

THE BLACK KNIGHT RIDES

AN OSRIC ADVENTURE

BY JOSEPH A. MOHR



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AN OSRIC ADVENTURE FOR CHARACTERS LEVEL 3-5

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© Old School Role Playing

OLD SCHOOL ROLE PLAYING

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Joseph A. Mohr

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BACKGROUND

Bror Ironreaper was once a powerful and talented knight of the Zanzian kingdom. After the great war against the Demon Lich Malcon the young Bror felt that he was not recognized for his many courageous actions in battle. He destroyed many creatures of the night which were unleashed upon the kingdom by Malcon and felt that his services to the kingdom went unrewarded. The great Paladin Antovinus was recognized as a hero of the realm. Statues were made of him. His legend grew. But Bror was ignored. And he turned to darkness.

His son Kamon Ironreaper was raised to be a great and powerful knight. A knight of darkness. A shadow knight. He was trained in the dark arts of necromancy as well as the ways of the warrior. He became a legend in the kingdom. He was known as the Black Knight.

He crafted a suit of the finest armor. It was made of black iron and treated in the magical waters of the River of Blood and forged in the mountain of fire. He has many weapons forged in the same way which are said to have great powers. He has defeated many paladins in single combat and has slain many heroes.

Recently he has been seen in the vicinity of Freeport. Freeport is a sea side city of pirates and smugglers. But it is a major city in Zanzia and the nobility there is quite concerned about rumors of raids being conducted by this Black Knight. He and his band are rumored to be responsible for killing many Zanzian troops and raiding caravans to and from the city. Commercial traffic to Freeport by land is grinding to a halt. Heroes are needed to put an end to this menace to the kingdom.

GAME MASTER NOTES

This adventure takes place near the city of Freeport in the land of Zanzia. However, it can easily fit into some part of your own campaign world. It is designed for characters of 3rd level to 5th level in experience. This is intended to be a two part adventure. There will be a sequel called the Black Knight's Revenge. This first installment is designed so that the Black Knight has a significant possibility of escaping alive. If he does so then you can run the second adventure some time down the road when the players are a little higher in experience. If they manage to kill him in this installment then skip the sequel.

Kamon is a new class of non player character. He is a Shadow Knight. This new character class will be defined later in this adventure scenario but basically it is an Anti-Paladin. It is an evil version of the Paladin character class and is not really intended for use as a player character class but I suppose if you intend to run an evil campaign it would fit in nicely.

Kamon has motives that are related to his family name. He feels that his family has been betrayed by the current nobility who discarded his father and rewarded another hero in his place during the great civil war for control of the kingdom. He feels that his family should be known as the heroes of Zanzia and he is out to make the king and the nobles pay for their treatment of his family.

The opening act of this adventure will involve the players arriving on the scene just as the Black Knight and his band are raiding a merchant caravan. The players

should encounter a few of the Black Knight's men at arms. The Black Knight will keep his distance from the adventurers and ride away when he sees his men start falling. His tracks will be easy to follow should the players immediately decide to do so. If they do not then they can easily track him later if or when they decide to take the quest offered to them.

THE OPENING ACT

As the players arrive near the city of Freeport they encounter a confrontation between the Black Knight and his band of mercenaries and the merchants of a caravan which is departing from the city. The caravan has five wagons and three of the wagons are burning as the players arrive. Several of the men at arms guarding the caravan are dead or dying. Two merchants are attempting to flee in the direction of the players as members of the Black Knight's gang is pursuing them. In the distance a majestic knight in black armor watches as other mercenaries are putting the other wagons to the torch.

Black Knight's Men at Arms

(mercenaries) (7): F1; AC 4; HP 5 each; chain mail and shield; long swords; Each wears a golden medallion with the symbol "I" engraved in it worth 25 gold pieces; AL CE.

The merchants are Goran Kildar and his brother Arno. They are both "0" level npcs with 2 hit points each and AL NG. If rescued they will tell the party what they know of the Black Knight. All that they know is that he appeared recently and has been raiding caravans and noble's homes and castles in and around the Freeport area. No one here knows who he is or why he is targeting merchants and nobles here. As far

as they are concerned he is just a common bandit. They will offer to pay the party to track down this Black Knight and his band and put them to the sword. They offer two thousand gold pieces for the head of this Black Knight and one hundred gold pieces for each of the Black Knight's men that the party can track down and kill including the ones already dispatched today.



Tracks from the Black Knight and his surviving men are visible and could easily be followed if the party leaves right away before a storm washes them away.

THE CASTLE OF THE BLACK KNIGHT

As the party follows the tracks they discover that the hide out of the villain is not too far from the city of Freeport. In fact it is only a few miles away. The castle is made of black stone and looks rather formidable. There is a trail leading up to the gate house which has skulls posted on short wooden

posts every twenty feet all the way up the trail. Obviously these skulls are intended to intimidate anyone who might intend to attack this castle.



