

TSR1

Adventure Module for 3-6 Characters Levels 1-3

9001

A Ready-to-Roll™

Advanced Dungeons&Dragons

Fantasy Adventure Module

INSIDIOUS

by Devon Hibbs



The Town of
Sheridan
Springs

1=100'

N

Springs

Manor

Stream

Cemetery

Manor Road

Harold Johnson's

Blacksmith

Obelisk

MANOR
GROUND LEVEL

RUBBLE
PILE

7

6

Stairs up to
2nd Floor Level

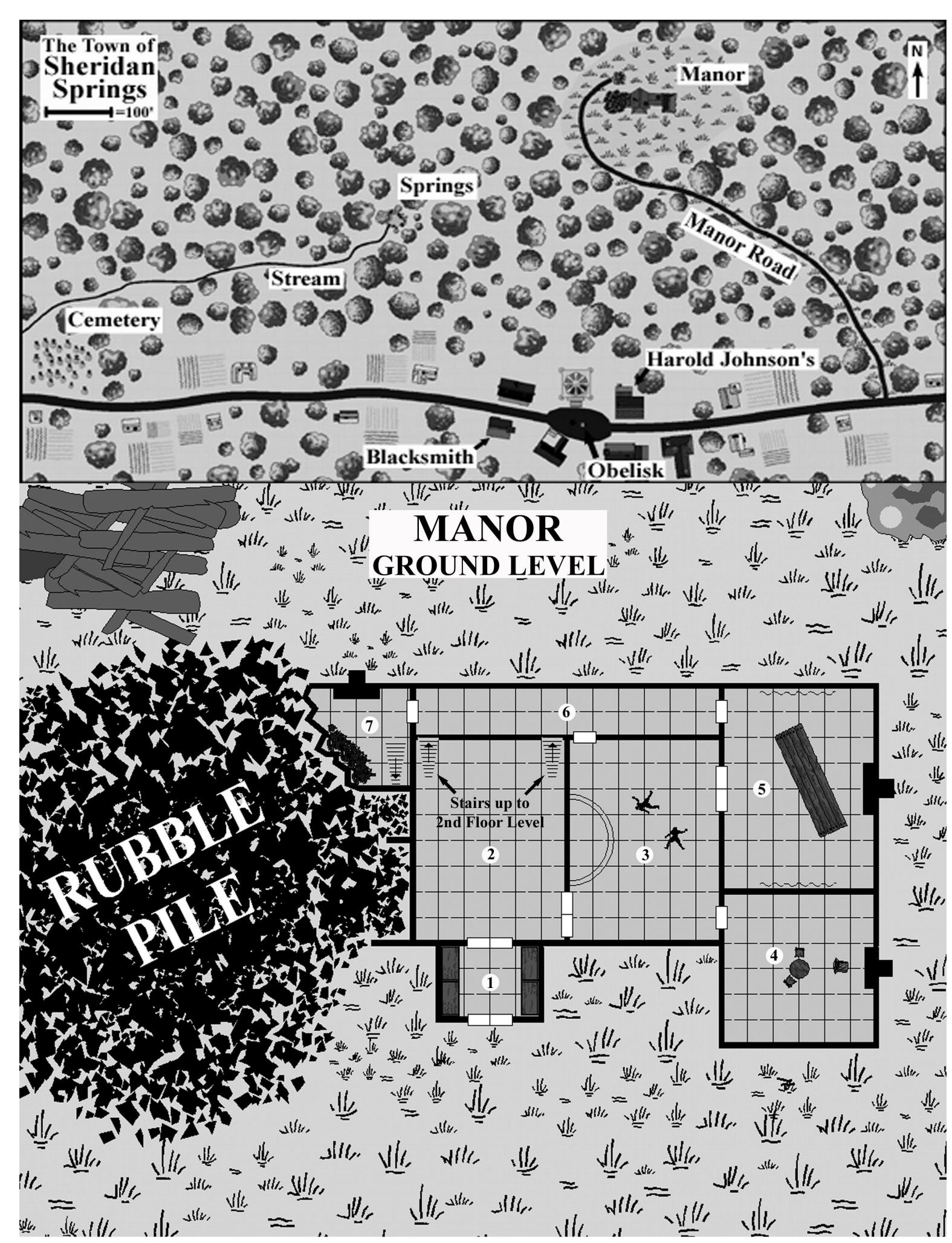
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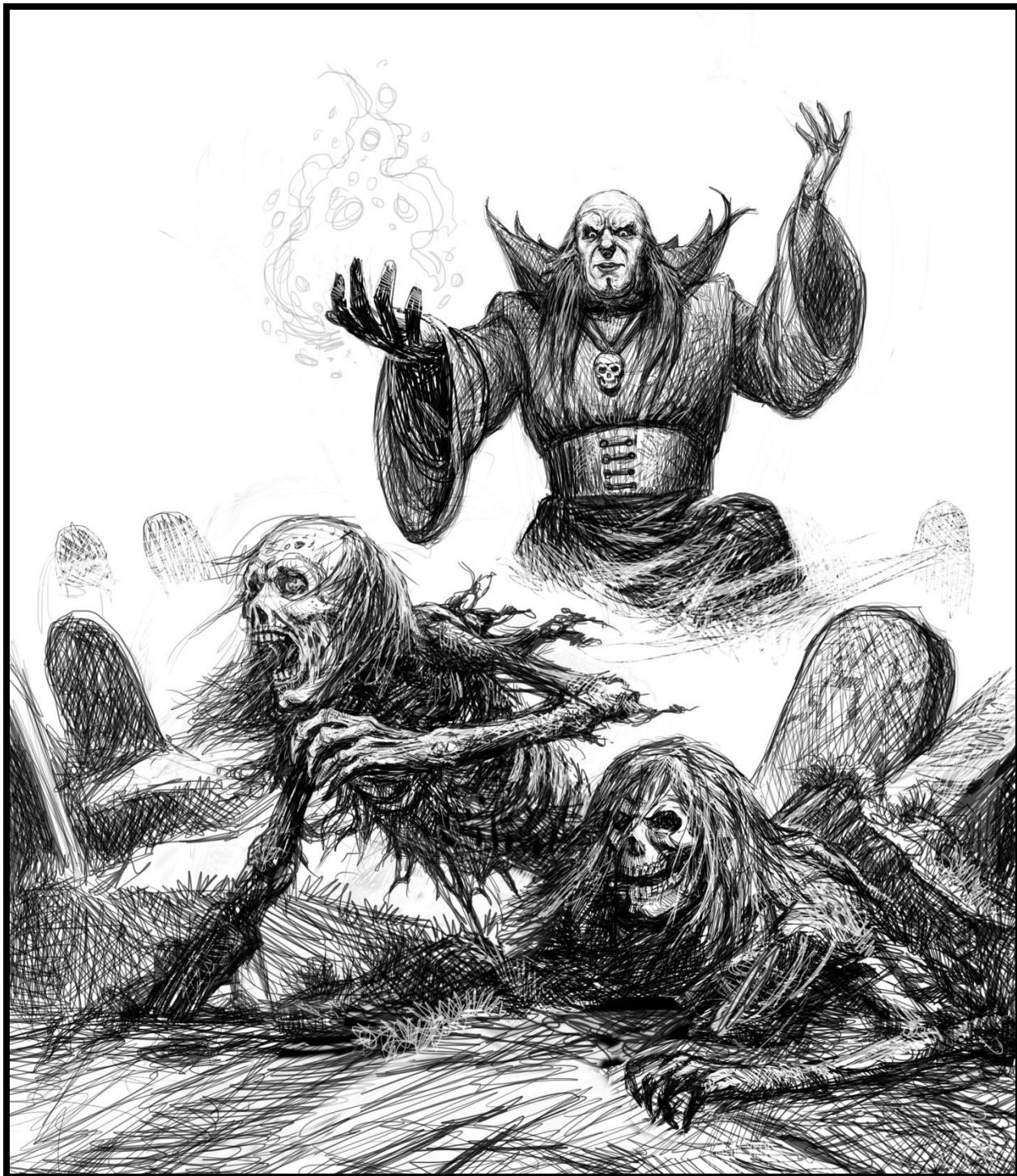
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About This Adventure Module:

This is the first of many adventures and accessories set in the lands of T'Essarr, a great continent isolated from the rest of The World by vast seas, snow-capped mountain ranges, unexplored deserts, and forbidding forests. It was written using rules for the **Advanced Dungeons & Dragons** game system, but by altering a few statistics or place names it can be used with any fantasy role-playing system or in any campaign world.

