

SO3
Compatible with OSRIC,
1E and 2E Gaming

Wycked Summons

by
Louis “sirlou” Kahn



A One-Shot Adventure

Compatible with OSRIC, 1E and 2E game systems

Recommended for 4-6 player characters of levels 4 to 6

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Thanks: Many thanks to my wife for supporting my “flights of fantasy” and to the incomparable Christopher Moore, whose “*Lamb*” is both the funniest and deepest book I’ve ever read.

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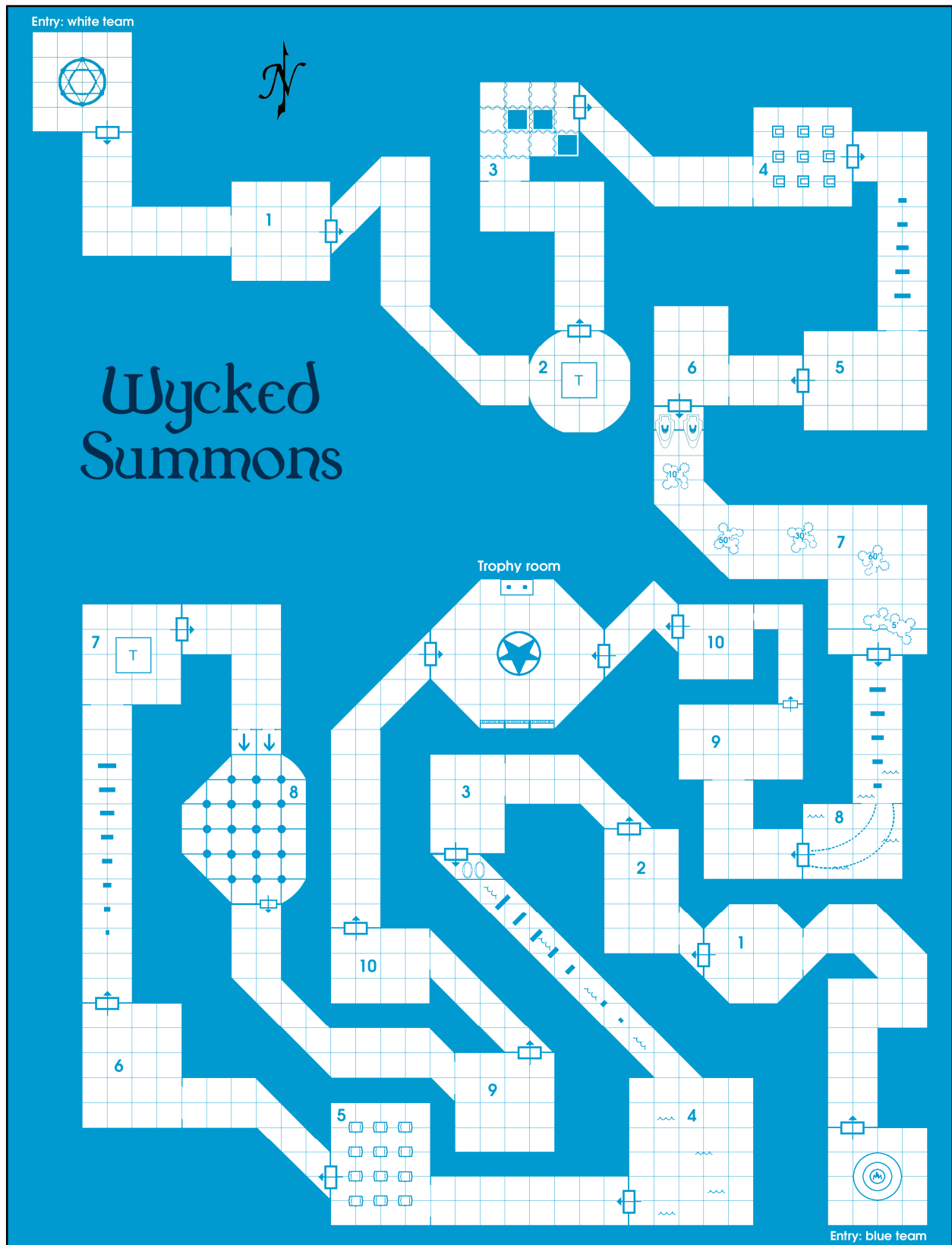
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DUNGEON MAP



Scale:  = 5 feet

PREFACE

Hello and welcome, adventurers and Game Masters! Before you lays a one-shot adventure I designed with a horror theme for use on Halloween or any time your players need a fright. I tried to make it equal parts problem solving and combat, with a bit of a "race against the clock" aspect as well.

Your players are going to be thrust into a race to complete a dungeon faster than another group, in order to save their lives and gain their freedom. This unique competition aspect allows for this module to be played a number of ways, and its replayability is high.

It can be played as is, with one group of players going through the adventure pitted against a group of NPCs. It could also be used (with some tuning for balance) with a GM and as little as one player, racing against a solo NPC. Or the GM could run two groups of player characters simultaneously, each trying to beat the other to reach the final prize and freedom.

If the GM is truly diabolical, they could split the player's party and have the two groups compete against each other for who will complete the challenges first and reach safety...leaving their compatriots behind!

Lastly, the mechanics of this dungeon were intentionally kept fairly basic so that it would be simple for a GM to substitute in their monsters, or even randomly generate them on the fly with the OSRIC manual or your gaming reference manual of choice, so that the dungeon could be reused again and again.

After all, you're dealing with a very powerful deity who loves nothing more than to watch poor mortals battle for their life and freedom in his arena. He is not just going to stop doing so because your group of players makes it out. Of course he's not; he'll just restock the dungeon and continue watching the mortals struggle for his amusement.

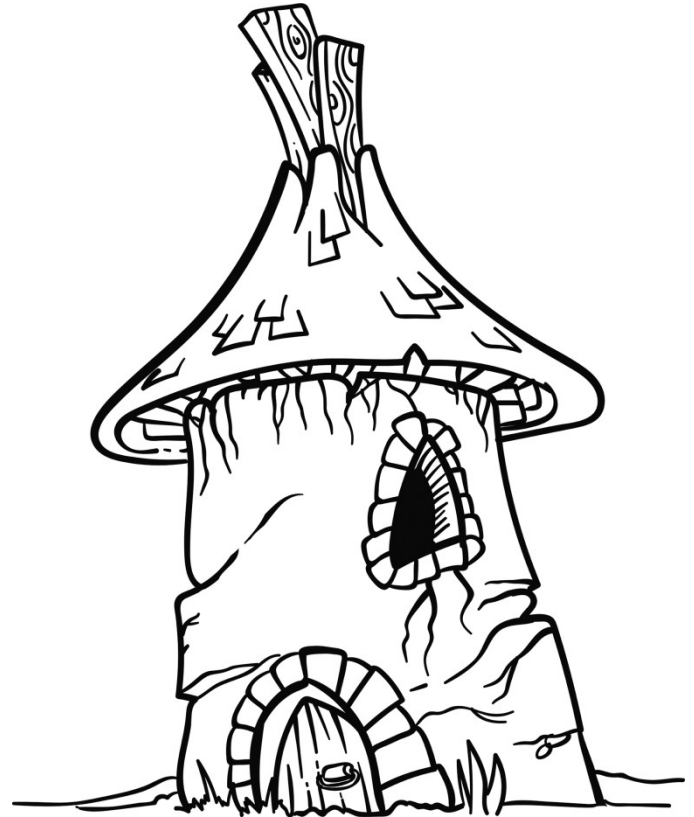
The adventure was also written to be generic enough in setting that it may be placed anywhere in the GM's campaign world. Any specifics noted in the adventure, such as the locale of the meeting with the **Arawn Wycked** or the towns or nations discussed, are specific to the author's published campaign, and are mentioned solely for ease of integrating the adventure into that campaign world, should the GM's game be located with my campaign setting.

We hope you enjoy this one-shot adventure and that we have whet your appetite for our further adventures, which may be purchased through our website, starryknightpress.com.

Now tighten that sword belt, heft that shield, prepare those spells and get ready for adventure. It's time to answer a **Wycked Summons!**

GM's note: Armour Class (AC) will be counted as descending, i.e. 10/9 to 0. To keep the adventure as system agnostic as possible, full stat blocks are not included so you may use the rulebook of your choice. We provide AC, HD, HP and damage/weapon statistics the first time a creature is encountered, and thereafter we only list the creature's HP and any change in the creature's damage/weapon type. However, the OSRIC compatible monsters that were created specifically for this adventure have their full stat blocks.

*Louis "sirlou" Kahn
October 2017*



THE HOME OF ARAWN WYCKED

WYCKED SUMMONS

INTRODUCTION: In this adventure the party will be kidnapped and forced to complete a deadly dungeon crawl in order to save their own lives and to earn their freedom back. As if that was not bad enough, they have been placed in a direct, head-to-head competition with another party: the first group to reach the central trophy room, secure the trophy and activate a portal earns their freedom!

The other group finds themselves back at the start, in stasis, awaiting new challengers, with no idea what the next terrifying life and death competition will entail. This continues until the group wins or is killed, then they are replaced; the wheel of time keeps on turning.

This adventure takes place over the course of one night, **Samhain** or **All Hallow's Eve** as it is celebrated in some parts of the Realm. It is compatible with OSRIC, 1E and 2E game rules, and it is intended for use with a party of 4 to 6 players of levels 4 to 6.