The wooden gates of the castle are open and inviting. Two large standards are posted in front of the gatehouse which have the letter "I" painted on them. A few guards can be seen patrolling the walls of the gatehouse, the towers and the castle walls themselves.

If the players use the black armor taken from slain mercenaries they would not be noticed by these guards or challenged. If they are not wearing these then they will need to fight their way in.

RANDOM ENCOUNTERS INSIDE OF THE CASTLE (1 IN 6)

1. Black Knight's Men at Arms (mercenaries) (6): F1; AC 4; HP 5 each; chain mail and shield; long swords;

Crossbows and 20 bolts; Each wears a golden medallion with the symbol "I" engraved in it worth 25 gold pieces; AL CE.

2. Skeletons (8): AC 7; MV 12; HD 1; HP 5; # At 1; Dmg 1-6; SD immune to sleep, charm, hold, cold; SD holy water does 2-8 damage to it; AL N.

3. Zombies (6): AC 8; MV 6; HD 2; HP 10 each; # At 1; Dmg 1-8; SA always attack last in round; SD immune to sleep, charm, hold, cold; SD holy water does 2-8 damage to them; AL N.

4. Shadows (2): AC 7; MV 12; HD 3+3; HP 14 each; # At 1; Dmg 2-5; SA strength drain; SD +1 or better weapons to hit; SD immune to sleep, charm, hold, cold; SD 90% undetectable; AL CE.

5. Wights (2): AC 5; MV 12; HD 4+3; HP 18 each; # At 1; Dmg 1-4; SA energy drain; SD silver or magic weapons required to hit; SD immune to sleep, charm, hold, cold, poison, paralysis; SD holy water does 2-8 damage to it; SD raise dead slays this creature; AL LE.

6. Hell Hounds (2): AC 4; MV 12; HD 6; HP 24 each; # At 1; Dmg 1-10; SA breath fire for 6 hp damage; SA stealth gives them surprise on a 1-4 out of 6; SD keen hearing makes them surprised only on a 1; SA exceptional sight lets them see hidden or invisible creatures 50% of the time; AL LE.

KEY TO THE CASTLE

The castle is made of dark stone. A trail leading up to the castle doors has three foot high stakes with skulls fixed to the top of them on each side of the trail every twenty feet. At the front gate of the castle are two large standards with the letter "I"

painted on each. The gates are made of heavy oak and are standing wide open. Two large towers over look the wooden gates. Guards can be seen atop the walls. Smaller towers circle the walls of the castle.

GROUND LEVEL

1. The Front Gates

The front gates of the castle are made of heavy oak and stand eight feet tall. They are standing wide open as the party arrives at the castle. While guards can be seen atop the tower none can be seen inside the doorway to the gate house. Two large cauldrons are poised atop the gate house and appear to be placed to pour hot oil on invaders to the castle. No smoke can be seen from the top of the gate house at the moment. The gate house stands twenty feet tall.

2. Gate House Towers

These large towers are twenty feet wide each. Both of the towers seem to be occupied by guards who are armed with crossbows and are looking outward from the castle. Each of the towers is thirty feet tall and appears to be three levels. At the top level of each are two visible guards. How many guards might be inside of each is difficult to ascertain. Each tower has arrow slits at various places and heights from which to fire at anyone attacking the castle.

Inside of each tower are two more guards who are either asleep or eating or resting at any time. Inside the towers are cots for each guard and a table with chairs for eating and playing cards. There are stairs that spiral upward to the middle level and top level.

Black Knight's Men at Arms

(mercenaries) (4): F1; AC 4; HP 5 each; chain mail and shield; long swords; crossbows and 20 bolts; Each wears a golden medallion with the symbol "I" engraved in it worth 25 gold pieces; AL CE.

Guards atop the castle who are firing down on anyone attacking have 25% cover and receive a +2 armor class bonus as a result. Anyone within the tower and using the arrow slits as cover have 50% cover and a +4 armor class bonus as a result.

3. Wall Towers

Each of the corners of the main castle wall has a smaller tower. These towers are ten feet wide and twenty five feet tall. Each has one guard standing watch atop the tower armed with a crossbow. These towers are two levels high and contains three guards including the one on top of the tower. Each has arrow slits looking outward.

Inside the tower are cots and a small table with chairs and a ladder to the top.

Black Knight's Men at Arms

(mercenaries) (3): F1; AC 4; HP 5 each; chain mail and shield; long swords; crossbows; Each wears a golden medallion with the symbol "I" engraved in it worth 25 gold pieces; AL CE.

Guards atop the castle who are firing down on anyone attacking have 25% cover and receive a +2 armor class bonus as a result. Anyone within the tower and using the arrow slits as cover have 50% cover and a +4 armor class bonus as a result.

4. Gate House

Lower Level

The lower level of the gate house has a staircase leading to the top level. There is an open gate on the north side of the gate house that allows entry into the outer bailey of the castle. This lower level is dark and seems to be uninhabited. A table, a few chairs and several bunk beds suggest that someone lives here but where they can be found is unknown.

