

NECROMANCER'S BANE

Written and illustrated by Simon Todd



An adventure for characters of 3rd to 5th level.

A MontiDots Adventure for early versions of Fantasy
Role-playing games.

MD3



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Adventure Module MD3

NECROMANCER'S BANE

Written and illustrated by Simon Todd.
A module for characters of 2nd to 5th level.



This adventure is part of the epic series of modules from MontiDots Ltd first introduced at Gary Con VII in 2015 and starting with The Curse of Harken Hall (MD2). Look out for The Tales of Highcliff Gard (MD3).

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Necromancer's Bane may be played as an independent adventure or as a sequel to **The Curse of Harken Hall (MD2)**.

THE SETTING

Necromancer's Bane is set in the isolated valley of Highcliff Gard. There, the custom is to place the dead in Catacombs set into the southern slopes of the valley.

Strange noises have been heard at night in the usually silent necropolis. The local lord, Sir Clovis Harken, believes that it to be a minor problem easily solved by a young upcoming band of adventurers so asks the party to sort it out.

He has better things to do with his time with a curse on his family gives him but six months to live.

THE PAST: THE DOOM OF VIVAINÉ

See the time-line on page 50

Sir Agrail de Harken, together with his adventuring troupe the Cazadori, founded the settlement of Highcliff Gard 250 years ago and his descendants still rule the valley.

Their party necromancer, Vivainé de Malavanche was considered a woman of good heart who used her spellcraft to protect the valley from much of the blight that had afflicted it, curing the diseased and tending to the sick.

Vivainé grew in power, not just by her industrious labours but through a magical ring. This ring contained a demon named Baazathon who whispered to her, taught her and enticed her to do his bidding. At first she succumbed to Baazathon's demands to seduce Sir Agrail who already had eyes for her.

Once Agrail was seduced Baazathon planned to enslave them both, taking over the valley. Then Baazathon's infernal masters in Tartarus would perhaps smile upon him and see his worth.

Vivainé's thoughts became tainted, her reasoning twisted. She nurtured Agrail's belief that the forest lord, the great faun Macklevan, was to blame for all the blight that had passed in the valley and suggested he aggressively rid the area of elves, fairies and all sylvan folk.

Then she coerced him to help her create an undead army. This army was to be placed under Agrail's control through a **ruby ring** she had fashioned with the help of the demon. Vivainé established secret chambers under the catacombs giving her free access to corpses for her needs.

Her plans, or rather Baazathon's plans, were almost completed when Vivainé's good nature rose against the abhorrence of the demon. Unable to remove the cursed ring, she engaged in a perilous spiritual struggle that cost her her life. Yet her soul would not rest.

So long as Baazathon still lay within the ring she would do all in her soul's power to suppress it.

She has done so for over 200 years and is weakening.

THE PRESENT: BAAZATHON'S MASTER PLAN

As Vivainé weakens, Baazathon's influence is beginning to spread throughout the valley but especially the catacombs themselves. Corpses are on the move, not as undead but as puppets to do his bidding. He has also ripped portals into the plane of shadow allowing genuine undead to take up residence.

Baazathon needs two things to complete his plans; the **ruby ring** that once belonged to Sir Agrail and a large amount of bloodshed and slaughter so he might absorb the terror, grief and evil that would result. A battle within the valley would be just what he needs and releasing the undead army would be just the thing.

BUMPS IN THE NIGHT

Recently, strange sounds have been heard coming from behind the catacomb doors by the village guard, sounds of movement where no living creature was supposed to be.

Rumours have spread throughout the garrison that the catacombs are haunted. Though the place has been searched, nothing can be found yet at night the sounds have persisted. At last a brave platoon has entered the catacombs after dark. The next morning bloody smears have been found but there is no sign of the platoon.

Sir Clovis has ordered the catacombs to be locked and guarded. He will give the challenge of clearing the place to a lower level of hero, this is certainly too petty for him during the last six months of his life.

NOTES FOR THE GAME MASTER (GM)

GOOD VS EVIL

The GM must remember that there is an active demon controlling many events in the catacombs. Many of the encounters will be intelligently set by the demon, not merely random encounters.

Baazathon will take advantage of evil done by mortals. If the party begin performing obviously evil acts such as unnecessarily taking sacred grave goods from the dead then this will strengthen Baazathon. Similarly acts of good will be to the advantage of the adventurers. It is up

to the GM to decide how this is to be handled.

MORE THAN ONE GOD

In this game setting clerics can be polytheistic. They make offerings to different gods according to the needs of the people they represent. It is only after 3rd level that clerics can opt to become dedicated to a single deity. For the sake of this game the cleric in the party could make offerings to Ithunn and Klepper.

For a quick start of play assume the cleric in the party will have access to the following spheres:

all, divination, elemental, guardian, protection, astral, necromantic, animal, weather, healing, plant.

See page 45 for more information.

NECROMANCER'S BANE AS A SEQUEL TO THE CURSE OF HARKEN HALL (MD2)

The purpose of the first adventure, **The Curse of Harken Hall (MD2)**, was to discover information about Sir Agrail de Harken lost in the abandoned cellars of the family hall. Lady Karlina Harken believes the curse on her family could be resolved if more were known about Sir Agrail, her husband's ancestor. It is likely the party will have found diaries of Sir Agrail highlighting his intentions toward the Erle Folk. They will also have found a means of opening the portal between Highcliff Gard and the Fae Realm of Typhon by constructing a special flute and playing a given tune near the portal close to Harken's Folly on the hill.

THE AUDIENCE WITH LADY KARLINA

After searching the cellars of Harken hall the party were asked to meet with Lady Karlina at Halister Mill Tavern

in private rooms. There, they will present her with their findings. In response she will address the adventuring party.

"I hope you are willing to continue helping me solve the curse on my family. You have found much information that could lead to a solution. I believe the next errand on the quest is to find a means of access to Typhon, the fairy realm where I believe Sir Agrail went to hunt down Lord Macklevan. A great injustice has prevailed which has blighted our valley ever since and it is time to address this. Your next mission is to find a bone suitable for making a flute. The bone needs to be from one of the Harken ancestors buried in the catacombs. But there is another problem. Over the last few nights odd sounds have been heard coming from the catacombs. A squad has been sent in to investigate but have not returned. Sir Clovis has ordered the catacombs locked and guarded. It will be a great benefit to the valley as well as furthering you in your quest if you were to investigate the disappearance of the squad, and the strange noises while you are seeking the bone for the flute. "

Karlina will be able to help identify the objects from the cellars.

The party may have found all or some of the following:

- **The parchment 'The Summoning of Fae'**
This document tells how to produce a flute and use the instrument to open a doorway into the fae kingdom where the party may find a solution to the curse.
The main component is a bone from one 'Erle touched', this means one affected by the Erle Folk.



This is one of the main quests of the adventure in the catacombs if the party intend to continue past this adventure to **Typhon**.

To accomplish this they need to acquire a bone from a Harken ancestor then have it constructed into a flute. (See page 51).

- **The music on the wall**

The document outlining how to summon a fae specifies that a special tune needs to be played. This tune was scrawled on a wall in the cellar in Harken Hall. If this was not found it could be an optional bridging adventure to get the tune from the Erle Folk in Hundreness Forest or Galliardo the Bard at The Quelliard Tavern may have a copy. Although the music has no bearing on this adventure it is important to note it as part of the overall quest.

- **Agrail's journal accounts**

These outline that Sir Agrail believed the ill-fortune of the valley was caused by the Erle folk, that he appeared to have an unloving view of his wife, Esmerelda and doted on the necromancer, Vivaine. With Vivaine's help he planned to murder the forest lord, Macklevan and constructed an elf trap for the purpose which he had tried out on a true fae. These journals paint the picture of an unforgiving and bitter lord, not the hero as portrayed in ballads.

- **Sir Agrail's Ring**

The Ruby Ring can be used to command an undead army in the second layer of the catacombs and as such is sought after by Baazathon and will create an interesting moral quandary for the party. This could be a major element in this adventure.

- **The Dragon Heart**

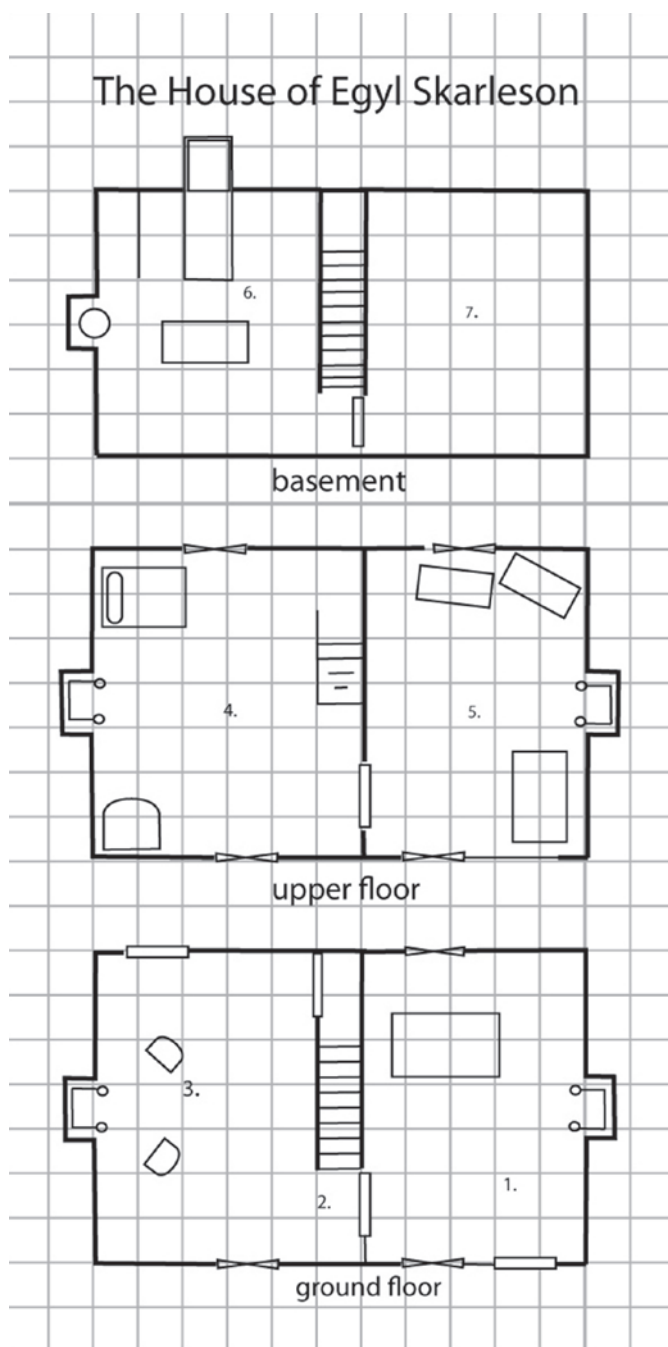
The amber dragon heart could be a major component of the next adventure and the GM is free to include it in this adventure.

The heart has the ability to remove the effect of the wards against fae but this is just a side effect. It is the heart of an amber dragon named Keltainen who governs a demi-plane of Fae called Typhon which currently languishes at the edge of Tartarus being corrupted by evil. Should Baazathon become aware of the heart he will know it's true nature and focus all his powers on gaining it as it holds the key to the whole demi-plane of the Fae.

It is up to the GM to decide which items the party should have if they missed them in the previous adventure or had them removed by the guard.

PLAYING THE NECROMANCER'S BANE AS A STAND ALONE ADVENTURE.

The main aim of the quest will be to remove Baazathon's



influence from the catacombs. This will not require anything from Harken Hall, though carrying the ring would be interesting as Baazathon desires it for himself.

PROLOGUE: EGYL'S SAGA

First the party will need the keys to the catacombs in the possession of **Egly Skarlson**, the Keeper of the Catacombs and a priest of Klepper.

The GM may opt to read aloud the sections in **bold**.

THE HOUSE OF DESPAIR

Egly Skarlson and his wife Madia live in the Gate Keeper's House which lies within the shadow of the southern cliffs near the catacombs.

A week ago Madia died. Egly placed her in a coffin in the cellar ready for burial. The following morning he discovered she had turned into a demi-ghoul under Baazathon's influence.

His love prevents him from killing her and he clings onto the hope that he could call her back to life. At first he fed her raw mutton but she now craves human flesh.

With the catacombs locked by command of Sir Clovis, Egly planned to bury the village dead in an open field near the house, converting it into a cemetery, but with Madia's condition his ideas have changed. He is now feeding her the corpses of his fellow villagers. Egly is beginning to lose his mind for he is a good man suffering a cruel twist of fate.

THE APPROACH

You can see a trail of clear smoke rising from the left of the two chimneys of a large stone built house. It is surrounded by a neatly kept garden. Apart from the smoke the place looks deserted.

There are two out-buildings. A huge barn and a workshop. The whole is set in about an acre of land surrounded by small fields overshadowed by the steep cliffs where the entrance to the catacombs can be seen.

As they approach, the party will hear the distant sound of regular thudding. If the party knock on the door the chopping will cease and Egly will come to the door though he will refuse to open it, holding the conversation from behind the door. He sounds exhausted and very nervous.

If the party explain their errand he will throw the catacomb keys out of the kitchen window and will tell them to go away.

SOLVING EGYL'S CRISIS

Egly Skarlson

Strength: 13 Intelligence: 9 Wisdom: 14
Dexterity: 15 Constitution: 14 Charisma: 8

- Cleric of Klepper, 5th level, neutral-good alignment (AL: NG)
- Hit Points (HP): 28
- Armour Class (AC): 19
- Spells:
 - 1st: Bless, Protection vs evil x2
 - 2nd: Withdraw, know alignment, augury
 - 3rd: Speak with dead

Egly will refuse to explain his predicament unless convinced that the party wish to help.

The house doors are barred shut but the party could smash through the doors without much trouble.

The cellar chute is padlocked but can be forced open. Egly will protest at these measures but will not resist.

Egly is dressed in a bloody apron. He has a frantic look on his face and is sweating from exertion. If asked he will make an excuse that he is preparing meat for his dogs.

1. KITCHEN

Floor to ceiling cabinets show a well-stocked kitchen. Hanging from the ceiling are herbs, a glass ball in a rope net and an old sword. The fireplace is cold and the place looks a mess. A cleaver and long knives are on the table. A trail of blood leads from the kitchen further into the house. Both fresh and old blood stains mark the path. Bones of sheep are in a bucket under the table.

2. HEARTH ROOM

A loom and spinning wheel stand near the fireplace. Two upright chairs with woven throws and cushions are placed close to the fire. The walls are decorated with beautiful wooden figurines of hunters, farmers and rural labourers. A stairway leads up from this room. Dried muddy footprints can be traced going up the stairs, bloody prints continue into the room. Further fresh bloody steps lead toward a cellar door from where the sounds of guttural growling can be heard.

Egly will still try to prevent the party going further but will not physically resist their progress.

3. THE SPARE ROOM

In here is a single child's cot, chairs and two large chests containing bedding and spare cloths. There is also a padlocked chest. Egly will not tell the party where the key is for this and will threaten to tell Sir Clovis if the party attempt to rob him. This locked chest contains family papers included deeds to the house, a scroll of lineage and a small jewellery case with a pearl necklace (value 500gp). There is a small pouch containing eight gems worth 100gp each and another large bag with 320gp filling the rest of the chest.

4. THE BEDROOM

This room smells of incense. Only one person has slept in the bed recently. Clothing is dumped at the end of the bed marked with dull brown stains. Small statues of Klepper and Ithunn stand on a domestic altar opposite the bed. Between them is a small effigy of Arlor. Ash covers the altar where incense has been burnt and is now overflowing from the burner.

If asked about Arlor, Egl will say, "It is the duty of Arlor to corrupt our earthly remains upon our death. He has his place and was once the creator god of earth."

5. THE CELLAR

The stairway is covered in footprints and a trail of blood both dried and fresh. The sounds of almost human snarls appear to be coming from behind a door in the cellar.

Egl will immediately call out, "There, there, my darling, I'm here!" He will beg the party not to hurt his wife.

You immediately smell sweet sickly blood and roast meat. The cellar is lit by an open fire.

The table has the top half of a cadaver partly butchered on it. In the corner of the room are 3 corpses of villagers. Elsewhere is a pile of chopped wood and a small mound of coal. The fire is burning bits of carcass and bone. The door to the east is barred on this side.

After two rounds the half-corpse on the slab begins to move, sliding along by its arms. The other three cadavers in the corner of the room begin to animate.

3 x Corpse Walkers AC: 7 HD: 1 HP 5

MV/R: 120 feet Damage: 1d6

Size: medium xp: 65 each

- Turned as 6HD undead

The half cadaver is AC 10 with 2hp and could cause 1d2hp damage. Xp:15.

6. THE TEMPLE PRISON

The room has been used as a temple to Klepper. His statue sits on a stone plinth against the north wall, a squat meditative dwarven figure. In front of the altar is a coffin on a table. Wrapping shrouds are strewn from the coffin. Remains of gnawed bones lie scattered about the floor.

As soon as the door is opened Madia will take a moment to see if it is Egl before attacking. If the party try to speak with Madia she will demand food from Egl and answer all initial questions with, **"It's the will of the master!"**

If asked who the master is she will just cower and growl "Baazathon, Baazathon is the master, my master..." before attacking the nearest person, even Egl.

Madia AC: 8 HD: 2+2 HP: 12

MV/R: 120 feet Damage: 1d4+1, 1d4+1, 1d3

Sz: medium Xp: 95

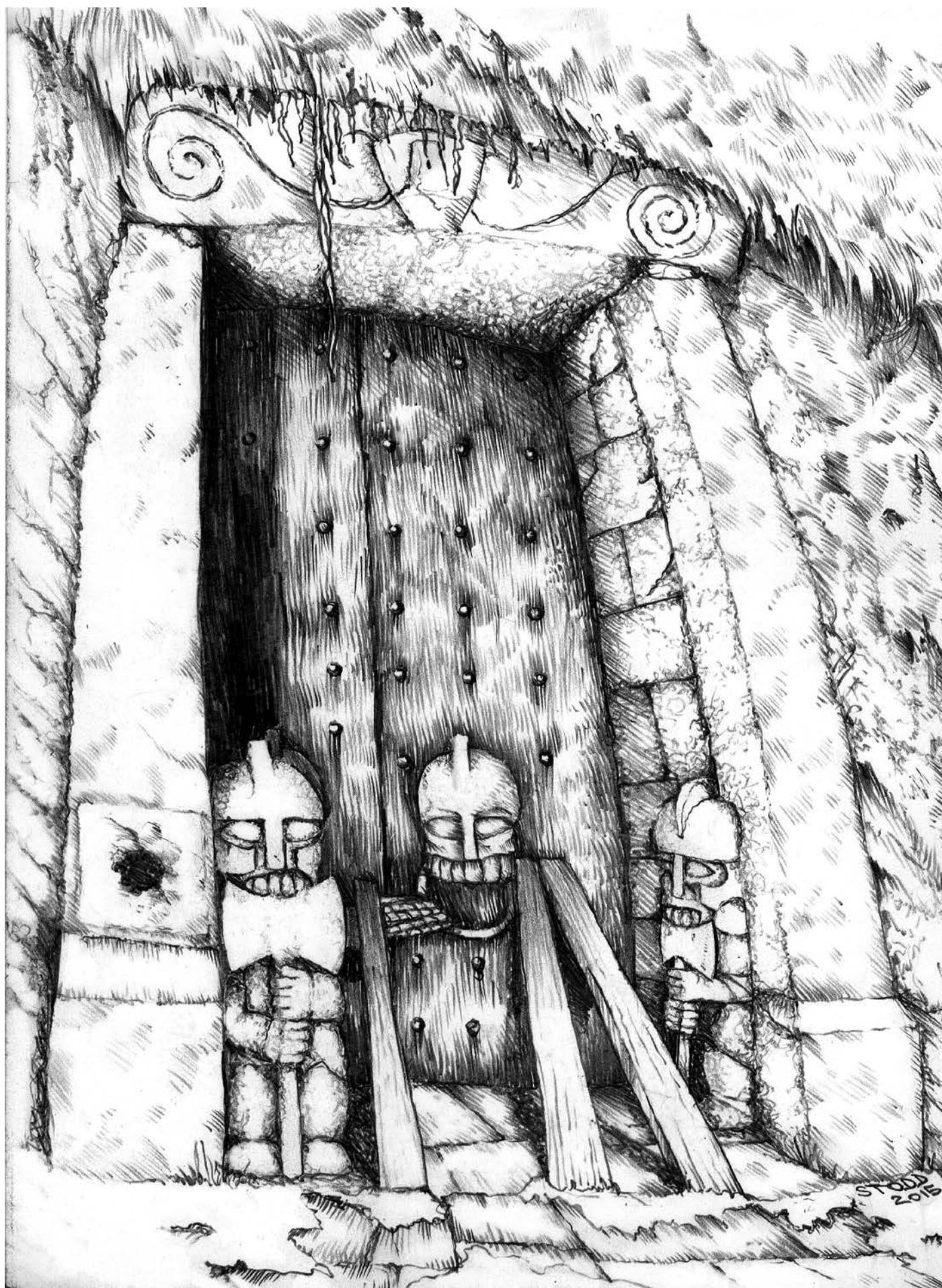
- Victims must make a saving throw vs paralysis at

+2 bonus or become paralysed for 2d8 rounds

After the encounter is resolved Egl will explain the circumstances of his current situation. He will volunteer to hand himself in to Sir Clovis. If asked about the catacombs he will let the party know the following:

- Egl thinks there must be something worse than ghouls inhabiting the catacombs as Klepper would not allow undead to run riot in his domain.
- He will show the party the limb of a spider measuring three feet long striped in yellow and black which he managed to grab from the catacomb the last time he went in.
- The chapel in the catacombs will be a safe place unless it has been de-sanctified.
- There are rumours that there are secret chambers in the catacombs though he has never found them.
- Holy water and blessed weapons will be an advantage in the catacombs.
- There are a number locked entrances in the catacombs as indicated in the text. Egl will provide the party with keys for some.





THE CATACOMBS

APPROACHING THE CATACOMBS

As you approach the catacombs along the sloping trail up the side of the cliffs you notice short stone statues, looking like enraged dwarven warriors standing in pairs lining the way. They wear conical helmets, carry double headed axes and glare with huge almond shaped eyes. These are the Klepperling, the helpers of the god, Klepper. Though eroded and weather beaten they still hold an austere authority.

THE CATACOMBS: LEVEL 1

Various wrought iron gates throughout the catacombs are opened by Egl's keys. They are locked unless otherwise stated in the text.

1. THE DOORS

The entrance is inset into the cliff face with two huge metal studded doors. These are locked but can be opened with Egl's keys.