If your players do not have characters of the appropriate level, they may use the pre-generated characters which are included in Appendix A.

The adventure begins in the **Diútha Forest**, a heavily wooded area of the **Red Eagle Barony**. (See Appendix B, Map of the Red Eagle Barony). The players have left the forest village of **Ballycraobh** on their way to the capitol city of the barony, **Baile Átha Quinith**. They are traveling the well maintained trade road which runs between the village of **Breyburgh** and the capitol.

As noted above, this module is intended as a "one-shot" adventure and it may be placed anywhere in the GM's campaign world, and may be used anytime your players are travelling overnight from one location to another.

ADVENTURE HOOK: As night settles the players are weary from being in the saddle all day, and just beginning to think of setting up camp for the night when they come across a sight they had not seen before: someone has built a small house just alongside the road. It lies in the grasslands alongside the road and the river **Caora**.

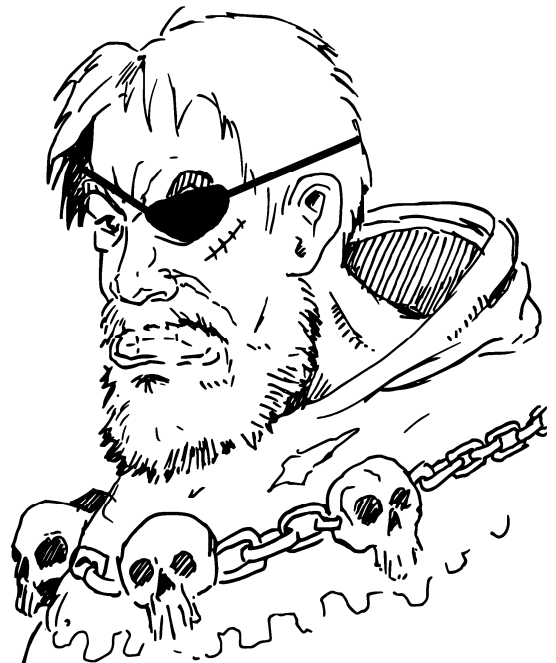
The small stone house is a bit crooked, but it looks homey enough and as the party rides up they see a middle aged man sitting at a large campfire, enjoying a tankard and puffing on a pipe; a giant wolfhound is at his side.

As they pause to take in the sight from the road, the man rises, smiling and waves the party over. He introduces himself as **Awarn Wycked**; he says he's a retired troubadour who recently settled here. After exchanging a few pleasantries with him (the man seems nice enough, his huge dog is friendly, and his house seems like a safe place to rest) the party agrees to accept **Awarn's** hospitality and spend the night. The road is well traveled and you are in the middle of the Barony: not likely to run into brigands or hostiles and you feel safe.

Alternately, the party may happen upon **Awarn Wycked** at a coach house or traveler's inn when they have stopped to spend the night in the middle of a long journey. He will be posing as the proprietor, working by himself with only his wolf hound as a companion, and the party will be the only travelers present.

Either way they meet **Awarn Wycked**, he will regale the party with humorous tales and sing songs to lift the heart during the long hours of the night. He will provide excellent food and drink, and keep them flowing long into the night as the party enjoys a relaxing evening under the bright light of a full moon. He assures the party that no guard is needed overnight as they are in civilized lands and he and his wolf hound will alert them should anything happen.

As the party beds down for the night, they will think themselves lucky to have met such a lively host.



LET THE GAMES BEGINS: After the players have bedded down for the night the GM should read the following:

Full of fine wine and hearty mead, with bellies full of juicy mutton as well as steak, kidney and other meat pies, and trifle besides...you fall into a deep and content sleep. Your dreams are of rich meals and drinking with friends and comrades.

But as the night wears on, your dreams take on a darker tone. You have visions of slavering wolves chasing you, of their terrifying howls in the night.

You also dream of witnessing a great hunt. You watch as the procession of huntsmen and women pass, and with a shudder you realize they are the newly dead as well as discarnate spirits of evil intent. If that were not terrifying enough, you see faeries, dark witches, and other folk from the eternal Land of Faerie prancing by, engaged in deep conversation with nightmarish dark elves!

As the dream continues, you stand transfixed as you watch all manner of undead, nearly dead and newly dead join other creatures of dark and foul intent on this wild hunt. Eventually the hunt master comes into view, leading a pack of huge wolves, and you see, with a shock, that it is none other than your new friend **Awarn Wycked!**

He does not look like a kindly retired troubadour anymore; he is dressed in leather armour, festooned with leaves and berries, and he wields a massive broadsword. His dog has been transformed into a winter wolf, straining at its tether to get its slathering jaws on you and rip your throat out.

Awarn wears an eye-patch over his left eye, but as he turns to stare at you with his one good eye, you see that there is naught but pure evil in his heart.

You feel yourself falling...endlessly. Then just as quickly as the dark dreams started they end. You jerk awake to the sound of a horn trumpeting a call to the arms!

THE SET-UP: The players are awoken from their troubled sleep by the loud braying of horns, only to experience quite a shock to discover they are no longer sleeping around **Awarn Wycked's** campfire. They have no idea where they are.

If the players compare accounts of what happened, they will all report having the same dream about the great wild hunt and seeing the man who was **Awarn**, but he was not **Awarn**...and he was evil.

Once you relay the above to your players and they have gotten over their initial shock, read the following to them:

You have awoken to find yourself in a 20' square room. The floors, walls and ceiling are made of a very dense stone, which feels cold to the touch. There is a large arcane symbol on the floor although none of you, not even those versed in magicks can decipher it.

You are all dressed alike in white robes with simple linen clothes beneath and soft leather slippers, dyed white. All of your adventuring gear is gone.

As you look around, you see several chests, one per party member, against one of the walls. Opening the chests reveal they contain gear: after some trial and error, you discover which chest is for which player. You spend a few minutes dressing and donning this gear.

Each player will be provided with basic weapons and appropriate armour, including some magical gear. They will also be provided with a standard backpack of adventuring supplies (See Appendix A, Pre-Generated Characters).

The equipment provided is as follows:

- **Fighter:** fighters receive *chainmail* +1, a shield and a +1 *longsword* (if not proficient in the longsword, the GM should choose a weapon), a light crossbow and 24 bolts. This includes fighter subclasses).
- **Stealth:** the stealth players receive *leather* +1, a +1 *shortsword*, a sling with 24 sling bullets, and thieves' tools. This includes thieves and assassins.

- **Spell Casters:** clerics receive *chainmail* +1, a shield and a +1 *mace* (if not proficient in the mace, the GM should choose a weapon), and 2 light throwing hammers. Druids receive leather +1, wooden shield, *scimitar* +1 and a sling with 24 sling bullets. Mages and illusionists receive robes +1, a quarterstaff +1, and 30 darts. Each spell caster receives a scroll with the number of spells consistent with their experience level (but no bonus spells for clerics with high WIS). The GM may choose the spells or allow the players to choose them. The druid and cleric also receive simple appropriate holy symbols and one vial of holy water.

The party also finds a leather case with a number of *potions of healing*; there is one for every player.

After the party has dressed and armed themselves, read the following to them:

Suddenly you hear a voice booming out; it appears to be coming from nowhere, but you hear it as if the speaker was standing in the room with you.

"Welcome players! Thank you for agreeing to play my game." The speaker pauses: you recognize him as the man you knew as **Awarn**. He continues, "Right, OK, I can read your minds, you didn't necessarily agree to anything, I can hear you thinking."

"Well that's where you are *wrong* you mortal knobs, because you most certainly *did* agree to a bargain with me when you accepted my hospitality! How rude for you to have forgotten. You drank my spirits, ate my food, and enjoyed my stories...and now I am entitled to something in return. So you'll play my game!"

"By the by," he continues in a genial tone again, "here's a word to the wise folks, don't accept the hospitality of a faerie god unless you are willing to accept the consequences! Oh yes, did I forget to mention who I am. Sorry I'm just so excited about the contest tonight!"

"I have been known by many names: **Arawn**; King of the Fomorians; Balor the smiter, the strong, of the piercing eye; of the Evil Eye

and so on. Don't go looking so shocked, I did try to 'A-warn' you lot!" He laughs at his own joke. "Get it, it was an anagram! Anyway..." he continues, "you had a good time last night and now it's my turn to have some fun!"

"So you are in my arena and you are going to have to struggle to the trophy room and if you make it you can have your boring lives back. To make it interesting for me, and to keep you from lollygagging, this is a race! You see there are two teams of you: the blue team and the white team. You'll both start at the same time and the first team that gets to the trophy room, grabs the trophy and activates the portal, wins!"

"Sadly, for the losing team," he continues, "they will have to stay here and fight again, until they win or die trying! Otherwise I don't think our bargain will be fulfilled."

"OK I'll give you a few minutes to prepare yourselves: I've provided you with armor, weapons, spells, and each of you have been given a healing potion, as a sort of bonus because I like you folks, I really do.

OK, I'll talk to you again in 5 minutes folks!"

With that the voice goes silent. The players may have questions or may be confused, but the GM should make sure to start following a very strict game clock, and tell your players this. Give the players five minutes, and then read the following to them:

"OK players, I'm back! We'll start the game shortly. There are just a few simple rules first; you should be getting them now." As he says this a piece of parchment appears, stuck to the door. "Make sure to read the rules!" he says.

