and contains a jumble of broken tables, chairs, pots, utensils, etc. This room is crowded with the broken items and everything is thrown in willy-nilly. (Not typical of dwarves)

Area 7 – Food Storage Rooms: The hallway is cooler than the other areas. Four cold rooms have walls and doors covered in thick insulating tapestries. Around all the walls are rock shelves containing all types of food; roots, veggies, meat, etc.

Area 8 – Dry Storage: Shelves line the room and contain non-perishable food, sacks of flour, sugar, etc.

Area 9 – Living Quarters: All these rooms are living areas for most of the clan. Each one has all the furnishings and such for a dwarf family, but no females or youths are present in here or the entire first level of Torrik Hall.

Area 10 – Front Gate Controls: This small room contains two levers, one to open and close the main gates, the other to open and close the small doors to the side of the gates. (See Entrance Gates area above)

Area 11 – Privy: Stone seats line the walls, holes in each one leading to the underground sewer.

Area 12 – Shower Rooms: Larger section changing area, benches and small tables lined up in this room. The smaller rooms are showers with drains leading down to the sewers.

Area 13 – Control Room: Behind two hidden doors is the main control room for Torrik Hall. The two large levers operate the main gates, and small doors next to the gates. (See Entrance Gates area above)

Area 14 – Work Area: The rooms in this area contain forges, work benches, tools, for working with metal. Anvils, hammers, chisels, tongs, etc. are neatly arranged

around the area, hooks are on the wall to hold the tools.



Area 15 – Storage: These four rooms store raw metal, ore, etc., for the work areas in Area 14.

Area 16 – Water Cistern: This room contains a 10' deep water cistern. The cistern is now the home of two Water Weirds. AC 4, HP 27, 23, hit as 6 HD monsters, XP 268.

Area 17 – Lounge: This area includes a big fireplace, tables, chairs, and a storage box that is holding mugs and tableware.

Area 18 – Hospital: Each room in this area contains several beds, and the cabinets store medical supplies, splints, herbs etc.

Area 19 – Clan Leader's Quarters: The large room holds a huge 10' diameter round, stout, wooden table. The table has many recent scratches, and gouges in it. Wooden chairs are strewn around the room many toppled over, several are broken. Scorch marks from some kind of fire mar the floor, and walls. Many dark dried up blood stains are scattered over the floor and on some walls. Tapestries on the North and South walls are torn, bloody, and askew. The bedchamber at the end of the

hall (Area 19a) is equally destroyed. The privy (Area 19b) is undisturbed.

3 Type I demons will be in the bedroom unless they were engaged outside the Hall.

Area 20 – New Hallway: This long corridor is new construction and looks like it was completed very quickly. The walls and floor are rougher looking, without the nice finish seen on all other areas. At the end of the hallway is a square staircase leading down. A stench of rotten meat and rotten eggs will get stronger the closer the party gets to the stairs.

Around the first bend of the stairs will be two guards, Type I demons, unless the party engaged the demons outside Torrik Hall.

LEVEL 2

The entire second level is new construction, all completed since Gandilor took over. No living dwarves have any knowledge of what's in this level.

Area 1 – Demon Living Quarters: Each room will contain a Type II demon unless the party was greeted outside the hall by the dwarves. In that case these demons will be poised at various locations around Level 1 set for ambush. The locations are up to the DM.

Type II Demons:

AC -2, 3 attacks: 1-3 / 1-3/ 4-16; darkness 15' radius, fear, levitate, detect invisible objects, telekinesis 3,000 gold piece weight, gate a Type II 20%, XP 2130

HP 45, 31, 37, 43, 28, 36, 28, 45, 45, 35



Area 2 – Dirt Well: A 20' diameter, 30' deep well, full of dirt, from which Gandilor will summon an Earth Elemental when the party enters the stronghold.

Earth Elemental:

AC 2, HP 75, 1 attack dam 4-32, +2 or better weapon to hit, XP 6750

Area 3 – Prison Entrance: A portcullis with 2 inch diameter Iron bars goes across the doorway, bars are 5 inches apart, and the portcullis is opened by a lever in Area 14, Level 2.