The ring handles have been lashed together with rope and three sturdy planks of wood wedge the doors shut to prevent whatever is in getting out. These will need force

to remove. Two ancient klepperling statues guard the entrance.

The view of the next room is hidden by black curtains. The party will need a light source to be able to see any further.

2. THE CHAMBER OF ASCENSION

The chamber is lined in black marble that glimmers with a mirror sheen in the artificial light. There are four sconces round the room baring torches.

The centre of the room is dominated by a black marble statue of a Raven. This is Klepper's raven, Uruuk, who carries the souls of the departed to their appointed place in the afterlife. Its back has been hollowed out to allow the placement of a coffin.

On the west wall is a script:

**"There are none who return from there,
That they may tell us how they fare,
That they may tell us what they need,
That they may still our hearts,**

**Until we travel to the place where they have gone, On
Uruuk's wings."**



In the corners of the room are slender columns topped by small angelic faces with raven wings about their heads. If the party study them they will notice their eyes appear wet and red. Indeed they are crying blood and evil radites from them if detected for. Small droplets start from their eyes a short while after the party has entered the room. The bloody tears splash onto the floor before creating a red mist. This mist will coagulate over 20 rounds to form demonic creatures, Sanguine Fiends.

4 x Sanguine Fiend AC: 8 HD: 2+2 HP: 12

MV/R: 60 feet Damage: 1d4/1d4

Sz: small 2 feet Xp: 975 each

- **Damage from their claws will not heal naturally.** Healing potions cure 2hp from this damage per dose, 1hp per dose of prentice healing potion. Clerical healing will restore 1hp +1hp per level of cleric. Only a true heal or restoration spell will immediately restore all the hp.
- **Holy Water will destroy a Sanguine Fiend** and also prevent it from forming if applied before the creature has completely formed.
- **Immune from normal weapons, fire and lightning attacks.** Cold based attacks cause half damage.
- **Vulnerable to blessed weapons** causing normal damage on a hit + 1 for every level of the character if they are of good alignment or a magical weapon of +2 or greater.

- **Protection from evil** spells will be very effective against these creatures and they will be unable to enter a sanctified area such as the Chapel of Klepper (room 3.)

Sanguine Fiends are minor demon from Tartarus appearing like imps created from viscous liquid blood. Their long slender arms extend forward into disproportionately long fingers. They stand two feet tall and usually move about on their four limbs though they can disassemble to liquid form and slide through cracks.

Once a Sanguine Fiend has sensed a soul or smelt the blood of a living thing it will set off in pursuit, never stopping, never resting. It will attack without fear for its own life.

Note: GMs need to keep an eye on timing, counting the creation of the fiends from the party's entry into the room.

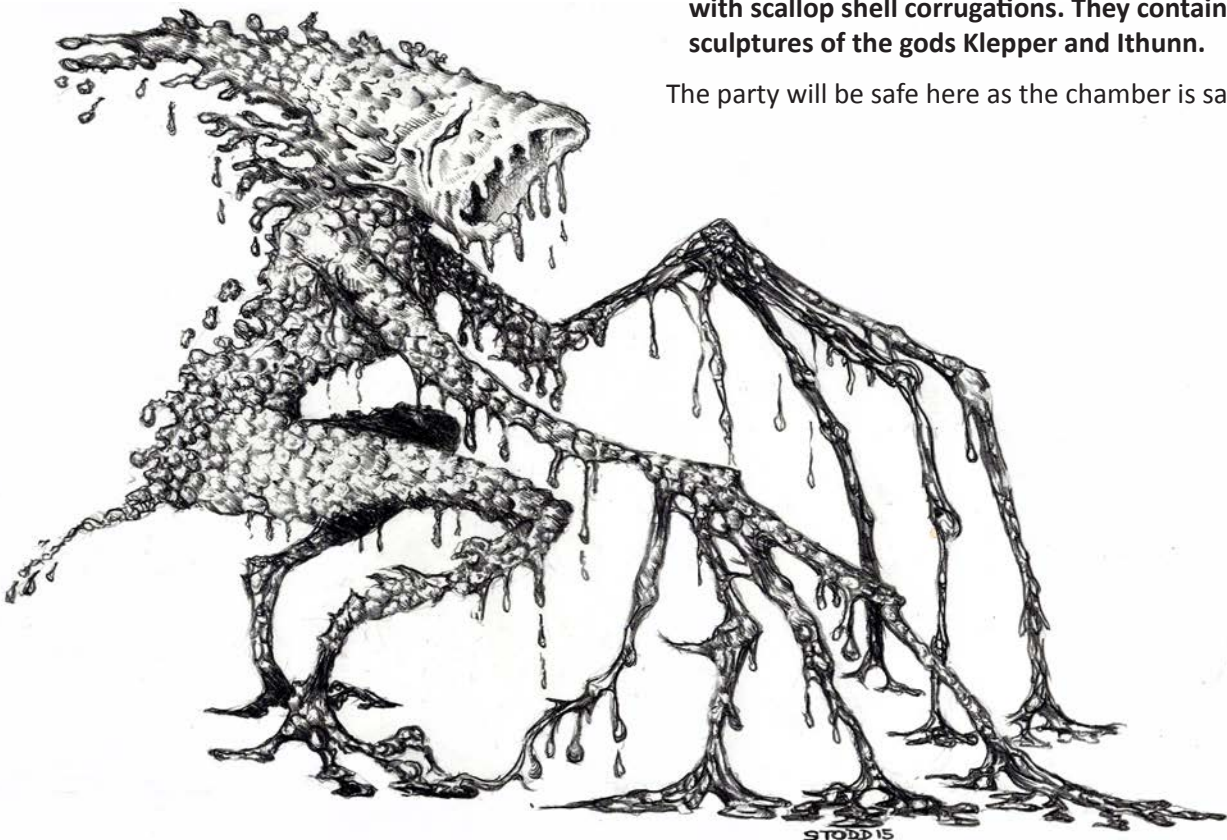
RETURNING TO THIS ROOM LATER

Once the party have entered the main part of the catacombs, if they return here while Baazathon is still active, he will place a powerful illusion over the entrance. The exit will have simply vanished being replaced by a blank wall. The chance to overcome this illusion is a saving throw vs spells at -4.

3. THE CHAPEL

The chapel has a feeling of peace and calm. The walls are of rose and sage rippled marble. Each semi-circular alcove rises to the ceiling 15 feet up with scallop shell corrugations. They contain huge sculptures of the gods Klepper and Ithunn.

The party will be safe here as the chamber is sanctified.



A north partition wall was added later and is hidden by a red curtain with simple decorations of gold birds. Behind the curtain a locked door has an iron ring handle and a keyhole. **The key is on Egly's key ring.**

The east apse has a magnificent seated **statue of Klepper**. Klepper appears as a thick-set dwarf wearing a heavy helmet and holding two double-headed axes, the symbol of judgement. Across his shoulders is a raven feathered cloak.

The southern apse holds the **statue of Ithunn**. She appears as an old crone, tired and spent. At her feet is an empty basket and in her right hand is a scythe, symbolising the final harvest.

The statue in this antechamber is a wild man with large round staring eyes beneath a furious frown. His hair is wild with strange root like growths intertwined while his whole form is covered in tendrils and creepers carved with mesmerising intricacy. His right hand holds a club and at his feet are bones from which appears to be growing fresh shoots of new growth. This is the corrupter earth god **Arlor**. Even though this chamber is protected from Baazathon's power this antechamber still feels uneasy.

The room is used as a supply room for cleaning equipment, flasks of scented slow-burning lamp oil and boxes of tools for making quick repairs and restorations within the catacombs.

A table near the south wall stands next to a small iron strapped chest.

The Table

On the table are the following:

- A large wooden goblet smelling of wine and a half empty wine bottle
- An oil lamp on a chain with a key attached to the chain. **This key opens the small box**
- A small box encased in red leather with brass fittings. It has a simple lock (+30% chance of picking it.) The key for this hangs off the lamp. Inside are two bottles of oil. This is **oil of purification** and will be recognised by a cleric.
- A tome entitled '**The Devils and Evil Spirits of Thorambadt, being Vereland and Hundreness. incantations against the demons, ghouls, vampires and kindred evil spirits which attack mankind, collated by V. Malavanche, necromancer to the Cazadore**'.
- The folio is well indexed and the party can use this book to aid them with the undead and various evil spirits they may encounter.

A priest must spend a round studying the folio before being able to turn the creatures as one level higher.

If studied thoroughly by a priest they will be able to turn any undead as if one level higher and will immediately gain 1000xp on completion of the book. This would take one month of uninterrupted study. At the back of this book is a **scroll with protection vs evil 10 foot radius** able to be cast by a magic user or cleric.

Oil of Purification is a highly sought after and rare sacred oil. It has the following properties known by a cleric.

- If burnt in the lamp it acts as a protection vs evil 15' radius. Duration of burnt incense is three hours per bottle.
- If painted on a lintel it will prevent any evil thing from passing over it. The barrier will last 4 hours before fading.
- If splashed directly on an evil creature, with a successful attack roll, it will cause 2d8 hp damage and the creature acts as if turned. The area of splash is 10' radius. Any creature from the lower planes makes a saving throw vs death magic +2 or is destroyed on this plane.

Below are extra properties of the oil. These may be revealed to the party if they meet Sir Galovant (room 44). If the oil is mixed with powdered bones of a paladin, the paste will have the following effects.

- If burnt will permanently bar any evil from entering the area of effect, 15' radius.
- If used to create wards it will permanently prevent any evil creature from passing through the area. The paste will be able to create 30 wards per bottle.
- If smeared on an undead or lower plane creature, will destroy them with no saving throw.

The Chest

This contains the *Books of the Dead*. The party will get a good idea of the occupants of the catacombs from this.

The Harken family, The Halister family, The Cazadori, The freemen of Highcliff, The tomb of Sir Galovant the Virtuous, Highcliff honoured traders.

Note: When the party leave the chapel, if the Sanguine Fiend have not been dealt with they may be waiting.

4. THE LITURGY CHAMBER

The west wall has a large carved unfurled scroll hewn in black marble with words highlighted in gold leaf.

The text has come from the Book of Sorrows, one of the sacred books of Klepper and reads;

“The raven haired one stood amid the lilies, and amaranth blooms and said “has not the White-Handed Horseman been with thee on thy journey even in the midst of thy great urgency?” And the traveller nodded and said, “why was I tremulous on this my final way, for I have known my sweet companion all along?” So the traveller thus continued on this unfaltering path...”

The south exit of this chamber is blocked by a sturdy wrought iron gate. This can be unlocked with one of Egl's keys.

5. THE GRAND HALL

There is a hollow expectant silence in the long hallway before you. This grand memorial hall has a floor of chequered black and white marble. The long west wall is lined with life-sized statues. Portrait busts stand on plinths.

A blood trail sweeps round the corner from the gate and heads to the east corridor. A little way in front of you, you can see a lone figure slumped against a wall in guard's uniform.

THE SURVIVOR

At x the party sees a guard. He appears to be dead. Fine blood trails mark the flag-stoned floor as if his blood has seeped from his body, though no wound is visible.

If touched he will gasp into momentary life, his breath like dry leaves crackling. He will stare at the party with filmed eyes and gasp “Baazathon...”

If he is cured within the next two rounds he will remain on a single hit point and will be unable to walk without aid or defend himself. He will know the following information though he will gibbering senselessly.

- He is terrified of an evil presence that fills the catacombs.
- He has witnessed the dead walking.
- His friends had their blood drained before his eyes by demons.
- Baazathon whispers to him all the time and has shown him the end, the valley covered in blood and flames.

If the guard is taken to the Chapel of Klepper he will no longer hear the voices and will be free of Baazathon's influence.

If the party try to leave the catacombs, they will find the doorway no longer exists and is but a north wall to room 2. This is a powerful illusion and can only be disbelieved with a saving throw vs spell at -4.

THE MEMORIALS

a) Three lords stand arm in arm, carved in white marble. Beneath is written;

'Egred ~ Demeter ~ Tarquin'

b) The bust of an old balding man named **Kallos**.

As the party come within five feet of this bust they will hear the sound of muffled groans and muttering coming from within the bust. Each round the chatter becomes louder though the words are not clear. After three rounds the bust explodes. Any within five feet will take 1d4hp damage. Three large spider-like creatures with yellow and black stripes and vile humanoid heads issue out of the neck.

3 x lesser Pajaka Spider	AC: 7	HD: 2+2	HP: 10
MV/R: 120 feet	Damage: 1d4		
Sz: small	Xp 420 each		

- Saving throw vs poison +2. The bight mark will leave a black spot. A failed saving throw indicates the victim is cursed. Their soul is destined to end in Tartarus, the eternal prison of Hades. They will know this and will need to make a wisdom check 1/week to avoid descending into morbid depression. They will either become despondent or be diverted from any other task to save their soul.
- Impersonate human speech to sound like distant conversation, cries of agony or other human like sounds. They will often use this to lure adventurers.
- They cast webs to trap prey (as the web spell). Victims make a saving throw vs breath weapon to avoid being stuck.
- Limited blink ability. Able to blink to a location within 20 feet.

Pajakas lurk between planes usually around the conduits from the lower planes especially Tartarus. These have been summoned by Baazathon.

c) A tall cloaked figure who looks distinctly like Sir Clovis. This is **Sir Agrail de Harken** carved in black marble with his sword drawn. At his feet is fallen faun or satyr.

d) The bust of a lady with a veil across her face. The artist has been clever enough to give the impression that the veil is translucent and her features can be made out. She has a hard creased mouth and a distinctly lumpen nose. The inscription reads **Esmerelda de Harken**.

e) The life-size sculpture in the south west corner depicts a cloaked traveller with a stave and backpack, all in black marble. The inscription reads **'Marduke Halister'** He is gesturing toward the gated entrance in the south wall as if he is greeting visitors.

At some point while the party search this room the GM should have a wandering pack of corpse walkers arrive.

5 x Corpse Walker AC: 8 HD: 1 HP: 5
MV/R: 90 feet Damage: 1d6
Sz: medium Xp: 65 each

- Turned as 6HD undead

The turning does not so much turn them as undead as expel the influence of Baazathon from the body. If successful the body merely slumps to the ground.

The south gate

The gated entrance is arched and topped with spikes. A plate has been welded across it looking like an unfurling scroll. It reads 'Cazadori'.

6. THE FORGOTTEN TOMB

The stone doorway to this tomb needs a combined strength of 20 to open.

The chamber is covered with fragments of white plaster with some signs of colour. The angled north east wall once had a fresco on it but this now lies scattered. The front of the grey stone tomb bares the inscription:-

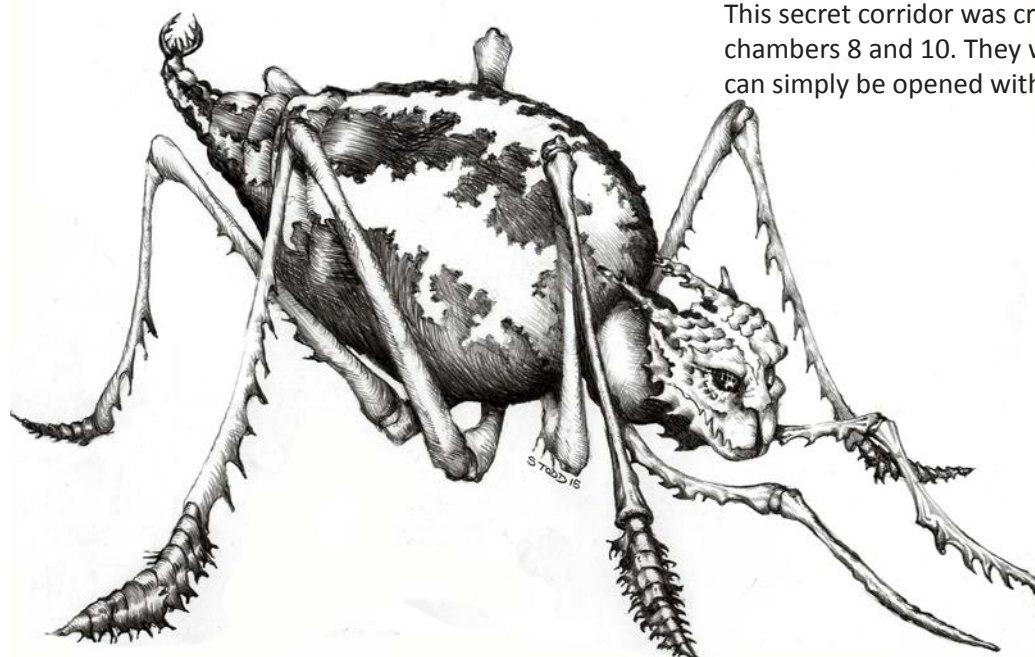
"The sorrows and sins of life I did not see; do not weep for me, I am cured of all sickness, and in my grave – happy am I."

7. THE BOWL

A huge stone bowl draped in carved cloth. The sides of the bowl depict satyrs and Erle folk and there are signs that someone has tried to chip these off.

Carved on the bowl are the words;

"The vessel of our joys is carved from our sorrows."



The area before the north door has a pit trap. The trap will open with a 30% chance. It drops into a pit 10 feet deep causing 1d6 damage. On the east wall is a small bowl set into the wall large enough to put a hand in. This has libation oils in it. If these are used the trap will be made safe. The bowl radiates a feint magic.

8. THE LOVER'S TOMB

A tomb sits against the north wall with a short iron railing surrounding it. The tomb lid has been dislodged and the tall shrouded ghoulish occupant is kissing the east wall where the secret door is. As soon adventurers arrive she will turn with a shriek and attack.

She was Abella Coughleyn, the lover of Padrig Bale. She died of a broken heart when Padrig died and is still trying to reunite with him in his tomb. (Room 10.)

Abella: ghoul AC: 6 HD: 2+1 HP: 11
MV/R: 120 feet Damage: 1d6/1d6/1d2
Sz: medium Xp: 95

- Saving throw vs paralysis or paralysed for 1d6 +2 rounds
- Special: Turned as 3hd undead

She wears a shroud and a pair of gold earrings (100gp) and a ring (150gp).

A secret compartment on the left side of the tomb reveals **a bundle of scrolls**. These radiate magic.

Level 1: Hold portal, Protection vs evil, Spider climb

Level 2: Levitate, Detect Evil

Level 3: Dispel Magic

9. THE CORRIDOR

This secret corridor was created for Abella and Padrig in chambers 8 and 10. They were secret lovers. The doors can simply be opened with a kiss of warm breath.

10. THE BALE TOMB

This room holds three tombs. One holds Padrig and Mahala Bale the other two, their infant children. All are active and out of their coffins. Padrig and the children are Corpse Walkers.

3 x Corpse Walker AC: 8 HD: 1 HP: 5
MV/R: 90 feet Damage: 1d6
Sz: medium Xp: 65 each

- Turned as 6HD undead

The turning expels the influence of Baazathon from the body. If successful the body merely slumps to the ground.

Mahala was aware of her husband's infidelity and has grown to be a vengeful shade.

Mahala AC: 7 HD: 3+1 HP: 16
MV/R: 120 feet Damage: 1d6 see below
Sz: medium Xp: 420

- On a successful hit the victim loses 1 point of constitution. This will be regained with a bless spell or rest at one point per hour.
- Turned as 4HD undead
- Fear on sight. The victim makes a saving throw vs spell or run for three rounds away from the room. 50% chance of dropping anything in their hand.

11. STRAYMORE TOMB

Three generations of Straymores fit into this small chamber with eight bodies in the main tomb. The head of the family, Artemis Straymore, was once Captain of the Guard at the garrison. His effigy still lies recumbent on top of the tomb but he is now standing waiting for any who enter, a skeletal remnant of his former self. He wears a black breast plate, a high helmet and wields a long sword.

He will silently offer a challenge to any fighter in the party. He will wait for the first person to attack. As soon as the attack begins the rest of the conflict takes place outside time so no other party member can help until the combat is resolved. The character with the fastest initiative will be the lone competitor.

Artemis Straymore AC: 5 HD: 4 HP: 18
MV/R: 90 feet Damage: 1d8 +1
Sz: medium Xp: 650

- Turned as 5HD undead
- Due to his condition there is a 30% per round that Artemis will miss an attack through mindlessness.

If the challenger wins the ghost vanishes leaving a sword floating in mid-air looking like a vision. It can only be touched by the victor. It will be ethereal to any others who try to touch it. Beyond that it is a +1 long sword named 'Herald'.

12. THE GRAND CAVE

GM notes. For the Grand Cavern use the map on the following page. The numbers identifying the features of this chamber follow this map.

TOP LEVEL 1. (ROOM 12 ON THE LEVEL 1 MAP)

You have entered a vast cavern. From the entrance, the true extent of the place cannot be seen. What is immediately noticeable is the constant scraping, shuffling, splintering, crashing and dull rasping sounds coming from the immense chamber. Far below there is the constant sound of heavy objects plunging into water.

To the left are alcoves carved into the cave walls contain coffins. Alcoves stretch from floor to ceiling filling the outer walls as it disappears beyond the lantern light.

At first eight shrouded dead begin clamouring mindlessly toward the party. Behind them are many more pouring and scrambling forwards.

There are a total of 300 Corpse Walkers. Many more disintegrate as they topple out of their coffins, or cascade down into the water at the base of the cavern.

300+ Corpse Walker AC: 7 HD: 1 HP: 3
MV/R: 90 feet Damage: 1d6
Sz: medium Xp: 65 each

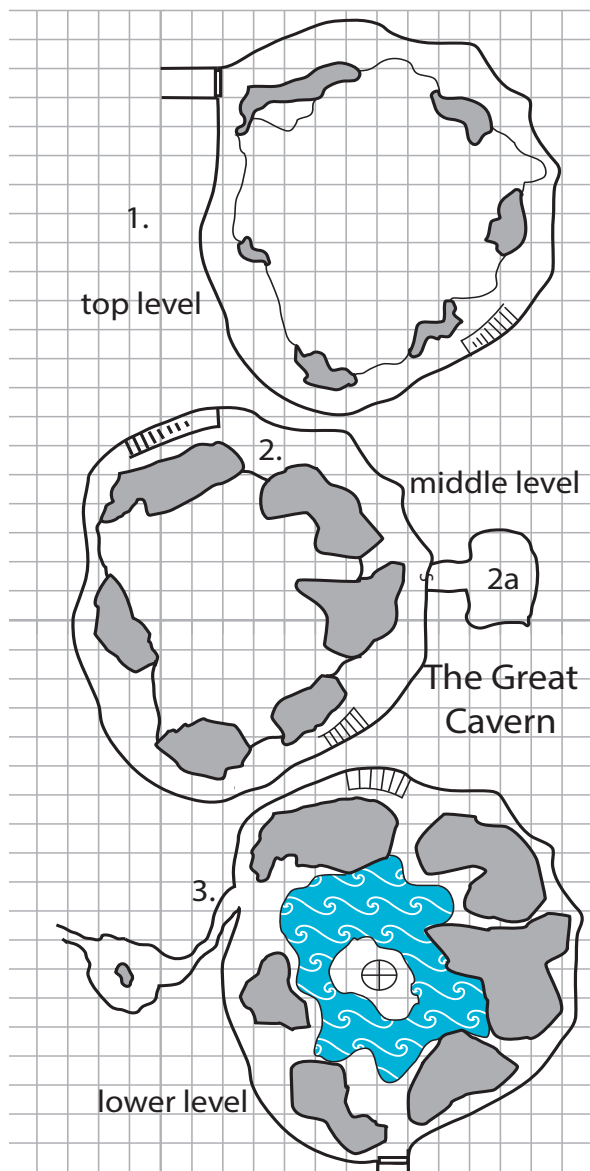
- Special: Turned as 6HD undead

Three horizontal storeys of catacombs run round the cavern. These are connected by stairways. The entire cavern is held aloft by six natural pillars reaching into ceiling and diminishing in width as they rise. The ceiling reaches 20 feet over the heads of the party on level 1 and is covered in stalactites of various lengths. The cavern drops 100 feet to the water below on the lower level. Any who fall from here suffer damage of d6 per 10 feet above the water.