Notes for the Dungeon Master

This is a **Ready-to-Roll**™ adventure. In an effort to make DM preparation much easier and game play smoother, we have tried to include as much pertinent information as possible for each encounter. This should greatly cut down on having to reference other manuals and screens before and during play. Statistics will be in a more logical order. THAC0's and XP's are given for every monster. If a monster has a Special Attack or Special Defense it will be briefly explained. Spells will have basic effect information as well as the page number where they can be found in the Players Handbook (PHB). Magic Items will be similarly explained.

A party of 3-6 characters with a combined total of 8-10 levels should be sufficiently challenged. Keep in mind that adventuring is a dangerous endeavor, and the death of a character is always a possibility. There are eight (8) pre-generated characters that may be used if the players do not have their own.

Passages in **bold print** are to be read aloud to the PC's at the appropriate time.

WARNING: READ NO FURTHER IF YOU INTEND TO PLAY AS A PC!

Dungeon Master's Introduction

Several weeks ago, an old farmer was plowing his field outside the small town of Sheridan Springs when he hit what he thought was a large stone. After hours of digging and scraping, he realized that what he had hit was no mere stone. It seemed too smooth to be natural. As he worked more he found edges that were cut at perfect right angles. Night had begun to fall and the old farmer was exhausted so he decided to call it a day. After a restless night, punctuated by a downpour, he decided to check on the hole he had dug the day before. Trudging through the mud he arrived to find that the hole had not collapsed from the rain as he had feared. Staring down into the hole he was amazed at what the rain had done to the stone. The exposed portion was now clean and gleaming a grayish-blue in the sunlight. It seemed to be shaped like a small obelisk. Then, as his eyes adjusted to the reflected light, he noticed that the stone was covered in thin carved runes of a like he had never seen before. He ran back to the barn and threw a dusty saddle on his plow horse and headed into town hoping to hire a laborer to help dig the stone the rest of the way out. His first stop was the local watering hole, Harold Johnson's Inn, where he immediately commenced to drinking cheap whiskey and talking of his strange find...

INSIDIOUS



It didn't take long for word of the strange stone to spread. Several of the townsfolk got together and decided it might be nice to set the stone obelisk on a base in the center of town. After a bit of haggling, the farmer agreed to let them take it if they would pay off his tab at the inn. The obelisk was thoroughly cleaned and moved to a spot just east of the town well.

What the people did not know is that this obelisk is an object of ancient evil. It acts as a beacon to dark and malevolent beings. As long as moonlight strikes it, the obelisk will continue to draw more and more creatures from the depths of the surrounding woods and hills. Feeling the pull of the obelisk, a Necromancer has moved into the ruins of the former Mayor's manor. The Mayor was killed and a large portion of the manor destroyed in a magical explosion almost three years ago. No one knows for sure what happened, but everyone knew how much the Mayor loved magical items and potions. He probably purchased something too powerful to be trifled with and the rest is history.

The Necromancer has gathered a small force of Orcs, led by the powerful Slatch, and has already begun using his dark arts to create the undead. Nearly every night the Necromancer sends out a crew to the local cemetery to dig up new victims. Soon he will have sufficient numbers of Orcs and undead to make a direct assault on the town and take the obelisk.

Sheriff Olob is doing his best to keep the town together but it seems to be a losing battle. This is why he has reached out to anyone who can help the town.

Player's Introduction

As a group of young adventurers you are eager to prove yourselves. Unfortunately, things have been very quiet in the village and surrounding hills. Most of your days are spent drinking ale and playing Castles and Chimeras in the local pub. You fear today will be another wash when the barkeep comes running over to your table waving something in his hand. Even in your mildly intoxicated state you tense, ready for anything. "Hey folks, look what just arrived!" He slams a piece of parchment down on the table, scattering dice and miniatures, and stands there beaming at your group like he just presented you with a gift of unbelievable value. "Read it! Read it!," he bellows as he wrings his hands.

Hand the Players a copy of the "**Sheriff's Message**" found on page **32** and let them decide who reads it aloud.

The town of Sheridan Springs is two days ride east of the PC's current location. The road is fairly safe for travel and the party will not encounter any bandits or monsters. When the PC's are about one day from Sheridan Springs they will begin encountering groups of refugees leaving the town in fear. If the PC's ask what they are fleeing roll **1d6** and consult the **Rumor Chart** on page **7**. PC's may hear the same rumor more than once (up to **3** rumors at this time).

THE TOWN

You know you have reached the outskirts of Sheridan Springs when you pass an unkempt cemetery on your left. As you get closer to town, you see that several houses have been boarded up and abandoned. Those that are still occupied all have their windows closed and curtains drawn. There are very few people on the street. At the town's center the road widens around a well and a stone monument. The blacksmith's shop and Harold Johnson's Inn seem to be the only businesses open.

BLACKSMITH'S SHOP

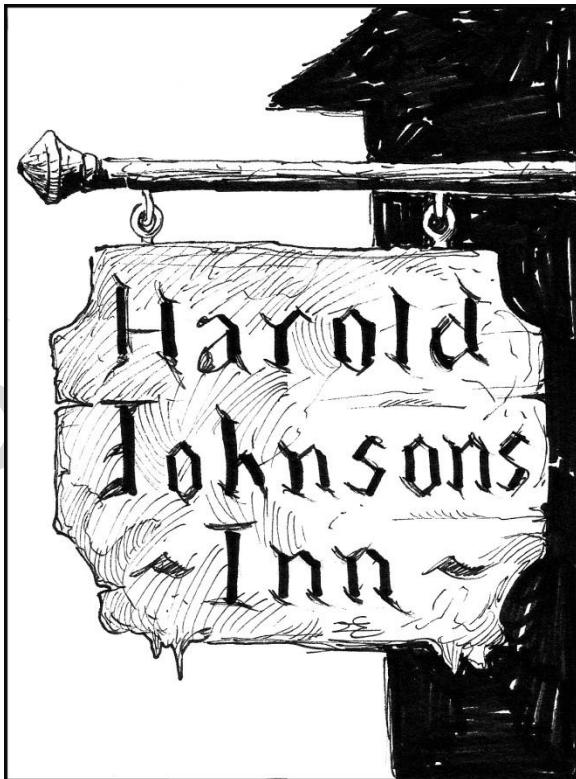
The ring of hammer on steel can be heard coming from the large open doors. Inside you see a Dwarf with

massive arms. He is holding a length of yellow hot steel against an anvil with a pair of tongs. His long beard sways with each swing of a massive hammer. Lifting the steel that has now cooled to cherry red, he examines it intently. Satisfied he turns and plunges the full length of the steel into a barrel of water causing a loud hiss and a huge billowing cloud of steam. When he draws the steel out of the quenching barrel you see that it is a perfectly forged sword blade, needing only a bit of filing and a good sharpening.

The blacksmith is Rel Hammerhand. Lately he has been selling weapons to the locals so fast he can't keep anything in stock. He will gladly mend any damaged weapons the party has free of charge, but he cannot sell them

anything or help in their fight. If the PC's ask for information he will point them in the direction of Harold Johnson's Inn.

Rel Hammerhand, Dwarf, fights as Fighter Level 4 (AC 9; THACO 18; hp 28; #AT 1; Dmg 1-4 hammer, +1 to Hit, +3 to Dmg from Strength Adjustment; MV 6"; HD 4; AL N)



HAROLD JOHNSON'S INN

The inn is operated by its namesake, Harold Johnson, a retired adventurer of renown who has seen much of the known world. Harold is rarely seen without a reassuring smile on his face, even in these tough times. The inn is where many locals come to drink ale, have a well cooked meal, and talk of the latest news or rumors. It is here that the PC's will meet with the Sheriff to talk of the town's problem.

Harold Johnson, Human Fighter Level 8
(AC 9; THACO 12; hp 62; #AT 3/2; Dmg 1-8+1 battle axe +1; MV 12"; HD 8; AL LN)

Entering through the large spring-hinged double doors your eyes take a few seconds to adjust to the lamp light. Immediately to your left and right are several large wood plank tables and benches. Ten paces in front of you is a massive bar that takes up three quarters of the north wall. In the northwest corner is a door to the kitchen and a staircase leading up to the second floor. Currently the inn seems only to be frequented by a few locals seated at the bar and talking to the barkeep. The barkeep sees your group, and smiling wide, he motions you up to the bar. "Hello travelers. I am Harold, proprietor of this fine inn. I take it Sheriff Olob's offer of reward brought you to our town? I'll send for him post haste." He sends the cook after the Sheriff and offers you drinks while you wait.