Area 4 – Guard: A Type I demon will always be on guard here, HP 43. If the demon has any advanced notice of the party being in the area, he will hide behind the corner ready to ambush the party. He will try to

gate in help before the party gets to his position. A portcullis constructed the same as in Area 3 separates this area from Area 5. This portcullis is opened by a lever in Area 14.

Area 5 – Prison: This area contains a large common area plus individual cells. All remaining dwarf families are being held here. There are 35 female adults, and 58 children. If freed, the females will stay in this area with the youth until Torrik Hall is safe. Only the three females listed at the end of this section will actually fight. Elvre Gingerust will go alert the males that families are safe and will return with them to join the fight.

Area 6 – The hallway is a 5' wide ramp leading upward to a door. This door is hinged to open outward. 15' from the door is a 6' wide pressure plate that extends from wall to wall (cannot avoid this unless levitating or flying). This causes the door to open and 100 - 1' diameter iron balls will roll out. The balls will take 1 round to reach the party and hit the players' feet and legs. Each ball does 1-6 dam, and each player could be hit by 1d4+3 balls unless they make a dexterity check. When the iron balls roll to the bottom of the ramp they will stop and coalesce into a ½ sized Iron Golem. The golem is under orders to attack everything in sight.

Iron Golem:

AC 3, HP 40, 1 attack dam 2 – 20, size 6' tall, XP 2700

Area 7 –The ceiling of this room is one large spider web, a large (2' dia) gnarly looking spider is hanging in the center. On the east wall is a torch scone (o) holding a burning torch. The 'spider' is really a bladder full of flammable oil disguised as a spider. Any fire, weapon, or other attack will cause the bladder to burst and cover everything in the room with oil. The torch or any other fire in the area will cause the oil to burst in flames. Burning with 1 – 6 dam every round the oil is on the characters. Flammable items, clothing etc. will also burn requiring savings throws.



Area 8 – Illusionary Wall: The illusion makes the opening to area 9 look just the rest of the wall in this hallway. At the end of the hallway the player characters will see a female dwarf chained to the wall. She will call out to the party as soon as they enter the hallway.

"I have been chained to this wall for days. Please help me before he returns!"

She will wail and cry imploring for help. This is a Succubus disguising herself as a female dwarf. She will use her charm

person and suggestion powers to fool the PCs into freeing her from the chains. As soon as she is "free" she will cause darkness, attempt to gate in another demon (normal chances per the MM), and then attack using her energy drain.

Succubus: AC 0, HP 34, energy drain or 2 attacks dam 1-3, XP 1550

Area 9 – Secret Door: At the end of this hallway just in front of the secret door is an illusionary pit. The "pit" is the width of the corridor and 15 feet long. When anyone looks down into the "pit" it will appear to be bottomless. Any light, normal or magical, put into the "pit" will look as if the light goes down and down as if the pit was real. If any player character were to step/fly/fall "into" the pit, the illusion will continue with everyone seeing that character "falling" into the pit and disappearing into the depths. The player going into the pit will have the sensation of falling/flying down, and will "see" the pit walls moving upwards. The illusion will not dissipate for any reason until a dispel magic spell is cast. Any PCs that make a savings throw against spell will see the illusion as it really is.

Area 10 – Trapped Room: 20' into the room (from either door) the entire floor is a pressure plate. When triggered both doors slam shut and lock (normal locks). A panel in the ceiling opens and sand start pouring

into the room in a large stream. Within 5 minutes the sand will be waist high to humans. The room takes 10 minutes to fill up with sand burying everything in it. The amount of sand is just enough to fill room 10. If any doors are opened enough sand will spill out such that there will 2 feet of air space above the sand and below the ceiling of room 10.

Area 11 – Heated Room: In the center of this chamber is a 1' pedestal on which is standing a golden statue of beautiful nude female (the race of the female will be the same as the person looking at it, elves see an elf, humans a human, etc.) When any one gets within 10' of the statue all the doors will close and automatically lock, (normal lock) and triggers a heat metal spell (as the 2nd Level Druid spell) with an area of effect of the entire Area 11, stopping at each wall and the top of the steps in Area 13. This spell lasts 7 rounds. Any non-magic metal will within 2 rounds heat up to a point where the metal is too hot to touch. The 4th round after the spell begins the doors to the rooms of Area 12 will open and the Manes will burst out and attack. The two room along the south wall are totally empty.