2. THE MIDDLE LEVEL

In the east wall is a secret door hidden by stacked smashed coffins and rotten corpses. Removing the debris reveals markings on the wall. In old tongue they read;

'Behold the condemned. Neither sky nor earth is known to she who in evil abides. Let her abide in darkness for an eternity.'



There is a door frame painted on the cave wall. The secret door is easy to find but to open it will entail chipping into the cave wall.

2a THE TOMB OF PENATHALIA

The large stone door can be dragged open with the combined strength of 25.

As soon as a merest crack appears an audible gasp of musty air escapes.

Detect evil will reveal the whole room to be drenched in evil essence though the centre will be focused on the amulet worn by the remains of a woman hanging from the ceiling.

Her blackened bones are swathed in priestly robes. She hangs from the ceiling 12 feet from the floor as though hovering in mid-flight. The chains end in vicious hooks which must have pierced the flesh of the priest.

Hanging from her neck is an amulet with a large black ovoid gemstone. This contains the evil soul of the Priestess Penathalia. She is insane with evil intent.

If the amulet is destroyed while she still resides within it (ACO hp4) then she is forever slain.

The ground directly beneath her is layered with tablets covered in inscriptions. These tablets weigh 100lb altogether but will fill three backpacks. They are also fragile and will break if hit with any sharp blow.

These ancient wards, if studied by a cleric for one month, will permanently increase the cleric's wisdom by one point to a maximum of 18. They will take four hours to transcribe in situ for study. During this time of transcription the cleric will also gain the spells **Dispel Evil**, **Protection vs evil** and **Glyph of Warding vs evil** in addition to their usual spells until discharged.

THE DARK PRIESTESS

Penathalia will be aware of any who enter the chamber and will attempt to insinuate her will into any who stay here for more than five rounds, first assessing the weakest willed.

Insinuation

- Penathalia's attempt to insinuate her will is based on her will power score of 25
- The victim adds their charisma or wisdom (whichever is higher) and level together to find their will power score
- Both parties role a d20 and add their will power to the result, the higher being the victor. Penathalia will need to win three times to completely insinuate her will into the victim
- Each round of this contest of wills will take a round of time
- Any character with natural or magical resistance against charm effects will be able to use this resistance
- The victim will only be aware of any attempt to insinuate if she fails, therefore these rolls must be carried out secretly by the GM

If she fails an attempt the victim will feel a dark presence in the room, an uncomfortable sensation that something evil lurks nearby and is dangerous. If she senses the character is resistant or suspicious, she will keep trying all the party members.

She will keep trying to insinuate herself into each character until she succeeds with one.

The insinuation is the equivalent of a Charm Person spell. Penathalia will steer the victim to gain possession of the

amulet and carry it out of the catacombs. If she senses the victim is heading toward danger then she will try to get them to back out of the way or escape from the rest of the party and get out. Ultimately she is looking for a fresh new body to transfer her soul into and will use the victim to help her find one.

She will be able to cast the following spells through the wearer and will allow the wear access to them, cast as a 6th level priest. **Charm Person, command, chill touch, feign death, sanctuary, protection vs good 10' radius, protection vs evil 10' radius.**

If she is destroyed in any way the party will receive 2400xp.

3. THE LOWER LEVEL (ROOM 20 ON LEVEL 2)

The tombs are all empty and over 100 corpses float in the lake their fractured bones drifting like kindling. In the middle of the lake a massive statue stands on an island depicting a woman clad as a ranger in a hooded cloak on a rearing griffon with a flock of ravens flying upward into the air.

A small version of this statue can be found in room 40 on level 1. The GM can make of this what they wish.

The narrow passage to the west has been blocked by a rock fall but could be cleared in three turns. The south door is blocked by rubble from this side.

BACK TO THE LEVEL 1 MAP.

13 THE TRAIL OF BLOOD

Tracks of blood head north east from the junction as if a body has been dragged.

14. THE BOCCULARD TOMB DOOR

The mausoleum door has a beautifully carved image of a quarry lined in trees.

15. THE LADY OF GLASS

The walls are covered in the finest mirror smooth black marble but the tomb and statuary in the room are all made from crystal. The coffin in the central tomb is of glass and Lady Bocculard can clearly be seen inside covered in highly coloured silks.

This is the resting place of Silviana Bocculard, the widow of the Stone quarry owner Nethanial Bocculard.

Silviana suffered from a rare condition and believed that she was made from glass. Her pitiful form is animated, struggling to escape from her confines. She has jewellery on her arms, fingers and across her forehead, three bracelets on each arm in gold (value 100gp each), two rings on her left hand, one gold wedding band and a black stoned signet ring, each valued at 500gp. Across her forehead is a brooch on a gold chain in turquoise

showing a portrait of her husband worth 800gp.

The 4 small figurines standing at the corners of the main tomb come to life and attack. They look as if they are made from liquid glass. They carry glass spears.

4 x Crystal guards AC: 10 HD: ½ HP: 2
MV/R: 60 feet Damage: 1d2 see below
Sz: small Xp: 65

- If smashed they will explode causing 2d4hp damage to anyone in a direct radius of 10 feet from them. The victim will get a saving throw vs breath weapon to only suffer half damage.

The tomb glass is two inches thick but any single damage of 6hp will smash it including an exploding figurine. As soon as this happens the Widow of the Glass will erupt from her coffin. The explosion of glass from the coffin will cause 2d4hp damage to anyone in the room.

Lady Silviana Bocculard AC: 8 HD: 5+1 HP: 25
MV/R: 90 feet Damage: see below
Sz: medium Xp: 650

- Can control glass shards once a round. These shards act as a mass of arrows. Range 20 feet cone ending 10 feet across. Any caught in the glass shards makes a saving throw vs breath weapon. Failure and they receive 4d4 +2 hp damage, success for half damage.
- Turned as 6HD undead

Before the glass statue of an angel in mourning to the west is a glass casket.

Inside is a potion of **true seeing** and a potion of **invisibility**.



16. THE DEVLIN TOMB

To the west are three wood empty coffins. The main tomb in the north part of the room has the simple inscription 'Devlin'.

The tomb lid will need a combined strength of 30 to slide back. The tomb has a gas trap. Any within contact of the tomb need to make a saving throw vs poison +2 or suffer 2d8hp damage.

The dark wood coffin within has a tarnished silver plaque reading 'Horashio Devlin 930 – 983'.

On the coffin is a dried colourless wreath and a scroll which reads:

**“My Fief Lord, Lord of my land
Often will I ask the Keeper
If he has seen you, if you’re in safety.
All my friends will tell me to forget your image,
But their advice is just as idle
As to command the Quelliard from flowing.
My Fief lord, Lord of my Land
Ever shall you be.”**

Inside the coffin are a pile of winding sheets and among them, an amulet of some beauty. The wraps radiate evil. If a character reaches in to get the amulet they will rise up and attack the party forming a partial shrouded mask and disembodied hand.

The Devlin Spirit AC: 4 HD: 6 HP: 32
MV/R 90 feet Damage: 1d8hp see below
Sz: medium Xp: 1400

- Attacks as a 4HD creature four times per round reduced as each wrap is severed

- On a hit will lash out to a range of 15' with its wraps and strangle victims for 1d8hp per round automatically
- The wrap can be cut after single cut of 4hp. Blunt weapons will be ineffective
- Fire will cause 5d6hp damage to the creature
- The severed wraps will still be able to attack but at the shorter range
- Once per round the spirit may use one of the following spells: darkness 15' radius, swarm, protection vs good, rebuke
- Turned as a 6HD undead

New spell: Utter Swarm

Level: 3 Component: V, S, M
Range: 30 feet Casting time: 3 segs
Duration: 1 r/level Saving throw: special

On casting this spell a swarm of flying insects will pour from the caster's mouth and envelope the victims. These insects will continue to surround the victims even if they attempt to run from the area. Spell casters will be unable to cast spells and fighters will be at -2 on attacks. Any AC bonuses based on dexterity will be negated.

If a saving throw is successful, the victim will need to spend one round to fight off the insects before escaping.

New spell: Rebuke.

- Caster needs be undead of average or higher intelligence
- Component: V
- Range: 30 feet
- Duration: 1 round + 1 round per HD of undead
- Casting time 3 segs
- Saving throw: neg

On casting this spell the undead caster is able to rebuke turning attempts. Once cast any cleric attempting to turn the undead needs to make a saving throw vs spell or suffer from the same effects as a turning.

17. THE ENIGMATIC HEADS

Five death masks protrude from the east wall.

If the party approach, inspect or seek to pass the heads, their eyes will open. Any who stare into the eyes will see a mesmerizing swirl or starlight heading off into infinity.

They need to make a saving throw vs spell +1 or are

paralysed, unable to move while they stare into the eyes.

If the gaze is broken by another party member blocking the view then the victim will be confused for the following round, unable to fight.

During the round after they break their gaze, they will be able to ask one question of the Game Master and will receive a truthful answer but the answer will be in a short single sentence and may be a riddle or an image.

The following round after the eyes open any of the party unaffected by the heads will hear scratching scuttle coming round the north corridor turn accompanied by the dull indistinct sound of people murmuring.

4x lesser Pajaka Spider AC: 7 HD: 2+2 HP: 10
MV/R: 90 feet Damage: 1d4
Sz: small xp: 250 each

- On a bite the character needs to make a saving throw vs poison +2. The bite mark will leave a black spot. A failed saving throw indicates the victim is cursed. Their soul is destined to end in Tartarus, the eternal prison of Hades. They will know this and will need to make a wisdom check 1/week to avoid descending into morbid depression. They will either become despondent or be diverted from any other task to save their soul.
- Impersonate human speech to sound like distant conversation, cries of agony or other human like sounds. They will often use this to lure adventurers.
- They cast webs to trap prey (like the web spell). Victims make a saving throw vs breath weapon to avoid being stuck.
- Limited blink ability. Able to blink to a location within 20 feet.

18. THE GATE TO THE PAST

At the southern end of the corridor is a huge blackened door inset into a heavy stone frame. A solid set of bars block the passage east. Through the bars there are natural caves.

The bars can be wrenched open with a successful bend bars check. They can also be lifted with a combined strength of 30. Only two humans can fit onto the bars at one time.

As soon as the bars are lifted or twisted open there is a sound of rocks being disrupted from the caves.

19. THE ANCIENT GALLERY

This cave corridor is lined with fine calcite glistening in the lights carried by the party. Along the walls are carved ancient symbols of tigers, eagles and dragons.

Three undead ogre have erupted from the cave walls as soon as the bars at 18 are opened. They appear like earthen skeletal golems thundering mindlessly toward the party.

3 x undead ogre AC: 6 HD: 4+1 HP: 16, 17
MV/R: 60 feet Damage: 1d6+2
Sz: large Xp: 270 each

- Turns as 3HD undead

20. THE MOOT HALL

At the entrance to the cave are two carved figures with their weapons crossed at the top forming an arch. One is a barbarian lord wielding a broad sword, the other an Erle Folk, a female true elf wielding a decorated staff. She has long hair that descends in plaits down her back, two feathers decorating her hair just behind her long pointed ears. She has been sculpted with a medicine bag across her shoulders.

The large cave room has six stone-carved thrones facing toward a low pool six feet in diameter in the centre. The pool rises a foot from the floor with sides decorated like the scales of a serpent.

The thrones depict: NE, bear; E, eagle; SE, dragon; SW, wolf; W, serpent; NW, stag.

The thrones' arms form limbs of the creatures and their backs sweep up to form the heads of the animals. On the walls is writing in an ancient language. A priest or magic user will be able to read this.

"The Truth shall be told within this hall before our honoured ancestors for we shall not fail to honour them, we shall not fail to respect them, we shall not fail to hear them and we shall not betray them. Oh Ancestors! Stand with us, strengthen us, teach us and protect us from the snares of our enemies!"

If detected for, all the thrones glow in a similar strong magic as does the bottom of the pool. The pool's magic is intense and indicates an inter-dimensional portal. One with Fae Sight, or one of the Erle Folk, will notice this and will know it leads to a good aligned outer plane.

In ancient times each throne represented a clan of the barbarians. This was a sacred chamber where the leaders consulted their ancestors and consulted with each other. Sitting on one of the thrones was the honour of the clan chief and should anyone else dare to sit on a throne they would be expelled by the ancestors themselves. They were able to converse with their spirit elders through the thrones and directly through the pool as it provided access to the afterlife, Langheim.

A character who attempts to sit on a throne will immediately have to resist being expelled.

THE BATTLE OF WILLS.

- Assume the thrones have a will power score of 25.
- The character must add their wisdom or charisma, whichever is higher to their level to find their will power score.
- Roll a d20 and add the result to the will power score. Compare the results and the higher score maintains control.

The victor is the first to gain three clear wins over the competitor. The character will be able to continue this mental struggle for the number of rounds equal to their wisdom.

If the character loses they immediately fall from the throne in a swoon and only wake up in 1d4 turns. They will wake to have nightmares about being attacked by the creature represented on the throne and will not be able to try again out of fear.

If successful they will have gained control of the throne and have access to its powers.

They will feel their point of awareness rise up into the ceiling above the pool. They can resist this freely. If more characters successfully sit in the other thrones they will find they will have a 'meeting of minds' within the centre of the chamber, reading each other's surface thoughts. It is even possible for them to swap bodies. If willingly carried out then the character will continue in the new body until they return to the thrones. This was originally the ultimate act of faith between clans.

Those gaining mastery of the thrones will be able to do the following:

- Detect lie within the room
- Speak with dead as a 15th level priest
- Divination. The one in control of a throne may ask the ancestors three questions. If they ask more then they will need to succeed in a battle of wills (Just a single mental combat round) again to receive an answer

If three of the thrones are successfully occupied then the portal in the pool will open.

THE SUMMONING OF THE BARBARIAN LORD.

You gaze toward the centre of the room shielding your eyes from an aura of pure blue light. From within the glow, suspended over the pool, stands a huge Barbarian wearing a fur cloak, loin cloth, high leather boots, with a vast broad sword lashed to his back. He has long fair hair that pours over his



shoulders in plaits. The exposed skin of his chest is tattooed with the stripes of a tiger and his arms are covered in tattoos of sacred animal spirits.

Sharrea: Barbarian Lord

Strength: 18/75 Intelligence: 10 Wisdom: 10
Dexterity: 16 Constitution: 17 Charisma: 16

- Barbarian Level 10 AC 4 HP 152
- # 2 attacks a round
- Damage 1d10 +3
- Sharrea will be able to get a free attack on any who attempt to attack him from behind with a 75% possibility

Once summoned Sharrea will hold control of the portal and will remain even if the summoners leave the thrones.

“You seem to have a wish for Death. You have no place in this hall of honour. You insult my people by taking to the thrones of the great clan chiefs, you are Gad-aadin and weak. Speak now and by your words I will judge your right to live.”

He will speak with the character in the tiger chair, or the one nearest. No other party member will be able to speak or move. Only the player in the throne he is facing

will be able to answer.

If any question is asked, however petty, the Barbarian Lord will say;

"I have not been summoned here to answer your insignificant curiosities, now speak. The lives of your hunting party weigh in the balance of your words, justify your dishonour of my people."

If the character speaks the truth then this will placate the Barbarian Lord.

He will say;

"For your honourable tongue I respect you. Be at ease for, though you dishonour my hall, still you shall find sanctuary.

I suspect many seasons have passed since last this hall housed my people. For this I care not, for all must pass and the weak shall perish. Now I treat you as honoured guests. You may speak your minds and I will aid if such is warranted."

If his name is asked for he will reply,

"I am Sharrea of the Panterra Tygris, Lord of the Clans of Hundreness. In life I ruled these lands, protected my people and sent the Gad-aadin back over the Mountains. They knew me and feared my name."

If asked if he can help, he will be circumspect. He will ask,

"Are you thieves in the dark or is your quest of worth. If you are nought but thieves then I aid you by sparing your lives."

If the party mention the catacombs and the trouble with evil, Sharrea will look round at the party.

"It is my will that these halls be cleansed and this I shall do yet I shall not touch those who, by their own devising have unquiet spirits, neither will I confront the demon for that is your destiny."

Sharrea will summon a hoard of spirit barbarian from the pool who will race through the walls of the cave. They will scour through both levels of the catacombs destroying all skeletal undead, ghoul, pajaka spiders and corpse walkers. They will leave the more powerful undead.

He will be able to guide the party in making best use of what they already possess and also inform them of Sir Galovant if they have not already encountered him.

Sharrea will choose one weapon owned by the party, or the Skull of Warding from room 24 if that is in possession and place it in the pool.

"I hereby place the power of my peoples within this weapon. When you encounter the demon use this

against him. If your strike is true then he shall be sent into oblivion."

The weapon will be +4 vs lower plane creatures for the duration of the adventure. This includes Sanguine Fiend and Pajakas. If the skull of warding is sanctified and used against the demon then it will be able to banish him.

If the matter of the Harken curse is mentioned Sharrea will have great insight into this. If he is told the whole story he will immediately say that the Lord of the Mountain was dishonoured by the theft of his sacred metals and this should be redressed.

The bone flute will still need to be fashioned from a Harken corpse.

Sharrea will not concern himself further with affairs and threats on the valley. He will emphasize that the demon Baazathon needs to be expelled from this world. He will confirm this is the prime purpose to help the valley and save the people. He will also stress the stupidity of humans setting themselves above Erle Folk.

If the player lies then the Barbarian Lord will wait till the player has finished then say;

"With your divided words you have dishonoured yourself, you have dishonoured this, my hall and you have dishonoured me. You have doomed yourselves for I will not be summoned by Gad-aadin and let them leave this hall alive."

He will then release the party and fight them.

The pool portal leads directly to the outer plane of Langheim, the afterlife of the barbarian, but may only be opened by the thrones.

21. THE WAYSIDE SHRINE

The statue of Klepper is covered in blood and surrounded by the bodies of the platoon who went missing. Their bodies are heaped up in front of the god like an offering.

They come to life to attack the party taking a round to be battle worthy.

6x Corpse Walker	AC: 8	HD: 1	HP: 5
MV/R: 60 feet	Damage: 1d6		
Sz: medium	Xp: 65		

- Turned as 6HD undead

They carry their patrol kit, a dagger, a pouch of 8sp each, a short sword, leather armour and helm.

If the shrine is cleaned and blessed by a cleric, Klepper will use it to help the party. Touching the statue will heal characters of 1d8hp. Any being possessed by an invading spirit will be exorcized as soon as they touch the statue.

22. THE HALISTER TOMB ENTRANCE

The east wall outside the entrance is adorned with an impressive carving in white marble of a large mill built along the banks of a fast flowing river. The door itself bares the name and crest of the Halister family.

The doorway is arched and decorated with hops and barley. The apex of the arch has carved wine bottles, a water wheel and ripe crops. Either side of this is Ithunn and Gildor, the gods of nature's harvest and industry. The door to the Halister Chamber is locked though the key is on Egy's key ring.

The entrance corridor is cloaked in magical darkness. If a player moves their hand through it, the surface of the darkness is disturbed like smoke sending wisps out toward the party that take on the form of clawing hands.

THE TRAP

The second five feet of the corridor has a pit trap that drops 15 feet. This can easily be avoided with a pushable stone button on the wall. Any who fall suffer 1d8 hp damage. The pit widens from 5 feet in the ceiling opening to 15' x 15', the walls sloping outwards. Each of the sloping pit walls are covered in rusty downward facing spikes that drip with viscous black liquid. In the middle of the chamber is an iron drainage grill. After 1d4 rounds a rush of hot air issues from the grill followed by an outpouring of bloody ooze. This copiously continues to erupt for two rounds then settles for a moment before the thick pool ripples and a sanguine fiend forms from it, this time covered in small licks of flame. Any adventurer within five feet will feel heat coming from the creature.

1 x Sanguine Fiend AC: 8 HD: 2+2 HP: 12

MV/R: 60 feet Damage: 1d4+2/1d4+2

Sz: small 2 feet Xp: 975 each

- Damage from their claws will not heal naturally. Healing potions cure 2hp from this damage per dose, 1hp per dose of prentice healing potion. Clerical healing will restore 1hp +1hp per level of cleric. Only a heal or restoration spell will immediately restore all the hit points.
- Holy Water will destroy a Sanguine Fiend and also prevent it from forming if applied before the creature has completely formed.
- Immune from normal weapons, fire and lightning attacks. Cold based attacks cause half damage.
- **Vulnerable to blessed weapons** causing normal damage on a hit + 1 for every level of the character if they are of good alignment or a magical weapon of +2 or greater.

- **Protection from evil** spells will be very effective against these creatures and they will be unable to enter a sanctified area such as the Chapel of Klepper.

If the adventurer escapes the pit, the fiend will crawl up and begin to hunt down its victim.

Any character struck by the fiend will be able to be cured normally if they make an offering at the cleared Statue of Klepper.

23. THE HALISTER TOMB

The white marble tombs and statuary indicate the opulence of the Halister family. Against the west wall north of the door is black marble life-size statue of a woman with a raven head dress and raven wings outstretched behind her. She has her right arm held high holding a lily. The east wall is lined with 3 sculptures and two tombs, all in white marble.

THE TOMBS

The northern tomb. On top of the heavy lid is a carving of a bardic figure with his cloak wrapped about him like a blanket. He is lying on his side with his head resting on one hand. The lid to this tomb would require immense strength to move or engineering as it weighs at least two tonnes.

This is the tomb of Marduke, a member of the Cazadori acting as their rogue but also a great songsmith and bard. He was initially buried in the caverns of the Cazadori but his family moved the body in later times to this family chapel.