"Get ready white and blue teams, we're going in 5, 4, 3, 2, and 1! Go go go!" he cheers.

With that the door to the room opens and you just started a fight for your life!

GM's note: The Rules to the competition may be found in Appendix C, which you may hand out to the players at this time.

For purposes of the official campaign, the players will be on the **white team**, and we will first describe the **white team's** rooms 1 to 10 (the north portion of the map), then the trophy room, and then the blue team's rooms 1 to 10 (the south portion of the map).

However, the GM may choose to start his players on either side, or have them play the white or blue team (or both). However, note the explanatory text mentions the players being in all white outfits, so if you players are on the blue team, you should adjust that section accordingly to all blue clothing.

THE COMPETITION:

This arena sits in a pocket universe created by **Arawn**. There is no escape unless he wills it. Also, he created the entire structure, and each room is made of identical, skillfully worked stone, with 10' high ceilings, and torches every 30' for illumination. The few rooms that are constructed differently will be called out in the text.

WHITE TEAM: Rooms 1 to 10 (north side of map)

1. THE FEAR GORTA: The door from the entry chamber opens onto a winding hallway. As the party turns the corner to face Area 1, they are startled (no "surprise roll") by the loud, keening wail of a **fear gorta** (AC N/A; HD 2+2, 13hp; #AT 0; D nil; SA bless/curse; SD ethereal), which is running toward them from Area 1.

Physically they resemble a corpse, left to rot. They are extremely thin and have greyish green skin. It carries a battered and dented cup of alms, with its spindly twig thin arms. Its hair is long and matted, usually grey or white hair and it has stubbly facial hair. The creature is dressed in rags which are torn, stained and hang loosely on its emaciated form.

The **fear gorta** arrives in one round, before they may take any action, holding forth its alms cup. The **fear gorta** approaches the party seeking aid and succor. If the party aids it they are rewarded with a *bless* spell, and a +2 weapon. The GM should choose a +2 weapon to distribute to the players which would be most beneficial to them.

But, if the party attacks or spurns the **fear gorta** they are punished with a *curse*. Both spells last the entire adventure. Once it confronts the party it gives one last shriek and slowly fades from view, returning to the ethereal plane.

2. TRAP ROOM: A winding hallway from Area 1 enters this roughly circular 25' room. There is a trap in the middle 10' of the room. If a player steps in this area, they activate a pressure plate which drops **flaming oil**, affecting anyone standing in that area. It does 1d8 damage the first round and 1d4 the second; a successful DEX check (a leap out of harm's way) will reduce the damage by half.

3. ITS CURTAINS FOR YOU: This room involves a puzzle that is not difficult, just time consuming and irritating. There are multiple curtains hung in 10' squares, as shown on the map. If a player opens a curtain going in one direction, the other curtains in that 10' cube solidify, as if they were immovable rock, and cannot be opened for one turn (10 minutes). There are three pillars placed throughout the room which function as dead ends, you cannot pass or get around them.

So, if a player is standing on the number "3" on the map they are facing a curtain. If they open it and move forward, they can then open one of two curtains. If they open the east you hit a dead end (the pillar). You could back out to the where the number 3 is and open the eastern curtain or wait and try the north curtain in 1 turn.

4. THE QUESTION ROOM: As the players enter this room they see a 20' square room with a group of 12 thrones facing a locked door in the east wall. Read the following to them:

Arawn's voice pipes up, from out of nowhere, saying, "Well, well, well you are making some great progress. I'm sure the other team just got ahead of you because you are pacing yourself. Now this room has your first locked door here, sorry! The *question* is: how are you getting through this room?"

Arwan will place a stress on the word "question" and the GM should too, and make sure to place an emphasis on his last statement as a question, having your voice go up at the end of the sentence. This is a major clue about how to solve this puzzle. The party must sit in the thrones to form a rudimentary "question mark"; at which point the doors will open.

In **Figures 1 to 4**, below, we see the seating arrangements that will open the door for 3, 4, 5 and 6 players. Placing a dead body in one of the thrones will be sufficient to activate throne for purposes of this trap.

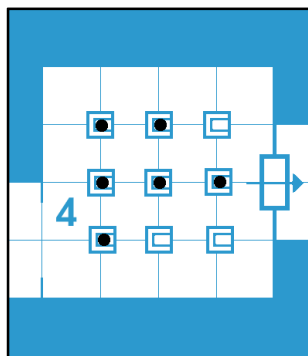


FIGURE 1: 6 PLAYERS

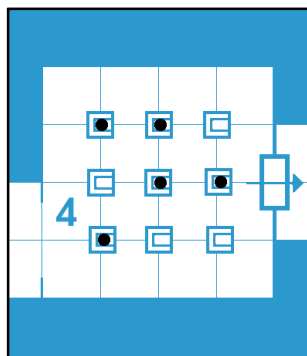


FIGURE 2: 5 PLAYERS

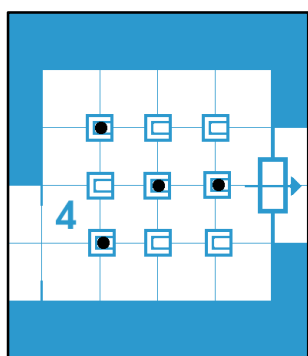


FIGURE 3: 4 PLAYERS

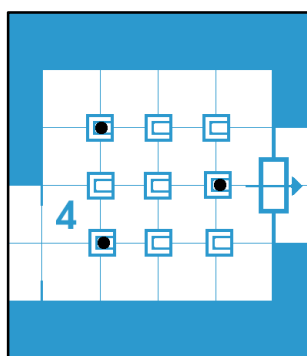


FIGURE 4: 3 PLAYERS

GM's note: If the GM is running this module with less than three players, the GM should allow the player(s) to improvise (e.g. taking off your armour and placing it on a throne, or similar heavy items) running this.

5. BAT ATTACK: The long hallway from the **question room** climbs up to this 25' x 20' room. Inside in the room, hanging upside down from a bar in the southwest corner, placed there especially for them, are 2 **sonic shrieker bats** (AC 4; HD 6+3, 33hp each; #AT 2; D 1d6, bite/1d4, tail; SA shriek). They attack once a player enters the room. These man-sized bats have a 25' wingspan and can carry off prey of 25 stones (300 pounds)! They can also blast forth their sonic yip for 1d4 +1 rounds: all within 100' cannot concentrate (attack at -1 and no spells can be cast), there is no saving throw allowed against this attack.

6. MEGA ZOMBIE: The short hall from Area 5 leads to this 15' x 20' room. It is empty save for a stone slab upon which rests the largest **zombie** the party may ever have seen: an **ogre zombie** (AC 6; HD 6, 33hp; D 2d8). Once the party enters the room it rises and attacks. All **zombies**

are very slow and strike last in combat. They are immune to sleep, charm, hold, death magic, poisons, and cold-based spells. A vial of holy water inflicts 2-8 points of damage to a zombie.

7. FLY ME TO THE MOON: The door from Area 6 opens directly onto this massive, oddly shaped room, and then immediately shuts and seals itself. The players will need to be very cautious as falling off the shelf will result in their irreversible death on another plane.

This room houses a rather complex puzzle. **Arawn** has opened a portal into the **elemental plane of air** in this chamber. The party stands on a 5' wide stone shelf with two machines. These are **sky skiffs**, which certain intelligent humanoids use on the plane of air. Each of the **sky skiffs** will hold 3 people. They come from another dimension entirely and will be completely alien to the players.

The puzzle has two parts: first the players will have to figure out how to operate the sky skiff, and then they will need to fly them to the landing on the other side of the room, while navigating around the **ion storm** obstacles in their path by going over or under them.

A layout of the controls is show in **Figure 5**, below, and the players should experiment a bit before moving forward and trying to navigate the **ion storms**. Each time a play hits an **ion storm** it does 5 points of structural damage to the sky skiff, which can withstand 20 points of damage. If the player's skiff is destroyed, everyone in it falls to their death. The **ion clouds** do not go away if one skiff hits it.

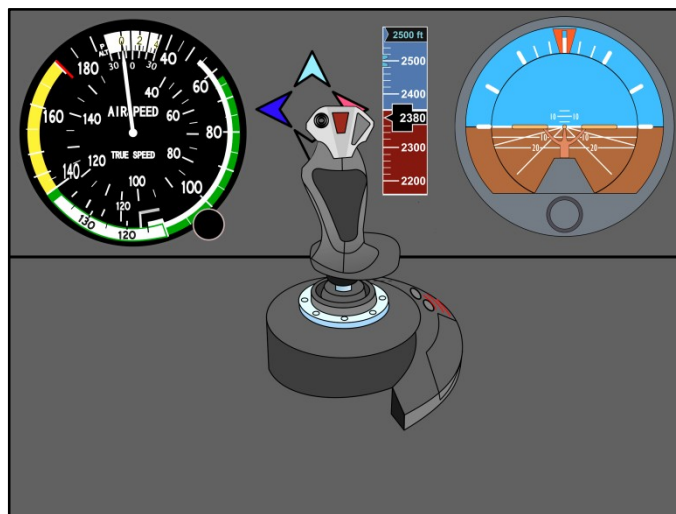


FIGURE 5: SKY SKIFF FLIGHT CONTROLS

The **sky skiff's** instrumentation, shown in **Figure 5**, is as follows: the **airspeed indicator** is on the left, the center control is the **flight stick**, in front that are the **directional indicator** and **altimeter** (craft's height), and **attitude** (shows orientation relative to the horizon) is on the right. The player uses the flight stick to move the craft down (push forward), up (pull back), left or right. Current **altitude** is 2380: players must pilot the craft, up or down, more than the number of units show for each **ion storm** (on the map) which blocks their path. Once the players reach the other side of the room, the door will open.