Area 12 – Hidden Demons: These two rooms each hold 4 Manes, but will look totally empty and PCs can walk around the rooms without seeing anything. The Manes are being held against the ceilings

magically, are invisible and they will not be able to move or make any noise. The Manes will only materialize when the trap in Area 11 is activated.

Manes:

AC 7, 3 attacks 1-2 / 1-2 / 1-4, +1 or better weapon to hit, XP 50

HP 5, 6, 7, 8, 8, 7, 6, 7

Area 13 – Staircase: This stone staircase winds down for 30' and then ends at a false door. If anything weighing 100 lbs or more stands on the 12th step from the top it triggers the trap. Everything on the staircase will be hit with a reverse gravity spell and will immediately 'fall' up and hit the ceiling for 1 - 6 dam. The area of effect for the spell is the entire staircase. To get out one must crawl up the ceiling of the staircase. Once they go past the top stair they return to normal gravity and will fall to the floor doing 1 – 6 dam. PCs then must roll their dexterity or fall down the stairs and again hit by the reverse gravity. Only dispel magic can turn off the reverse gravity field. This magic was cast at the 20th level.

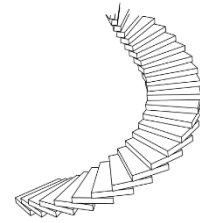
Area 14 – Lever Room: Behind the secret doors will be two levers, one opens the bars at Area 3, the other opens the bars in Area 5.

Area 15 – Trapped Door: The entrance to this room is blocked by a heavy wooden door bound with 5 iron bands. The door

has a clasp with a large heavy padlock, and a key hole is below the doorknob. This door includes multiple, layered traps. Only the outer trap can be detected when one attempts to detect traps. Once one trap is sprung or disabled the next one is armed, and only then can that trap be found. The traps are layered thusly:

- a. The padlock, if touched or picked will release four needles on each side that spring out will hit some part of the PC who touches the lock. If sprung the needles cause 1d8 damage plus a sleeping poison. The affected character goes to sleep for 1d8 hours, and while asleep the character can only be revived with a cure poison.
- b. Once the lock is picked or broken, any metal on the door (clasp, doorknob, keyhole, hinges, or iron bands) will cause 3d4 electric damage to whomever touches it.
- c. The keyhole if probed with anything, lock pick, key, etc. it will release a stinking cloud, per the magic users spell, for 7 rounds.
- d. The doorknob if turned will explode in the hand that turns it. This will cause 1d10 damage to the hand, making that hand useless until fully healed.
- e. When the door is opened, it pushes outward under its own power with

enough force and speed as to trap the door puller against the wall, causing 2d8 damage. To free the character the door must be forced back with a combined strength of 35. The door must be held in order for the trapped person to escape.



Area 16 – Spiral Stairs: Stone steps that wind down out of sight. When 100 lbs of weight presses on stair #5 very slippery oil will squirt out onto the top 5 stairs, after which the stairs turn into a steep ramp. 30' down at the bottom is a wall full of spikes, 1' apart. Anyone hitting the wall will take 2 – 12 damage and land on 2 – 8 spikes, each spike does 1 – 6 damage. Anyone rolling their dexterity at a -4, will take half damage from the fall but full damage from the spikes. Anyone attempting to move up the oiled ramp must roll Dexterity at -4 or fall back down and slide onto the spikes.

Area 17 – Hallway: The entrance to the room is guarded by two Caryatid Columns. AC 5, HP 22, attack as 5 HD with 2-8 dam, XP 280. Their instructions are to prevent anything other than Gandilor and his minions from getting within 10' of the doorway. If activated the Caryatid Columns will stand side by side to fight, blocking the

doorway as much as possible. While the columns fight Gandilor will lock his door to his chamber and summon Xyalith. This won't take long as Gandilor is currently Xyalith's favorite mortal. When Xyalith appears he will go invisible and ambush the PCs when they enter Gandilor's quarters. Gandilor will assist in the fight by staying within the pentagram and casting ranged attacks. If anyone gets too close to Gandilor, or if Xyalith has trouble subduing the party, Gandilor will make his escape through the exit in Area 19.