The south tomb looks like the outside walls of a Tavern complete with carved windows and a doorway. The recumbent here is Cornelius Halister.

Knocking on the door will cause a repeat of the knock. Apart from that nothing happens. The occupant is at rest. He has a ring on his finger worth 500gp.

The Statues

The north eastern statue shows Ithunn in her bountiful state as a rotund barmaid holding beer and bread in her hands. About her feet is wheat and corn, barley and heavy clusters of hops.

The central statue between the tombs shows a youth with a bow and bares the epigram 'Agrail Halister'.

The southern statue is a graceful woman carved realistically. It bares no name.

The large statue of the raven woman to the west is Uruuk, Klepper's consort.

The north west wall has a tapestry showing the crest baring a mill wheel in water. This is the Halister crest

still seen at the Tavern. Behind this tapestry is a bronze plaque covered in script.

**“Enter here with Waker's grief
Yet honour we in Klepper's keep,
With rites divine inciting sacred joy
With Bakkos' kiss upon our lips.”**

The plaque has three small keyholes hidden amid the writing. They will only be seen if the plaque is searched thoroughly. In a secret compartment behind the bronze plaque is a casket of gold nuggets from the caverns.

The nuggets have 500gp value. This gold is sacred to the Erde Folk, or true dwarfs. If detected for, the gold nuggets radiate an aura of magic. This is not the artificial magic conjured by mages and wizards, but natural magic as raw as the gold.

If this adventure is being played as part of the whole series of adventures set around Highcliff Gard then this is a major find of sacred gold that will go a long way to solving the curse of the Harkens and may change the outcome of the valley's future.

An offering to King Lorx in the form of a grail fashioned from the sacred gold of the mountains will be one solution to ridding the Harkens of their curse. It is up to the Game Master how they handle this. If the game is being played in isolation or part of another campaign then the gold could just be a trove of base gold.

23a THE DARK CHAMBER

This anti-chamber is accessed via a wrought iron gate with an ornate lock. Through the bars the visitor will see a tomb of black, red and green rippled marble. The occupant stands before the tomb, a black shimmering column of smoke.

It will only respond once an adventurer sees it. It will let out a faint shrill scream and the magical darkness from the corridor will immediately come to life with four shadow creatures. The spirit will pass through the barred gates and attack the nearest party member.

Halister Spirit AC: 5 HD: 3+1 HP: 18
MV/R: 90 feet Damage: nil
Sz: medium Xp : 420

- On a successful hit the victim must make a saving throw vs death magic or be possessed by the spirit the following round.
- The creature requires a blessed or +1 weapon to hit it. Holy water will burn it for 2d8hp damage.
- Although immune from charm based attacks it is susceptible to protection spells.

- Holy water, bless or turning it as a 5HD undead will remove the spirit from the unfortunate victim but the priest will need to roll an attack to successfully aim the spell at the attacking party member.

The spirit will use the possessed body to attack the party. It will gain any AC bonus and damage from the weapon used but will have none of the possessed victim's spell powers or knowledge.

4 x shadow spirit AC: 8 HD: 1+1 HP: 7
MV/R: 90 feet Damage: 1d4
Sz: medium Xp: 120 each

- Turns as 2HD undead
- Regenerate 1hp per round while within 10 feet of the magical darkness in the corridor, even if slain.
- Holy water, blessing or a prayer to Klepper will destroy them.

If a character prays to Uruuk then a glow of iridescence from the lily at a 20' radius, destroy all evil within it and expelling any shadow from a possessed victim.

The party will not be given the keys to the bars of this antechamber.

They will see beyond the bars a rich marble clad room in reds and greens. The side of the tomb reads “Lorima Halister”.

The tomb can easily be broken into by smashing through the marble slabs on the side. Inside the corpse is gasping breathlessly, its eyes glowing with a faint evil. It is completely wrapped in tight bindings and unable to free itself. If destroyed the corpse can be searched. It has a ring encrusted in gems worth a 1000gp. It wears a suit of **leather armour +2** in quilted black. At its feet is a small chest containing 80pp, 12 gems a ring of platinum (800gp) and another of gold (300gp).

23b THE TOASTING ROOM

You see walls completely covered with memorials; plaques in the shape of barrel ends. In the middle of the room is a round table with 6 stools. On the table is a barrel on its side on a trestle and a toasting pale with two handles extending vertically from the sides. The table has the following verse carved on it;

“Toast thee to honour the dead as they gave thee honour in life.”

The drink will act as a healing potion (1d8+2hp) but can only be drunk within this chamber. If taken in flasks it becomes plain but tasty beer. There is sufficient for 20 pints.

24. THE RUINED TOMB

The eastern end of the chamber is caved in. A stone tomb is partially exposed underneath the rubble. Its western side is open providing a dark rectangular cavity protruding from the rubble.

The occupant has gone and all that remains are some fragments of wood from the coffin.

At the farthest end of the broken sarcophagus eight feet from the entrance is a small chest only visible if a character crawls through to investigate. Only one human sized character can crawl down there at once.

As soon as the chest is touched the eastern end of the tomb is broken through by a pair of mummified hands. The Crypt Crawler that will drag the victim into a crawl space behind the tomb.

Crypt Crawler AC: 8 HD: 2 HP: 12

MV/R: 60 feet Damage: 1d6

Sz: medium Xp: 175

- For the purposes of this encounter the victim will have no dexterity bonus and the creature will have an initial +4 to hit due to surprise and an easy target.

If the creature misses, the character has an opportunity to retreat with or without the chest or try and attack. They will only be able to attack with a dagger-sized weapon.

If the victim has been dragged into the crawl space they are able to defend themselves but will attack last in the next round and will only be able to use a dagger sized weapon.

The chest contains a gem encrusted skull (value 2000gp). The **Warding Skull** wards off evil spirits.

The skull has two functions.

- If held it detects evil in a 20 foot cone
- It can be used by any character class to attempt to turn undead. It has a chance of turning undead and lower plane beings as a 5th level priest. If wielded by a priest of good alignment, the skull will turn undead at half the level of the priest + 4 levels rounded up. A 3rd level priest using the skull will turn undead as if 6th level.

WARDING SKULL TURNING TABLE FOR NON-PRIEST.

Undead Type	d20 roll needed or greater
Skeleton or 1HD	Automatic 2d6 undead
Zombie	Automatic 2d6 undead
Ghoul or 2HD	4
Shadow or 3-4HD	7
Wight or 5HD	10
Ghast	13
Wraith, Corpse Walker* or 6HD	16
Mummy or 7HD	19
Spectre or 7HD	20

*The Corpse Walker corpses manipulated by Baazathon will collapse instantly on a successful turn.

25. THE WATER OF LIFE

The room is bathed in a cold green blue light emanating from the southern end. There is a sound of running water. The atmosphere is filled with a clammy damp. The walls are covered in ceramic tiles depicting scenes of rivers and waterfalls. Figures can be seen fishing and sailing in small boats. Beneath the waters are fish, nixies, crustaceans and fantastic sea creatures.

Against the west wall is a tomb of white marble. The statue of a woman in simple robes and head dress stands on top. She is made of white glazed ceramic and glitters in the damp air. The tomb has a simple inscription 'Remedy'.



The southern end of the room is natural cave. Tiers of rock cascade down toward a pool at the base. A constant ripple of water descends through these, bubbling into the dark pool.

No light will penetrate the waters. If characters take water from the pool and drinks it within the room they will be cured of 2d8+3hp. The healing will only be effective once per character each time the party visit.

If they begin reaching down into the dark waters they will be dragged into the pool through an inter dimensional hole 2' down with no saving throw. They will be spat out four rounds later. Roll 1d6 and consult the table below. Any character who dives into the pool a second time will need to fight their exact double as a mirror of opposition but will gain no further benefits if they survive.

1. Primary ability raised by 1.
2. Gained 2000xp.
3. Gains 1 miscellaneous magical item.
4. The pool acts as a mirror of opposition. The character drops into a 30' diameter arena on a rock in a parallel plane. The character must defeat an exact version of themselves. Treat both the character and opponent as if on full hit points and spell use. If they win they gain a level. If victorious, the character receives 650xp and one weapon has been replaced with a +1 magical bonus version.
5. Arrive back with a single Goblin Coin in their hand. A goblin coin is given to mortals by the Erle Folk to enable them access into the Fairy Kingdom. The coin will glow if within 60' of any portal leading there and the possessor will be able to travel through the portal. The only way back is by the permission of an Erle Lord or another Goblin Coin. Goblin Coins turn into autumn leaves when used to travel through portals.
6. Gains the ability to heal people but at a cost. Each 3hps healed will cost the character 1hp temporary energy drain. The characters lost energy from healing others can be regained at a rate of 1hp/turn if they rest.

If the party throw any coin into the waters before they leave, when they return the magical properties of the pool will be restored. Otherwise if they return they will find the pool is inert. At the bottom of the inert pool are 37 gold coins. Taking the coins will permanently prevent the party from gaining benefits from this room. Making an offering will always restore the pool for the next visit. After four visits the pool will remain inert.

26 LADY BEATRICE'S TOMB

The entrance gate is decorated with iron foliage wound through it. The walls are of black marble with decorations of wheat, apples and flowers painted in muted tones. There are also bas-reliefs of quarries with stone reamers at work.

In the corner is a simple statue of Ithunn voluptuous of shape, carrying a sickle and sheaves of wheat. There are two stone candle sticks on top of a flat grey stone tomb.

Four rounds after entering this chamber six corpse walkers will come from the north to attack.

6 x Corpse Walker	AC: 8	HD: 1	HP: 5
MV/R: 90 feet	Damage: 1d6		
Sz: medium	Xp: 65 each		

- Turned as 6HD undead

A chest in the north east corner contains six large candles and a tinderbox. If these are lit in the candle holders then the room becomes safe from Baazathon and wandering monsters. The candles last 12 hours each.

In the south west corner is a simple lectern carved to look like wheat sheaves. On here is a dusty copy of the Book of Ithunn (value 50gp). An amulet on a chain is used as a place holder. The amulet is dedicated to Ithunn and radiates magic.

Amulet of the Sanctity.

A cleric of good alignment will be able to cast bless three times per day while wearing the amulet.

The placeholder is at a page with the verse.

"Klepper;

**And soonest our best men with thee do go,
Rest their bones, and soul's delivery.
Thou art slave to Fate, Chance, kings, and desperate
men,
And dost with poison, war, and sickness dwell,
And poppy, or charms can make us sleep as well,
And better then thy stroke; why quake thou then?
One short sleep past, we wake eternally,
And death shall be no more; death, thou shalt die."**

**"Now Harvest it is ended and supper it is past.
To our good Mistress' health, my friends,
a full and flowing glass,
For she is a good woman,
and keeps our barns well full.
Here's to Ithunn's health, my friends!
Come toast her one and all."**

27 THE CAZADORI CAVERN

This vast natural cavern echoes with the sound of water flowing from the south.

Eight figures stand in the middle of the room waiting for the adventurers with black mist surrounding them. They look like 2 knights and attending henchmen. As the party appear their eyes glow with inner menace.

Sir Boromun AC: 5 HD:5 HP: 32

MV/R: 60 feet Damage: 1d8 +2

Sz: medium Xp: 650

- Turned as 6HD undead

He wears rusted chain mail and helm that, due to their condition, have AC 7 protection. However he also wears a **Ring of Protection +2** and a signet ring on his left hand in plain gold.

The Erde gold signet ring

This ring was forged from the sacred gold of the Erde (the true dwarves) and radiates natural magic with the following properties.

- 30% resistance to charm or enchantment spells
- The wearer will see all invisible beings or any shape changers in their true form

Boromun wields a **Battle Axe +1** with a rose-red handle and shining unblemished steel blade.

Dillon: Corpse Walker AC: 3 HD:3 +1 HP: 16

MV/R: 60 feet Damage: 1d8

Sz: medium Xp: 270

- Turned as 6HD undead

He wears **banded armour +1** and wields a pock-marked good quality long sword. The sword gives no combat bonus unless repaired by a weaponsmith, then it will give +1 to hit.

There are also six Corpse Walker who will all join in.

6x Corpse Walker AC: 8 HD: 1 HP: 5

MV/R: 60 feet Damage: 1d6

Sz: medium Xp: 65 each

- Turned as 6HD undead

27a THE LAKE

At the southern end of the large cavern is a dark lake. It is fed by a brook tumbling from a rift in the wall. The south west wall has a large carved plaque bearing the inscription;

“Plentiful is the gold haired wheat and fragrant heavy headed apple blooms,

Fine the stone-shod homes with oaken gables where giddy children dance and play on the Quelliard’s briery banks,

And menfolk and womenfolk lament their petty plights, hand sore in their daily chores,

Though they, in their lives, are free and safe to go in Halfring’s kind embrace

For once you lived.

Without grief, without wailing or sullen glance we remember you and sing your song.”

28 SIR BOROMUN’S TOMB

The rose marble walls are interspersed with gold filigree in patterns of laurel leaves. Symbols of stretched bows with a knocked arrow aiming at a star and double headed axes can be seen. These are symbols of Skaadi the hunter, and Hurundai the sky god.

The two tombs have their sides smashed through from within. The lids still bare the effigies of sleeping knights.

To the north in an alcove is a statue of a lone knight standing upright with an axe resting with its haft on the ground.

The western tomb shows a knight with his feet resting against the flanks of a small sleeping mantichore. The carving is coloured and lifelike. A small offering chest is hidden inside the tomb. This contains a gold goblet decorated with six gems. It will fetch 350gp.

There are also five gold tipped crossbow bolts formed by mantichore quills. They are treated as +2 non magical bolts.

29 THE DEATH OF MACKLEVAN

A huge sculpture depicts the final battle between Sir Agrail de Harken and the forest lord, Macklevan. Macklevan is given a particularly devilish aspect with Sir Agrail's sword plunging into his throat as Macklevan's spear has pierced his shoulder near the neck. Sir Agrail's cloak flies out behind him and his shield is prominent emblazoned with the family crest of a tower on a hill.

North and south gates lead into private tombs.

30 THE TOMB OF VIVAIN DE MALAVANCHE

The walkway heading south has a low wall on the west side overlooking the rest of the room 15 feet below. The tomb is accessed down a stairway along the south wall. The posts at the top and base of the

balustrade are topped with ornate floral balls of stone. The tomb below shows a woman of mature age. Her robes are artfully carved in black marble though her face and hands are pure white. Her hair has been gold leafed.

If the tomb is broken into it will release three necrophidius, skeletal snakes with human skulls.

3 x necrophidius AC: 2 HD: 2 HP: 10

MV/R: 90 feet Damage: 1d8

Sz: medium Xp: 270 each

- Immune to charm based attacks and poisons
- Cannot be turned
- Dance of death, a hypnotic swaying dance. If the chosen victim fails their saving throw vs spell they will be hypnotised and unable to act.

The east wall under the walkway has a secret panel. If the ball of flowers on the balustrade is twisted clockwise the secret panel slides left and the whole floor, including the tomb, slides into the space under the walkway. This reveals a stairway where the tomb was going down to level 2.

31 MARDUKE HALISTER'S TOMB

Carved lutes and flutes decorate the tomb. It bares the name 'Halister'.

Behind the tomb on a ledge is the sculpture of the patron of bard, Gobran, Singsayer, heroic bard, Keeper of the Knowledge, history and poetry. The tomb is empty as Marduke Halister's remains were moved to the Halister rooms some time ago.

32 THE TOMB OF ANDREUS OF EWERMIRE

The entrance is a wrought iron gate with decorations of swords, banners, helms and shields. Once they were painted but rust has flaked some of the paint off. A lone figure stands at the other side of the gate pacing with intense purpose.

The gate is locked with one of Eglyl's keys opening it. If detected for, the creature does not radiate evil.

These are the mortal remains of Andreus who was murdered by Sir Agrail after he threatened to return to Yeorlingard following the rift with the Erle Folk.

He is not under the sway of Baazathon but is seething with vengeful malice. He has become a Revenant awoken only in the last month with the rest of the disturbances and seeks revenge for his death. Knowing that Sir Agrail has long gone, he seeks revenge on his descendants.

He will not fight anyone in the party unless provoked but will seek to leave the catacombs to hunt down the Harkens. He is immune from Baazathon's illusions and



will be able to exit the catacombs with ease. **If the party follow him they will also briefly see the illusion of the blocked exit and be able to get out if they choose.**

Andreus is intelligent and purposeful. He will not speak though he will listen and consider anything the adventurers say. His sole purpose is to seek revenge and just restitution. Andreus is aligned as neutral. He will reserve his special attacks for the Harken family, primarily Clovis.

Andreus: revenant AC: 8 HD: 8 HP: 52

MV/R: 90 feet Damage: 2d8 (claws), see below

Sz: medium Xp: 4000

- Cannot be turned even by the warding skull. Religious symbols have no effect.
- He regenerates 3hp per round, wounds appear to heal and even if reduced to 0hp the revenant will regenerate. Acid and gas have no effect, but it is susceptible to fire.
- Andreus will use his sword, 'Blisterer', only to attack in self defence against those he is not hunting. He attacks with his sword twice per round. See below for the sword's powers.
- Special attack; horrifying gaze. On a successful attack the revenant will have grabbed the victim and will stare into their eyes. The victim makes a saving throw vs paralyzation or is paralyzed for 2d8 rounds. While the revenant has grabbed the victim he will cause 2d8hp each round automatically.

Blisterer: long sword +1

Blisterer heats up during combat glowing fiery orange. After three rounds of combat the damage bonus rises to +2, then after a further 2 rounds, +3 and so on every two rounds until a maximum of +5 damage due to heat. The wielder is immune to the heat from the sword only.

The scarlet stone tomb has been violently smashed from

the inside. Either side are two stone maidens with raven wings folded behind them wearing raven headed head-dresses. The fragments of a twisted chain can be found inside the vacant tomb.

33 THE HARKEN CHAPEL

The door is painted, depicting a valley seen through tall pine trees. A castle rises from the cliffs to the left. A river runs through the valley. Buildings can be seen and farmers are tending rich golden harvests of wheat. Three figures stand, surveying the scene. A red cloaked fighter with long black hair tied back and sporting a beard. A leather clad figure with a lute and a tall black robed woman.

As you look on, the door begins to burn, initially in the shape of a symbol of Carceri. Before cloaking the whole door in a conflagration.

This is real fire causing 1d4hp damage to any directly in front of it unless they move away. The corridor fills with choking black smoke and once the fire ceases the door is blackened and charred.

IN THE ROOM

The chapel is covered in rippling red and green marble with white pilasters along the walls. A low plinth in red marble has a life-size sculpture of a warrior facing toward the door. He wears plate mail and carries his sword as if ready for battle. Toward the rear of the chapel are 3 gods painted on the curved wall.

The statue is of Air agrail.

In the middle of the south wall is Ithunn surrounded by scenes of farming and mining, to the west is Gildor depicted as a huge giant with long flowing beard holding a workers hammer and a wheel surrounded by industry, mills and great fanciful architecture, to the east is Hurundai, the sky god, in human form descending from storm clouds with his double headed axe ready for battle.

Once the party inspect this painting the following happens:

Baazathon's illusion

The fresco melts into a scene from Tartarus with Haraaki, the goddess of Darkness and Destruction in the centre. To her left is a hog headed devourer demon and on the right is a red skinned masked demon with his human body of perfect physique. The mask is a plane shield shaped cover with slits for eyes. All the interior walls begin to burst into flame and the figures on the south wall start moving.

Characters must make a saving throw vs spells based on illusion or suffer the following effects.

The fire will intensify and the affected characters will suffer 1d6 hp per round while in the room. If they attempt to break through the flaming door to escape, they will suffer 2d6 hp damage.

The fire is not real but the unaffected characters will see those affected blister as if they are burning.

If a cleric attempts to halt this by turning or using prayer, they will have three attempts as if the wall is 6HD undead. If they throw holy water or an equivalent at the wall the illusion will vanish. If clerics begin to pray to Klepper or any good aligned god for help they will give all characters an extra saving throw at +2 vs spell to avoid the illusion. This bonus could apply to any roles already made or to new saving throw roles.

34 THE TOMB OF THE CHILDREN

The stone door to the entrance is sealed and needs a combined strength of 20 to open.

The chamber is tall and uniformly black in dull granite.

On entering you hear the echoes of children giggling in the distance and catch the fleeting shadow of a small girl disappearing round the corner wearing a red cloak.

There are three small tombs in the room, each with simple designs bearing the names of the occupants;

'Hugo de Harken 880 – 888',

'Hengus de Harken 883 – 898',

'Persephone de Harken 885 – 887'

Each have effigies of the child sleeping on the top as though in their beds. Their bodies and clothing are carved in dark marble but their hands and faces are of white giving them the appearance of a deathly pallor.

BAAZATHON'S JOKE

Baazathon has added a huge teddy bear to comfort the children, a musical box and a twisted doll in the form of a jester. If detect evil is cast, they radiate evil.

When the party enter a mechanical hum momentarily issues from the musical box. Then the bear comes to life.

Haunted Teddy AC: 4 HD: 4 HP: 24

MV/R 90 feet Damage: 1d8+2/1d8+2

Sz: large 7 feet Xp: 650

- Bear hug. If the bear hits with both claws on one target it will hug for automatic maximum damage of 16hp

A mechanical voice calls out, “show me the honey mummy, I love honey!” While attacking with metallic raking claws.

In the back of the bear is a small lever to turn it off. Any character attacking from behind has a 50% chance per round of spotting it but needs a successful attack role at +2 to use the lever during combat.

There is also a concealed door for a single human to get inside and wear the bear like a suit. All carried equipment including swords need to be left outside. It takes 1 round to get inside the suit. The occupant can attack as the bear with claws for two attacks per round. All damage is first taken by the bear suit. The player’s voice comes out through the bear’s mechanical voice.

THE MUSIC BOX

The music box will play as soon as a player comes within five feet. All characters must make a saving throw vs spell +2 or begin to dance. If they are engaged in combat they will attack at -1 to hit and have a penalty of 1 on AC. Charm based magical resistance applies.

At the same time as the players start to dance so does the haunted jester. See below for details.

If the box is opened the music stops and the box will explode in a shower harmless confetti with the sounds of party blow-out trumpets filling the air.

In the bottom of the box are eight party **blow-out trumpets** and a **bouncy multicoloured ball**.

Blow-out Trumpets

If the blow-out trumpet is aimed and blown the extending snake will fly at a range of 20 feet with a shriek. With a successful hit they cause 1d6+1hp. The victim must make a saving throw or be forced to dance in celebration for 1d4 rounds. These are one use only with a rate of fire one per round.

The bouncy ball

This is a delayed blast fireball capable of causing 8d6hp damage. Once thrown or kicked the ball will detonate in 2d4 rounds rounds. It can bounce off any hard surface with increasing rapidity and height. The accuracy of the kick or throw will be at -6 due to the unpredictable bounce. If it misses the intended target it will miss by 5-30 feet (d6 x 5) in a random direction from the intended location.