As the PC's wait for the Sheriff to arrive they will hear rumors of what is going on from Harold and the locals. Roll **1d12** and consult the **Rumor Chart** on page **7**. They may hear up to a total of **6** different rumors while frequenting the inn, just make sure they get to hear rumor **11** or **12** once. If the PC's pursue rumor **11** or **12** read the first two paragraphs of the Dungeon Master's Introduction to them. PC's may hear the same rumor more than once.

The second floor of the inn has seven rooms. There are three small, and four large. Mr. Johnson lives in one of the large rooms.

RUMOR CHART

1. "The dead walk again in Sheridan Springs." (True)
2. "The evil menacing the town seems to be gaining strength by the day." (True)
3. "The old Mayor's house is haunted." (False)
4. "Strange sounds are heard at night in the town cemetery." (True)
5. "This is the work of a crazed killer, nothing more." (False)
6. "The evil things all started when crazy Mayor Willims blew himself up." (False)
7. "Three men went missing after going into the woods to gather firewood." (True)
8. "Late Mayor Willims loved his magical toys." (True)
9. "There is something huge moving around in the woods." (True)
10. "No one is really missing, they just moved away." (False)
11. "The runes on that stone monument glow red some nights." (True)
12. "That old farmer's stone has something to do with it, I'm sure." (True)

-Read to the PC's when the Sheriff arrives:

The cook comes in through the front doors followed closely by a plainly dressed man wearing a sword on his belt. You assume this is the town's Sheriff. The cook makes his way back to

the kitchen and the armed man comes over and sits with your party. "Thank you so much for heeding my call. I am Sheriff Olob. I can add little to the information on the messages I sent out. No one knows for sure why this evil decided to focus its intentions upon us. Some think it has something to do with the old Mayor and his untimely death by magical explosion. I am not so sure as it has been nearly three years since the explosion at the manor woke the whole town in the middle of the night. As a matter of fact the town hasn't bothered to elect a new Mayor since. The ruins of the manor are to the north of town and can be found easily enough. As far as I know not a soul has ventured up there since the Mayor's death. Fear that the place is haunted or trapped by magic keeps everyone well away. If you need any equipment or provisions just ask Harold here," he gestures to the barkeep. "He can procure whatever you may need, within reason."

Sheriff Olob, Human Fighter Level 2 (AC 7 Bracers of Defense; THAC0 20; hp 13; #AT 1; Dmg 1-8 long sword; MV 12"; HD 2; AL LN)

Sheriff Olob cannot give the PC's anymore useful information. He will not join the PC's if asked as he has the town to watch over. Harold Johnson can provide the PC's with any standard adventuring gear they may need (rope, torches, provisions, etc.) free of charge. Weaponry or magical items are not available. The PC's also receive free room and board at the inn.



THE CEMETERY

-If the PC's investigate the cemetery during daylight read the following:

At first glance things look normal as you enter the gate to the town cemetery. As you make your way through the trees and tall grass you begin seeing mounds of freshly dug earth near smashed and knocked over headstones. Strange humanoid footprints can be seen in the loose soil next to the graves.

A total of twelve **(12)** graves have been disturbed. Looking into the excavated graves will reveal that the remains are missing. The footprints are from the Orc and Skeleton grave robbing crews.

-If the PC's investigate the cemetery at night read the following:

You make your way through a thickening ground fog. As you approach the cemetery entrance the sound of digging can be heard. You can also make out

dim lantern light though the trees and tall grass. Someone is in the process of robbing a grave right now!

The grave robbers are two **(2)** Orcs with a Skeleton along to stand watch as they dig. They were sent here to retrieve the Necromancer's next "victim". The Orcs are too busy to notice anything unless the Skeleton alerts them or is attacked. The Skeleton is a poor choice to stand watch and can be surprised on a roll of **1-4** on a **d6**.

Orcs (2) AC 6; THAC0 20; hp 5(XP 15), 4(XP 14); #AT 1; Dmg 1-6 short sword; MV 9"; HD 1; AL LE; Infravision.

Skeleton (1) AC 7; THAC0 20; hp 5(XP 15); #AT 1; Dmg 1-6 mace; MV 12"; HD 1; AL N; SD Edged weapons do one-half normal damage. Immune to Sleep, Charm, Hold, and Cold-Based spells. Holy Water inflicts 2-8 (2d4) points of damage.

The Orcs each have belt pouches containing **20sp**.

THE STONE OBELISK

-If the PC's investigate the obelisk during daylight read the following:

Sitting on a plain slab of sandstone near the town well is a short stone obelisk. The gray-blue stone is completely covered in strange carved runes. Each of the four sides seems to be written in a different ancient dialect. The stone feels oddly cool to the touch.

-If the PC's investigate the obelisk at night read the following:

Sitting on a plain slab of sandstone near the town well is a short stone obelisk. The gray-blue stone is completely covered in strange carved runes. Each of the four sides seems to be written in a different ancient dialect. The stone feels oddly cool to the touch. The clouds overhead part momentarily, revealing the nearly full moon. In that brief moment you see the runes begin to glow with an eerie red light. As soon as the clouds begin closing in over the moon, the glow subsides.

The obelisk measures approximately 18" square at its base by 42" tall. It sits on a 12" tall sandstone base.

If the party contains a Thief or Magic User he/she will only be able to make out a couple of lines on one side of the obelisk:

-“...gaining strength with time...”

-“...touched by the Moon, I beckon...”



THE MANOR ROAD

The old Manor Road is overgrown with tall grass, thorn bush thickets, and even small trees. It has been several years since man or wagon has travelled this way.

Movement on the road is at one-half normal speed due to the thick undergrowth. The forest on either side of the road is actually much easier to move through as the thick canopy prevents much more than a few ferns from growing. There are no paths, but if the PC's parallel the road just inside the tree line they should have no trouble finding the manor ruins.

WANDERING MONSTERS

As the PC's move along the road or through the forest there is a chance they will encounter wandering monsters. Make several rolls (DM's discretion) as the PC's make their way to and from the Manor. A roll of **1** or **2** on a **d6** indicates an encounter. Roll **1d6** and consult the chart below:

1) UNDEAD PATROL

Zombies (2) AC 8; THACO 16; hp 11(XP 42), 12(XP 44); #AT 1; Dmg 1-8; MV 6"; HD 2; AL N; SD Immune to Sleep, Charm, Hold, and Cold-Based Spells. Zombies always attack last. Holy Water inflicts 2-8 (2d4) points of damage per vial.

Skeleton (1) AC 7; THACO 20; hp 5(XP 15); #AT 1; Dmg 1-6 short sword; MV 12"; HD 1; AL N; SD Edged weapons do one-half normal damage. Immune to Sleep, Charm, Hold, and Cold-Based Spells. Holy Water inflicts 2-8 (2d4) points of damage per vial.

2) ORC PATROL

Orcs (3) AC 6; THACO 20; hp 7(XP 17), 5(XP 15), 5(XP 15); #AT 1; Dmg 1-6 short swords; MV 9"; HD 1; AL LE; Infravision. Orcs fight at -1 to hit in daylight. Each Orc has a pouch containing **15sp**.

3) ARBORA

Arbora (1) AC 2; THACO 12; hp 43(XP 805); #AT 2 stomp/bite; Dmg 1-8/1-10; MV 10"; HD 8; AL N; SA Surprise 1-4 on d6; SD Blunt weapons do one-half normal damage. See NEW MONSTERS for a complete description.

4) OWLBEAR

Owlbear (1) AC 5; THACO 15; hp 35(XP 435); #AT 3 claw/claw/bite; Dmg 1-6/1-6/2-12; MV 12"; HD 5+2; AL N; SA Hug. If 18 or higher is rolled on a claw attack the victim is "hugged" causing an additional 2-16 (2d8) points of damage per round until the Owlbear is killed.

5) ZOMBIES

Zombies (2) AC 8; THACO 16; hp 14(XP 48), 12(XP 44); #AT 1; Dmg 1-8; MV 6"; HD 2; AL N; SD Immune to Sleep, Charm, Hold, and Cold-Based Spells. Zombies always attack last. Holy Water inflicts 2-8 (2d4) points of damage per vial.

6) SKELETONS

Skeletons (3) AC 7; THACO 20; hp 7(XP 17), 6(XP 16), 6(XP 16); #AT 1; Dmg 1-6 short sword; MV 12"; HD 1; AL N; SD Edged weapons do one-half normal damage. Immune to Sleep, Charm, Hold, and Cold-Based Spells. Holy Water inflicts 2-8 (2d4) points of damage per vial.