8. KELPIE ENCOUNTER: The 30' long hallway from the aerial puzzle slopes downward, and is under 2' of water along the last 10', as it enters a 20' x 15' room with a sunken floor that is flooded. As the players enter the room, they will see that there are two shelves in the crystal blue water: on the shelf closest to the north wall the water is only 3' deep, but on the second shelf the water is 5' deep. The two shelves are indicated on the map with dotted lines. The depth of the water dramatically drops after the two shelves, falling to a level of 50'.



Within the waters of this room lurks a **kelpie** (AC 3; HD 5, 28hp; #AT nil; D nil; SA charm, drowning; SD see below). **Kelpies** are vile, evil aquatic shape-shifters who lure their prey to their watery death with a powerful *charm* spell.

When the players enter this room the **kelpie** rises to the surface in the form of a beautiful green-clad woman, and casts a *charm* spell, with a -2 penalty to the victim's saving throw, on the first humanoid male it sees. If the player fails the saving throw, they are *charmed* and leap into the water to be with the **kelpie**, who wraps the victim in its embrace, drowning him. The victims suffer 2d10 points of damage each round until they die, or the **kelpie** is slain and the *charm* wears off. They only take half damage from fire attacks and none if a save is made.

GM's note: The GM should carefully monitor the player's actions in this room, because of the high possibility of drowning if they enter the deep water here.

A character underwater can hold their breath for a number of rounds equal to their CON, divided by 3 (rounded up). This time may be cut in half if the GM determines, in their discretion, the player did not have a chance to take a deep breath, and in half again if the player is performing strenuous activity.

Characters in metal armor cannot swim, and will sink to the bottom. Chain mail (or lighter) takes 1 round to remove, and plate mail (or heavier) can be removed in 1d4+1 rounds. This is halved if the character is willing to cut straps and tear buckles to get their armour off quickly.

A player in the water, once free of their armor, may swim to the surface and pull themselves onto shore, or get assistance from others once they reach the surface.

9. RIDDLE ME THIS: Flanking the door on the northern wall is a metal plaque, fashioned from some sort of silvery metal. Incised into the plaque is the following riddle:

**Of the king I am blue and of the peasant I am red.
Of the frog I am cold and of the dog I am hot.**

What am I?

The answer is, naturally, "blood". If the players are stuck, the GM may give a hint that recalls what day it is (**Samhain** or **All Hallows Ever**, both of which have connections with death and blood). Once the party solves the riddle and speaks the answer aloud, the word "BLOOD" will flash in scarlet red letters on the surface of the door, there will be a loud creaking sound, and the door will open. Grant the party 250xp for solving this.

10. DON'T LOOSE YOUR HEAD: The door from Area 9 opens onto a winding, 5' wide hallway which enters a 15' square room. The room is decorated in an archaic fashion and it smells of decay. In the center of the room, waiting for the party is their last and greatest challenge: a headless horseman!

The **dullahan** (AC 3; MV: 18" HD 7, 40hp; #AT 3; D 1d4+6, sickle/1d6+trip, whip; SD: see below) that stands before the party is a headless cavalry soldier, dressed in tarnished and bloody plate mail, who carries his head under one arm. Its mouth is split in a hideous grin which, impossibly, seems to touch both sides of his head. It wields a freezing cold sickle in one hand (D 1d4+ 6 cold damage) and it uses the spine of a human corpse for a whip (D 1d6+1, save vs. DEX or stunned for 1 round).

The **dullahan** is immune to hold spells, slow spells, charm spells and similar enchantments. Upon seeing the party it salutes them with its sickle and then leaps to the attack.

Once this final, most difficult enemy is defeated, the party can enter the trophy room!

THE TROPHY ROOM:

The trophy room is accessed by hallways leading from both sides of the dungeon: a one way door from each branch of the dungeon enters this room via the east and west walls. It is a large hexagonal room 70' wide by 60' high. The ceiling is 20'. In the exact center of the room is a 10' wide inverted 5 pointed star within a circle, known as a pentagram. The pentagram is an ancient holy symbol of the pagan, including the mythos of which **Arawn** is a deity, so its appearance here should not surprise the players. It appears that the pentagram is the portal he was referring to.

On the north wall of the room is a shelf containing a set of trophies, gold statues of adventurers, one for each of the winning players. As the players look closer at the trophy they realize that the statue is of them, and that their names have been engraved on the marble base. The statue is worth 1,000gp.

On the south wall are a set of bookshelves containing piles and stacks of books, ledgers, scrolls and writing implements. These books are the annals of the battles that take place within these halls, where **Arawn** writes down the names and deaths of every player, as well as the name of those who triumph.

GM's note: There are several possible endings to this adventure, depending on what sort of scenario the GM is running. If the GM and his players are using the stock campaign adventure, then the ending plays out as set forth below.

As the players enter the trophy room and begin to take it in, read the following to them:

You have finally made it through your harrowing and frustrating adventure and reached the trophy room. You and your companions grab up the lovely chryselephantine trophies and are not surprised to see they bear your name and likeness; you're dealing with a god after all.

What does surprise you, however, is the door on the opposite wall opening and a group of adventurers, surely this is the other team, entering the room and stalking toward you, weapons drawn.

From all around you, the voice of **Arawn** rings out. "Well isn't this interesting? I did *not* see this coming. I haven't been so entertained in a long time. I look forward to seeing which of you survives this battle! Have fun, make me proud."

With that the room falls silent as your opposite number begins to steadily advance.

It looks like there just might be one more battle to fight!

In the standard campaign adventure this is indeed the blue team that **Arawn** spoke of before. They were but a minute or two behind your party in clearing their half of the great dungeon. What **Arawn** did not mention is that the **blue team** is comprised of characters of evil alignment.

Thus, if any paladin or other good aligned character attempts to parley in this situation their overtures will be rebuffed, and in fact they will see the attempt as a sign of weakness and insecurity in your abilities.

The **blue team** will attack without mercy and will not surrender as that is simply not an option in this environment. The players must treat this battle in the same manner, as a battle to the death with no quarter asked for and none given.

GM's note: If the players decided to mix things up and they are playing the **blue team**, or come alternate scenario is being played, simply change the colours and loyalties of the teams as necessary.

As players square off against the other team they can expect a tough battle. Arrayed before the party will be their equal and opposite number. Thus, if your party has 5 members, the NPC party you create should have 5 members. It goes further though, such that the players should be the antithesis of one another, as that is what **Arawn** has set up (e.g. a paladin vs. an anti-paladin/ lawful evil fighter, a neutral good thief against a chaotic evil assassin and so on).

For purposes of the official campaign, the **blue team** consists of the following members, which the GM may choose from, to battle the **white team**, depending on the number of **white team** members:

- **Sussergin**, half-orc fighter, 4th Level; AL LE (AC 3; 30hp; #AT 1; D 1d9+1; SZ L, 8' tall). Gear: *chain mail +1*, shield, *longsword +1*, crossbow.
- **Xanadar**, human mage, 4th level, AL CE (AC 9; 13hp; #AT 1; D 1d6+1/1d3; SZ M). Gear: *robes +1*, *quarterstaff +1*, darts. He also has one spell left on his scroll (GM's choice).
- **Tinder**, dwarf assassin, 5th level, AL: NE (AC 7; 23hp; #AT 1; D 1d6+1; SZ L, M). Gear: *leather +1*, *shortsword +1*, sling, and thieves' tools.
- **Veronter**, human, cleric, 5th level, AL: LE (AC 3; 25hp; #AT 1; D 1d6+1; SZ M). Gear: *chain mail +1*, shield, *mace +1*, 2 light throwing hammers, and a holy symbol.
- **Ruston**, gnome, thief, 6th level, AL: NE (AC 7; 23hp; #AT 1; D 1d6+1; SZ L, M). Gear: *leather +1*, *shortsword +1*, sling, and thieves' tools.
- **Pardo**, half-elf, fighter, 6th level, AL: CE (AC 3; 42hp; #AT 1; D 1d9+1; SZ M). Gear: *chain mail +1*, shield, *longsword +1* and crossbow.

At the GM's discretion this group may have one of its *potions of healing* left, and a third of their ammunition.

After the party has defeated the **blue team**, they have earned the right to take their trophies and step into the portal and vanish. However, before they do so, read the following to the party:

After that last battle you are truly spent. Once again you hear **Arawn** speaking, from all around you, "Thank you for an enjoyable experience adventurers. I would ask that you please leave the items I gave you to complete the contest here, for future contestants. Please pile them up near the shelves. You may however, keep any items you found here during the contest and the clothes I gave you."

Once the players have stripped back down to their linen outfits they may now leave the dungeon.

As you prepare to leave, **Arawn** speaks to you one last time. You have won my contest and I am sending you back to whence you came. You will be there shortly. All of your items will be returned and I have left a special reward for you, buried where our campfire was. Good luck!