1 = north	5 = south
2 = north east	6 = south west
3 = east	7 = west
4 = south east	8 = north west

THE CURSE OF THE DANCING JESTER

Haunted jester AC: 7 HD: 3 HP: 15

MV/R: 90 feet Damage: nil

Sz: medium Xp: 975

- Possession. It will try to dance with a victim on a successful attack roll. The jester gets +4 to attack if the victims are already dancing. If it dances with a character for three rounds they will be possessed. In essence the jester takes over the victim’s body and the victim is forced into the manikin. The jester can be forced away using strength as if the jester has 16 strength. Both the character and the GM role a d20 the higher score wins as long as it equals or is less than their strength score.
- Can be removed by reducing its hp to zero.
- It can only move when music is playing. When the music stops the jester stops.
- 20% chance that any physical attack on the jester will hit the player character unless the attack has cleared the jester’s AC by two.
- The manikin can be turned (treat as a 6HD undead) to prevent it from possessing victims.

Character’s Doll form

Once possessed a character becomes the manikin which now looks like a doll version of the adventurer.

- The trapped character cannot move unless music is playing. The music needs to be real and audible, not just in the manikin’s head.
- They cannot speak.
- The ability scores of the character in the manikin are as follows: Intelligence, Wisdom stay the same, Strength is 18/01, dexterity 13, charisma 6. Base AC is 8 though it can wear armour. HP are based on the player character hp.
- The character will not need to eat but will need sleep.

The living jester

The jester, now occupies the living body of the victim. He will look like the victim but his leering grin will be hard to suppress as will his personality. He will try and escape the party as soon as possible to wreak havoc in the world.

- The living jester’s statistics and abilities are as follows: Strength and constitution as victim, intelligence 15, wisdom 7, charisma 15 AC as victim, Hit Dice 3, hp 15.

- The jester can use the following spells 1/day charm person, friends, taunt, audible glamour, Hecuba's infectious laughter and suggestion.

Reversing the Curse of the jester

The curse can be reversed by a cleric successfully turning the jester as a 6HD undead. The cleric will have one attempt to expel the jester from the body per day.

Modifiers to jester expulsion	Bonus
Bless, protection vs evil	+1
Prayer, aid	+2
In a sanctified place	+4
Dispel evil	Automatic

For the jester spirit and the character locked in the manikin to swap back round they will need to be within 20 feet of each other. Otherwise the jester spirit will appear as an amorphous mist constantly cackling and giggling. It will be pushed back by the turning cleric to the range of 60 feet or as far away as possible. In this form it can only be hit by blessed or magical weapons.

If the jester is expelled from the human body more than 20 feet from the adventurer's manikin. The body will slump to the ground as if dead. The soul of the character will leave the manikin but will only reach their original body at walking pace. If there are miles between the two, it could take a while.

New Spell: Lemmy's infectious laughter

Spell level: 5

Range: 0

Components: V,S, M

Duration: special

Casting time: 8 segments

Area of effect: 1 or more creature within 30 feet

Saving Throw: neg

This spell has two effects that will both be effective if a saving throw fails. Once the spell is cast the next joke the caster tells, however bad, will be met with immediate uncontrollable giggles leaving the victims helpless with mirth for four rounds plus 1d6 rounds.

The saving throw is modified by intelligence: 4 or less unaffected by the spell, 5-7 saving throw at -4, 8-12 saving throw at -2, 13-14 saving throw as normal, 15 or higher saving throw at +2.

The caster can affect one creature for every two levels attained. Any victim who fails their saving throw will be cursed to repeat the infectious joke once a day to any audience. Any who hear the joke need to make a similar

saving throw or become infected. The infection will wear off the victim after three days.

The material component is a party blow-out trumpet or a small tin trumpet.

35. HALISTER DOORWAY

6 Corpse Walker hover around here waiting to attack the party.

6x Corpse Walker AC: 8 HD: 1 HP: 5
MV/R: 60 feet Damage: 1d6
Sz: medium Xp: 65

- Turned as 6HD undead.

The hallway leading to this door has paintings of various figures in a formal courtly dance. The door itself is in black marble and has a crest of a tower over crossed swords. Beneath the swords is a small shield with a single eye.

36. THE GREAT HALL OF THE HARKENS

One of the main quests of the adventurers, if they are running the full campaign setting, is to find a bone from a Harken corpse in order to fashion a flute. These chambers will provide this and successfully acquiring the bone will give the adventurers 1000xp each.

For a brief moment you make out the black smoky figures hovering throughout the grand hall. They appear like the distant half forgotten memories of Harkens who had gone before. Though there momentarily, they vanish with an audible groan of anguish.

The walls faced in black marble are subdivided by cream and black rippled marble pilasters. Six massive barley twist columns hold aloft the tessellated ceiling where silver stars glint in the lantern light.

The centre of the chamber descends down three steps to the space between the pillars. Three black marble tables ten feet long stand along the lowest part of the room in the centre. The tables are set with gold candle sticks and silver bowls filled with bejewelled fruit.

Each table has a three branched gold candle holder (value 200gp) and two large silver bowls on each table (value 150gp) containing gem encrusted fruit. Altogether there are 24 pieces of fruit each valued at 1000gp.

If the treasure is taken from these tables the wraiths will reappear and attack the party.

12 x Harken Spirits AC: 7 HD: 1 HP: 6
MV/R: 120 feet Damage: 1d4
Sz: medium Xp: 95 each

- Only hit by blessed or magic weapons.
- Turned as 3HD undead.

Through the room are memorials and statues dedicated to the Harken dead.

a) The memorial of Hugo de Harken 956 – 976 also Milicente and Bradwise 972 – 1012

A black and cream marbled simple memorial with the inscription on the wall behind.

b) Hamish de Harken

The memorial is undated. A statue is of a slender youth with long hair holding a long bow as a staff is all that hints of Hamish.

c) Percimone Harken 1025 – 1065 also Rodharc 1023 – 1076

A double white marble statue of a lord on a throne with his wife sitting next to him, her head on his shoulder in affection. The base is red rippled marble. A simple red rose, now fading, sits at the foot of the statue.

These are the parents of Sir Clovis, the current lord of Highcliff Gard.

d) Lucius de Harken 957 – 997 also Estelle, Perimere 977 – 979, Perimere 979 – 979 Clovis 981 – 1013

This memorial is in white marble carved with the names of the dead inlaid in gold.

e) Crolmlych Harken 1005 – 1045 also Gwynnedh 1008 – 1058, Agravere 1030 – 1046

On the memorial is a single faded rose and a scroll sealed with the wax of Sir Clovis. The scroll contains a verse;

"I hold my oaths and am loyal to my kith and kin as you taught me,

I am bold and meet my life and death

With swift courage,

I am steady and persevere as you showed me

By your life,

I am giving, by hand and by heart,

I sooth, I eloquently speak the truth.

While I draw breath let my words ring true

In my deeds

So my peoples shall toast my life saying,

"He was all these things!"

For the true glory of thy honour served

By my deeds in life

Shall bring such fame to our Kin and give us righteous welcome into the Halls of our ancestors.

CH"

f) Nyall Verimere 959 – 1020 also Bruni Harken Verimere, Gilbrey Verimere 979 – 1053, Tomas Verimere 981 – 1012

The statue is of a lesser quality than the others, showing a knight in chain mail, tabard and helm. He has a shield resting against his legs and holds a broad sword close to his body. This memorial is in black and brown marble with the inscription in gold leaf carved into the surface.

37. THE TOMB OF ESMERELDA DE HARKEN 863-930

This looks like one of the older tombs in the hall. The floor is tiled in red and cream and a carpet has been placed before the memorial altar to the east. The altar is base stone and has the word 'Harken' across the front. An unsophisticated sculpture of a lady in old styled robes lies across the top of the tomb. In her hand has been carved a lily and she wears a crown. Either side are stone carvings of guard baring the Harken crest on their shields.

38. THE TOMB OF DEMETER DE HARKEN 889 - 929

This chamber is accessed through an unlocked gate. The ceiling is only 10 feet high and feels warmer than the other rooms. The eastern end is hidden by two heavy tapestried curtains showing scenes of hunting. They have suffered slightly from damp.

Three tombs lie to the west bearing the names of Demeter de Harken 889 – 929, Capuletta de Harken 895 – 960, Gerrant Honeycourt 903-948, Principea Honeycourt 908-979, Arrun Honeycourt 920 – 935, Bartold Honeycourt 923-963.

The eastern end of the room has a large marble statue of a robed woman with a dead man in her lap. Her robes are wrapped about him as if to protect him. The man is around 30 - 40 years old and the woman is in old age.

If the party are seeking a suitable Harken bone to fashion a flute as part of the next adventure either Demeter, Arrun or Bartold's limb bone will satisfy. Whichever tomb they break into, run the following encounter.

As soon as one of the limbs is taken there is a harsh cry from the main chamber. This desecration will be answered by the arrival of the spirit of the dead.

The spirit will attack the character who desecrated the tomb and ignore all others. A successful attack will age



the victim 2d6 years. The mere sight of this frightful ghost will freeze victims in terror.

The Vengeful Ghost AC: 8 HD: 8 HP: 30
MV/R: 120 feet Damage: ages 2d6 years
Sz: medium Xp: 5000

- Turned as 8HD undead
- The Ghost can only be hit by blessed or magic weapons. Silver or normal weapons will pass through the spirit.
- Holy water will cause 2d6 damage, Oil of purification will banish the spirit.
- At the sight of the ghost, victims need to make a saving throw vs spell or become frozen in terror. They will 50% flee in panic if they are able or 50% act as though paralyzed and be unable to function. Either way they will drop anything in their hands 75% of the time.

39. THE CROSSROADS

Each of the doors are arched, thick metal studded with ring handles. Each is also locked. Egl has not provided keys. The north door smells of garlic and a fresh string of garlic bulbs has been nailed to the door.

40. EGRED DE HARKEN 936 - 976

The room is lined in white marble with a smooth polished floor. Next to the entrance is a carved bust of an elegant slender necked woman. Her billowing curly hair is held high with as thin bonnet appearing in silk. The material is blood red marble and there is an uneasy life like quality to the work. To the south is an ornately carved white marble chest tomb, the sides carved in intricate abstract designs. The names of all those interred in this room are emblazoned in gold on the southern wall.

Egred de Harken 936 - 976

Juliette Kaldemar Harken 938 - 1004

Robert de Harken 954 - 957

Lucius de Harken 957 - 997

Estelle Harken

Agramont de Harken 959 - 959

Gentle de Harken 961 - 1023

Along the corridor leading west is a plinth three feet high with a bronze figure on it. This depicts a female rider on a griffon (value 2000gp). The stone plinth will have to be smashed to remove it.

The party may note this is a miniature version of the life sized sculpture in Room 12.

It is up to the GM to decide if there is significance for this unknown figure.

41. DEMETER DE HARKEN 938 - 978

Here is an aura of peace. The walls are lined with pilasters in the shape of slender tree trunks, their organic branched reaching up into the ceiling to form the illusion of a canopy. The chest tombs have likewise been carved to look like they have been overgrown with vines and creepers. The memorial to the north along the corridor is of a lady wrapped in leaves. She may be Ithunn but this is unclear.

Names of the incumbents are carved on the tombs:

Lavinea ap Clwdon Carreg Gwyrion

Rodrigo de Harken 959 - 999

Ariadne Odensdotter Carreg Gwyrion

Neither of the women mentioned have dates against their names and both have a phrase in Elvish meaning, "remembered by the stone". Lavinea was one of the Erle

Folk of the forest of Hundreness and Ariadne, like her mother, returned to the forest on the death of Demeter.

42. THE TOMB OF PERIMERE HARKEN 999-1030

To the east is a plane stone tomb with the name "Harken" carved across the front panel. On top of the tomb is a skull with two crossed bones. There are also a series of symbols in some browned medium.

If the party have the book from the chapel (room 3) they will find these symbols to be warding signs for the undead.

The lid can be lifted and contains the husk of a man. He wears a black velvet tunic and a silver ring on his left hand. His feet are chained together with the end of the chain attached to a large stone as if to hold him down. A stake has been thrust deeply into his chest. Perimere chose undeath to avoid the curse of the Harkens and has got his wish in vampiric form.

Perimere: AC: 1 HD: 8+3
nosferatu HP: 4 (32 when healthy)
MV/R: 120 Damage: 1d6+4 level drain
Sz: medium Xp: 5000

- Full hp of 42
- +1 or better weapon to hit
- Drains 2 levels of energy with a bite. He will only bite to regain his power
- After he has fed once he will regenerate at a rate of 3hp/round. If reduced to 0hp, Perimere must return to his tomb within 6 turns. If the tomb has been blessed and sprinkled with holy water then he will die after that period.
- Once in corporeal form he can transform into a range of creatures 1/day a swarm of rats, a wolf, a bat or an ethereal mist.
- Improved charm attack. Victims make a Saving throw vs spells with a -2 penalty.

Perimere is sentient but locked in his staked body. He will chose one of those present to charm. If possible he will chose a thief, as he will need the assistant to be sneaky.

Any failed attempt to be charmed will be noticed by the character if they make a wisdom check, rolling their wisdom or less on a d20.

A charmed character will seek the best opportunity to remove the stake from the vampire and remove any warding runes from the doorway. They will use all their skills to do this unnoticed, seeking the first opportunity to escape from the rest of the party to carry out the plans for their master.

If possible the victim will find some fresh blood to feed Perimere. Once the vampire is free, the charmed character needs to make a saving throw vs spell once more with a +4 bonus or sacrifice themselves to his lustful needs.

Perimere's plan is to escape the catacombs. From there he will head for the Harken Manor where he will consider gaining Lordship after Sir Clovis has been removed by the curse.

He will immediately be aware of Baazathon and will be curious as to the demon's plans but not necessarily allied to them.

AURA KIERGAR'S STORE

In the north alcove is a black stone plinth on which is a chest. Inside are two more stakes and a wooden mallet covered in runes.

There is a small but thick tome which reads **"Mortis Nosferatus"**. A priest who reads this will gain a bonus of +1 against all attacks from undead (A bonus on saving throws, attacks and damage) Reading it will take two weeks of study.

A scroll reads;

"Master Oryll, I have left you details on how to render the creature impotent.

Remember stakes need to punch through the back of the vampire, rooting it to the earth beneath. The chains about its feet prevent it leaving its husk and disturbing the dreams of the weak. I have attempted to comply with the requests of the noble Harken family though I would rather destroy all physical vestiges of it with sacred conflagration. I am afraid this has left you a caretaker to this hideous vermin.

Send word to me in Yeorlingard if you need aid Aura Kiergar Night Ranger."

43. THE APPROACH TO THE PALADIN'S CHAPEL

Along the corridor you see a chamber filled with swirling red mist. From somewhere beyond this are cries of anguish and despair as if coming from the torturous pits of Hades. A rank stench of foetid burnt meat drifts toward you. Vague movement can be seen in the haze like human hands clawing at the air before vanishing again.

All the party must make a saving throw vs spell or be unable to proceed further out of pure fear of what lies beyond.

The Warding Skull from room 24 will pierce through the haze and give all adventurers +4 on their saves.

After the first round, for each member of the party who

has succeed in resisting the fear, add +1 to rollsmade by the remaining members of the party and their rolls are then recalculated.

If they still fail, then they will become terrified and unable to help the party further until they have reached a place of safety.

If the party proceed north the illusory tortured figures in the mist give way to a genuine attack from a group of six Corpse Walker led by two ghoul.

6x Corpse Walker AC: 8 HD: 1 HP: 5
MV/R: 60 feet Damage: 1d6
Sz: medium Xp: 65

- Turned as 6HD undead

2x ghoul AC: 6 HD: 2 HP: 10
MV/R: 90 feet Damage: 1-3/1-3/1d6
Sz: medium Xp: 95

- Turned as 2HD undead
- Saving throw vs paralyzation or victim paralysed for 1d6 +2 rounds

44. THE SANCTUM OF SIR GALOVANT

The west tomb has a half life-sized equestrian statue. The rider appears in traveller's robes with a lute case across his shoulders.

The eastern statue is half missing. The remaining half implies that the sculpture was posed cross legged sitting with its back to the wall. Further damage has been carried out on the front of this tomb. The saboteur has removed the name of this figure. Any exploration into the cavity of the tomb will reveal bones of an elf.

To the north is a richly decorated tomb covered in red enamel and gold filigree. Sitting on top of the ornate chest tomb is a knight in tabard, cloak, gold chain mail and helmet of gold. He kneels upright facing south with his two hands clasping the hilt of

his sword as if in solemn prayer.

Facing this tomb, in almost exactly the same pose, is a knight surrounded by an ethereal glow. He appears lost in contemplation.

This is the spirit of Sir Galovant the Virtuous.

Sir Galovant AC: 3 HD: 11 HP: 82
MV/R: 90 feet Damage: 1d8+2/ 1d8+2
Sz: medium Xp: 5000

- Wields 'Righteous', long sword +2, +3 vs evil
Sword's abilities: 1/day cast protection vs evil 10' radius, cures 1d4hp per character three time per day. These powers are only granted if wielded by a lawful good character
- Dispel evil 1/day
- Turns undead as if a 9th level cleric
- Only hit by a +1 weapon or better. Lay on of hands 1d4 + 11hp cured 1/day per character

As the party approach the spirit lifts his head and turns to face them. He shows great nobility. His eyes are deep black pits with a feint gleam in their depths.

A BRIEF HISTORY OF SIR GALOVANT.

In the years soon after the disappearance of Sir Agrail there came into the valley a knight named Sir Galovant. He had taken it upon himself to support, what he had believed to be, a fight against evil that Sir Agrail had started. On his death he was entombed in the vaulted catacombs and, against his wishes, was given an illustrious burial with high honours. In times to come his associates were buried alongside him, and thus he now lies here.

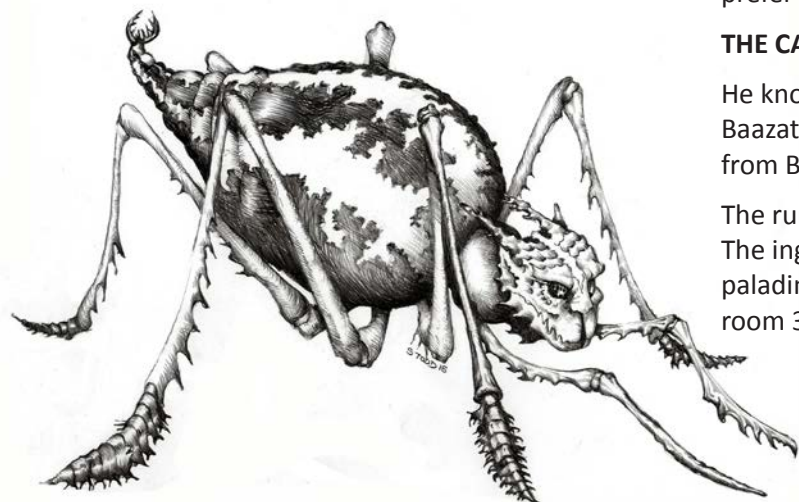
But he has been stirred by the evil of Baazathon and his ghost lurks in his chamber of rest. He can do very little unless he is found by a living soul of heroic heart.

Sir Galovant will relay the following information but will prefer to help one of lawful good alignment.

THE CASTING OF THE RUNES

He knows the runes needed to banish the power of Baazathon. These runes may be used to seal off areas from Baazathon's influence.

The runes may only be written using a special mixture. The ingredients include the powdered bones of the paladin himself and holy water or Oil of Purification (see room 3).



It will take 3-6 rounds (1d4 +2) to write the runes and the priest will need to be undisturbed for the duration.

KNOWLEDGE OF THE DEMON

Galovant senses that Baazathon is a demon, ousted out of Tartarus at the whim of his masters. He now has a desire to prove himself worthy of return. Galovant does not know the machinations of this demon but knows it needs vanquishing.

THE TRUE HEROINE

Galovant senses a soul of great good is restraining Baazathon, but that this soul is weakening.

THE WAY TO FAE

Galovant has a good knowledge of the relationship between the Fae Realm and Highcliff Gard. He knows it was once called **Enesek Syllan** or the Blessed Isles, but the actions of Sir Agrail and the greed of the Dwarf King Lorr have placed it in great peril. Galovant fears this will resound within the valley as the two realms are inextricably linked. The great dragon at the Fae Realm's heart has been weakened and the realm is now known as Typhon. He begs the party to investigate as he knows they have the heart to heal this grievous wound between the realms. If the party show him the amber heart he will state it is vital that this heart is kept safe until it is returned to the great dragon, Keltainen in Typhon.

LEVEL 2: THE SECRET HALLS OF VIVAIN DE MALAVANCHE

GM Note: If the party have summoned the barbarian lord, Sharrea, he may have sent his spirit hoard to cleanse the lower levels of pajaka spiders and undead. This will not include the undead army who are not active, or the demon. If this is the case, corpses and skeletons will lie strewn about the level where encounters are indicated.

1. THE STAIRWAY

By marked contrast from the catacombs, the walls of this stairway are of smoothed natural rock with grey flagstone floor. The walls glisten with damp.

From the corridor heading east can be heard the distant sound of people in conversation though the words cannot be made out. These are the sounds of the **Pajaka Spiders** in the hallway.

In the western corridor are 3 wooden chairs stacked awkwardly and a large cupboard against the north wall. This contains outdoor robes, capes, cloaks and jackets, all

in the ancient style. 6 pairs of boots for a small foot lie in neat rows on the floor. These are equally ancient. On one of the cloaks is a brooch showing a pheasant head (value 150gp). The back of the cupboard is false and allows access to the secret rat run area.

The chests contain empty glazed containers backed in straw.

2. THE HALLWAY

The hallway is filled with webbing created by two greater Pajaka Spiders and 12 lesser Pajaka spiders. The webbing is not flammable and cutting through it will be at a rate of two rounds per 10 feet. The hallway once had a thick expensive carpet but this has become thick with detritus and filth from the Pajaka and mould grows all over it.

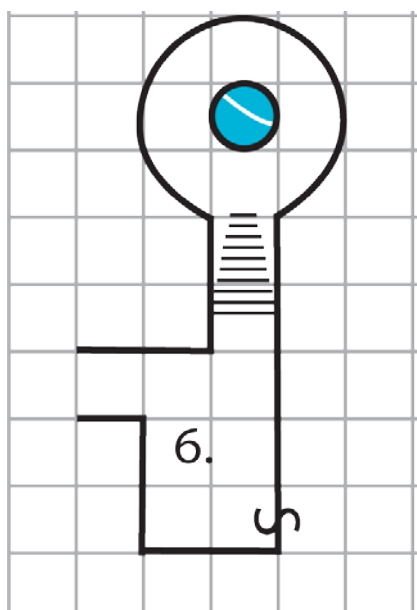
Walking directly on the carpet will release choking spores. Characters need to make a saving throw vs poison or lose 1d4 points of constitution due to weakening effects and chronic choking. Each round the characters stay in the area they will automatically lose a further 1d4 constitution points. Recovery will take one hour rest. Cure disease will also do the job, or drinking from the water in room 25 of level 1.