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THE MANOR

Before you, rising out of the overgrowth, stands the partial remains of a once grand manor. Constructed of granite blocks, the large two-story structure should have stood through anything nature could throw at it, yet some immensely powerful force had completely destroyed the west wing of the manor. Stone blocks were thrown as far as 200' from the structure into the surrounding foliage. The west wing of the manor is now a huge pile of rubble consisting of granite blocks and wooden roof structure. Aside from a damaged roof, the east half of the manor, including the entrance hall, still stands. All the glass windows were shattered by whatever force partially destroyed the manor, but the ornate wrought iron security bars are still intact over their vacant black openings. The heavy double doors stand slightly ajar.

Searching the grounds adjacent to the manor will reveal:

-The collapsed remains of wooden stables behind the manor (nothing of value).

- There are only two possible means of entry: The front door, and the west end of the second floor landing. The second floor landing will require climbing over loose rubble with a chance of falling (Dexterity Check, failure results in **1-2 (1d4/2)** points of damage).

-There is a **10%** cumulative chance per PC (4 PC's=40% chance, 5 PC's=50% chance, and so on) that a party member will find one, and only one, of the old Mayor's magi-

cal items laying in the overgrowth. Roll for random PC.

Roll **1d6** and consult the chart below:

1) Girdle of Femininity/Masculinity

(DMG p.145) Cursed Item. This appears to be a broad leather belt. If buckled on it will immediately change the sex of the wearer to the opposite gender. Only a god-like being or Wish (50% chance of success) can reverse the effects.

2) Keoghtom's Ointment (DMG p.149)

This is a small jar containing five (5) applications of a salve for drawing poison, curing disease, or healing wounds. Placed upon a wound or ingested, it will detoxify any poison or disease. Rubbed on the body, it will heal 9-12 (1d4+8) points of damage.

3) Pearl of Wisdom (DMG p.151) This appears to be a normal pearl. It will increase a cleric's wisdom score by one (1) point if retained for at least one (1) month. It must be kept upon the person from then on to retain the benefit.

4) Ring of Protection +1 (DMG p.130)

Wearer subtracts one (1) from their AC and Saving Throws. The ring does not add AC bonus to magical armor.

5) Cube of Frost Resistance (DMG p.142)

This resembles a cube about three-quarters of an inch across. When activated it encloses an area of 1" per side, and the temperature within this area is always 65 degrees F.

6) Silver Dagger +1 Missing the scabbard.

GROUND FLOOR

Rooms on this level have **15'** ceilings unless noted otherwise.

1) FOYER

This room has a **10'** ceiling.

As you enter, your footsteps crunch on broken window glass. To either side are large wooden closets, most with doors wide open, revealing the moth eaten remains of coats and cloaks.

This is where the Mayors servants would greet guests and take their coats. If the PC's search the closets they will find one tattered cloak that seems to be too heavy. There are **5** gold coins sown into the lining of the cloak.

2) GRAND ENTRY HALL

The double doors are unlocked. This room has a **25'** ceiling.

This large open room was designed to impress the Mayor's party guests. With its 25' high ceiling, massive chandeliers, and twin ornate staircases, it would have given a palatial impression. That is before the partial destruction of the manor. The beautiful stained glass windows that once were high in the north and south walls are now in thousands of pieces on the floor along with the mangled remains of one of the chandeliers.

The west wall shows signs of structural distress from the explosion but it is sound. There is nothing of value in this room.

3) BALLROOM

The doors are unlocked.

The doors open into a 30' by 40' formal ballroom with beautiful marble flooring, a raised platform for an orchestra against the west wall, and a single massive chandelier above the center of the floor. Along the north and south walls are the smashed remains of several wooden chairs. Near the center of the floor are two desiccated Orc corpses.

A number of Stirges have found a perfect nesting place in the chandelier. They will attack as soon as all of the PC's are in the room. The Orcs learned the hard way that the only safe way to go through this room is at a full run from door to door. There is no treasure in the Stirges nest. The Orc corpses each have pouches containing **15sp.**

Stirges (5) AC 8; THAC0 15; hp 7(XP 42), 6(XP 40), 6(XP 40), 4(XP 36), 4(XP 36); #AT 1; Dmg 1-3; MV 3"/18"; HD 1+1; AL N; SA Attack as if 4 HD/Drain Blood at rate of 1-4 hp per round until 12 points of damage done or killed.

4) LIBRARY

The door is unlocked.

An overpowering smell of mold and mildew assaults your noses as the door is pulled open. The 30' by 30' windowless room is dimly illuminated by the flickering glow of firelight coming from a fireplace in the east wall. As your eyes adjust to the low light you see the source of the offensive smell. Hundreds of books lie strewn across the floor and on shelves that line the north, south, and west walls. The books have been ex-

posed to moisture leaking from the second floor and are in varying stages of decay. There is a high-backed chair facing the fireplace. In the center of the room are a small reading table and two wooden chairs.

The fire burning in the fireplace is actually a permanent illusion. The Mayor paid handsomely for a magic-user to cast the spell so he could sit in front of a relaxing fire and read even on the hottest of summer days.

Sitting in the high-backed chair, hypnotized by the flickering firelight, is a Zombie. If someone breaks the Zombie's line of sight on the fire, or touches it, it will spring from the chair and attack.



Zombie (1) AC 8; THAC0 16; hp 11(XP 42); #AT 1; Dmg 1-8; MV 6"; HD 2; AL N; SD Immune to Sleep, Charm, Hold, and Cold-Based Spells. Zombies always attack last.

Holy water inflicts 2-8 (2d4) points of damage per vial.

Hidden in the flue is a small wooden box containing a large skeleton key. This key unlocks a chest in the Mayor's "secret stash" room on the second floor. Only a few of the books on the top shelf of the south bookcase have escaped the water that has leaked in from above. Just one has significant value. It is titled ***The Propagation and Care of the Magical and Medicinal Cannabis Plant***. Written by the renowned herbalist, T. Aichcee, this tome would be worth as much as **100gp** to the right Healer or Magician.

5) DINING HALL

The doors are unlocked.

A once lavish dining hall now lies in total disarray. A 20' long table rests on its side in the middle of the room. Smashed chairs are scattered everywhere. Huge tapestries showing hunting scenes on the north and south walls have been slashed and torn. There is a large fireplace with an ornate stone mantle in the east wall. Above the fireplace hangs a large portrait of the manor's deceased owner. Someone or something has crudely defaced the painting by cutting out the eyes and mouth, leaving a disturbing visage.

This hall is where the Mayor would hold great banquets complete with multicourse meals, entertainment, and prodigious drinking.

Hiding behind the table are three **(3)** Orcs. They will attack as soon as the first PC moves around the table.

Orcs (3) AC 6; THAC0 20; hp 6(XP 16), 5(XP 15), 5(XP 15); #AT 1; Dmg 1-6 short sword; MV 9"; HD 1; AL LE; Infravision. Attack at -1 in daylight.

The Orcs each have **15sp** in their belt pouches. Buried in the trash and debris in the fireplace are two **(2)** tarnished silver goblets worth **10gp** each after cleaning and polishing.

6) SERVANT'S ACCESS CORRIDOR

This long and plainly decorated corridor was used by the manor staff to move between the kitchen, ballroom, and dining hall quietly and efficiently. There are several candle sconces along the north wall that would have provided light as there are no windows.

The sconces are rusty cast iron and have little value.

7) KITCHEN

The door is unlocked.

This partially destroyed room was once a bustling kitchen. There is a large hearth, complete with rusty iron cooking implements, in the north wall. The southwest portion of the kitchen is in ruins from the collapse of the floor above. There is a stairway in the southeast corner that leads down into darkness...

Closer inspection by the PC's will reveal that someone has recently added crude bracing in this area in an attempt to prevent further collapse. This was done by the Necromancer's minions to gain access to the cellar. Anyone digging in the rubble in the southwest portion of the room risks a **25%** chance per

round of falling through the hole in the floor that goes to the well in the cellar. Damage **1-2 (1d4/2)**.

There is a large wooden mug overturned on the floor near the rubble pile in the southwest corner. If a PC turns the mug right side up it will immediately begin filling with pure clear water until it is halfway full. This is the famed "**Mug Half Full, Mug Half Empty**" from the Mayor's magical item collection. As long as the mug is right side up it will always contain water. Value: **500gp**

SECOND FLOOR

Rooms on this level have **10'** ceilings unless noted otherwise.