As you step into the pentagram symbol on the floor, you get a jolt of excitement as it comes alive with colours. It begins to hum quite loudly and then one of the rings, the outer of the two, rises up in the air and a shimmering wall of light connects the two rings. The colours swirl so fast you can't bear watching it.

THE COMPETITION:

Although the **white team** and their north side of the map was the official campaign adventure, we wanted to include this section as well, so that the GM and players can replay the scenario on this side of the dungeon, and also have more playing options on how they set up the competition.

BLUE TEAM: Rooms 1 to 10 (south side of map)

Players who begin the adventure as the **blue team** will experience the exact same introduction as the **white team** (with just the colour of their clothing changed), as set forth in the section entitled **The Setup**.

1. ETTERCAP, ETTERCAP WHERE HAVE YOU BEEN: The door from the entry chamber opens onto a long, winding hallway that opens onto a 20' x 20' hexagonal room. As the party turns the last corner, they can see what appear to be two humans or at least humanoids in the room beyond: they are facing away from the party.

As the party enters the room, they see these are in fact **ettercaps** (AC 6; HD 5+1, 21hp each; #AT 3; D 1d4/1d4/1d8; SA poison), who turn and attack the party as soon as they enter the room. They attack with a claw, claw, and bite routine; their bite is poisonous, victims must make a successful *saving throw vs. poison* or die. Once they are defeated the party can move on.

2. RIDDLED WITH EXCITEMENT: Flanking the door on the northern wall is a metal plaque, fashioned from some sort of silvery metal. Incised into the plaque is the following riddle:

**The night is my domain,
but I am not averse to day.
You will see me if you look,
but you won't always find me.
Though you see me at my brightest,
my dark side will never show.**

Who am I?

The answer is, naturally, "the moon". If the players are stuck, the GM may give a hint that recalls what day it is (**Samhain** or **All Hallows Ever**, both of which have connections with the moon). Once the party solves the riddle and speaks the answer aloud, the word "MOON" will flash in scarlet red letters on the surface of the door, there will be a loud creaking sound, and the door will open. Grant the party 250xp for solving this.

3. WIGHT ON TIME: As the party travels down the long hallway from Area 2 to this room, they hear the voice of **Arawn** again. Read the following to them:

"Well done adventurers, you seem to be handling these challenges with ease. So let's make it a little more difficult, shall we, I think the next encounter should be just wight!"

"By the way, the **white team** is no more than half way through, so buck up; you've still got a chance!"

The party enters this 15' x 20' room through an archway in the east wall. It is very dark in this room: the torches have been snuffed out by someone or something. Read the following to the players:

The room before you is dark. As you are scrambling backward to get a torch from a bracket in the hallway, you hear a hissing, breathy sound from within the room. Suddenly a pale, man-sized creature with wild hair and long dirty fingernails charges the party! You are under attack!

The creature attacking is a **wight** (AC 5; HD 4+3, 24hp; #AT 1; D 1d4 + level drain; SA level drain; SD silver or magic items required to hit; spell immunities; SZ M). **Wights** are immune to *sleep*, *hold*, cold and enchantment spells. They take 2d4 damage from a vial of holy water and are

slain by a *raise dead* spell. A successful hit by a **wight** drains the player of one experience level, which means a loss of hit points and class abilities!

4. WHITE WATER ROOM: The door from Area 3 opens directly onto this massive, oddly shaped room, and then immediately shuts and seals itself. The players will need to be very cautious as falling off the shelf will result in their irreversible death on another plane.

This room houses a rather dangerous puzzle. **Arawn** has opened a portal into the **elemental plane of water** in this chamber. The party stands on a 5' wide stone shelf with two boats next to them. Each boat will hold 3 people. If they look down they will see a large expanse of water leading to a chamber some 100' away. The water here varies between 20' and 30' deep. Although it should not be possible, the water is rushing fast down this 100' chute, at the rate of about 50' per round!

The puzzle has two parts: first the players will have to figure out how to secure themselves to the boats if they can, and then they will need to ride the boats down the rapids and through the room below to safety.

Once the players start their descent, they cannot stop. When their boats strike the surface of the water in the large cavern below, each player must roll a STR check to see if they were able to hold on to the boat despite the rapids trying to throw them off. If they succeed they are fine. If they fail they must make a DEX check to see if they stay in the boat. Failure means they are flung from the boat and into the water, which is 40' – 60' deep in this large 25' x 35' chamber. The GM may allow other players a DEX check to grab their friend, in which case a successful check results in a rescue, while a failed check means they missed grabbing the victim and they have fallen in the water.

As noted above, players in the water in their armour cannot swim and will drown. Refer to the drowning rules set forth in the **white team**, Area 8, above.

Once in this large chamber the party will have no difficulty paddling to the exit to the next area.

5. THIS REQUIRES CONCENTRATION: After leaving the **whitewater room** behind, the players cross a long hallway to reach this 20' x 25' chamber. As the players enter this room they see a group of 12 chests sitting in rows on the floor of the chamber, all facing south. Read the following to them:

Arawn's voice sounds out of nowhere saying, "Hey not bad, you didn't die...yet. Anyways this room is going to require a lot of concentration, so I better leave you to it."

He then continues, "Oh but before I forget, you're behind the **white team**, so you had better solve this quick!"

"No pressure though."

Arawn will place a stress on the word "concentration" and the GM should too. This is a major clue about how to solve this puzzle. The party must play a game of matching the items in the chests to find the two parts of a key to open the door. They do this by opening two chests at a time and trying to find the missing pieces. Once two chests are opened they stay open for 10 seconds before both close (and resetting the electrical charge as necessary). There is a bonus and a catch.

The bonus is a +2 weapon which the party will also be able to discover if they can uncover both pieces of it *before* they find the key. Once the key is found the chests permanently lock and the weapon cannot be gained. The GM should choose a +2 weapon to distribute to the players which would be most beneficial to them.

The catch is that every chest that does not contain a key part to weapon part contains an electric charge that will shock the player for 1hp damage. While this will not be fatal it will be very annoying and time consuming.

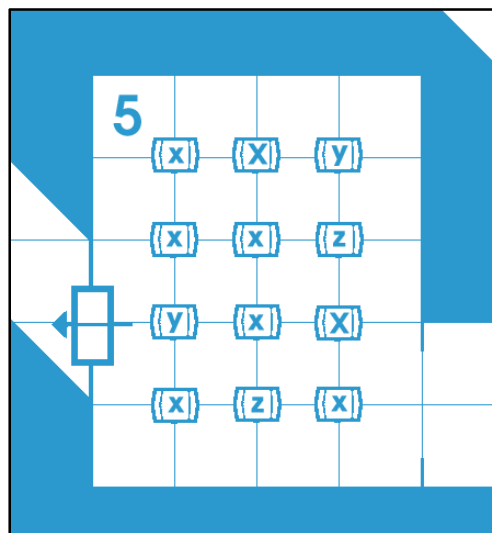


FIGURE 6: CHEST PUZZLE

In **Figure 6**, above, you will find the distribution of the shockers, the two key pieces and the two weapon pieces. On the map, "x" is a shocker, "y" is the weapon and "z" is the key.

Once the players have completed this puzzle and the party has both pieces of the key and/or the weapon, the two pieces magically (or perhaps we should say "divinely") join to form one single item. They players can then move on to the next room.

6. GETTING CREEPY: The hall from Area 5 leads to this 20' x 25' room that seems to be taken up by a large mass of vines in the northeast corner. The vines move and sway in the wind...except you are in an underground dungeon in a pocket universe and there is no wind!

Residing in this room is a large specimen of an **amber creeping vine** (AC 7; HD 4, 21hp; #AT special; D INT drain; SZ L), which covers the northern 20' square area of this room. This creature subsists by sucking the victim's INT (1d4 per round), until it reaches "0" INT and dies.

This **amber creeping vine** also has 3 **amber zombies** (AC 8; HD 2, 14hp; #AT 1; D 1d4) under its control. They will try to bring new victims to the creeper and defend it if it is attacked. These "zombies" are not undead and cannot be turned.

Please see the OSRIC manual for a full description of the **amber creeping vine** and its **zombies**, or your gaming reference manual of choice.

7. IT'S THE PITS: A long hallway from Area 6 climbs up to this 20' square room. There is a trap in the middle 10' of the room. If a player steps in this area, they activate a pressure plate which opens a **pit trap**, affecting everyone standing in that area, unless they make a successful DEX check (a leap out of harm's way). The **pit trap** is 10' deep and is filled with spikes: players take 1d6 falling damage and 1d6 damage from the spikes. The party can open the door after traversing the room.

8. PRISMATIC PUZZLE: The hallway from Area 7, leads to this room which involves a puzzle that is not difficult, just time consuming. As the players approach the room they see an archway through which there are entrances to two separate 10' cube sized spaces, with arrows on the ground indicating the direction of travel.

Each of the “walls” you see on the map, between the columns, and between the columns and the chamber walls, are hard light projections of prismatic colour. They are difficult to look directly at and confound the ability of elves and other creatures to sense concealed doors. This is unfortunate as there are a series of concealed doors built into these prismatic panels that form a path to the exit on the other side of the chamber. The proper path of concealed doors is revealed in **Figure 7**, below.