There are no sources of light in the gatehouse other than what little light comes in from the open doorways. There are no torches or lanterns. The walls here are undecorated.

What the players will not immediately see is that three shadows are located here and are waiting to ambush anyone who comes through the gate house.

Shadows (3): AC 7; MV 12; HD 3+3; HP 14 each; # At 1; Dmg 2-5; SA strength drain of 1 str point each time creature touches someone; SD +1 weapons or better to hit; AL CE.



Top Level

The top level of the gate house is guarded by four men at arms of the Black Knight. Each of them has a crossbow as well as a long sword. They watch the approaches to the castle from the south.

Black Knight's Men at Arms

(mercenaries) (4): F1; HP 5 each; AC 4; chain mail and shield; long swords; crossbows; Each wears a golden medallion with the symbol "I" engraved in it worth 25 gold pieces; AL CE.

Two cauldrons are situated to dump boiling oil on anyone trying to batter down the doors to the gate house. Right now no fires are burning and the oil is not boiling.

Outer Bailey

The outer bailey has several heavy warhorses tied up at all times. When the party arrives there will be ten such horses tied up here in the outer bailey. To the north of the gate house are two large wooden

doors leading into the inner bailey. The doors are wide open. To the east is a large anvil and a bellows. Working in that spot is a dwarf blacksmith who is busy pounding on a metal sword with a hammer on the anvil. He does not seem to notice the arrival of newcomers.

6. Blacksmith

There is an anvil here, a large fire and a bellows. Right now a dwarf blacksmith is working steadily on a sword that he is pounding with a hammer. The sword is red hot from the fire. A stack of swords nearby appear to be next on his list of duties. There is a barrel nearby with a pile of horseshoes to be worked on.



Dwarf Blacksmith: F4: AC 10; HP 32; no armor; **hammer-lucern +1/+2 versus giant class creatures;** AL NE; wears a golden emblem of the letter I around his neck worth 50 gold pieces. His name is Gwarton Longbeard and he is from the Longbeard clan of the mountain dwarves of the Dragoneeth Mountains. He sells his

hammer to the highest bidder and right now the Black Knight pays for his services.

None of the swords being worked on are magical in nature. Close inspection of the horseshoes, however, may reveal that one pair has a magical aura. These are **Horseshoes of a Zephyr**.

7. Inner Bailey

The inner bailey of the castle is a dark and forbidding place. The tiles are white with a circular design pattern but the walls are black. There is no light here except what little light is given off by the furnace in the northeast corner of the room. A staircase leading downward is in the west side of the room and a staircase leading upward is in the east side of the room. Four large tables with many chairs around each are in the center of this room.

Two large tapestries hang from the ceiling along the north wall of the room. These tapestries are black with a large white "I" sewed into them. Each of the tapestries hangs from the twenty foot high ceiling to the floor. On the other walls of the room are murals of various scenes of knights in battle. Most of the scenes seem to depict some glorious knight on the field of battle during the great Zanzian civil war of many years ago. The tapestries seem expensively made but given their subject matter they probably would not be worth much money.

Sitting at the tables in the room are many creatures who do not seem to mind the lack of light in the room. They are undead and they prefer the darkness. Twelve skeletons rise as one group as the players arrive in the room and turn to challenge them.

Skeletons (12): AC 7; MV 12; HD 1: HP 5 each; # At 1; Dmg 1-6; SD sharp weapons do one half damage; SD blunt weapons do full damage; SD Fire does normal damage but cold, hold, sleep and charm have no effect; SD holy water does 2-8 damage to these creatures; AL N.



8. Staircase Leading Up

These stairs are red carpeted and lead upward. Some light can be seen coming from the upper level where these stairs lead. The stairs climb twenty feet to the next level.

9. Stairs Leading Down

This set of stairs are made of black stone and lead downward. They are not carpeted. The area below is dark and forbidding. The air from below seems cold from the top of the stairs.

These stairs are trapped. There is a secret compartment at the top of the staircase with a lever. If the lever is not pulled prior to putting weight on the stairs then the stairs will collapse halfway down the stairs. There is a similar lever at the bottom of the stairs which can also be used to reset the trap or arm it.

Anyone present on the stairs when they collapse will slide down the stairs and take a hard fall at the bottom of the stairs. That person must make a saving throw against their dexterity score to see if they avoid the fall. Anyone on the stairs must roll 4D6 against their dexterity. A score of equal to or lower than the dexterity score means avoidance. Anything higher than the dexterity means a hard fall and 1-6 damage as a result.