8) SECOND FLOOR LANDING

The west end of the landing gives an unobstructed view of the rubble pile below. The east end of the landing has a single closed door.

The door is unlocked and opens easily.

9) SECOND FLOOR CORRIDOR

Ahead of you is a dark corridor lined on both sides with fancy candle sconces. Several of the sconces have burning candles in them. In the dim light you can see that the corridor turns right about 30' ahead of you. You can also just make out the edge of a doorframe on the far wall.

If the PC's are very quiet they can make out the sounds of muffled human speech, something rattling against wood, and loud snoring coming from down the hall.

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The candle sconces look like black iron but are actually tarnished silver. When cleaned each of the ten **(10)** sconces will bring **5gp**.

10) SLATCH'S ROOM

The door is unlocked.

The door opens to reveal a well appointed guest room. A finely carved four post bed sits unmade against the far wall. A large wooden closet and a table and chairs are against the east wall. On the floor in the center of the room is a large rug woven with the scene of a village harvest festival. A candle burning on the table next to a partially devoured bowl of smelly stew are signs that this room was recently occupied.

This room has been commandeered by Slatch, the Orc Captain. Slatch's gear, which contains nothing of monetary value, is stored in the closet. He did take the time to cut a small slit into the mattress and insert a pouch containing **15gp** and a Tiger Eye gem worth **10gp** for safe keeping. The rug has a value of **75gp**. The candle is in a silver candlestick worth **5gp**.

11) LARGE GUEST ROOM

The door to this room is unlocked. It is furnished identically to room **10**, including a similar large rug and candlestick. There are two **(2)** Orcs rolling bone dice at the table.

Orcs (2) AC 6; THAC0 20; hp 6(XP 16), 4(XP 14); #AT 1; Dmg 1-6 short swords; MV 9"; HD 1; AL LE; Infravision.

The Orcs each have belt pouches containing **15sp**.

There is a secret door located in the southwest corner of this room that leads to the Mayor's "secret stash" room.

12) SMALL GUEST ROOM

This room is the source of the loud snoring. The door is unlocked. The room is furnished with a bed, a wooden closet, and a table and chairs. There are two **(2)** off-duty Orcs sleeping in the bed. They will immediately awaken and arm themselves if the PC's make any noise entering.

Orcs (2) AC 6; THAC0 20; hp 4(XP 14), 4(XP 14); #AT 1; Dmg 1-6 short sword; MV 9"; HD 1; AL LE; Infravision.

The Orcs each have belt pouches containing **25sp**. There is a small rug worth **25gp** and a candlestick worth **5gp**.

13) CELL

This room is the source of the voices. It is being used as a prison cell for two humans that the Orcs have captured. They are to be used as food for the Orc troops in the near future unless they are rescued by the PC's. The door is locked and the only key can be found on Slatch's belt. If the party has a thief they may attempt to pick the lock. If not, two PC's with a combined strength of **25** can knock the door off its hinges. This will, however, alert any remaining Orcs on this floor.

Huddled in a corner of this 20' by 20' room are two filthy men. They look at you with a mixture of fear and hope on their faces.

The men are Jack and Fred. They were gathering firewood four days ago with a third companion when they stumbled right into

an Orc patrol. They were unarmed and had to surrender without a fight. Their companion was taken out of the cell the night before and they haven't seen him since. Part of him can be found in the bowl in room **10**. The room contains nothing of value. The men are too frightened and weak to fight but if the PC's escort them to the front entrance they should be able to make it back to town alive. The DM may choose to award extra XP's for the PC's kind actions.



14) MASTER BEDROOM

The door is unlocked but warped from moisture exposure.

When the warped door is pushed in the strong smell of mildew and wood rot hits you in the face. Before you is what was obviously the master suite of the

manor. Measuring 30' by 30', it is the largest of the upstairs rooms. The rotted remains of a bed and furniture can be vaguely distinguished. Roof damage above this room has let water in through the ceiling every time it rains.

Nothing of value has survived the water damage.

There is a secret door to the Mayor's "secret stash" room located in the northwest corner.

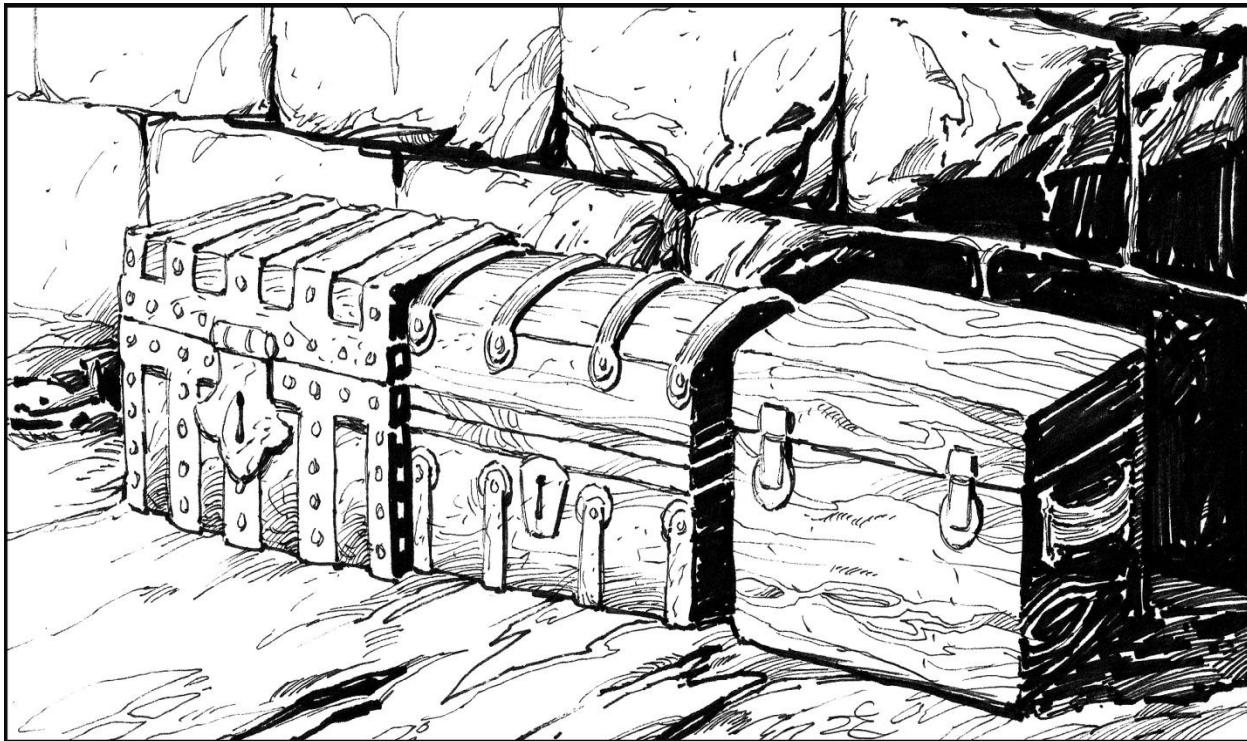
15) MAYOR'S SECRET STASH

This room can only be entered through the secret doors in rooms **11** and **14**. There are no windows on the exterior wall of this room.

From the thick undisturbed layer of dust on the floor, you can tell no one has been in this room for some time. There are three chests sitting side-by-side on the floor against the west wall. The chest on the left is made of heavily banded iron with a large hasp and key-hole in the front. The next chest is made of oak with iron banding reinforcement. It has a keyhole as well. The last chest is of plain wood with no obvious signs of a locking mechanism.

-Banded Iron Chest: This chest is locked. If the PC's found the key in the library fireplace it will open this lock. The chest contains two **(2) Potions of Healing**.

-Banded Oak Chest: This chest is locked and is trapped with a poison needle (Save vs. Poison or die within 24 hours). The key is nowhere to be found. If the PC's found the key in the library fireplace and try it in



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this lock it will set off the trap. The chest contains **23gp**.

-Plain Wood Chest: This chest has no lock and opens easily. It contains **158sp**.

CELLAR

Rooms on this level have **8'** ceilings unless noted otherwise.

16) WELL ROOM

The door is unlocked.

There is a well in the center of this large room. In the ceiling, directly above the well, is a 3' diameter hole. This is where the kitchen staff would lower buckets down into the well. In the northeast corner of the room are several massive barrels.

Both well and barrels contain clean fresh water. The well is **5'** in diameter. The top of the water is about **17'** down and the water is an additional **8'** deep. If a PC is lowered in and swims to the bottom they will find an ornate long sword and scabbard, both seemingly untouched by rust.