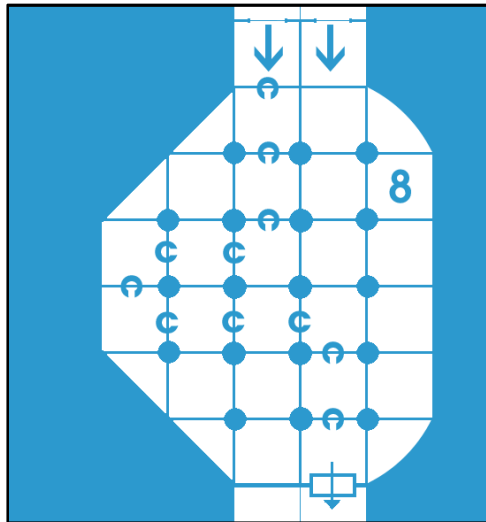


FIGURE 7: PRISMATIC PUZZLE

Thus, players are going to have to find the concealed path by trial and error. It takes one round to search and try to pass through one prismatic wall. They will eventually reach the far side of the chamber; it will just take time!

9. THE PUMPKIN MAN: As you travel down the long and winding hallway to Area 9, you make an unnerving discovery. Read the following to the players:

As you walk down the hall you think you hear whistling and singing coming from the room ahead. It is an unnerving and creepy song.

**Yes I am the Pumpkin Man,
the Pumpkin Man,
the Pumpkin Man!**

**And I'm gonna eat ya if I can,
eat ya if I can,
eat ya if I can!**

As you come nearer the room you see that it is lit only by the light of candles, placed inside of pumpkins. As you cross the threshold of this 20' square room you see, illogically, that it had been transformed into a pumpkin

patch...and you realize that in this room it is also night, as you look up into unfamiliar stars.

Standing before you amidst his kind, is an abomination: The Pumpkin Man! He stands nearly 9 feet tall and is incredibly thin but wiry, his corporeal form being made up of vines and stumps. Where a head would be he has a massive pumpkin, a hideous evil grin carved into. It's cold staring eyes are lit from within by two red flames.

It sneers at you as it says, "Well look who showed up just in time for dinner!"

The Pumpkin Man (AC 7; MV: 9" HD 6, 30hp; #AT 1; D 2d4+1 (scythe)/1d6(X3)1d8/held, vines; SA trap with vines, explosive pumpkins; SD spell immunities; SZ L, 9' tall) is a unique sentient plant life-form, it has s taste for man-flesh and it is pure evil.

It can attack once per round as follows: attack with its scythe (D 2d4+1); attack by throwing three exploding pumpkins (D 1d6), which can be split among up to three targets; and finally it may attempt to trap a player with its vines, requiring the player to make a *saving throw vs. petrification*, or be held for 1d4 rounds. **The Pumpkin Man** can still attack other targets while holding someone in its vines.

A player held in its vines may only attack the vines, and does so at -1 to hit because of the constriction, but each successful hit reduces the time remaining on the constriction.

Once the creature is destroyed, the northeastern door in clicks open and the party can head on to their final encounter before reaching the **trophy room**.



10. SCREAM THERAPY: The long diagonal hallway from Area 9 leads to this 20' x 15' room. As the party walks down the hallway, read the following to them:

Arawn's voice sounds out of nowhere saying, "Congratulations, you are almost to the end of your struggles here. It's very close with the white team, so you had better be on your toes. I wish I could say this next challenge was going to be easy, but I can't because it is very deadly. At least it'll be a scream though!"

When the party enters the room they find it filled with all manner of detritus and decay. There is a deep brooding sadness that fills this room. Standing dead center is a what appears to be an elven woman in what looks to be the remains of a torn and tattered wedding dress. As the party steps forth she turns and you see to your great horror that the elf woman is long dead and this creature is a groaning spirit instead: the legendary **banshee** (AC 0; MV: 15" HD 7, 35hp; #AT 1; D 1d8; SA fear, wail; SD spell immunities).

The **banshee** can chill with its touch (D 1d8). The sight of a **banshee** causes fear unless the viewer makes a successful *saving throw vs. spells*. They are unaffected by *sleep*, *charm*, and *hold* spells. And take no damage from cold or electrical attacks. An *exorcism* spell will destroy a banshee.

Finally, once a day a banshee can wail, causing all creatures in a 30' radius to save vs. magic or die: this can only be done once a day and only during darkest night.

GM's note: The players are at a distinct disadvantage without their standard gear, which would normally provide saving throw bonuses and protections they will not have here. I would weigh your party's strength carefully before allowing the banshee to use her *wail* attack. It is quite powerful and could easily lead to the entire party dying. Another option might be to give them a bonus to their saving throw.

Once this final, most difficult enemy is defeated, the party can enter the trophy room!

CONCLUDING THE ADVENTURE: After the players have defeated **Arawn's** dungeon and his other party of evil adventurers, he is true to his word and the portal in his dungeon does transport the party back to the **prime material plane**.

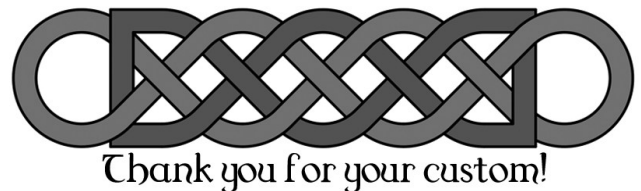
Read the following to the players:

As the light from the portal clears, you find yourself standing on the side of the road where you left the night before. Moreover, it seems that very little time has passed since the party first met the god posing as the mortal **Awam Wycked**.

Of his house, the wolf hound, the fire pit and the remains from your debauchery, nothing can be seen. No one is going to believe your story, you fear.

You are just starting to think it was all a dream when you see your horses have been fed, tethered and cared for and also true to his word, when you dig where he told you to, you find the treasure he promised, a bar of faerie gold (500gp) for each of you!

Now you've got proof you've been to another word and back on the night of **Samhain**, so maybe it wasn't such a bad night after all?



I hope you and your players have enjoyed this "one-shot" adventure. I plan to release more of them, easily adaptable to any campaign, to help the busy GM to run a night of delving enjoyment with minimal preparation.

Once you've concluded the adventure in this supplement, the fun doesn't stop there! Peruse my store (starryknightpress.com) to find other exciting offerings I have for you and your players! I look forward to providing you further adventures in the days to come, and thank you, once again, on behalf of *Starry Knight Press*.

Louis "sirlou" Kahn
October 2017

APPENDIX A: Pre-Generated Characters

These pre-generated characters may be used by players who do not have characters of the appropriate level for this adventure. The GM may also use these characters as NPCs, should the players need help meeting the module's challenges.

GM's note: "to hit" and saving throw values do not include any bonuses.