10. Furnace

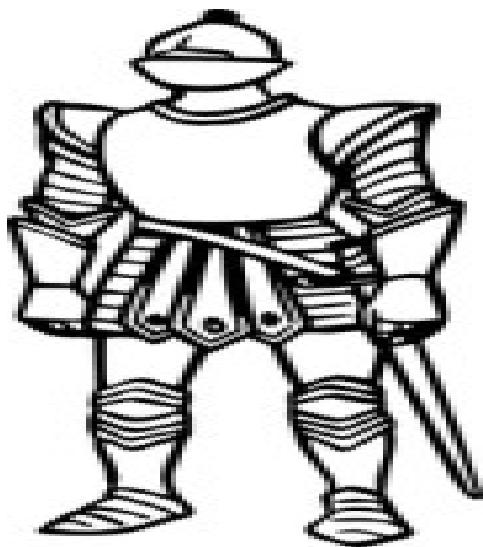
A large metal furnace here provides some heat to this area as well as a place to cook dinner. Standing in front of the furnace stirring a pot of some kind of vile stew is a large skeleton. He seems to be mindlessly stirring the pot and pays no attention to anyone approaching him. He will defend himself if attacked but will not initiate combat.

Skeleton (1): AC 7; MV 12; HD 1: HP 5 each; # At 1; Dmg 1-6; SD sharp weapons do one half damage; SD blunt weapons do full damage; SD Fire does normal damage but cold, hold, sleep and charm have no effect; SD holy water does 2-8 damage to these creatures; AL N.

CASTLE UPPER LEVEL

This level is ornate and decorated. Four large pillars hold up the roof here. They are carved from some kind of stone and are elaborately decorated. Three large red carpets lead to a throne made of stone. The throne is plain but tasteful. It has no rich decorations or jewels but a man in a suit of black plate armor sits upon it. His visor is down and you cannot see a face within.

Tapestries on the walls here cover almost each foot of the walls. These tapestries are richly embroidered and might be quite valuable. Each of these tapestries depicts some knight doing some heroic deed or fighting in some glorious battle. Each of these tapestries might be worth as much as 50 gold pieces. There are eight of these tapestries and they are quite heavy. Each weighs about fifty pounds.



The man in the suit of plate mail is not a man at all. It is a suit of animated armor and will rise and begin swinging a large two handed sword when the players get within ten feet of it. It will fight until destroyed. It is a construct similar to a golem and has no real intelligence.

Animated Armor (1): AC 2; MV 6; HD 5; HP 30; # At 1; Dmg 1-10; SA swings a large two handed sword with a jeweled pommel (Aquamarine) worth 250 gold pieces; SD immune to all charm, sleep, hold type spells and poison; AL N. Inside the suit of armor a flawed diamond will be found (flawed now that the suit is destroyed) worth 250 gold pieces.

DUNGEON LEVEL ONE

The floors here are made of grey stone. The walls are made of black stone. The doors throughout the dungeon are made of wood except for all secret doors which will be made of stone and blend easily with the walls. None of the rooms are lit unless otherwise specified within the text.

1. Entry to Dungeon Level One/Large Circular Room

This long spiral staircase leads thirty feet downward into a large circular room. These stairs are trapped as mentioned previously and will collapse dumping the players down at the bottom of this staircase. This room has a high domed ceiling. The ceiling and the walls are painted with gothic images of demons and devils and other evil creatures doing evil deeds and causing mayhem. The room itself radiates powerful evil energy.

Waiting at the bottom of the stairs are a group of mindless creatures who wait

to do the master's bidding. Six **zombies** are here and will attack immediately if someone climbs down the stairs or falls down due to the trap. There is a hidden lever both at the top and the bottom of the staircase that can disable the collapsing stairs trap.

Zombies (6): AC 8; MV 6; HD 2; HP 10 each; # At 1; Dmg 1-8; SA always strike last in each round; SD immune to sleep, charm, hold and cold spells; SD holy water does 2-8 damage to these creatures; AL N.



The door leaving this room is unlocked.

2. Room/Trap

The door to this room is unlocked. Anyone listening at the door to this room will hear nothing.

This room appears to be empty except for an old painting of a knight in shiny armor hanging on the south wall of the

room. The floor appears to have a thin layer of dust on it and has no footprints. There are no signs of traffic here at all.

Once more than 150 lbs of weight (one person) steps upon the floor the floor will wait one round and then drop ten feet. The entire floor will drop and the mechanical sounds of the floor being raised back up to its original position can be heard. Anyone standing on the floor will take 1-6 damage from the ten foot fall.

The painting is a portrait of Bror Ironreaper (the father of the black knight) during happier times. The knight has a short black beard. The painting is quite old and very professionally done. It might be worth as much as 100 gold pieces to a collector of historical artwork.

3. Circular Guard Room

The door to this room is not locked. Anyone listening at the door to this room may hear the chattering of bones. One might also hear some whispering in common tongue but not the words spoken.

This room has a roof about fifteen feet high and the room is circular in shape. The walls and domed ceiling of this room are painted with scenes of a knight in black armor battling against the forces of good and winning. Torch holders in the walls have torches in them which are burning brightly and illuminating the room.

Standing guard in this room is a man in a black robe with a pointed hat a man in black chain mail with a large axe in both hands and two skeletons.