12x lesser Pajaka Spider	AC: 7	HD: 2+2	HP: 10
MV/R: 90 feet	Damage: 1d4		
Sz: small	xp: 250 each		

- Saving throw vs poison +2. The bight mark will leave a black spot. A failed saving throw indicates the victim is cursed. Their soul is destined to end in Tartarus, the eternal prison of Hades. They will know this and will need to make a wisdom check 1/week to avoid descending into morbid depression. They will either become despondent or be diverted from any other task to save their soul.
- Impersonate human speech to sound like distant conversation, cries of agony or other human like sounds. They will often use this to lure adventurers.
- They cast webs to trap prey (like the web spell). Victims make a saving throw vs breath weapon to avoid being stuck.
- Limited blink ability. Able to blink to a location within 20 feet .

2x Greater Pajaka Spider	AC: 6	HD: 4+1	HP: 20
MV/R: 90 feet	Damage: 1d8		
Sz: large	xp: 650		

- As above except stronger venom. Saving throw vs poison with no bonus or cursed



3. THE RAT RUN

The rat run links areas throughout the level. The ceiling is arched and reaches seven feet up.

A grill from area 15 drops down into a sump that blocks the rat run heading east. Steps can be seen heading into the opaque liquid and an oily perfumed smell rises from its surface. The sump is three feet deep. On entering the liquid it appears to be alive gently moving about round the character's legs. There are no further effects.

4. THE CONCEALED DOOR

The concealed door is detectable 70% of the time even if just passing.

5. THE GRILL

The grill is set in the floor of the corridor revealing the rat-run beneath.

6. THE SECRET ROOM

This chamber is empty and provides access to a sump pool beneath the main laboratory and a secret door continues east into a store room.

Heading north the party will see the following:

Descending the steps you notice a circular chamber lit by iridescent purple hues radiating from a small circular pool. Phosphorescent mists hover off the surface and the liquid swirls and hisses in perpetual motion.

Over the years plenty of potion mixes and arcane ingredients fell through the grill in the laboratory's floor. The space beneath is circular and measures 15 feet across.

The effects of drinking from the pool are completely random. Unless stated, the effects wear off in 4 turns

+1d4 turns. If taken from the pool, the potion will not be effective more than one turn away, though it will make an activating ingredient in potion brewing similar to **Aqua Conjurum**. If used in this way there is a 30% chance that the results of the potion brew are different than those intended.

Aqua Conjurum is prepared by master alchemists of 7th level or above for use by potion producers. It is used as an activating agent in the majority of potions produced by lower level mages. The results are low level potions perfectly adequate for most purposes. Aqua Conjurum is a non-toxic slightly sweet liquid, often mistaken for a liqueur and is often used to make cocktails with extra magical sparkle at wizard meetings. It radiates magic of a low order.

Roll a d6 to discover the results from the list below.

1. The character gains 1d4 levels for one hour.
2. A random potion effect.
3. The character becomes multicoloured for one hour and glows. Monsters will always attack them first.
4. The player appears to become undead and skeletal for one hour. They will be ignored by any undead monster.
5. All injuries are healed and the character gains +2 on armour class including +2 saving throw vs physical magic attacks for one hour.
6. Character has elemental resistance for one hour.

Too much of a good thing

If anyone decides they are going to take a swim in the pool then they become rainbow hewed. They will always be the first target in any encounter and their charisma will be permanently affected depending on circumstance. They will be feared or admired. The pool becomes a dead dull stew spoiled by the intruder.

If the goo is searched at the bottom of the sump is a wand of wonder with 12 charges. The command word is Garumba.

Placing items in the pool

If a magic item is placed in the pool then they will 01-50% lose or 51 - 100% gain +1 on their potency if a weapon or armour. Similarly a magic chargeable item will be completely drained or will be fully charged.

Non-magical items will gain a +1 magical bonus 05% of the time.

Anyone or anything entering the pool will 5% chance spoil the pool completely. This is cumulative.

The GM can opt to spoil the pool at any time in the encounter.

7. THE JUNCTION

A wall hanging near the west door is covered in harmless dry mould. The image is barely recognisable as the portrait of a lady.

In the western corridor is a pit trap. Behind the wall hanging is a push button stone for stopping the trap.

The trap is currently set to work. It opens 1-4 on a d6 and the victim falls 10 feet for 1d6hp damage.

To the north are four barrels of oil. Each of the barrels has a scorched symbol of a monkey and a mule on them. They weigh 100lb but can be rolled. If they catch fire they will cause 8d6hp damage to anything in a 10' radius.

The Fountain

In the middle of the 15' x 15' room is a fountain in the form of a broad bowl on an ornate pillar two feet in diameter. The fountain head is a mound of real skulls. The water source was blocked years ago leaving a crust of sediment in the base.

8. THE APSE

A white marble bust of a noble bearded man. This is Sir Agrail.

Optional Attack

Once the party have started exploring the south rooms of the Vivaine's private chambers the GM has the option of setting up an invasion. Baazathon will wait for the party to be cornered then have undead pour in from the door at the north of room 7.

He will still leave enough undead in the main chamber to construct the giant and provide a strong force against invasion.

If the party head north first then they will encounter the skeletons anyway.

20 X skeletons AC: 7 HD: 1 HP: 4

MV/R: 90 feet Damage: 1d6

Sz: medium Xp 20 each

- Turns as 1HD undead
- Sharp weapons cause half damage
- Missile weapons cause 1hp damage

9. THE STUDY

Along the east wall is a fire place with rusted fire dogs in the form of dragons. On the south wall a heavy tapestry hangs from a rusted metal rod. The tapestry depicts a wyvern. There is deterioration due to damp but the image looks sinister.

Behind this is a door of blackened wood. It feels like iron and is slightly warm. The door emanates magic aura and has no handle or other means of opening. The door is wizard locked and may only be opened with a knock spell or a dispel magic. The command word for opening it is "Baazathon I embrace thee."

In the middle of the west wall is a hanging that moves with a draft when the door opens. The hanging was of deep purple velvet, but has now turned to a black turgid mass.

From the ceiling is hanging a rusted oil lantern that can be lowered for refuelling. It is now useless. A solid oak table against the north wall has a pair of rotted gloves and a black enamelled vase containing powdery twigs.

9a THE WRITING ROOM

Two steps lead down to a small study. Against the north wall is a table. A chair is on its side a few feet away. On the table is a pen holder, quill, a thick leather-bound book and sheaves of loose parchments covered in scrawl. Some are scattered onto the floor.

The quill holder is in black onyx (value 80gp). Parchments are littered all over the table and on the floor. The writing in black ink is scrawled and incomprehensible and covers both sides of 8 sheets. At first glance whoever wrote this has lost their mind.

If studied carefully coherent words can be found in Erlish (Elven). The words are spread over three of the pages.

"Baazathon! I decree we imprison each other. Freedom shall elude thee while my soul presides."

A thick book on the desk is covered in black dragon skin with two clasps holding it shut. There are no keyholes. It will lie quiet until a victim has touched it even allowing the victim to handle it and explore it.

It will suddenly attack biting a hand with +2 on the attack due to surprise.

Vivaine's Haunted Book AC: 3 HD: 1 HP: 4

MV/R: 30 feet

Damage: 1d4

Sz: small

Xp: 270

- Surprise +2 on initial attack
- Severs fingers on an attack of 18 or more
- The book will be able to use the following spells 1/day fly, blink, fumble, hold person, magic missile, mirror image, confusion.

If the victim is a spell caster they will no longer be able to cast spells that include a somatic component. The finger may only be regained using regeneration spells.

The pool in area 6 or the waters in room 25 on level 1 may also regenerate the finger.

If the magic pool is used the new finger may, at the GM's option, gain a permanent extra ability such as extending the power or range of spells cast.

Otherwise the caster will be able to cast spells but only after retraining how to weave the somatic components with a missing finger.

If the haunted book is defeated it may be read. It contains the spells it used in combat listed above.

10. THE SMALL WORKROOM

There is a smell of burnt wood and coal. The room was used to create glassware and ceramics. To the south west is a kiln set into the wall. The kiln still glows with intense heat and light emanates from round the doors. The doors are rusted iron and have salamander designs on them. The kiln is fixed at 1100 degrees and will have little effect on iron.

As soon as two players are near the kiln the doors open with the illusion of a vast roaring demon head sending a heat into the room. Anyone within five feet of the kiln will make a saving throw vs breath weapon or suffer 1d4hp damage. Five Fire Bats fly out from the kiln.

5 X Fire Bat AC: 8 HD: 2 HP: 10
MV/R: 200 feet Damage: 2d4
Sz: small Xp: 120 each

- Immune to fire based attacks
- On a successful attack, the bat clings to the victim and automatically hits for 1d4hp damage for the next three rounds.

The shelves are well-stocked for a glass works with other areas for storing completed pieces. In the south east corner is a spring pouring through clusters of calcite growths in the small natural cave apse. Chunks of this calcite would fetch no more than 5gp each. In the north east is a store room with sacks of sand and terracotta urns filled with other powders.

11. THE BEDROOM

In the middle of the south wall a four poster bed surrounded by hangings. A large linen chest sits to the south west, a further hanging decorates the north wall. To the northwest a small table on which sits a statue.

The statue represents **Shammoa** the goddess of magic. This statue is unblemished in an alloy metal showing a slender draped lady with free flowing hair holding four spears in her outstretched hand, (Value 300gp).

The spears can be removed and act as keys for the secret safe behind the hanging.

The bed

The hangings round the bed are unfaded but darkened with damp. They covered in patterns of black roses and would be worth 500gp each if repaired. The posts of the bed are barley-twist. The bed cover is silken though coated in grime and dust. In the middle of the bed is the remains of a single rose and a parchment which reads

"I shall not go to bed tonight for my love is not in it. Break if you must my heart. AH"

The linen chest is empty.

The Hanging

This hanging has remained in perfect condition and any magic detected will reveal a protective aura about it. The hanging depicts a forest glade filled with different wild creatures of a non-magical nature as if the artist has tried to fit as many different species in as possible. It has a value of 1500gp and if carried will slow a character down due to its bulk.

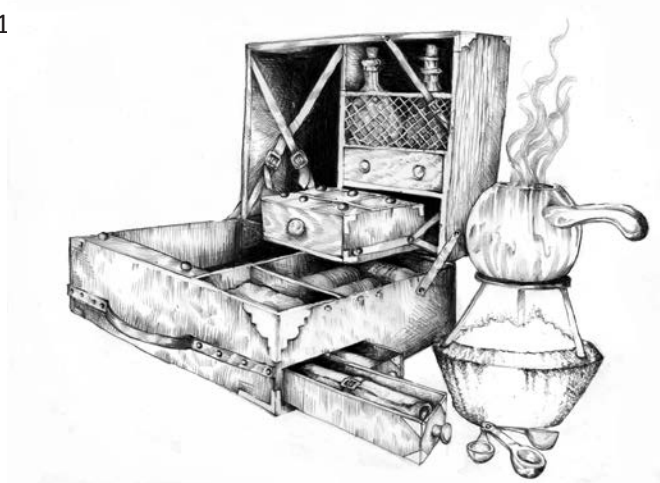
The safe

Behind the hanging is a secret compartment. There are four holes in the wall forming a square two feet by two feet. The spears on the sculpture of Shammoa can be removed and if inserted will release the door.

On the reverse side of the door is the carving of a skull. The skull needs to be pressed once and its eyes light up. This renders the trap safe. A scythe trap is set across the front of the safe. Anything passed into the safe compartment will suffer 2d8hp damage. If it is a hand then the hand will certainly be removed.

Inside the safe are Vivaine de Malavanche's collected spell books. They have the following spells.

1



mending, unseen servant, write.

2nd level: alter self, knock, levitate, spectral hand.

3rd level: clairvoyance, hold undead, vampiric touch.

4th level: cure disease, enervation.

5th level: animate dead, magic jar.

These spells will be unusable by a magic user until they have been translated into their own spell books for use.

A door in the south east leads to a toilet. On the wall is a metal mirror now blemished with age.

12. THE GRAND LABORATORY

At the doorway from the south is a rusted iron floor grill looking down into a rat-run beneath. The door to the far north of the room is blocked by rubble from the other side.

The door opens to the steep staircase dropping down to the floor of a huge laboratory. 6 mighty pillars hold up the ceiling that rises 30 feet into a vast array of chains, rope pulleys and suspended lanterns. The laboratory is covered in cobwebs caked in dirt and dust. You can see four lab tables arranged in the middle of the hall but also the meandering stumbling forms of undead making their way toward you.

The laboratory contains 15 undead dotted about the chamber and two ogre skeletons. As soon as the door opens they will attack but will take one round to react and get to the doorway up the stairway. The skeletons in room 15 will only attack if this initial combat lasts more than five rounds. In that case a further 15 will descend the staircase to the west to join in.

15 x skeletons AC: 7 HD: 1 HP: 5

MV/R: 120 feet Damage: 1d6

Sz: medium Xp: 65

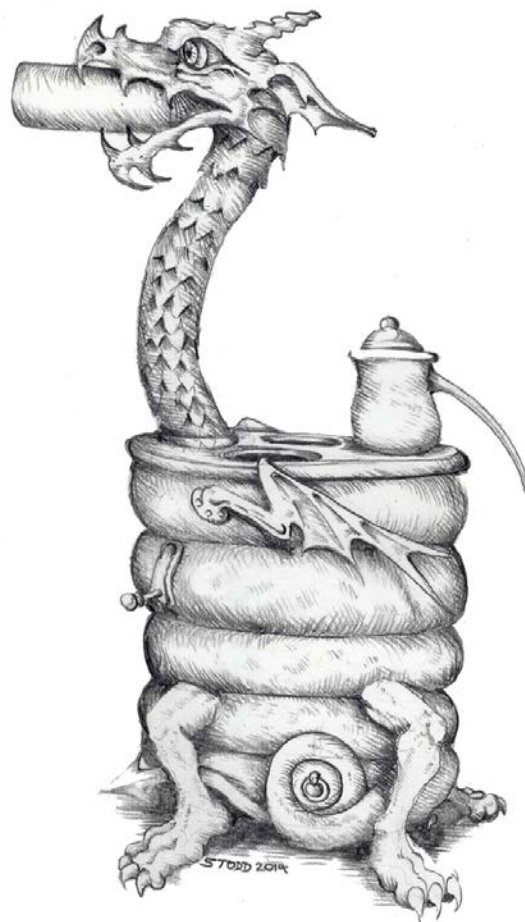
- Sharp weapons cause half damage
- Holy water causes 2d4 hp damage
- Fire causes normal damage
- Turned as 1HD undead

2 x ogre skeleton AC: 6 HD: 5 HP: 30

MV/R: 120 feet Damage: 1d10

Sz: large Xp: 650

- Sharp weapons cause half damage
- Holy water causes 2d4 hp damage
- Fire causes normal damage
- Turned as 4HD undead



Once the skeletons in this room have been dispatched the party are free to explore this room, though they will be able to hear the sound of movement from the great hall to the west.

On two of the sturdy tables stands laboratory equipment, the other two have dust covered corpses tied down on their backs. These are moving pitifully, unable to free themselves from leather restraints holding their wrists and ankles.

In the middle of the room is a thick rusted metal grill in the floor and a strange purple flickering glow rises out from beneath. In the northwest corner is a stove in the form of a wyvern and the doors of a kiln can be seen to the north east next to a water trough. A table against the south wall is covered in a mound of dust covered scrolls, parchments and bound folios.

12a THE KILN

The doors form a semicircle and stand partly open. The kiln reaches back six feet into the wall. Detect Magic will reveal a stone set into the ceiling of the kiln that can be operated with a command word to heat up. Identify would detect the command word "Inflagrato." The stone can be commanded to reach three levels of heat for melting glass, firing pots and applying glaze. If it is in contact with anything while hot it will cause 4d6 hp damage. It can be removed from the kiln.

Next to the doors is a large water trough filled with dark water. Leaning against it are a range of tongs.

12b THE WYVERN STOVE

There are symbols on the stove that hint at its potential. It takes the form of a wyvern with four hot plates. On the wall are a range of unusual vessels and pans hung on a rack.

The alchemist's stove is of the highest quality and adds 20% to the success rate of creating potions being capable of adjusting temperature from subtle warmth to enough heat to melt steel.

12c THE TABLES

The northwest table has an animated corpse lashed down by old leather straps.

Under the table is a small opened chest containing a range of surgical instruments, empty jars and pots.

The South west table has a range of laboratory equipment on it.

- A flexible rostrum has three lenses for different magnifications. (Value 120gp)
- The skull of a Fae dragon. (Value 300gp)
- A book on anatomy. This is open with a detailed sepia ink drawing of different creatures showing their skeletal structure, the position of their bodily organs, each surrounded by tightly written notes on harvesting techniques, storage and uses. There is also writing equipment, quills, inks and pen knives. The contents of the book include human, Halfling, orc, goblin, dwarf, elf, pixie, wyvern, lizard, horse, dog, cow and spider. (value 400gp)

The South East table has a mini brazier equipped with bellows. This is magical and multiplies the heat and duration of burnt materials by four.

There are an intricate series of alembics set up for experiments, all caked in dust. The containers have dried eyeballs, powdered sulphur, desiccated fae wings, goblin ears, shredded, snapped twigs of Arlorian creeper and extract of dragon eye vitriol, now reduced to a jelly paste due to age.

Under this table is a **wizards travelling laboratory**. This is missing a few elements but they can be found round the laboratory. This would take 100gp to repair due to cracked leather work but once mended will be worth 1000gp.

The north east table has another Corpse Walker, animated corpse on it. One of the arms is free and it seems to be plaintively begging. In fact it is trying to attack anything nearby.

12d THE LIBRARY TABLE

A mound of parchments and folios is in no order and would take a scholar a month to collate. It would take an hour to scan through.

The weight of the collection is 2000gp but it would fill 8 backpacks due to bulk. The value to a sage, magic user or scholar in Yeorlingard would reach 4000gp. If the party wish to keep these they will gain 4000xp once they have been valued.

These would be saleable at Halister Mill Tavern but a buyer would only arrive four weeks after the party put them up for sale and he will offer 1800gp.

Detect magic will identify 5 scrolls;

- **Protection vs undead.** Casting time 5 segments, area of effect 5' radius. Restrains up to 35HD of undead. Duration 5-30 rounds.
- **Protection vs werewolves.** Casting time 4 segments, area of effect 10' radius. Duration 5-30 rounds.
- **Protection vs magic.** Casting time 8 segments. Area of effect 5' radius. Acts as an anti-magic shell preventing magic or magical effects from leaving or entering the area. Any magic object touching the area has a 50% chance of being drained of its charges. Duration 5-30 rounds.
- **Scroll Spells:** 4th level; **Dimension door, wall of ice.** 5th level; **dig**
- **Scroll Spells:** 1st level: **charm person, identify, mending**, 2nd level: **invisibility**, 3rd level: **fireball**, 4th level: **Nedrig's Nuisance Call**.

NEW SPELL: NEDRIG'S NUISANCE CALL

Level: 3 Components: V,S,M

Range: special Casting time 4 segments

Duration: 1 round/ level Saving throw: special

Area of effect: special

Description: Nirrion's Nuisance Call spell enables the caster to instantly send a message to a specific being. The message will be heard by the recipient alone at the same volume as the caster speaks it. The chance of success depends on the distance between the caster and the recipient and how well they know the recipient.

For each two miles the recipient is from the caster, there is a further receives a penalty of 5%. This spell can be blocked by magic.

The spell will not locate the recipient or indicate what they are doing. The message is one way only and no response is possible without further spell use. The material component is an ear.



Familiarity of subject	success
Personally known or in visual range	100%
Has been seen before in the last 6 months but not known personally.	85%
Pictured	50%
informed of	25%

12e THE COAT HANGER

This has a wyvern foot container for canes and staves. It contains a **staff +2** that is twisted and gnarly and a **broom of flying**. The cloak is jet black and has a mild dweomer that keeps the wearer warm in cold conditions. On top of the stand is a pointed witch's hat with a black silk bow. This is non magical but is in good condition.

13. THE STORE

A stairway leads to a store room containing barrels, crates, sacks filled with mundane stock including lumber, coal, sand, clay dust, spare fire bricks. There is also a range of spare laboratory equipment stored in crates and protected by packed straw. In the south west corner of the room is a secret door leading to the rat run.

There are chests filled with cloaks, leather armour, boots, jerkins, short swords and daggers. There are enough to dress an army of 200 soldiers. There are also 200 leather masks that completely cover the face, strapped on with buckles across the face. This would render the wearer blind.

One crate contains a pair of bellows with various nozzels including one capable of holding a flask of liquids. This can be used to spray liquids in a five foot spread to a

distance of five feet. In one round the spray can cover an arc of 180 degrees. *This could be used for spraying holy water if the party think of it.*

14. THE MAIN HALL

There are 24 skeleton undead and four ogre skeletons here.

24 x skeletons AC: 7 HD: 1 HP: 5

MV/R: 120 feet Damage: 1d6

Sz: medium Xp: 65

- Sharp weapons cause half damage
- Missile weapons cause 1hp damage
- Holy water causes 2d4 hp damage
- Fire causes normal damage
- Turned as 1HD undead

4 x ogre skeleton AC: 6 HD: 5 HP: 30

MV/R: 120 feet Damage: 1d10

Sz: large Xp: 650

- Sharp weapons cause half damage
- Holy water causes 2d4 hp damage
- Fire causes normal damage
- Turned as 4HD undead

15. THE GIANT CONSTRUCTION ROOM

As combat begins in room 14 the party notice two skeletons carrying a giant's skull between them into this ante chamber.



The large north west ante chamber is lined with palettes and shelves half filled with human and giant bones. One shelf to the north is lined in skulls; 12 human skulls, six orc skulls, three ogre skulls and two gnoll skulls. All these chatter frantically when the party approach.

16. THE WYVERN ROOM

In the middle of the room on a low plinth is a partially completed skeleton of a wyvern. Nearby on a lectern are parchments.

These are notes by Vivaine detailing her plans to make an undead flying wyvern as her chosen mount should all go to plan.

The notes suggest she was struggling over the wings and their ability to fly. Her thoughts wandered through possibilities such as fairy dust, levitation or fly spells, even a limited wish. The notes would have a value of 500gp.

The door in the northwest corner has the number 13 screwed to it. It opens of its own accord when the party come within 10 feet.