Ornately Engraved Long Sword and Scabbard +1, +2 vs. Orcs

The sword was dropped into the well by Slatch. He found it in a dark corner of the basement, and thinking it was a great treasure, he snatched it up. Instantly it felt as if a thousand needles were digging into his flesh. Now knowing that this weapon was made to destroy his kind, he wrapped it in cloth and dropped it into the well where it could do him no harm.

17) CLOSET

The door is unlocked.

The door opens to reveal a 10' by 25' storage closet full of what appears to be cleaning supplies. Racks on the north wall hold brooms and rug beaters. Shelves on the south wall hold buckets, piles of rags, and brushes.

There is nothing of value in this room.

18) FOOD STORAGE

The door is unlocked.

This 15' by 25' room contains barrels and bins stacked against the walls. The bins are all empty, but several of the barrels are leaking grain from holes in their sides. The floor is littered with large brown pellets.

This was the dry storage area for the kitchen. The bins used to contain vegetables, but they rotted away long ago. The barrels contain different types of dry grain and have become the primary food source for a nest of Giant Rats that live in room 19. The brown pellets are their droppings.

19) RATS NEST

The door is unlocked.

When you open the door to this 15' by 25' room your noses burn and eyes water from the ammonia smell of rancid urine. There is what looks like a large trash pile filling the back half of this room. As you watch, the pile begins undulating. Huge rats begin running out of their nest, looking at you with the hunger for flesh in their beady black eyes.

Giant Rats (10) AC 7; THAC0 20; hp 2(XP 7), 3(XP 8), 3(XP 8), 3(XP 8), 1(XP 6), 4(XP 9), 4(XP 9), 3(XP 8), 2(XP 7), 2(XP 7); #AT 1; Dmg 1-3 (1d6/2); MV 12"/6" swim; HD 1-4 hp; AL N(evil); SA 5% chance per bite of contracting disease unless Save vs. Poison.

If the PC's thoroughly search the rats' nest they will find: **5gp, 11sp, 18cp**, and a gold necklace worth **15gp**.



20) WINE CELLAR

-Read when the PC's are just outside door:

The stones at the threshold of this closed door are stained dark red as if a lot of blood was spilled inside.

-Read once the PC's open the unlocked door:

The entire floor of this 30' by 20' room looks like it was drenched in gallons of

blood. You quickly discern the source of the blood stains. The floor is littered with hundreds of broken wine bottles. Massive wooden racks have been pushed over and now lean against each other like fallen dominoes on the floor.

This was the Mayor's wine cellar. Until recently it held hundreds of bottles of the lands finest vintages. After growing tired of his soldiers being too drunk to go on patrol, Slatch took matters into his own hands and knocked all the wine racks over. Very few bottles survive in the mass of wood and broken glass. If the PC's take the time (**1 Turn**) and effort to search through the mess they will find a total of **8** intact bottles, each with a value of **2-8gp (2d4)**.

21) DIRT ROOM

The door to this room is barred shut from the outside. This room has a 12' ceiling.

The door opens to reveal a short stone set of stairs leading down into a 30' by 40' room that is nearly filled with large piles of dirt. The walls and ceiling are also covered in dirt and dried mud.

There are several picks and shovels leaning against the south wall along with a stack of wooden buckets. You begin hearing moans and the rattle of bones coming towards you from behind the mounds of dirt.

This room is where the Orcs dumped all the excavated dirt from rooms **24, 25**, and the tunnel that leads to them. It has made a convenient place to house Zombies and Skeletons. There are currently two (**2**) Zombies and three (**3**) Skeletons making their way towards the PC's.

Zombies (2) AC 8; THAC0 16; hp 10(XP 40), 13(XP 36); #AT 1; Dmg 1-8; MV 6"; HD 2; AL N; SD Immune to Sleep, Charm, Hold, and Cold-Based Spells. Zombies always attack last. Holy Water inflicts 2-8 (2d4) points of damage per vial.

Skeletons (3) AC 7; THAC0 20; hp 6(XP 16), 5(XP 15), 5(XP 15); #AT 1; Dmg 1-6 short word; MV 12"; HD 1; AL N; SD Edged weapons do one-half normal damage. Immune to Sleep, Charm, Hold, and Cold-Based Spells. Holy Water inflicts 2-8 (2d4) points of damage per vial.



22) TUNNEL ENTRANCE ROOM

The door is unlocked.

This room is empty. A section of the floor stones has been pulled up in the southwest corner. Someone has excavated a tunnel into the hard soil below.

The Necromancer had the Orcs pull the floor stones up and dig the tunnel so he could have an isolated area to work his evil magic.

23) TUNNEL

As you walk down into the sloping tunnel you see that the earthen roof and sides have been braced with wood scavenged from the rubble pile outside. There is one long plank lying loose on the ground. Ahead of you the tunnel curves gently to the left, preventing you from seeing the end.

There is a pit trap cleverly concealed in the floor approximately 30' into the tunnel. A long plank is kept near each end of the tunnel for spanning the trapped area. The pit spans the width of the tunnel and is **10'** long and **10'** deep. The bottom of the pit is lined with sharpened pieces of scrap wood. The trap will not spring until the weight of at least two **(2)** human sized PC's is on it. Anyone falling into the pit will take **1-6 (1d6)** points of damage. The noise will alert the occupants of room **24**. Alter the description of room **24** if this occurs.

24) CHAMBER OF THE DEAD

There is a heavy black curtain hanging across the entrance to this chamber.

Before you is a large round chamber supported by more scavenged beams and planks. At the back of the chamber is a large gray curtain covered in strange mystical symbols. An evil Necromancer and a huge armored Orc are standing in front of the curtain. The Necromancer has just finished casting a dark spell. Something lies on a crude earthen alter before the evil Magic-User. The Orc, seeing your party, grabs the Necromancer's shoulder and points in your direction. The Necromancer snarls in anger and raises his hands as he speaks something you cannot make out. A horribly decomposed human corpse climbs off of the alter and begins shambling towards you, bits of flesh and soil falling in clumps as it moves. The Orc draws his sword and begins advancing as well.

This is the chamber where the Necromancer practices the evil art of reanimating the dead. He has just created another Zombie. The Necromancer will try to hang back and let Slatch and the Zombie hold the PC's attention while he casts spells. The Necromancer has been driven mad by the call of the obelisk and will fight to the death.

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Necromancer, Evil Human Magic-User
Level 10 (AC 8 Bracers of Defense; THAC0 19; hp 23(XP 1672); #AT 1; Dmg 1-4+1 Dagger +1; MV 10"; HD 10; AL CE; Spells (memorized in **bold**):

FIRST LEVEL:

-Magic Missile (PHB p.67) R 16"; D Special; AE 1 or more creatures in a 10 square foot area; CT 1 segment; ST None. Dmg 1d4+1 points x 5 Missiles.

-Detect Magic

-Protection from Good (PHB p.67, 44) R Touch; D 20 rounds; AE Creature touched; CT 1 segment; ST None. -2 to being hit, +2 on Saving Throws.

-Shocking Grasp (PHB p.68) R Touch; D One touch; AE Creature touched; CT 1 segment; ST None. Dmg 1d8+10 points.

SECOND LEVEL:

-Stinking Cloud (PHB p.72) R 3"; AE 2"x2"x2"; D 10 rounds; CT 2 segments; ST Special. Effects last 1d4+1 rounds. Successful ST means effects only last 1 round after leaving cloud.

-Wizard Lock (PHB p.72) R Touch; D Permanent; AE 300 square feet; CT 2 segments; ST None.

-Detect Invisibility (PHB p.69) R 10"; D 50 rounds; AE 1" path; CT 2 segments; ST None.

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THIRD LEVEL:

-Feign Death (PHB p.73) R Touch; D 16 rounds; AE Creature touched; CT 1 segment; ST None.

-Dispel Magic (PHB p.73, 47) R 12"; D Permanent; AE 3" cube; CT 1 segment; ST None.

-Protection from Normal Missiles (PHB p.75) R Touch; D 10 turns; AE Creature touched; CT 3 segments; ST None.

FOURTH LEVEL:

-Charm Monster (PHB p.75) R 6"; D Special; AE Special; CT 4 segments; ST None.

-Confusion (PHB p.76, 63) R 12"; D 12 rounds; AE Up to 6" x 6"; CT 4 segments; ST Special.