Xyzlith favors Gandilor because he supplies Xyzlith with tortured souls (literally), and for all the chaos Gandilor creates. Therefore Xyzlith will do anything to help Gandilor win a fight. If a fight starts to go against Gandilor, Xyzlith will gate in as many demons as possible to distract the player characters, giving Gandilor a chance to escape. If Gandilor escapes Xyzlith will continue to fight giving Gandilor as much time as possible to get away. If Gandilor is killed, Xyzlith will gate in 5 Type III demons, giving Xyzlith time to return to his home plane.



Area 18 – Gandilor's Quarters: The area itself is full of torture equipment; a rack holding a dead dwarf, a bloody spiked cage, an empty iron maiden, and a large iron pot is hanging over a smoldering fire and

contains the corpse of a female dwarf. Blood spatter and other stains abound on the floors and walls near the devices. Human, dwarf, and elf bones litter the floor.

On the south wall is a shelf that contains various wizard trappings, decanter, retort, vials and jars with various spell and potion ingredients. The shelf also has on it; Potion of Bronze Dragon Control, 2 Potions of Extra Healing, Human Control – Half-Orc, and an Oil of Etherealness. Among the many books on the shelf will be a Manual of Iron Golems, and Gandilor's spell book. The spell book is trapped with Explosive Runes (20th level) delivering 6d4+6 damage, ½ if saving throw made.

In the northern most corner of the room is an large (6' wide) invisible chest. The lid is trapped with a Lightning Bolt spell that will cause 10d6 damage (1/2 dam on savings throw) to anyone opening the lid. The chest contains the entire treasure of Torrik Hall:

300 - 100 gp gems, 500 gold nuggets worth 50 gp each, 2456 gold pieces, 1230 silver pieces, 5000 copper pieces, and a +3 dwarven throwing hammer.

Area 19 – Secret Exit: At the end of the tunnel PCs will see a shimmering wall. If anyone sticks any part of their body through the shimmering wall they will feel a searing pain. When that body part is pulled back all flesh will be gone and only bone will

be left. The pain will then spread through the entire body, and will be so intense as to cause that character to fall to the floor in pure agony for 6d10 rounds. The wall, bone and pain are all just an illusion, the wall itself is harmless, and anything can pass

through it safely. This tunnel leads to a small valley just east of the hill in which Torrik Hall resides. The outside entrance to this tunnel is hidden with an illusion so as to appear as a large rock.

Here ends the Evil in the Borderlands

Gandilor (Ronan Haverstack)

Race: Human

Class: Magic User

Level: 20

Align: CE

HP: 48

AC: 6

ST: 11

INT: 16

WIS: 13

DEX: 15

CON: 11

CHR: 4

XP 6780



+2 robe of protection, +2 bracers, wand of lightning 5 charges, and a talisman shaped like a dragon (Akyvax control)

Gandilor's spells:

Incendiary Cloud, Bigby's Forceful Hand, Death Spell, Cone of Cold, Cloudkill, Fear, Confusion, Wall of Fire, Fireball, Lightning Bolt, Monster Summoning IV, Monster Summoning II, Teleport, Polymorph Self, Feign Death

Xyzlith: Type VI Demon

Align: CE

HP: 53

AC: -2

Attacks: +1 sword, dam 2d6 + 1, whip and drag into flames, dam 3d6

Special abilities, employed at will:

Darkness in a 10' radius

Cause fear (as a fear wand)

Detect magic

Detect invisible objects

Cause pyrotechnics

Dispel magic

Suggestion

Telekinesis 6,000 gold piece weight

Discord

Sleep

Stun

Gate a Type III demon 80% chance

Gate a Type IV demon 20% chance

Key Dwarfs of Torrik Hall:

Males:

Breac Yellowgauntlet; 6th level fighter, AC 3, HP 36, Lucerne hammer 2d4dam

Kynlas Cyancalcite; 6th level fighter, AC 4, HP 32, hammer 1d4 dam

Gil Rockquarrier; 5th level fighter, AC 4, HP 28, sword 1d8 dam

Cedrik Soil-Gem; 5th level fighter, AC 4, HP 28, sword 1d8 dam

Ruanaid Darkearth; 5th level fighter, AC 4, HP 28, hammer 1d4 dam

Cillian Marblecrusher; 5th level fighter, AC 4, HP 28, sword 1d8 dam

Other 13 males:

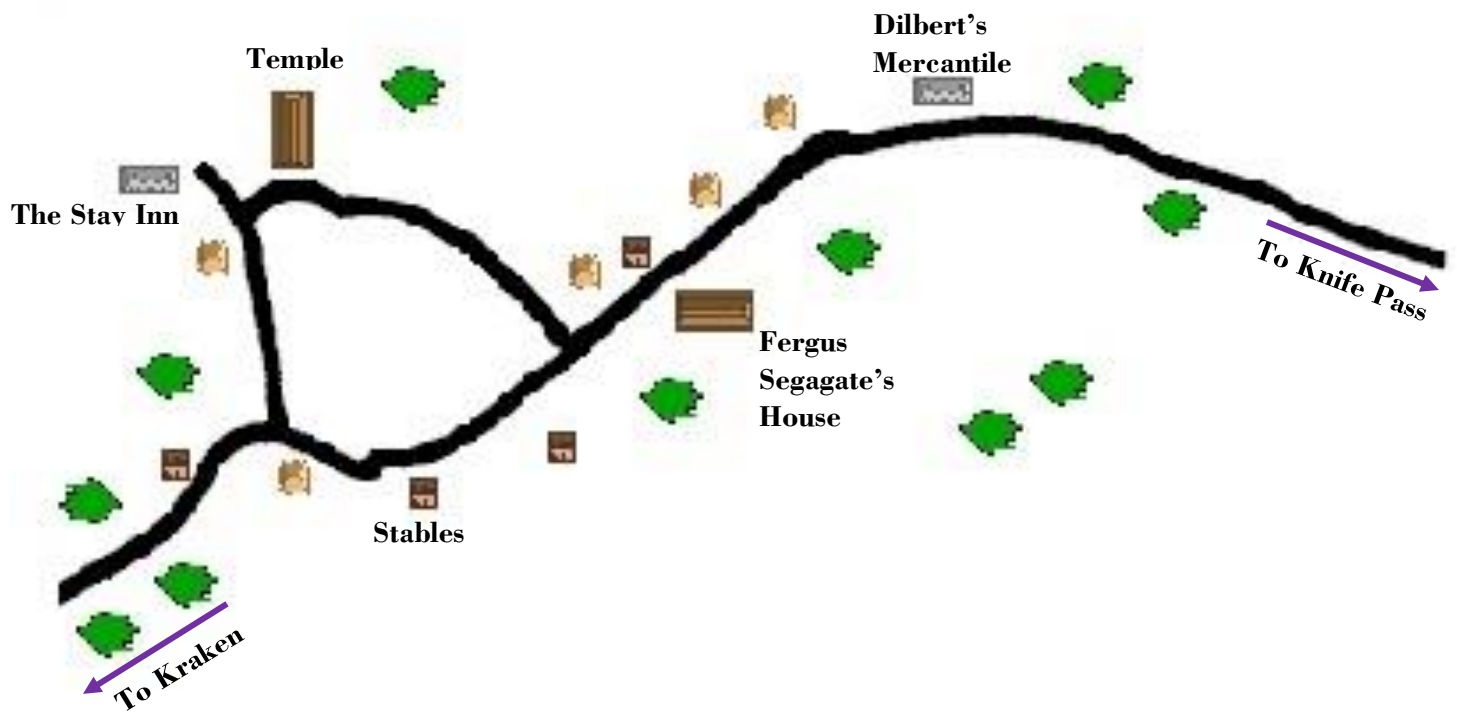
5th level fighter, AC 4, HP 28, hammer 1d4 dam

Females:

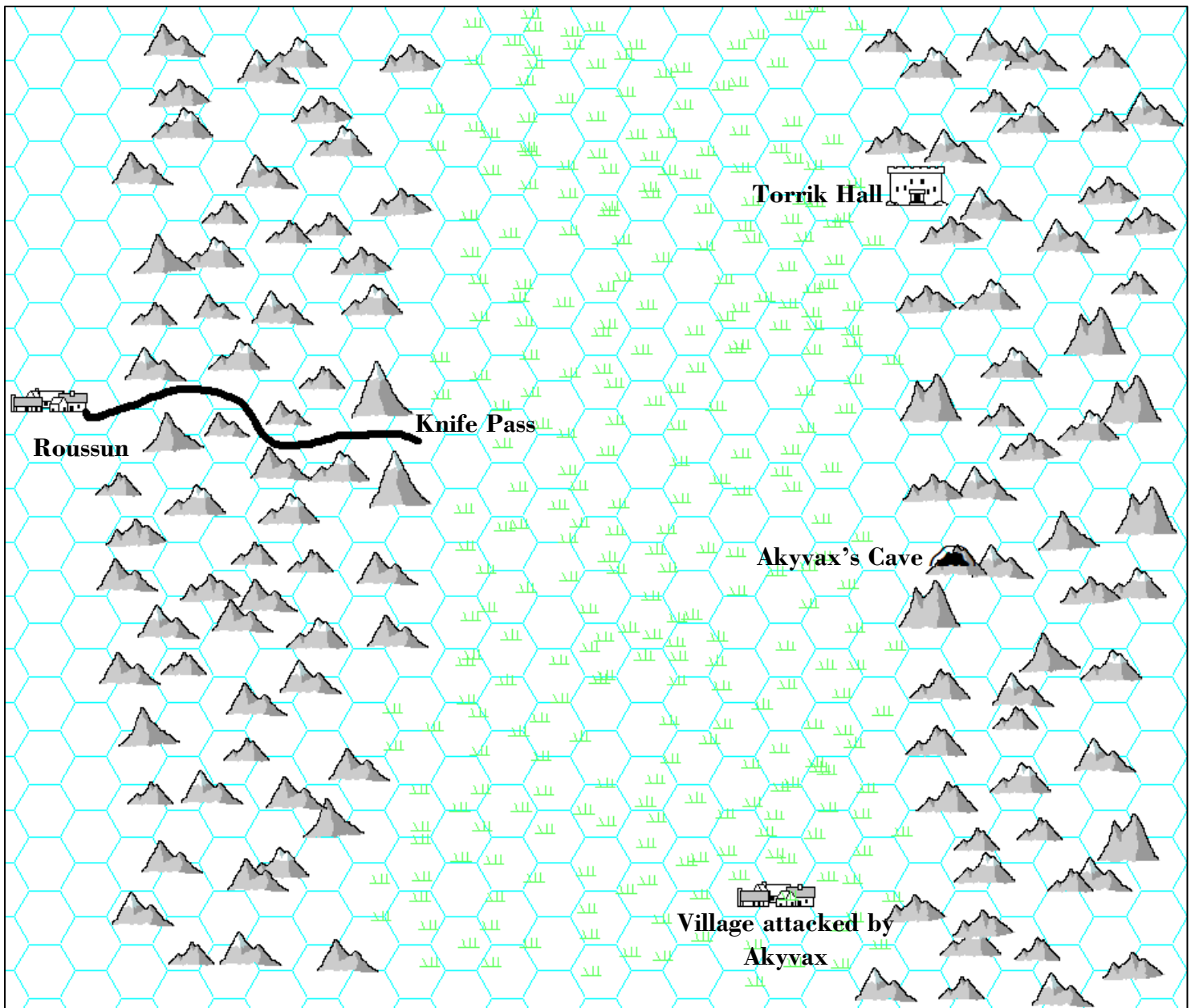
Linsey Sand-Colbalt; 2nd level fighter, AC 4, HP 15, sword 1d8 dam