17. THE HALL OF THE ETERNAL ARMY

Before you is and expansive cavern filled with an army of motionless figures dressed identically in hooded robes. There must be around 400 of them.

400 undead soldiers are waiting to be activated. They are dressed identically standing in neat rows facing north. They wear a cloak, helm, leather armour and a leather buckle-strapped mask across their faces. They each carry a short sword and dagger.

These undead cannot be activated without the command of the barer of **Sir Agrail's ruby ring** which is found in the forgotten cellars of Harken Hall. If this is not present or found then they will stand motionless.

If this is played as a stand alone campaign then the GM may opt to have the ring somewhere in Vivaine's private quarters.

18. THE DEAD END

Double doors lead to a natural cave opening. The exit is completely blocked by a rock fall.

19. THE PASSAGE

A natural fissure in the cave leads to the great catacombs. Though it has been partially blocked, the way could be cleared. It would take the party two turns to open it up.

20. THE GREAT CATACOMBS: LOWER LEVEL

If the party have not already ventured into this vast cavern from level 1 they will see the cavern towering

The rest of the giant's skeleton lies on a massive table and is in the process of construction. One foot is being fitted by four skeletons and there are two skeletal ogres moving the skull into position. As soon as it is complete, the giant will rise and attack the party.

From the time the party enter room 14, the giant will be constructed in six rounds. It will take two rounds to be battle ready with a huge sledge hammer.

Giant Skeleton AC: 4 HD: 8 HP: 50

MV/R: 120 feet Damage: 1d12 + 5

Sz: large Xp: 1450

- All sharp weapons cause half damage
- All missiles will cause 1hp damage
- Holy water causes 2d4 damage
- Fire causes half damage
- Turned as 6HD undead

upward into the darkness and the sound of constant crashing and smashing throughout the chamber. Soon vast quantities of corpses will begin falling into the lake at the base of the cavern.

Over 200 Corpse Walker will still make it safely down to the cavern floor to attack the party

200 x Corpse Walker AC: 8 HD: 1 HP: 5

MV/R: 90 feet Damage: 1d6

Sz: medium Xp: 65

- Turned as 6HD undead

21. THE WAY TO TARTARUS

The acrid stench of sulphurous brimstone hits the back of your throat. Vague images of tortured souls line the red glowing walls and floor. They seem to be trapped just under the surface as if held back by an organic membran and squirm restlessly. The ceiling looks like the inner carcass of a great serpent. You can hear the rhythmical thudding of a heart coming from within the walls.

Once they turn to head south the heavier the heart beats become and the sounds of screaming tortured souls increase. The souls in the walls move as if struggling helplessly. The corridor heads off to infinity. If the party turn back and try to find the east door they will find the same endless corridor.

This is not a journey of distance but time. The party will always travel along the corridor for a full 20 rounds before they find anything. After 10 rounds the souls hatch out of the walls and will begin attacking the party. They will continue to attack from both sides of the party for a full 10 rounds. The corridor will allow two demons to attack from each direction.

If they are successfully turned then only one direction will be suppressed.

After 10 rounds they all vanish instantly and the party will find itself at **21a**.

50+ Manes Demon AC10 HD 1-1 HP 3

MV/R: 60 feet Damage: 1d4

Sz: medium Xp: 35 each

- Turned as 3HD undead
- Magic fire causes half damage
- Holy water destroys them
- Blessed weapons full damage plus the level of the priest who blessed. Blessing from a magic item is treated as +5.

RETREATING

If the party decide to retreat they will find the corridor heading east continues for half a mile before an iron door is found on the south wall. The door is intricately fashioned to appear covered in chains and tentacles entwining. It is hot to the touch. If anyone tries to open it without protection they will suffer 1d3hp damage.

The door opens to a wall of darkness. This is impenetrable. If anyone so much as passes any part of their body through they are instantly sucked in. The rest of the party will hear a terrified shriek when this happens.

The GM may decide where this takes them but it could be one of the following;

a) Typhon, the archipelago floating over the entrance to Tartarus.

b) A future Highcliff Gard where a battle has laid waste to the valley. Baazathon has risen as the new lord in the wake of the battle between the domestic forces and Kaldemar. The valley is bereft of life with a dull gloomy red cloud mantle covering the sky. Demons wander the place and humans and elves are enslaved as miners.

c) In the past during the time of Sir Agrail where Vivaine is still in the village helping the people against the blight that is believed to be caused by the "evil" Erle folk.

Of the course this is an opportunity for the GM to take the game wherever they wish!

21a THE CHAIN ROOM

Two iron grills block the area to the west of the central pillar. Between these grills is a pile of gold coins littered with gems. Resting on top of this is an open chest overflowing with gold, gems and jewellery. Chains run throughout the rest of the room like threads of webbing.

The treasure is an illusion. Anyone who tries to enter the caged off area through magical means will find themselves dragged down to Tartarus through an inter-dimensional hole.

To weave through the chains will take each party member 6 rounds. There are two metallic Shock spiders on the webs.

2x Shock Spider AC3 HD: 3+3 HP: 18

MV/R: 120 feet Damage 1d4 shock, see below.

Sz: small (3 feet) Xp: 360

- Attacks by sending an electric charge along the chains
- The amount of victims depends on how many of the

party are in the chain webbing.

- Once per turn spits a bolt of electrically charged slime for 3d4hp damage on a successful hit.
- Metal Armour is ignored for AC calculation. But magical and dexterity bonuses will apply.

The metallic spiders have a gem in the middle of their backs. These are ideal components for a magical device which uses electricity. They each carry 50 charges and are valued at 800gp each.

22. THE LOBBY

The walls are completely lined with stacked bones like bundles of kindling. These tightly packed remains run from floor to ceiling. At head height all round the chamber are human skulls facing toward the room. Most of the skulls have flames guttering in their eyes.

The double doors are warm to the touch and there is a sense of evil. There is no visible means of opening them. No amount of strength will do it.

If the remaining skulls' eyes are lit then the doors slowly swing open. As soon as this happens all the skulls' fires extinguish as well as the party's light source.

23 THE SUMMONING CHAMBER

From the cave beyond is the flickering light of fire emanating from behind a huge monolith which blocks your view into the room. A smell of sulphur and burnt meat dominates.

Five large monoliths of uneven shape surround an inner area in the cavern. In the centre of the room is a raised platform inscribed with a large summoning rune. Surrounding the platform is a wall of fire. Toward the south is a gap of five feet which cannot be seen from the rest of the room due to the intense light of the fire. The fire is white and rises into the air eight feet.

Any attempt to jump through will result in 3d6hp burn damage and a 75% chance of hair and clothing catching fire for a further 1d4hp damage the following round.

In the centre of the room the desiccated shrouded figure of a tall woman hovers off the ground. Her hair and winding sheet continuously moves and sways as if she is underwater. Her skin is charcoal black and a deep penetrating glow emanates from her eyes.

Perceptive characters will notice two rings on her left hand.

Vivaine de Malavanche has stayed in a state of undeath battling Baazathon who occupies the ring she wears. She is losing the fight and Baazathon is gaining in influence

throughout the catacombs and into the valley.

Vivaine's alignment is neutral good and she is in an immortal struggle with the chaotic evil demon Baazathon.

Baazathon's demonic resistances and skills extend into Vivaine's body.

EFFECTS OF DIFFERENT ATTACKS

Attack	Damage effect
acid	full
cold	half
electricity	half
fire, magical	half
gas	half
Blessed weapon	full +level of cleric
Holy water	2d6hp
Oil of purification	2d8hp + turned
Weapon coated in oil of purification	full + 2d8hp
Oil of purification paste	Destroyed.

Baazathon is able to use the following spell abilities at will: **animate dead, charm person, darkness 15' radius, detect good/evil, detect invisible, improved phantasmal force, levitate (as 11th level magic-user), pyrotechnics, telekineses (up to 5000 gold pieces weight).**

Baazathon can summon, at will, 2d6 lesser pajaka spiders into the chamber (75% chance) and 1d2 greater pajaka spiders (25% chance).

lesser Pajaka Spider	AC: 7 HD: 2+2 HP: 10
MV/R: 90 feet	Damage: 1d4
Sz: small	xp: 250 each

- Saving throw vs poison +2. The bight mark will leave a black spot. A failed saving throw indicates the victim is cursed. Their soul is destined to end in Tartarus, the eternal prison of Hades. They will know this and will need to make a wisdom check 1/week to avoid descending into morbid depression. They will either become despondent or be diverted from any other task to save their soul.
- Impersonate human speech to sound like distant conversation, cries of agony or other human like sounds. They will often use this to lure adventurers.
- They cast webs to trap prey (like the web spell). Victims make a saving throw vs breath weapon to avoid being stuck.



- Limited blink ability. Able to blink to a location within 20 feet.

Greater Pajaka Spider AC: 6 HD: 4+1 HP: 20
 MV/R: 90 feet Damage: 1d8
 Sz: large xp: 650

- As above except stronger venom. Saving throw vs poison with no bonus or cursed

Vivaine* AC: 1 HD: 6 HP: 36
 MV/R: 180 feet 1d8+1/1d8+1 hp damage.
 Sz: medium

*These statistics reflect Vivaine in her possessed state. If Baazathon is defeated she be able to remain conscious long enough to speak with the party but will soon find eternal rest.

VIVAINÉ'S EFFECT ON COMBAT

At the beginning of each round of the encounter Vivaine will be in a power struggle with Baazathon to aid the party.

Vivaine's check is 14+ d20

Baazathon's check is 20+d20

Any time Vivaine rolls a number equal to or higher than Baazathon then she has temporarily halted him in his tracks. The demon will spend that round regaining control.

If the demonic ring is removed from Vivaine's body then Baazathon will no longer be able to have any influence.

If Vivaine's body is reduced to 0 hp then Baazathon will be unable to use it.

Baazathon will only be completely destroyed if the ring is destroyed or Baazathon is ejected by powerful clerical magic.

Dipping the ring in holy water be ineffective and the water will begin to boil. Dipping the ring in Oil of Purification mixed with paladin bone dust will permanently suppress Baazathon's powers for as long as it remains there.

The player characters will get experience points for defeating Baazathon. They will receive 8000xp as a group. As soon as Baazathon can no longer exercise power the unquiet graves and walking corpses will collapse and be at rest. Any true undead wandering around the catacombs will continue to cause trouble. The undead army in room 17 will remain unmoved and could still be activated by Agrail's ring.

AFTERWARDS

It is up to the party what they wish to do with any remaining undead.

They should return to Harken Hall for an audience with Sir Clovis Harken who will reward them with free training if required and a property in Highcliff Gard together with a housekeeper, stable boy and ground staff.

FASHIONING THE FLUTE

If the party wish to continue with the next adventure they will need to fashion a flute out of the bones they have retrieved from the Harken Tombs. This will require a silversmith and the appropriate gems and metals. They will also need to find the correct melodies to be played. The tune has been written on the wall in the Harken Hall cellar and if they have not found this then either Sir Clovis can reveal it to them or the GM can turn this into a side quest, to find the tune elsewhere.

Lady Karlina's family in Hundreness could help with the production of the flute and will have it completed in one month. Her sylvan family are fully aware of a dreadful malaise afflicting their home real of Typhon and are weakening here in the prime plane. This may induce the player's to undertake the quest to cure the sylvans of their wasting sickness. The true nature of this sickness is revealed in the next adventure, **Typhon**.

APPENDIX

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1. Sir Clovis's plan. What he knows of Lady Karlina's quests for the party.
2. The Curse of the Harkens, as known by the villagers of Highcliff Gard.
3. An explanation of items found in Harken Hall for this adventure.
4. Fae sight as different from infravision.
5. Erle folk (demi-humans) and the valley.
6. Deities of Thorambadt.
7. Character creation.
8. The Harken Family tree.
9. The maps of the catacombs.
10. The time line for Highcliff Gard.
11. Summoning Sylvannes. The parchment describing how to open a portal into the realm of Faerie, first found in Harken Hall.
12. The map of Highcliff village.
13. Acknowledgements.

SIR CLOVIS'S PLAN

Though it appears as if Sir Clovis is unaware of the party or his wife's secret plan to explore the cellar of Harken Hall, he is very aware of both and happy to let the subterfuge play out. He considers it a good test of Lady Karlina's ability to rule after his inevitable death and is a decent measure of the quality of the novice heroes.

As far as the curse is concerned he doubts any will be able to rescue him from it.

Lady Karlina is descended by her mother's line from the Erle Folk. As the Fairy realm, now known as Typhon, is slowly drifting to the Abyss she is weakening and becoming paler. So far she has hidden this from her husband but knows that something needs to be done soon or more than just her own family will be at stake.

THE CURSE OF THE HARKENS

"A long time ago Sir Agrail de Harken settled in the valley of Highcliff Gard. He commanded a great castle to be built that would rival the fort at Yeoringard and he retrieved gold that, in those days, lay for the taking within the valley caverns and used it set about his plans. But he angered the Erle Lord Macklevan who caused a great calamity to befall the castle even as it was being built.

So Sir Agrail banished all Erle folk from the valley, and sent out hunting parties to hunt them down. At this the Erle Folk left without complaint yet Macklevan, so full of vengeful pride condemned the valley people with a dreadful malaise.

In the years that followed the valley endured famine, floods and a devastating fever that took many lives yet Sir Agrail remained determined until the death of his first born son, Hengus de Harken, sent him into despair. He went into the Halfring Forest and confronted Macklevan once and for all. Neither were seen again but the curse on the valley was lifted.

Even so, ever since that time, as Sir Agrail died in his 40th year, so no man of Harken birth shall outlive this age. Such is the curse of the Harkens."

Galliardo the Troubador

ITEMS FROM THE CURSE OF HARKEN HALL (MD2)

During their investigations of the cellars the party may have found objects that will help with their quest. These items are not essential to play but will affect the game if in the party's possession.

Sir Agrail's ruby ring

Sir Agrail's ruby ring was given to the lord by Vivaine de Malavanche. As well as being a love token, this ring

protects the wearer in combat (+2 protection) and was designed to enable the wearer to command the undead army she was creating in the catacombs, though this army has not been activated yet. The ring confers +1 saving throws against all death magic and +1 vs spirit attacks but not physical attacks from undead or Corpse Walkers.

Baazathon is behind the creation of the ruby ring and he will be aware if a party member is wearing it. He will target this character above all others and try to charm them to help him in his plans. Vivaine, in her undead state, will also recognise the ring as belonging to her lover and will surmise Sir Agrail has been killed by whoever is wearing it. She will do all in her power to seek revenge unless convinced of the wearer's innocence.

The Amber Dragon Heart

This mysterious item has the ability to disperse warding magics. It holds incredible value for Erle Folk. Its light will also reveal secret passages and extra-dimensional portals as if seen through Fae sight. It will also weaken the powers of illusions in a cone 30 feet long and 15 feet at the end and counter the demonic effects in the lower level of the catacombs. The heart has great purpose in the next adventure, **Typhon**, where it holds the key for the future of the whole realm.

FAE SIGHT

Within this campaign most Erle Folk have Fae Sight with the following abilities.

- Infravision 60 foot radius, this effect takes place in daylight as much as night. The world effectively takes on a multihued quality based on the broader spectrum than normal human sight.
- See hidden and extra dimensional portals 30 foot radius. This accounts partly for the ability to detect secret doors.

ERLE FOLK AND THE VALLEY

The terms 'demi-human' and 'humanoid' are not used in this campaign world.

Instead the generic term "Erle Folk" is used for all elves, dwarves, sylvan beings and many of the giant races.

The orc, goblin, bugbear, ogre and some of the giant races were outcast from the Erle Folk in ancient times and have no specific unified title, though some name them the Cursed.

Due to its history, Highcliff Gard's residents have a superstitious dislike and fear of Erle Folk especially sylvan folk such as elves and fae and will treat any who are known to associate with them with equal disfavour. Dwarves are tolerated as long as they are part of a

human company.

As a number of Halfling communities thrive within the Hundreness Forest, the valley people have no problems with them, considering them small humans.

MAJOR DEITIES AND OF THORAMBADT

Ithunn: goddess of nature's harvest

Skaadi: god of winter and the hunt

Kern: god of the forest, Sylvan Lord

Herakki: goddess of destruction

Arlor: god of decay, earth

Hurundai: god of the sky, warriors

Shammoa: goddess of sorcery

Siquanna: The waters

Gildor: god of towns, cities and artifice

Klepper: guardian of the Limnal Way to the afterlife

Klepper is very active in this adventure. Praying to him will give the party bless effects for the next hour.

KLEPPER

Sphere of Influence: Guardian of the Dead, Keeper of the final Path

Symbol: an ancient helmet, sometimes with an axe

Animal: raven or dog

Spell spheres: all, divination, elemental, guardian, protection, astral, necromantic

Turn undead: yes

Klepper exists on the borders of existence. He is the guide of all souls to their appointed place, with the help of the Klepperlings, his imp like workers and his consort Uruuk, the Raven. He also works alongside Skaadi who, like Uruuk, gathers wayward souls before Klepper takes them across the void toward their appointed place. Klepper also guards and protects all mausoleums and cemeteries where offerings are made. The Klepperlings will not only protect the area from evil influence and possible undead infestation, but also on occasion seek revenge on grave robbers.

ITHUNN

Sphere of Influence: Nature's Harvest including farming, mining, fishing and all natural resources. Also pity and giving

Symbol: depending on local temple, a wheat sheaf, a net of fish or a mound of stone

Animal: squirrel, gull

Weapons and armour allowable by clerics: Weapons: any blunt, scythe, picks armour: any

Spell spheres: all, animal, divination, elemental, weather, protection, healing, plant

Turn undead: yes

Ithunn is the champion of all hard working labourers of the land, fishermen and miners. She was originally the guardian of the mana reserved for the gods, but took pity on mortals. She is closely associated with the sylvan and elemental folk who are her workers in the prime worlds who worship her.

CREATING CHARACTERS

For a stand alone game the players will start their characters at 3rd level.

Character race

Due to the xenophobia of the valley toward Erle Folk it is recommended that characters are human, dwarf or halfling especially for short term sessions such as convention play.

Halflings

Halflings will be accepted in Highcliff Gard as there are communities of Hundreness forest such as Cludden who do dealings with the valley people. Halfling do not possess Fae Sight but have weak infravision (30').

Dwarves

Dwarves have a history of living with humans in other areas of Thorambadt and from time to time have visited the valley as part of a company. If players wish to play dwarves then they will be visitors from Vereland to the east of the mountains, probably a mercenary accompanying a merchant caravan. As long as dwarves stay with their human companions then the valley folk will be satisfied.

Dwarves have the ability to identify the rocks and minerals in the area based on sight and touch. Thus they will be able to take a look at any natural surface of rock and know what it is made of and what possible valuable ores and minerals may be found there.

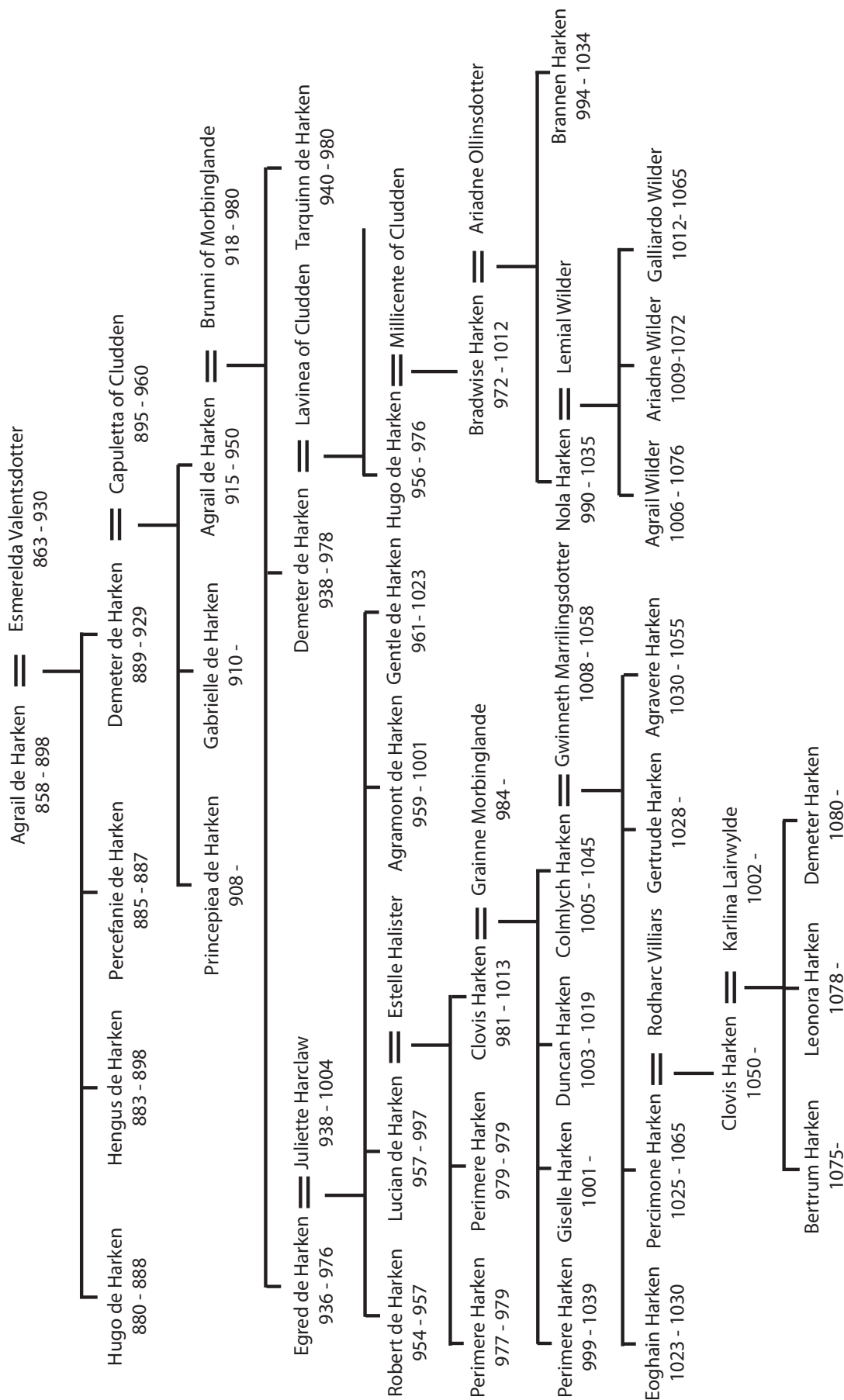
Dwarves are limited to 60 feet vision outdoors due to their life underground but have heightened hearing. With this superior hearing they can use echoes and resonance to detect the approximate size of the space they are in, the proximity of water and hidden spaces, the quality of walls including their structural strength and their thickness. This also applies to locating secret doors.