FIFTH LEVEL:

-Animate Dead

-Contact Other Plane

Slatch, Orc Captain (AC 4 leather armor; THAC0 20; hp 10(XP 20); #AT 1; Dmg 1-8 long sword; MV 9"; HD 1; AL LE)

Zombie (1) AC 8; THAC0 16; hp 11(XP 42); #AT 1; Dmg 1-8; MV 6"; HD 2; AL N; SD Immune to Sleep, Charm, Hold, and Cold-Based Spells. Zombies always attack last. Holy Water inflicts 2-8 (2d4) points of damage per vial.

The Necromancer has several pouches on his belt. Most contain spell components but

one contains the key to the chest in room **25**.

Slatch gained his status by being bigger and meaner than the rest. His hp's reflect his freakishly large build. Slatch has the key to the cell on the second floor (room **13**) as well as a pouch containing **6gp** on his belt.

25) THE NECROMACER'S QUARTERS

When the curtain is pulled aside you find a 10' by 10' chamber hidden behind. The sparsely furnished room contains a bed, a small desk, and a wooden chest.

This is where the Necromancer rested and studied his spells. His spell book is open on the desk. The chest is locked but can be opened with the key found on the Necromancer. It contains **273sp**, and **13gp** and an empty **Bag of Holding** (Bag weighs 15 pounds, holds up to 250 pounds, volume limit 30 cu. ft.).

CONCLUDING THE ADVENTURE

The town will hold a great celebration for the PC's if they defeat the Necromancer and his minions. There the Sheriff will present them with a reward of 500gp. If the PC's do not destroy or bury the obelisk, evil will slowly make its way back into the area surrounding Sheridan Springs. They may hear rumors of new horrors while adventuring elsewhere. Will they return to make things right?

NEW MONSTERS

ARBORA

FREQUENCY: Very rare

NO. APPEARING: 1-2

ARMOR CLASS: 2

MOVE: 10"

HIT DICE: 8

% IN LAIR: Nil

TREASURE TYPE: Nil

NO. OF ATTACKS: 2(Stomp/Bite)

DAMAGE/ATTACK: 1-8/1-10

SPECIAL ATTACKS: Surprise

SPECIAL DEFENSES: Blunt weapons do one-half damage

MAGIC RESISTANCE: Standard

INTELLIGENCE: Non-

ALIGNMENT: Neutral

SIZE: L

PSIONIC ABILITY: Nil

Attack/Defense Modes: None

The Arbora is a solitary creature found only in wooded areas. Resembling a gnarly old oak tree with two grasping arms and four huge legs, it is nearly invisible among trees. The Arbora uses its natural camouflage to surprise its prey (1-4 on a d6), usually deer or other large mammals, including the occasional humanoid. An attack roll of 18 or higher indicates that the Arbora has grasped and bitten its victim. Its bark-like skin gives the Arbora a low Armor Class and a partial resistance to blunt weapons.



GLOSSARY OF TERMS AND ABBREVIATIONS

AT-Number of Attacks

AC-Armor Class

AE-Area of Effect

AL-Alignment

CT-Casting Time

D-Duration

DM-Dungeon Master

DMG-Dungeon Masters Guide

Dmg-Damage

HD-Hit Dice

hp-hit points

MM-Monster Manual

MV-Movement

Necromancer-Evil Magic-User specializing in death magic.

PC-Player Character

PHB-Players Handbook

R-Range

SA-Special Attack

SD-Special Defense

ST-Saving Throw

THAC0-To Hit Armor Class zero

XP-Experience Points

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INSIDIOUS

PREGENERATED CHARACTERS

ROSLEF 2nd Level Male Human Cleric

HP: 9 AC: 7 THAC0: 20 AL: LG

STR-16 (Damage Adjustment +1; Weight Allowance +350; Open Doors 1-3; Bend Bars/Lift Gates 10%)

INT-13 (+3 Additional Languages)

WIS-18 (Magical Attack Adjustment +4; Spell Bonus 2-1st, 2-2nd, 1-3rd, 1-4th; Chance of Spell Failure 0%)

DEX-15 (Defensive Adjustment -1)

CON-11 (System Shock Survival 75%; Resurrection Survival 80%)

CHR-9 (Max. # of Henchmen 4; Loyalty Base normal; Reaction Adjustment normal)

Weapons: Footman's Mace (Dmg 2-7/1-6)

Armor: Leather Armor

Saving Throws: Paralyzation/Poison/Death Magic 10; Petrification/Polymorph 13; Rod/Staff/Wand 14; Breath Weapon 16; Spells 15

Turning Undead: Skeleton 7; Zombie 10; Ghoul 13; Shadow 16; Wight 19; Ghast 20

SPELLS:

First Level

Bless (PHB p.43) R 6"; D 6 melee rounds; AE 5" x 5"; CT 1 round; ST None. Increases Moral and To Hit by +1.

Cure Light Wounds (PHB p.43) R Touch; D Permanent; AE Character touched; CT 5 segments; ST None. Heals 1-8 hp's of damage.

Detect Magic (PHB p.44) R 3"; D 1 turn; AE 1" path, 3" long; CT 1 round; ST None. Detect magical radiations in 1" x 3" path.

Protection from Evil (PHB p.44) R Touch; D 3 rounds per level; AE Creature touched; CT 4 segments; ST None. Enemies -2 to hit; Saving Throws at +2.

GIMPLE DIRTYFOOT 3rd Level Male Halfling Thief

HP: 14 AC: 4 THAC0: 0 AL: N

STR-13 (Weight Allowance +100; Open Doors 1-2; Bend Bars 4%)

INT-11 (+2 Additional Languages)

WIS-9

DEX-17 (Reaction Adjustment +2; Defense Adjustment -3)

CON-10 (System Shock Survival 70%; Resurrection Survival 75%)

CHR-7 (Max. # of Henchmen 3; Loyalty Base -10%; Reaction Adjustment -5%)

Weapons: Short Sword +1 (Dmg 1-6+1/1-8+1), Dagger (Dmg 1-4/1-3)

Armor: Studded Leather Armor

Saving Throws: Paralyzation/Poison/Death Magic 13; Petrification/Polymorph 12; Rod/Staff/Wand 14; Breath Weapon 16; Spells 15

Thieving Abilities: Pick Pockets 50%; Open Locks 48%; Find/Remove Traps 35%; Move Silently 42%; Hide in Shadows 40%; Hear Noise 20%; Climb Walls 72%; Read Languages 0%

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LAYLA 2nd Level Female Human Fighter

HP: 14 AC: 5 THAC0 20 AL: CG

STR-15 (Weight Allowance +200; Open Doors 1-2; Bend Bars/Lift Gates 7%)

INT-12 (+3 Additional Languages)

WIS-12

DEX-13

CON-15 (HP Adjustment +1; System Shock Survival 91%; Resurrection Survival 94%)

CHR-11 (Max. # of Henchmen 4; Loyalty Base normal; Reaction Adjustment normal)

Weapons: Spear (Dmg 1-6/1-8), (3) Javelins (Dmg 1-6/1-6), Club (Dmg 1-6/1-3)

Armor: Scale Mail, Shield

Saving Throws: Paralyzation/Poison/Death Magic 14; Petrification/Polymorph 15; Rod/Staff/Wand 16; Breath Weapon 17; Spells 17

MENTZOR 2nd Level Male Elf Magic-User

HP: 6 AC: 8 THAC0 20 AL: N

STR-13 (Weight Allowance +100; Open Doors 1-2; Bend Bars/Lift Gates 4%)

INT-15 (+4 Additional Languages; Chance to Know Listed Spell 65%; Min. # of Spells/Lvl 7; Max. # of Spells/Lvl 11)

WIS-13

DEX-16 (Reaction Adjustment +1; Defensive Adjustment -2)

CON-9 (System Shock Survival 65%; Resurrection Survival 70%)

CHR-12 (Max. # of Henchmen 5; Loyalty Base normal; Reaction Adjustment normal)

Weapons: Staff (Dmg 1-6/1-6), Dagger (Dmg 1-4/1-3)

Saving Throws: Paralyzation/Poison/Death Magic 14; Petrification/Polymorph 13; Rod/Staff/Wand 11; Breath Weapon 15; Spells 12

SPELLS:

First Level

Magic Missile x2 (PHB p.67) R 6"+1" per level; D Special; AE 1 or more creatures in a 10' area. Dmg 1d4+1 points per missile.