Robina Earthycopper; 2nd level fighter, AC 4, HP 14, hammer 1d4 dam

Elvre Gingerust; 2nd level fighter, AC 4, HP 12, hammer 1d4 dam



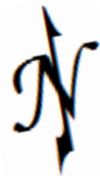
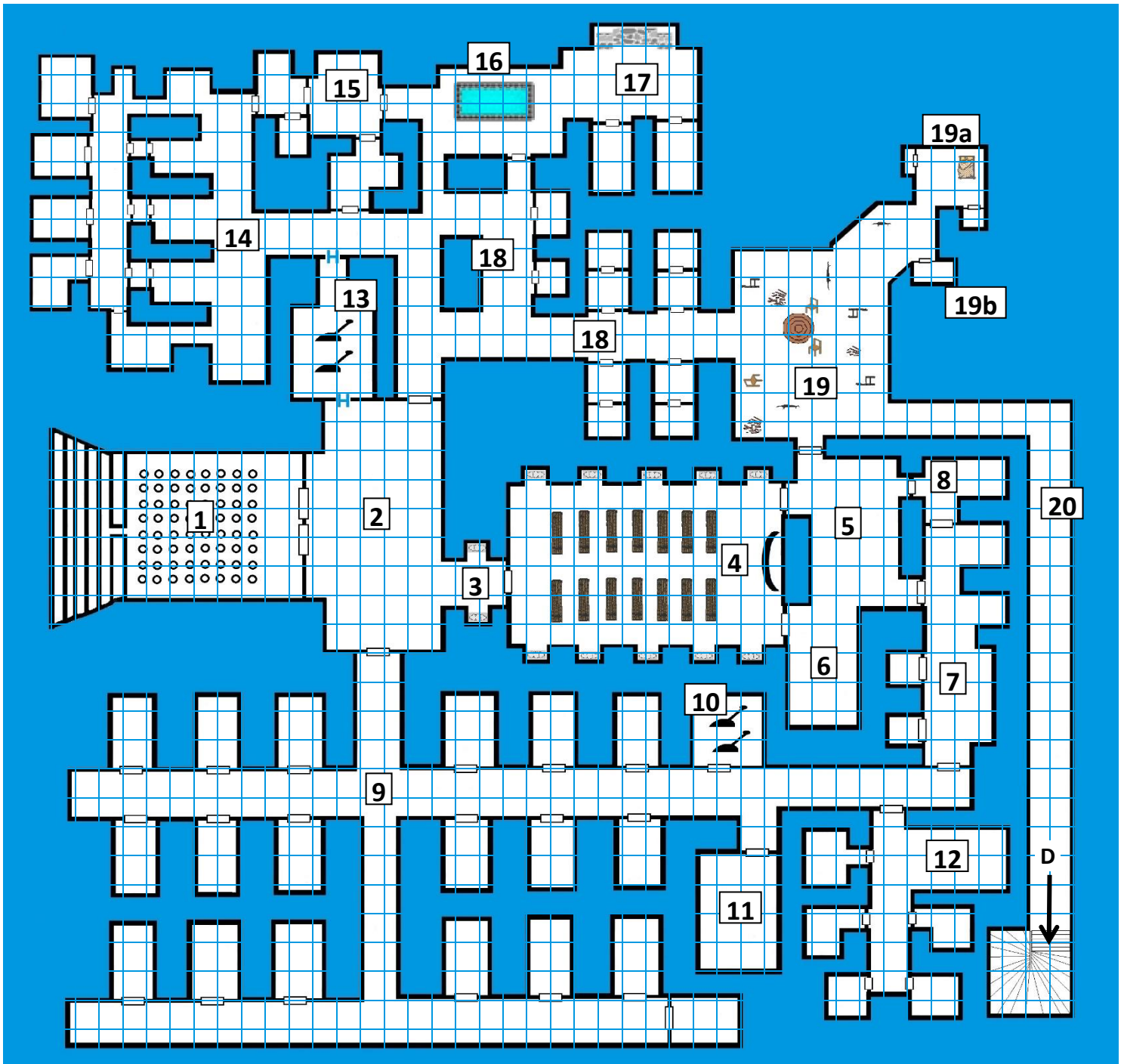
Map 1
Village of Roussun