CHARACTER CLASS

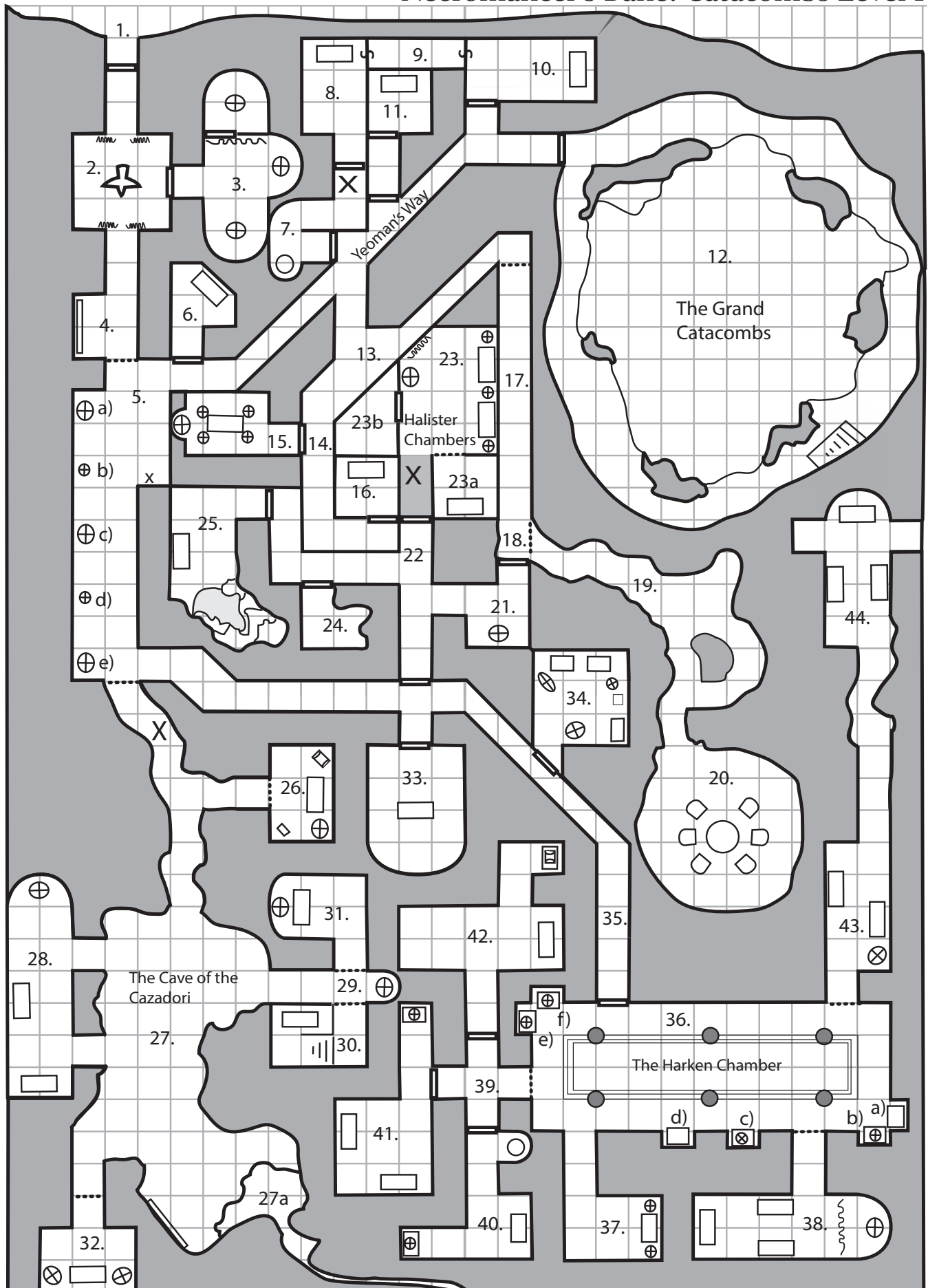
A broad balance of character classes is recommended and should include a mage, cleric, a thief and at least two fighters. Although a druid is acceptable there will be plenty of undead so a specialist able to turn these evil beings is advised. The polytheistic nature of clerics is explained at the start of the adventure. Clerics very rarely dedicate themselves to a single deity early in their career and only meditate on the option of *Dedication* after 3rd level onwards.



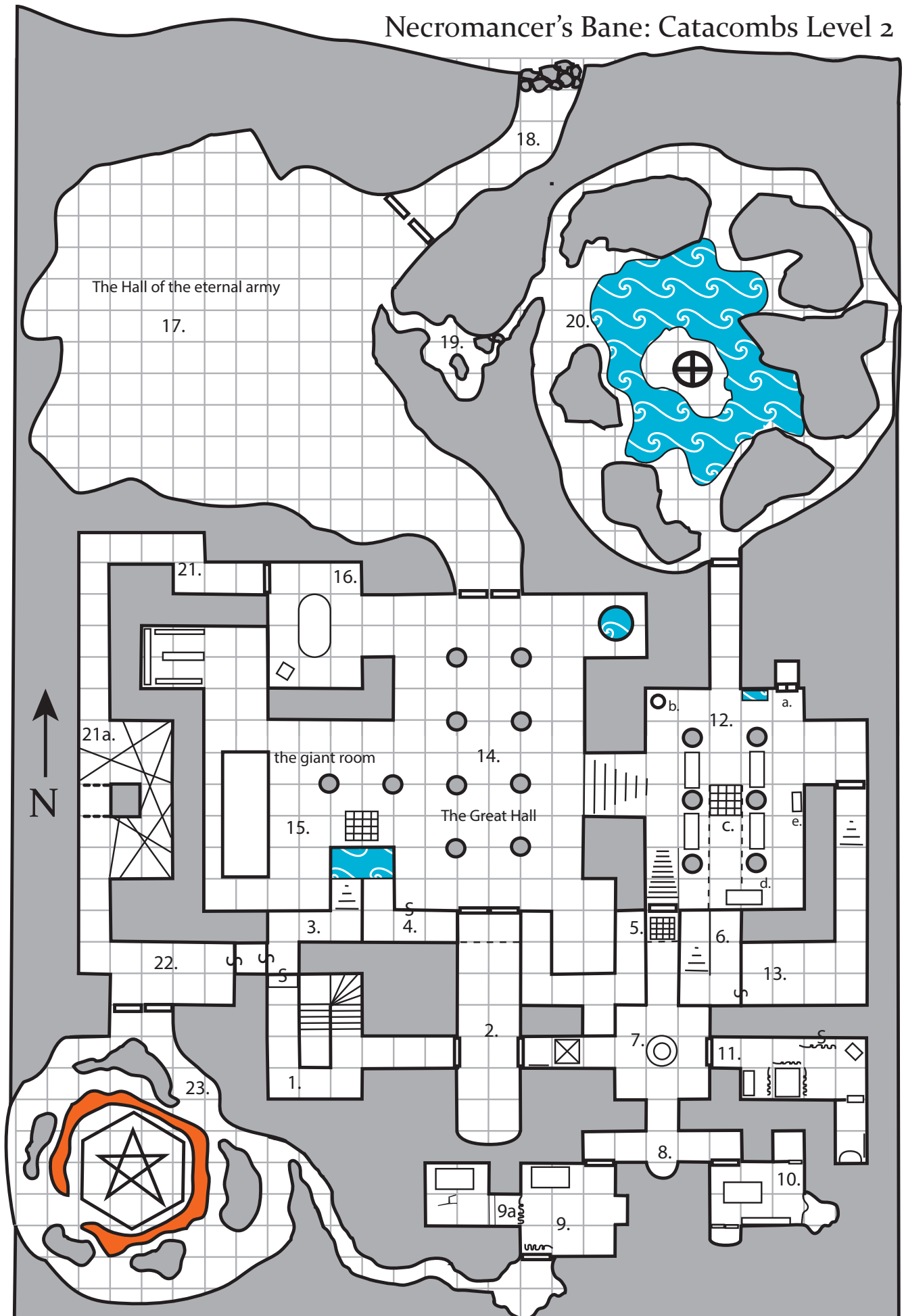
THE DESCENDANTS OF SIR AGRAIL DE HARKEN



Necromancer's Bane: Catacombs Level 1



Necromancer's Bane: Catacombs Level 2



TIMELINE: - THE PAST TO PRESENT DAY.	
252 - 250 years ago	Sir Agrail de Harken destroys the reputation of a rival Lord at the court of Yeorlingard. Sir Rebbon de Hallivoy was rendered without lands, tithes and retinue and sent in ignominy from the court as a result of Sir Agrail bribing the Court Herald and other clerks. This is used against Sir Agrail himself by Hallivoy's cousin, Lord Treeving. Agrail is given an ultimatum to leave or be exposed. He occupies Highcliff Gard together with his family and a small court. Discovers gold in the east caverns. Agrail is forbidden from mining the gold by Lorx the King under the Mountain. Agrail's adventurers, the Cazadori settle here; the necromancer, Vivaine de Malavanche, the master thief, Marduke Halister, Andreus of Ewer mire, the Fighter, Sir Boromun de Vengalli and the henchman, Dillan.
246 years ago	Ignoring King Lorx, Agrail commences mining to fund the construction of Highcliff Castle. The watch tower is almost completed, but has been beleaguered with disaster. Agrail blames the Erle Folk for the ill-fortuned tower and thus begins growing animosity. Highcliff Gard is a fast-expanding community founded on gold. Work is commenced on the catacombs importing black marble from Morbingland to line the walls. Sir Boromun returns to Yeorlingard with Dillan. Harken Hall is constructed together with the Halister Mill and the Ithunnian Temple.
243- 238 years ago	Five years of poor crops, harsh winters, fever and flooding. Gold dries up and the remaining miners meet with disaster. The mine in the east caves is known as an evil place and deserted. Much of the population desert and head for Yeorlingard and south to the newly formed state of Kaldemar. Vivaine de Malavanche is turned by the demon Baazothon toward evil ends and with the aid of Agrail plans the construction of a large dungeon beneath the catacombs to use to build an undead army. Vivaine dies with her plans unfulfilled battling Baazathon. Hengus de Harken succumbs to the fever and Sir Agrail hunts down the lord of the forest of Halfring, Macklevan after revenge. He is never to be seen again. Macklevan convinces Agrail to beg forgiveness from King Lorx in order to end the valley curse. Sir Agrail finds Lorx and Lorx lays the curse onto the Harken family alone instead of the whole valley. Thus the curse begins that no Harken man shall live past his 40th year.
244 years ago	Demeter de Harken marries Capuletta from Cludden in Hundreness.
238-218 years ago	Demeter de Harken becomes lord of Highcliff Gard. There follows 20 years of prosperity and Highcliff Gard thrives once more. They have two girls and a boy, Vivaine, Hengrida and the son, Agrail. On his 40th birthday Demeter dies suddenly, fulfilling the curse.
218- 206 years ago	Agrail Harken aged 17 becomes Lord of Highcliff Gard. He is controlled by his widowed mother Capuletta and his two sisters. Agrail marries Brunni of Morbingland daughter of the forest chief Ector. With the help of Brunni, Agrail takes control of court and by the end of his rule earns great respect. He dies prematurely in combat before the age of 40. Agrail has three sons, the eldest, Egred assumes power under the guidance of his grandfather Ector. During the age of Egred all crimes and acts of treason on the Harken name were forgiven by the court of Yeorlingard.
206-182 years ago	All three brothers succumb to the curse. Over a period of six years all three brothers die on becoming Lord. This period of tragedy is when the tale of the curse is realised in full and becomes public knowledge.
182-20 years ago	The years of settlement. Throughout this period the family continue to thrive despite the curse. The valley becomes the meeting place for merchants and adventurers taking advantage of the valley's location on the edge of Hundreness and on the road south toward Kaldemar.
20 years ago	Sir Clovis Harken assumes rule from his father Lord Pellin Harken who died ingloriously, spending the last 6 months in his private chamber waiting on the curse. Sir Clovis is already known as a "firebrand" determined to find a heroic death rather than be cheated by the curse, he spends much of his youth adventuring and seeking dangerous quests, all which he achieves. Soon he is one of the most powerful fighters in Vereland and is feared.
Present day	Lady Karlina secretly hires a party to investigate a newly discovered cellar system. Eerie sounds emanate from the catacombs. Clovis does not consider this an important matter leaving Karlina to order an investigation.

The Summoning of Sylvannes

The conjuring of Sylvannes be they Sidhe, Erle, Seelie and Unseelie is performed in a like manner and requires of the summoner great skill, fortitude and worth, for the Sylvannes will meet the summoning with temper much wroth, for no Sylvannes, especially Unseelie of nature come to this world without dues paid by its terms and nature.

The following conditions are to be fulfilled:-

No wards be upon the summoner, or the questing place.

The summoner be possessed of a bone of one harnessed to the purpose, formed as a flute. The bone part need be taken from the remnant of one pertinent to task be they bloodline of the erstwhile Erle touched in life.

The melody of summoning be known, practiced and performed in flawless manner.

The summoner be at a known portal of the Erle folk, or like beings.

A seemly offering according to the manner of Erle folk is provided as payment.

The bone need be cleansed yet not touch holy water, priestly praise, nor the trappings of iron, all fittings be made of silver or like pure metal of worth. On entering the house of the gods this instrument will be worthless for all Sylvannes hate the gods of man.

1x vital bone marrowed ~ 1200 grains pure silver
untainted ~ 4 x gems one of each ~ diamond ~ emerald ~
ruby ~ sapphire

A goblin Coin will grant entry!

Highcliff Gard Map Key

1. Quelliard Arms.

The main tavern, brewery and public barns for Highcliff Gard.

2. The Garrison.

The military headquarters.

3. The Tithe Barn.

The secure barn for all payments of tithe and rent.

4. Cumfrey Swails Herbery.

The herbalist and potion shop. Sage and dealer in magics.

5. Jake's Wainwrights.

All things wood from carts, wheels to building materials.

6. Harcourt Smithy.

All things metal, from horse shoes and nails to weapon repair.

7. Erndale's Mill and Ovens.

The flour mill and public bread ovens.

8. Milliner's General Whole Store.

All miscellaneous products sold here including imports and weapons.

9. The Artillator, Fletcher and Hunting Store.

Manufacturer of bows, arrows and dealer in all products to do with hunting.

10. Cathgrove's Wool and Yarn.

The general tailor for the valley folk. Processes wool and produces wool and sheep skin clothing.

11. The Village Green.

The location for meetings, public celebrations and festivals.

12. The Ithunnian Temple.

The religious centre of the valley.

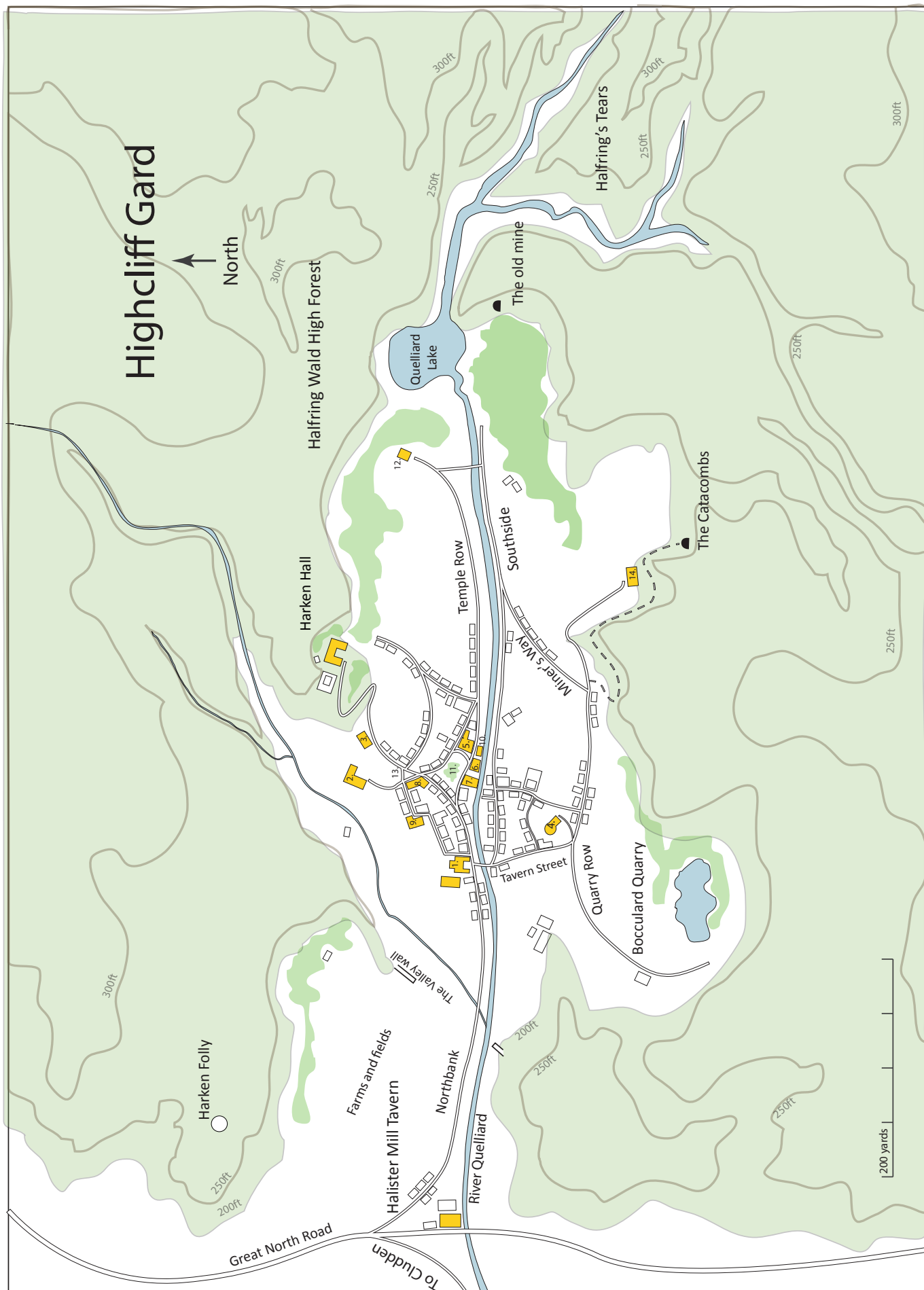
13. Uruuk's Corner.

The gallows are placed here. They have not been used for over four years but are kept in good condition.

14. The Gatekeepers Cottage.

The home of the keeper of the valley catacombs.





Highcliff Green

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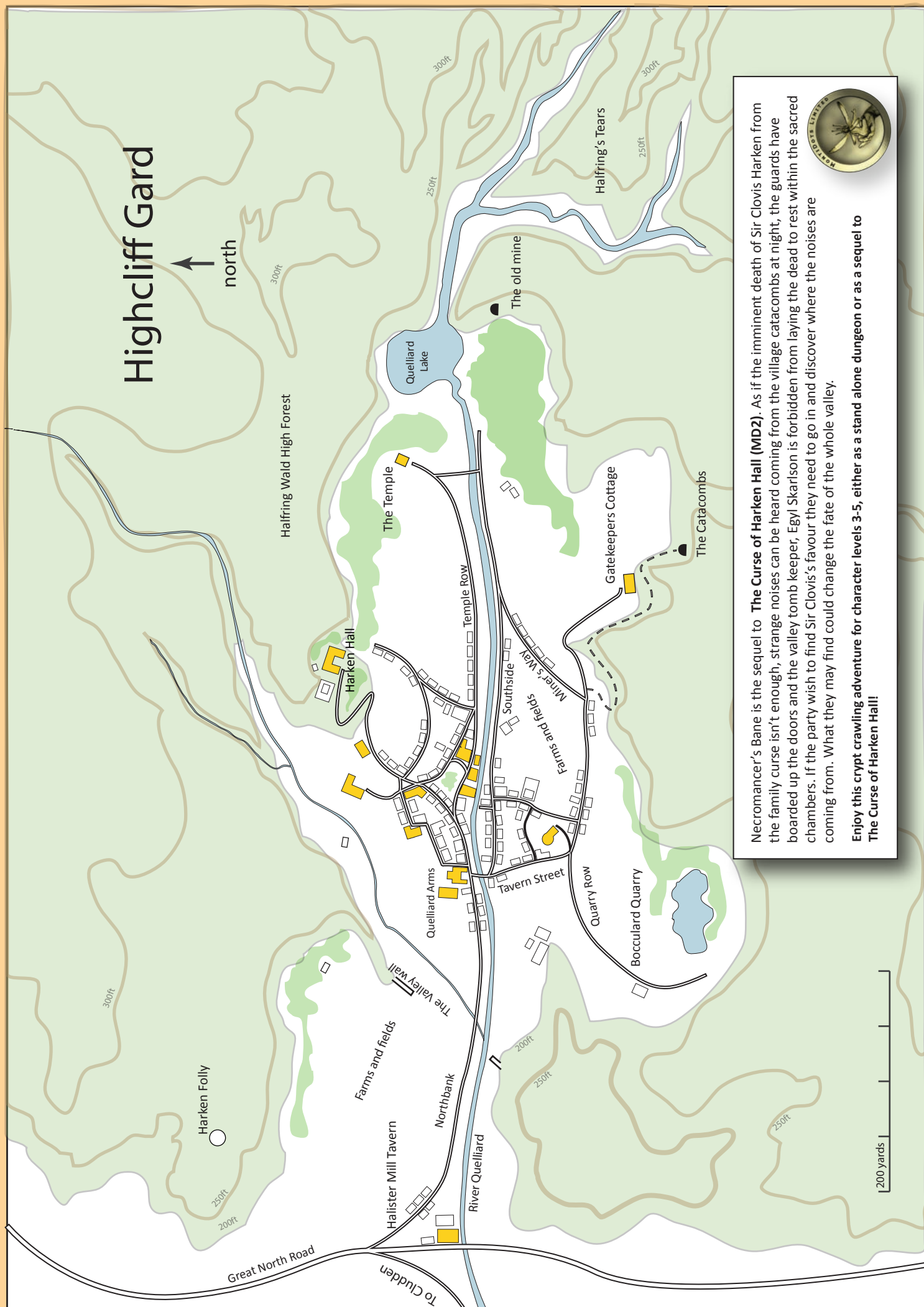
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Highcliff Gard



Necromancer's Bane is the sequel to **The Curse of Harken Hall (MD2)**. As if the imminent death of Sir Clovis Harken from the family curse isn't enough, strange noises can be heard coming from the village catacombs at night, the guards have boarded up the doors and the valley tomb keeper, Egl Skarlson is forbidden from laying the dead to rest within the sacred chambers. If the party wish to find Sir Clovis's favour they need to go in and discover where the noises are coming from. What they may find could change the fate of the whole valley.

Enjoy this crypt crawling adventure for character levels 3-5, either as a stand alone dungeon or as a sequel to **The Curse of Harken Hall!**