Skeletons (2): AC 7; MV 12; HD 1; HP 5 each; # At 1; Dmg 1-6; SD sharp weapons

do one half damage; SD blunt weapons do full damage; SD Fire does normal damage but cold, hold, sleep and charm have no effect; SD holy water does 2-8 damage to these creatures; AL N.

Sargent at Arms (1): F4; AC 3; HP 25; **chain Mail +1** and shield; **battle axe +1, +2 versus creatures that can fly;** Wears a golden medallion with the symbol "I" engraved in it worth 100 gold pieces; AL CE.

Onam Blackmage: MU4; AC 6; HP 12; wooden quarterstaff, a long black robe and **bracers of defense AC 6;** Wears a golden medallion with the symbol "I" engraved in it worth 100 gold pieces; AL CE; spells memorized: **magic missile, affect normal fires, shield, mirror image, web.**



The doors exiting this room are not locked.

4. Pedestal/Bust

The door to this room is not locked. Anyone listening at the door to this room will hear nothing.

When the door to this room is opened the party will see a pedestal made of black stone which rises up from the ground in the center of the room. Resting atop this pedestal is a bust of a knight wearing a necklace and medallion of the Zanzian army. The bust seems to represent an ancient knight from the Zanzian civil war. The name plate says Ironreaper. And it seems to be the same person depicted in the painting in room 2 (should the players have already visited that area they may notice the resemblance). The face has a short beard like in the painting.

The bust seems to be made of bronze and is probably not worth much in terms of money. Anyone touching the bust, however, will react differently as follows (save versus magic applies to each):

1. Temporary uncontrollable rage - will become argumentative, destroy the bust or any other structures encountered for one turn
2. Compulsive lying - will be unable to tell the truth about anything for one turn
3. Diminution for one turn (shrinks to six inches tall)
4. Sleep for one turn
5. Paralysis for one turn
6. Gaseous form for one turn

The bust has a hollow inside and if it is turned over one can see this. Hidden inside of the bust is a pearl worth 100 gold pieces and a **potion of healing**.

5. Gelatinous Cube

The door to this room is locked. Anyone listening at the door may hear the sounds of slithering of the gelatinous cube inside.

This room is rectangular. The room is unlit but the floor seems quite clean. There is no dust here and there are no tracks of any kind. The walls here are bare and there does not seem to be anything in the room. However, there is. A **gelatinous cube** is here and is difficult to see in the light of torches and lanterns of the party members.

Gelatinous Cube (1): AC 8; MV 6; HD 4; HP 21; # At 1; Dmg 2-8; SA paralysis unless victim saves against paralyzation; SD cold has no effect on it unless it fails a saving throw and then it is just slowed 50% and takes 1-4 damage; SD immune to electricity, fear, holds, paralyzation, polymorph and sleep; SA surprise on 1-3; AL N.

Inside of the cube itself are a few small bones, 3 gold pieces, 11 silver pieces, a **dagger +1, +3 versus water breathing creatures** and a jasper worth 50 gold pieces.

There is a secret door here to area 6. This door is not well concealed and anyone searching it will receive a bonus of +1 to their search rolls

6. Secret Room/Stairs

This room has a staircase leading downward. There are some muddy footprints on the floor here which would indicate that

someone has been through here recently. There is a weapon rack against the east wall of this room which contains three spears and a glaive. It is a **+1 glaive, +2 versus cold using or dwelling creatures**. The spears are normal spears.

The stairs are normal and not trapped. From the bottom of the stairs some light can be seen.

7. Room Trap

This area is trapped in a curious way. There is a metal rod underneath the floor which runs from the south east to the north west and divides the room into two halves. The floor itself is not attached to the walls and whenever weight is placed upon the floor it will tilt towards the direction where weight is applied. Any amount of weight will cause the floor to tip that direction. Anyone on the floor will fall into a deep pit below the floor and sustain 2-12 points of damage from the fall. They will then be trapped beneath the floor until some way is found to bring them back up.

If some kind of way is found to wedge a piece of metal or wood in between the wall and the floor it might be possible to disable the trap and keep the floor from tilting one direction or the other.

8. Ghouls

The door to this room is locked. Anyone listening at the door to this room might hear the sounds of bones being chewed or random grunts and squeals from the creatures inside of the room.

This room is filled with the stuff of nightmares. There are heaps of human and humanoid bones all over the floor here.

Many of the bones still have pieces of meat attached to them. Most of the bones appear to have been chewed upon. Five creatures are here which still seem to be feeding on these bones and look up as the door is opened. These creatures are greenish in color and have long teeth and nails and the yellowest looking eyes. The smell of death and decay fills the room. These foul creatures are ghouls and a ghast.



Ghast (1): AC 4; MV 15; HD 4; HP 19; # At 3; Dmg 1-4/1-4/1-8; SA paralysis on touch unless save versus paralyzation; SA carrion smell is overpowering and causes nausea and retching unless a saving throw versus poison is made and results in a penalty of -2 to attack rolls unless the saving throw is made; SD immune to sleep and charm; SD cold iron does double damage against them; AL CE.