Map 2

Valley Map

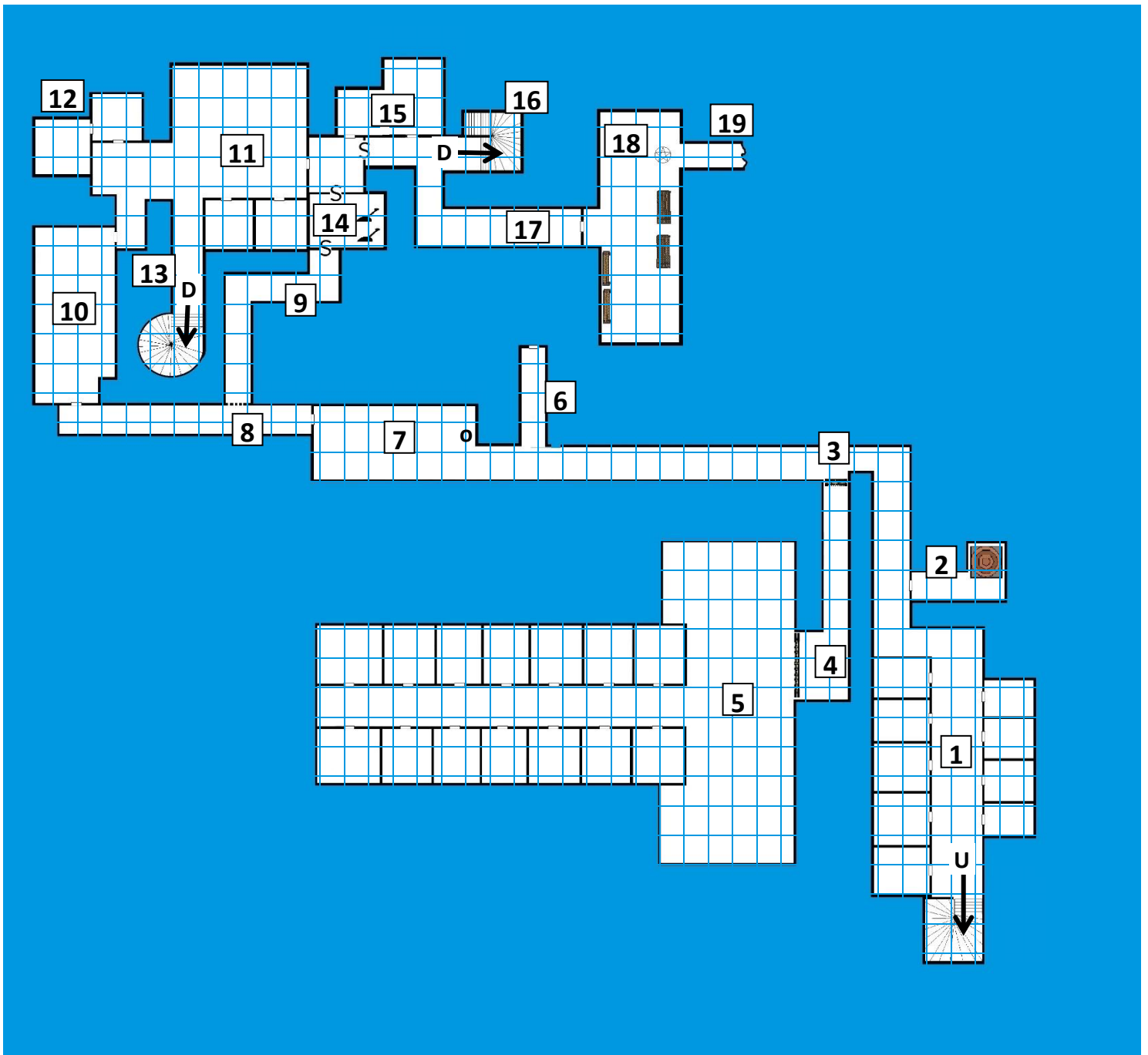
1 Hex = 1 km



Map 3

Torrik Hall -- Level 1

1 square = 10 feet




Map 4

Torrik Hall -- Level 2

1 square = 10 feet

Legend

- S** Secret door
-  Lever
- Illusionary Wall
- o** Torch