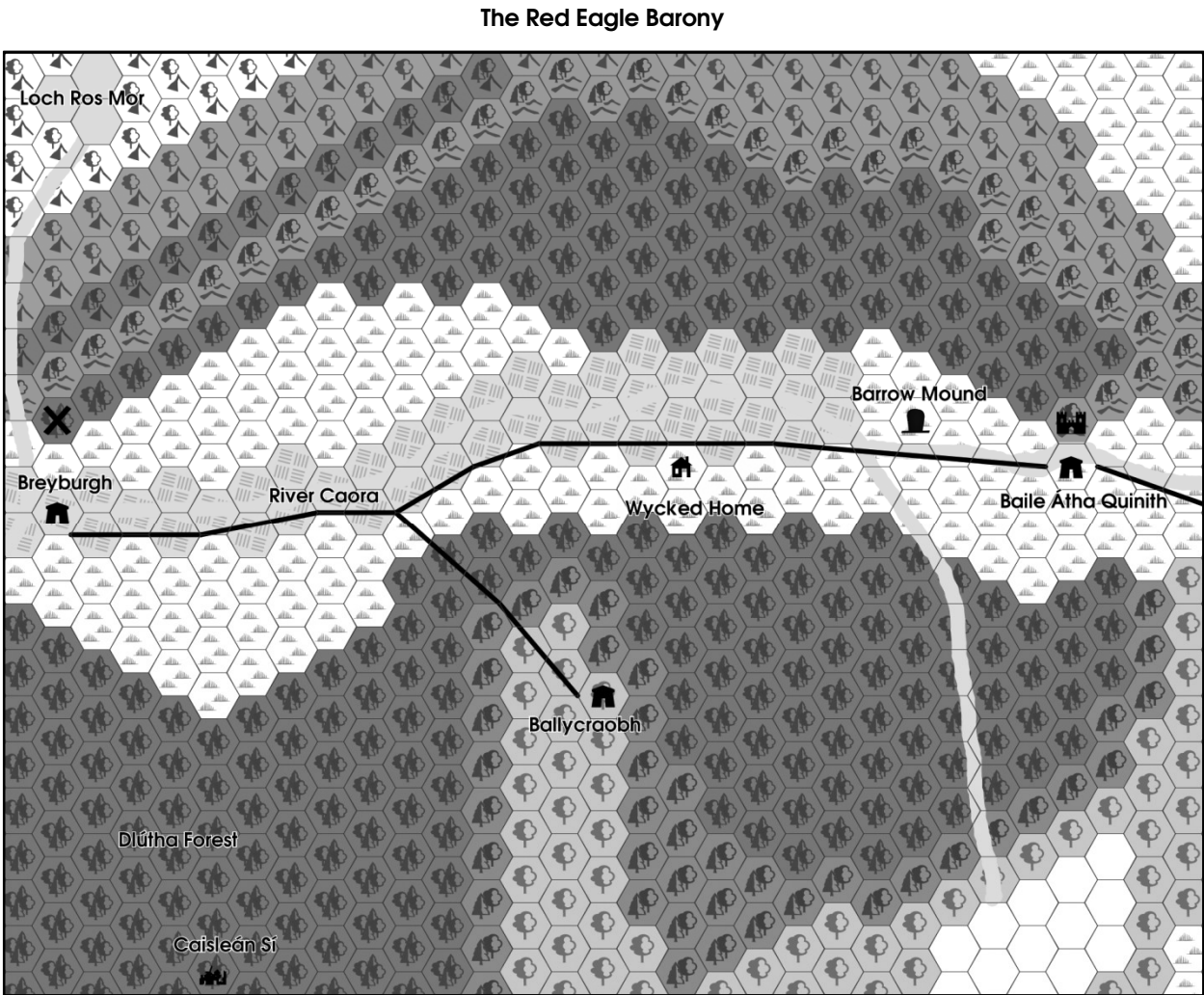
<p>Half-Elf, M, ranger, level 6, Age: 32 AI: CG Str 17 Dex 16 Con 17 Int 13 Wis 14 Cha 12 HP: 50 AC: 0 front, 4 rear Armor: <i>chain +1, shield +1 / Move:</i> 90' Base number to hit AC 0: 15 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>13</td><td>11</td><td>12</td><td>14</td></tr></table> <p>Weapons: <i>longsword +1, crossbow</i> Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 24 bolts Special: infravision 60', detect secret doors*, 30% resistant to sleep/charm, +5 to hit (melee) vs. evil humanoids*, tracking* Arrows: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	13	11	12	14	<p>Elf, mage, level 5, Age: 162 AI: CG Str 13 Dex 16 Con 15 Int 17 Wis 13 Cha 14 HP: 26 AC: 4 front, 6 rear Armor: <i>robes +1 / Move:</i> 120' Base number to hit AC 0: 20 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>11</td><td>15</td><td>14</td><td>13</td><td>12</td></tr></table> <p>Weapons: <i>staff+1, darts</i> Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Ammunition: 24 darts Spells: 4/2/1 Special: 90% resistant to sleep/charm, infravision 60', surprise*, detect secret doors* Darts: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	11	15	14	13	12	<p>Dwarven, Fighter, level 4, Age: 21 AI: LG Str 17 Dex 15 Con 16 Int 14 Wis 14 Cha 13 HP: 42 AC: 1 front, 4 rear Armor: <i>chain +1, shield +1 / Move:</i> 90' Base number to hit AC 0: 17 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>15</td><td>16</td><td>13</td><td>14</td><td>16</td></tr></table> <p>Weapons: <i>longsword +1, crossbow</i> Equipment: Standard pack** Languages: Common, LG, dwarf, gnome, goblin, kobold, orc Ammunition: 24 bolts Special: +4 save vs. magic & poison, infravision 60', +1 to hit goblinoids*, -4 to be hit by giants*, stone sense* Bolts: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	15	16	13	14	16
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<p>Human, druid, level 6, Age: 23 AI: N Str 13 Dex 16 Con 15 Int 12 Wis 17 Cha 15 HP: 38 AC: 2 front, 4 rear Armor: <i>leather +1, shield (w) / Move:</i> 120' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>14</td></tr></table> <p>Weapons: <i>scimitar +1, sling</i> Equipment: Standard pack** Languages: Common, Neutral, druids' cant. Ammunition: 24 sling bullets Spells: 4/3/2/1 Special: +2 save vs. fire & lightning, identify plants, animals & pure water, move without trace at full rate in nature. Bullets: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Half-Elf, cleric, level 5, Age: 33 AI: LG Str 16 Dex 14 Con 15 Int 10 Wis 17 Cha 14 HP: 42 AC: 3 front, 5 rear Armor: <i>chain mail +1, shield / Move:</i> 60' Base number to hit AC 0: 18 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>13</td><td>15</td><td>9</td><td>12</td><td>14</td></tr></table> <p>Weapons: <i>mace +1, 2 throwing hammers</i> Equipment: Standard pack** Languages: Common, CG, elf, gnoll, gnome, goblin, halfling, hobgoblin, orc Spells: 5/5/2 (includes WIS bonus) Special: 30% resistant to sleep/charm, detect secret doors*, infravision 60', turn undead Hammer: ○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	13	15	9	12	14	<p>Half-Orc, thief, level 4, Age: 24 AI: NG Str 16 Dex 18 Con 16 Int 10 Wis 11 Cha 10 HP: 28 AC: 3 front, 7 rear Armor: <i>leather +1 / Move:</i> 90' Base number to hit AC 0: 20 Saving throws:</p> <table><tr><td>Rod/Staff/ Wand</td><td>Breath Weapon</td><td>D/Para/ Poison</td><td>Petrif/ Polym</td><td>Spell</td></tr><tr><td>14</td><td>16</td><td>13</td><td>12</td><td>15</td></tr></table> <p>Weapons: <i>short sword +1, sling</i> Equipment: Standard pack** Languages: Common, NG, thieves' cant, orc Ammunition: 24 sling bullets Thief skills: CW 91/FT 52/HN 24/HS 45/MQ 45/OL 62/PP 57/RL 5 (includes bonuses) Special: +4 save vs. magic & poison, infravision 60', +1 to hit kobolds/goblins, -4 to be hit by giants*, stone sense* Bullets: ○○○○○○○○○○○○○○○○○○○○○</p>	Rod/Staff/ Wand	Breath Weapon	D/Para/ Poison	Petrif/ Polym	Spell	14	16	13	12	15
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*For a full explanation of this ability, please refer to the OSRIC manual, or another reference manual of your choice.

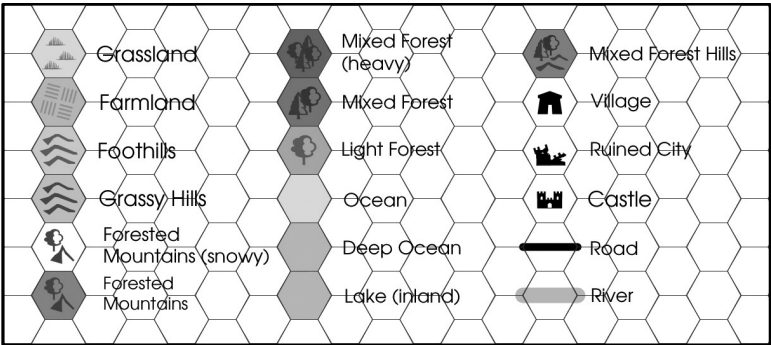
****Standard pack:** Set of clothes; boots, heavy; backpack; 1 week rations, standard; 50' rope; hammer; 10 iron spikes; lantern, hooded; 4 torches; flint and steel; 2 flasks oil; 2 candles; chalk; bedroll; water skin; 2 pouches, belt, large; 2 sacks, large; generic specialist item (thieves' tool, holy symbol, spell book, etc.).

APPENDIX B: Map of The Red Eagle Barony

This map depicts the location of **Awarn Wycked's** (aka **Arawn**) home of in the author's campaign world. It lies east of the village of Breyburgh, the site of the *Starry Knight Press* module **S3 The Way O' The Fae**, and west of the Barrow Mound of Inara Marteen from the module **SO1 Eternal Knight**, both of which take place within **The Red Eagle Barony**. This area is under the protection and control of **Lady Quiniith**, who dwells in her castle overlooking the village of **Baile Átha Quiniith**. The maps indicate geography, local settlements, defenses, and areas for further exploration. A map legend is included for reference.