Ghouls (4): AC 6; MV 9; HD 2; HP 10 each; # At 3; Dmg 1-3/1-3/1-6; SA paralysis on touch unless save versus paralyzation is made; SD immune to sleep and charm; AL CE.

Scattered among the bones here are 5 gold pieces, 15 copper pieces and a large piece of jade worth 175 gold pieces.

There is a secret door in the west wall leading to area 9.

9. Secret room

This room has a large vase made of the finest clay and painted in oriental designs. It seems somewhat valuable and it is filled with coins and gems.

The vase is trapped. If anyone takes anything out of the vase without disabling the trap then the weight of the vase will be reduced and a stone block will begin lowering quickly blocking the exit to this room. If the party acts quickly they can

escape but will lose access to the treasure within.

Inside of the vase are 261 copper pieces 213 silver pieces and 121 gold pieces. There are also two citrine gems worth 75 gold pieces each, a zircon worth 60 gold pieces and a star rose quartz worth 100 gold pieces. The vase itself is worth 100 gold pieces but weighs nearly 150 pounds.

10. Pit Trap/Green Slime

This is a normal pit trap with a trap door which will allow anyone weighing over 100 lbs to fall into the pit and then snap shut again. Beneath this trap door, however, is a green slime which is growing inside of the pit and the player dropped within will find themselves in the middle of this green slime.

Green Slime (1): AC 9; MV 0; HD 2; HP 9; # At 0; SA attaches to living flesh and in 1-4 rounds it will turn the creature it sticks to into a green slime; SA eats through metal in 3 rounds; SD can be scraped off if the utensil is thrown away; SD cure disease kills it; SD other weapons and spells do no harm to it; AL N.

11. Statue

The door to this room is not locked. Anyone listening at the door to this room will hear nothing.

Standing in the center of this room is the statue of a knight in plate mail armor and holding a large two handed sword in front of it with both hands and pointed down at it's feet. The visor of the statue is up and the face resembles the face of the bust and the painting in room 2 and 4. This face, however, seems far younger and with no beard. The statue radiates magical energy.

Close inspection of the statue will reveal that the visor of the statue can be closed. If the visor is moved to the closed position the statue will turn on it's base and face towards the wall instead of the doorway. Out of the rear of the statue base a panel will open and reveal a scroll hidden inside. The scroll contains magic user spells: **identify, shield, push, jump, find familiar and mirror image.**

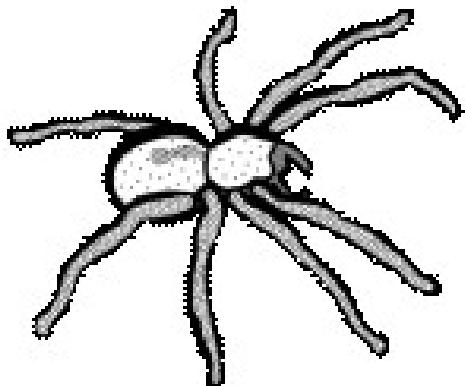


12. Webs

The door to this room is locked. Anyone listening at the door to this room may hear the sounds of small creatures scuttling across the room.

This room is filled with webs of various sizes and crisscrossing the room. The room is dark and the floor is thick with dust. Many trails can be seen in the dust on the floor. There is a passage leading west from the room.

The webs have many large spiders in them and none will be immediately near the doorway when the party arrives but they will move towards the source of any light which approaches. When the party looks into the room they will notice a glint of light in the northeast corner of the room in their torch light. A body is stuck in the webs there and seems to be wearing a shiny suit of splint mail.



Large Spiders (6): AC 8; MV 6/15; HD 1+1; HP 5 each; # At 1; Dmg 1; SA weak poison (save at +2); AL N.

The body is that of a human fighter who was an ally of the black knight and tried to escape when he realized that the black knight had motives based upon revenge rather than profit. His long sword is stuck in the webs near him and is a normal long sword. His armor, however, is a **+1 suit of splint mail**. He has a small bag with him with 26 gold pieces and 3 platinum pieces. He also has a broken lantern on the floor near him. There are bodies of two dead spiders near him as well.

13. Troll

The door to this room is unlocked. The sounds of grunting or snoring might be heard from within the room.

This room is filled with body parts and bones from victims who ventured into this room. Eating the bones of one of these victims is a creature with green skin and black hair. The creature has eyes which are pure black and seem like an empty void. The creature is a **troll** and it stands upright and begins advancing once the door to the room is opened.



Troll (1): AC 4; MV 12; HD 6+6; HP 28; # At 3; Dmg 5-8/5-8/2-12; SA regeneration of 3 hp per round; SA can attack 3 different targets in one round; SA limbs will reattach if separated; SA infravision; SA no morale checks; SD must be burned by oil or fire or acid to destroy it; AL CE.

There is a secret door here to area 14.

14. Secret Room

This room contains four crates which appear to have been brought here after one of the caravan attacks. Each of these crates has stamps on it in the common tongue of Zanzia. The stamps seem to be tax related and indicate that inside is merchandise intended to be shipped to some far off land.