Elven Abilities: 90% Resistant to Sleep and Charm; Speak Elvish, Gnome, Halfling, Goblin, Hobgoblin, Orcish, Gnoll, and Common; See 60' in total darkness (Infravision); Chance of noticing Concealed Doors (1 in 6), Secret Doors (2 in 6), and Concealed Portal (3 in 6) if within 10'

DOMINUS 3rd Level Female Human Magic-User

HP: 10 AC: 9 THAC0: 20 AL: NG

STR-10 (Open Doors 1-2; Bend Bars/Lift Gates 2%)

INT-15 (+4 Additional Languages; Chance to Know Listed Spell 65%; Min. # of Spells/Lvl 7; Max. # of Spells/Lvl 11)

WIS-12

DEX-13

CON-13 (System Shock Survival 85%; Resurrection Survival 90%)

CHR-11 (Max. # of Henchmen 4; Loyalty Base normal; Reaction Adjustment normal)

Weapons: Staff (Dmg 1-6/1-6), Dagger (Dmg 1-4/1-3)

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Magic Items: Ring of Protection +1 (-1 to AC, +1 to Saving Throws)

Saving Throws: Paralyzation/Poison/Death Magic 14; Petrification/Polymorph 13; Rod/Staff/Wand 11; Breath Weapon 15; Spells 12

SPELLS:

First Level

Sleep (PHB p.68) R 3"+1" per level; D 5 rounds per level; AE Special; CT 1 segment; ST None.

Shocking Grasp (PHB p.68) R Touch; D One touch; AE Creature touched; CT 1 segment; ST None. Dmg 1-8+1 per level.

Second Level

Web (PHB p. 72) R 1/2" per level; D 2 turns per level; AE Special; CT 2 segments; ST Neg. or 1/2.

ANDRITA 3rd Level Female Human Cleric

HP: 17 AC: 6 THAC0: 20 AL: N

STR-13 (Weight Allowance +100; Open Doors 1-2; Bend Bars/Lift Gates 4%)

INT-13 (+3 Additional Languages)

WIS-16 (Magical Attack Adjustment +2; Spell Bonus 2-1st, 2-2nd; Chance of Spell Failure 0%)

DEX-13

CON-15 (HP Adjustment +1; System Shock Survival 91%; Resurrection Survival 94%)

CHR-9 (Max. # of Henchmen 4; Loyalty Base normal; Reaction Adjustment normal)

Weapons: Med. War Hammer (Dmg 2-5/1-4), Sling (Dmg 2-5/2-7), 20 Sling Bullets, 7 +1 Sling Bullets

Armor: Ring Mail, Shield

Saving Throws: Paralyzation/Poison/Death Magic 10; Petrification/Polymorph 13; Rod/Staff/Wand 14; Breath Weapon 16; Spells 15

Turning Undead: Skeleton 4; Zombie 7; Ghoul 10; Shadow 13; Wight 16; Ghast 19; Wraith 20

SPELLS:

First Level

Cure Light Wounds (PHB p.43) R Touch; D Permanent; AE Character touched; CT 5 segments; ST None. Heals 1-8 hp's.

Protection from Evil (PHB p.44) R Touch; D 3 rounds per level; AE Creature touched; CT 4 segments; ST None. -2 to being hit; Saving Throws +2.

Second Level

Chant (PHB p.45) R 0; D Time of chanting; AE 3" radius; CT 1 turn; ST None. +1 to party, -1 to enemies.

SEDGE 1st Level Male Human Fighter

HP: 8 AC: 3 THAC0: 20 AL: LN

STR-17 (Hit Probability +1; Damage Adjustment +1; Weight Allowance +500; Open Doors 1-3; Bend Bars/Lift Gates 13%)

INT-12 (+3 Additional Languages)

WIS-8

DEX-15 (Defensive Adjustment -1)

CON-13 (System Shock Survival 85%; Resurrection Survival 90%)

CHR-10 (Max. # of Henchmen 4; Loyalty Base normal; Reaction Adjustment normal)

Weapons: Long Sword (Dmg 1-8/1-12), Dagger (Dmg 1-4/1-3)

INSIDIOUS

Armor: Chainmail, Shield

Saving Throws: Paralyzation/Poison/Death Magic 16; Petrification/Polymorph 17; Rod/Staff/Wand 18; Breath Weapon 20; Spells 19

JEYBA 3rd Level Male Dwarf Fighter

HP: 28 AC: 5 THAC0: 18 AL: CG

STR-17 (Hit Probability +1; Damage Adjustment +1; Weight Allowance +500; Open Doors 1-3; Bend Bars/Lift Gates 13%)

INT-12 (+3 Additional Languages)

WIS-11

DEX-15 (Defensive Adjustment -1)

CON-18 (HP Adjustment +4; System Shock Survival 99%; Resurrection Survival 100%)

CHR-12 (Max. # of Henchmen 5; Loyalty Base normal; Reaction Adjustment normal)

Weapons: Battle Axe (Dmg 1-8), Hammer (Dmg 2-5/1-4), Dagger (Dmg 1-4/1-3)

Armor: Scale Mail

Magic Items: Potion of Healing

Saving Throws: Paralyzation/Death Magic 13; Poison 10; Petrification/Polymorph 14; Rod/Staff/Wand 10; Breath Weapon 16; Spells 11

Dwarven Abilities: Infravision 60'; +1 to hit vs. Half-Orcs, Goblins, Hobgoblins, Orcs

See PHB p.16 for details.

NOTES:

DIE CAST GAMES, INC. PDF VERSION

THE SHERIFF'S MESSAGE

REWARD

Salutations to all adventurers, mercenaries, or anyone with the compassion and fortitude to help the small town of Sheridan Springs. Our town has recently changed from being peaceful and happy into a Hell besieged by true evil. Creatures have been seen moving through the woods. Some are familiar, while others seem to be horrors torn from nightmares. People are afraid to leave their homes after dusk now that several citizens are missing. At night strange sounds are heard coming from the cemetery and manor ruins north of town. As time passes, the evil is getting bolder. We fear that if something is not done soon our town will be overrun by the minions of evil. Anyone who can identify and defeat this menace will have our everlasting gratitude and be presented with a reward of 500 gold coins.

Please make haste!

May the Gods preserve us,
Sheriff Olob of Sheridan Springs



MANOR SECOND FLOOR

This end of second floor landing
open to rubble pile below



8

9

12

10

13

15

14

Stairs down
to room 2

N



MAP KEY



DOOR



LOCKED DOOR



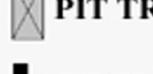
SECRET DOOR



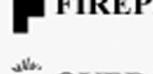
STAIRS UP



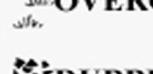
STAIRS DOWN



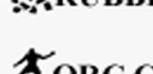
PIT TRAP



FIREPLACE



OVERGROWTH



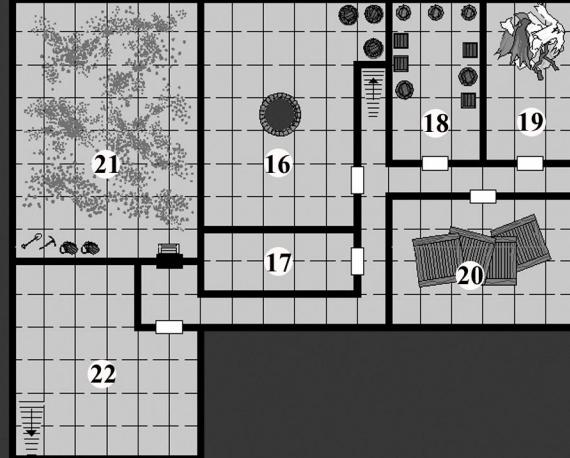
RUBBLE



KORC CORPSE

□ = 5'

MANOR CELLAR



23

24

25

Advanced Dungeons&Dragons

INSIDIOUS

by Devon Hibbs

The once peaceful town of Sheridan Springs is in dire trouble. Several townsfolk are missing. Strange creatures have been seen moving in the woods around town. At night, sounds that chill the soul can be heard coming from the town cemetery and the ruins north of town. Some even say that the dead are restless and walk again.

The town sheriff has sent an urgent request for aid. Will your young and inexperienced group of adventurers heed the call? Fame and reward await those that can identify and defeat the evil menacing the town of Sheridan Springs.

TSR1-INSIDIOUS is a stand-alone adventure. It was written using rules for Advanced Dungeons & Dragons, but by changing a few statistics it can be used with any fantasy role-playing system.

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Remember when you had to spend hours flipping through rulebooks, referencing charts and tables, just to get an adventure module ready for play? Then, after the adventure is over, comes more reading and math to figure out each creatures Experience Points. No More! We have done all that and more for you. We call it "Ready-to-RollTM". Now with minimal preparation time you can be ready to lead a party of foolhardy adventurers to glory or doom. We have even included eight pregenerated characters. Get Gaming!

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