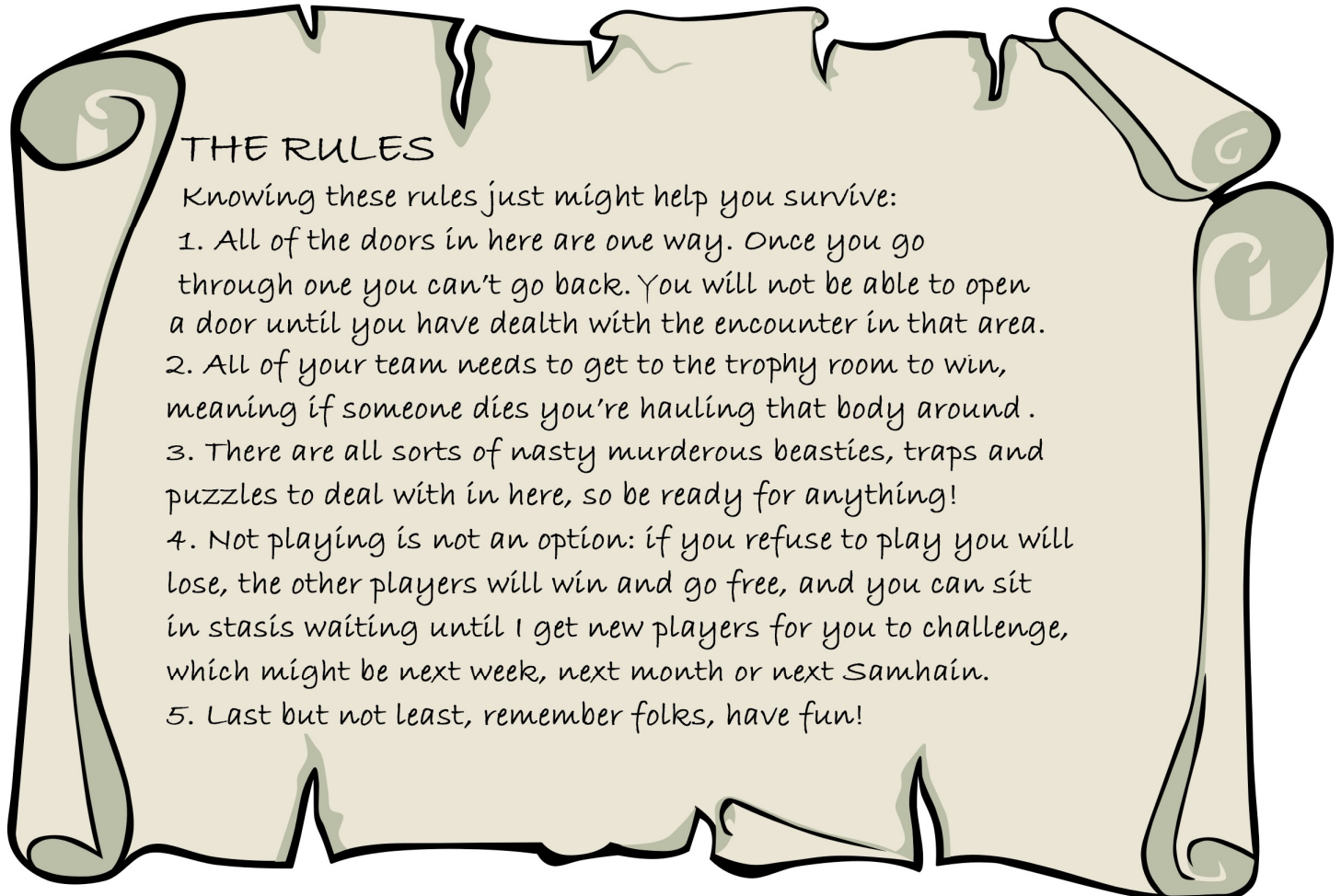


MAP LEGEND

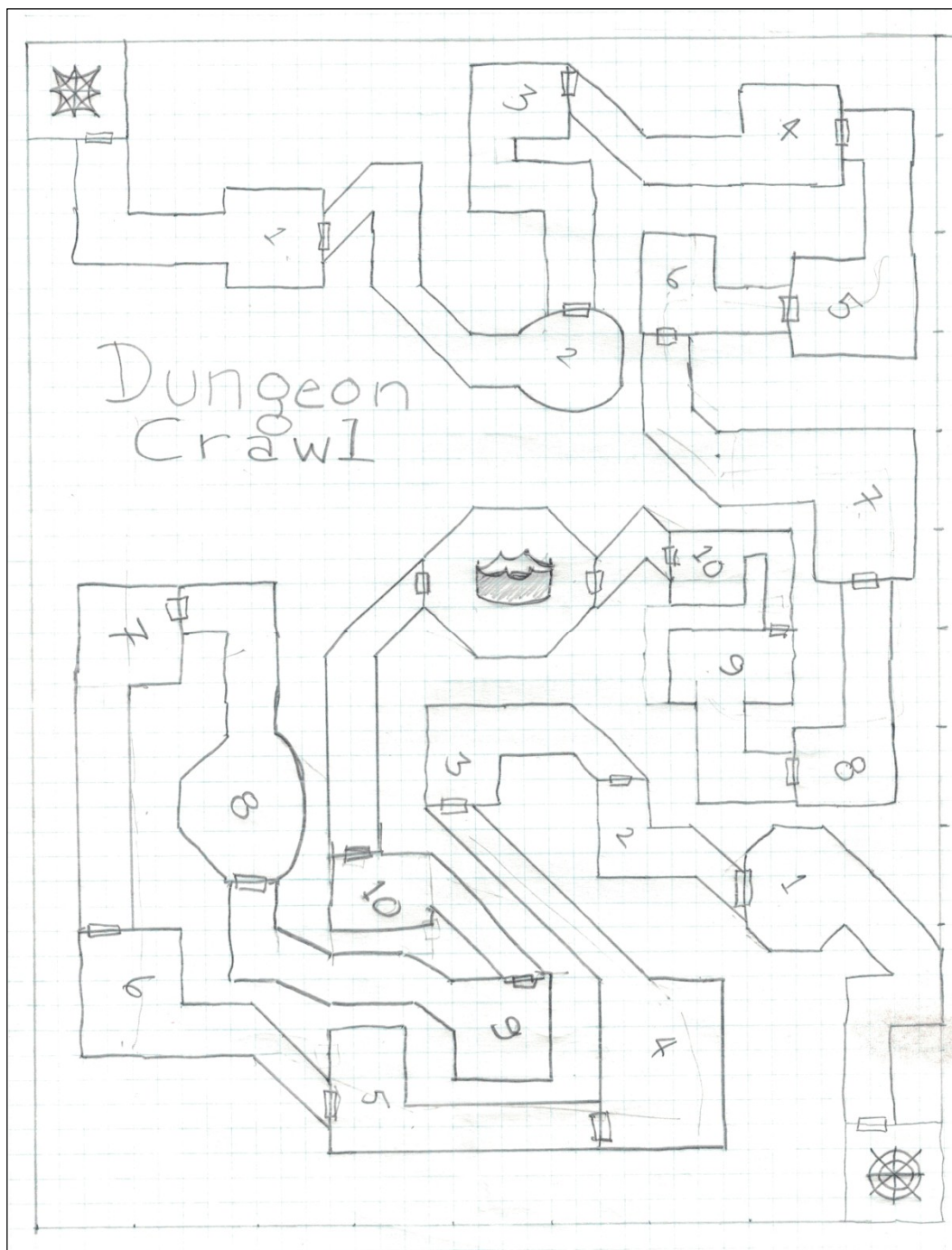


APPENDIX C: The Rules

“The Rules” of **Arawn’s** competition are set forth on this parchment. It appears in the player’s starting location within the dungeon moments before the competition beings. **Arawn** advises the players to read the rules as it may make the difference between success and failure, life or death.



APPENDIX D: Original Hand Drawn Map (1980's)



As an added bonus, I thought readers might enjoy seeing my original hand drawn map for this adventure, created by me in the 1980's heyday of early *Dungeons & Dragons*™!

I was researching my writing and campaign materials from the 1980's when I came across this map stuck in one of my notebooks from that era, just like the magic scrolls our players are always finding stuck in some old, forgotten tome.

I remembered drawing it but I could not find the map key describing all of the rooms' contents. So I thought it would be great fun to repurpose this 1980's map for a modern OSR module.

As you will see, the published maps are not far off from the originals, just a few tweaks here and there. The map does bear my original title for the adventure "*Dungeon Crawl*", and I tried to capture that little touch in the new digital map as well, as a throwback to its original form.

Most of the changes in the published map relates to trying to fit it on one page.

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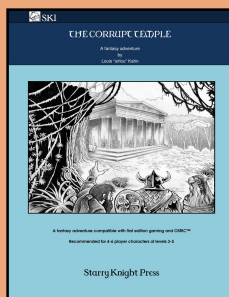
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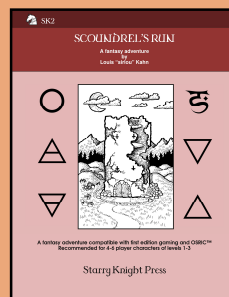
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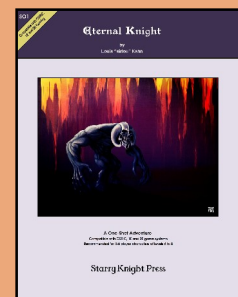
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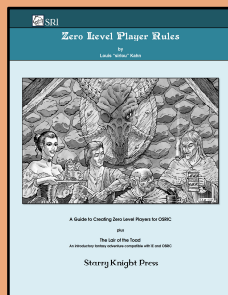
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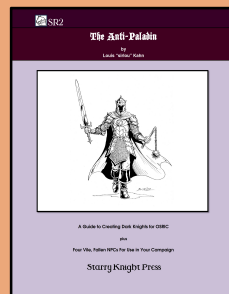
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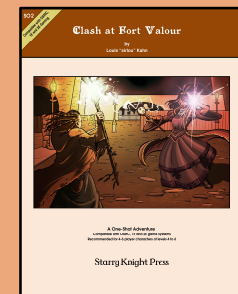
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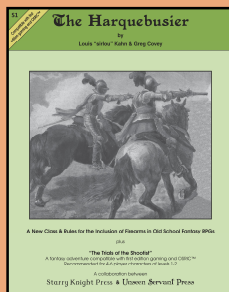
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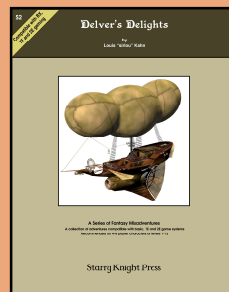
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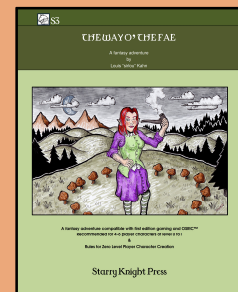
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