- #1 This crate is filled with beaver and fox pelts and contains 250 gold pieces worth of these. The crate weights 200 lbs.
- #2 This crate is filled with fine cloths and silks and is worth a total of 250 gold pieces. This crate weighs 100 lbs.
- #3 This crate is filled with copper plates and goblets and serving pieces and is worth 75 gold pieces. This crate weighs 200 lbs.
- #4 This crate is filled with fine foods from Zanzia which cannot be found elsewhere and is worth 100 gold pieces. The crate weighs 150 lbs.

15. Bugbears

The door to this room is unlocked. Anyone listening outside of the door to this room may hear the sounds of arguing inside.

Three creatures are arguing in this room over treasure that they have taken from some other visitor to this complex. These creatures are large and hairy and seem to have yellowish skin and fur. They wear some kind of animal skin armor and wield large clubs with spikes in them. These

creatures are bugbears. A humanoid body lies at the feet of these creatures and seems to be recently slain by them.

Bugbears (3): AC 5; MV 9; HD 3+1; HP 13 each; # At 1; Dmg 2-8; SA surprise on 1-3; AL CE.



They are arguing over the spoils that they have taken from the dead body laying on the floor between them. The body wears leather armor and appears to be a thief. The armor of the thief is normal leather armor and the dagger that is still in his hand is jeweled (tourmaline) and is worth 225 gold pieces but is not magical. What the bugbears are arguing over, however, are three potions that are in a small chest that the thief was carrying. The chest is not locked or trapped. The potions are: **potion of healing, potion of invisibility and potion of levitation.**

One of the bugbears wears a bone key which will open the door to room 19.

16. Rolling Boulder Trap

About one half way down the hallway between area 17 and area 15 is a trigger stone that will set this ball rolling down the hallway. The boulder will move quickly once the trap is triggered and players will need to declare their intentions for escape immediately or be bowled over by the boulder. If one rolls a 3D6 versus their dexterity they can dive out of the way down the hallway towards area 17 or down the hallway towards or away from area 2. Anyone diving towards area 17 will be noticed by the creatures guarding there and immediately attacked.

Anyone who rolls equal to or less than their dexterity on 3D6 will escape the path of the boulder and take no damage. Anyone who rolls higher will fail the saving throw and be struck by the boulder for 3D6 damage. The trap can be disabled if someone finds it before triggering it.

17. Guard Room

Standing guard here are one man at arms and three zombies. This room is bare and there are no furnishings here.

Black Knight's Man at Arms

(mercenaries) (1): F1; AC 4; HP 5; chain mail and shield; long sword; Wears a golden medallion with the symbol "I" engraved in it worth 25 gold pieces; AL CE.

Zombies (3): AC 8; MV 6; HD 2; HP 10 each; # At 1; Dmg 1-8; SA always strike last in each round; SD immune to sleep, charm, hold and cold spells; SD holy water does 2-8 damage to these creatures; AL N.

18. Tapestry

The door to this room is unlocked. Anyone listening at the door to this room will hear no sounds.

Hanging from the ceiling in this room along the south wall of the room is a tapestry made of fine blue cloth with the emblem "I" sewn into it. A family crest also seems to be sewn into the tapestry indicating the "Ironreaper" family. The tapestry looks quite valuable but also quite old. The tapestry radiates powerful magical energy.

If the tapestry is touched without first speaking the "Ironreaper" name then a random effect will occur:

1. Player is aged 10 years
2. Player turns invisible for 10 rounds
3. Player is teleported to the top level of the castle
4. Player's gravity is reversed and he slams into the ceiling for 1-6 damage and falls back to the ground for 1-6 more damage unless a saving throw versus magic is made
5. Player goes temporarily berserk attacking his party mates for 3 rounds and then regains his or her senses.
6. Tapestry disintegrates and falls to dust before the players

If the tapestry is not destroyed it would be worth as much as 100 gold pieces to collectors of historical artwork.

19. Chapel of Evil

The door to this room is locked. Anyone listening at the door to this room will hear the sounds of chanting within. The bone key found in room 15 will open this door quietly and allow a bonus of +1 to surprise on the priest within.



Standing before anyone who opens the door to this room is a terrifying idol staring directly at anyone in the doorway. It represents some kind of demonic entity and stands nearly twenty feet tall. The ceiling in this room is quite high and is at least twenty five feet from the floor in all places. The idol is made of reddish clay and has two large gems where the eyes would be located which appear to be greenish in color. These gem eyes are at least eighteen feet off the ground.

In the south end of the room is a large black altar with an unholy symbol painted on it. A man in black robes seems to

be chanting something in front of it and turns towards the players when they enter. Blood seems to be dripping from his hands. It does not appear to be his own blood.

He is casting a “**chant**” spell which will be interrupted when the players advance upon him. But during that first round he will have a +1 bonus to attack/damage/saving throw rolls and his enemies will have -1 to attack, damage and saving rolls. After that first round the spell effects will end.

Evil Priest: C6; AC 1; HP 31; plate mail; black robe; **Shield +1; mace +1, +3 versus undead**; wears a platinum medallion with the symbol “I” engraved in it worth 125 gold pieces; AL CE Spells memorized: **command, sanctuary, cure light wounds, hold person, silence 15' radius, chant (which he is casting as the players enter); dispel magic, cause blindness.**



Black Altar of Evil/Unholy Symbol

This altar radiates powerful magical energy and evil. If it is touched by someone of good alignment they will need to make a saving throw versus magic or be thrown

forcefully away from the altar by magical energy and taking 1-6 damage in the process.

Hidden within this altar is a secret panel which contains a scroll of clerical spells: **bless, chant, prayer, augury, create water.**

Idol of Evil

This large idol represents the evil deity Simaru. Simaru is a demi-god who is often represented with demonic statues made of red clay. He is known as the god of chaos and has been a constant presence in Zanzia in recent years since a temple of his was found on the border and destroyed by other adventurers. In recent years his cult seems to have declined and has not been seen or heard from but now it appears that he is making a resurgence.

The idol stands twenty feet tall and the green eye gems seem to gleam in the torchlight of the room. The eyes seem as if they might be quite valuable. The statue does not radiate magic but it does radiate evil.

The idol is trapped and anyone attempting to climb upon it will find that the clay that makes up this idol is brittle and dry and cracks will begin forming once weight is put upon it. One climbing the statue will roll their normal climbing rolls as well as a saving throw of 4D6 versus dexterity to avoid falling and taking 2-12 damage from the fall.

The gems are made of pure jade and are worth 250 gold pieces each.

DUNGEON LEVEL TWO

1. Entry/Statue/Fire Trap

The stairs lead directly down into this large chamber. This room is lit by torches in sconces in the walls. At the base of the stairs is a large statue facing towards the stair case. The statue depicts a knight in black armor and holding a two handed sword high as if about to strike.

Passages lead north, north east and west from this room. The statue radiates both magic and evil. The knight depicted looks very much like the one that the players saw leading the raid upon the caravan. Close inspection of the statue reveals that the black armor worn by the knight has the emblem "I" carved upon it in the common tongue of the land of Zanzia.

Engraved upon the base of the statue are runes written in elvish.

"Though I live beneath a roof,
I never seem to dry.
If you will only hold me,
I swear I will not lie.
What am I?"

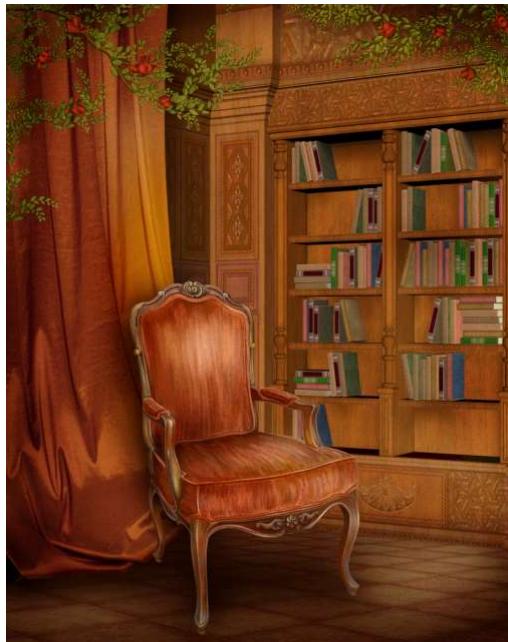
The answer is "your tongue." If this answer is spoken aloud then the statue will lower it's sword and raise the visor of it's armor revealing that the face it that of the younger Ironreaper. The statue will speak and tell the players to kneel before it. If the players do as ordered it will raise it's sword again and a panel will fall open on the base of the statue revealing a secret compartment that cannot otherwise be found.

If an incorrect answer is given the statue will say “kneel sir knight and I shall bestow knighthood upon you!” If someone kneels before the statue a blast of fire will fire out from the base of the statue and directly at anyone kneeling before the statue. That person will take 2-12 points of fire damage unless they save versus magic for one half damage.

Inside of the compartment in the statue is a **belt of the cutpurse (T)**.

2. Library

The door to this room is locked. Anyone listening at the door to this room will hear nothing inside.



Within this room are several bookcases lining the walls to the room. Each of the book cases is lined with dusty old tomes. Various tomes and librams fill these shelves including the following titles:

A violet colored book called the “Compendium on Diabolism”

The “Tome of Transformation”

The “Handbook of Draconic Secrets” “Summoning” a book written by the Demon Lich Malcon the Firebringer (this book appears to be missing several important pages)

“Lexicon of Unknown Monstrous Conjuration and Summoning” by Aandoran the Defiler (This book appears to be missing several pages at the end of the book)

“The Ironreaper Legacy” by Kamon Ironreaper

“ Journal of Hexes and Curses” by Brunhilda Nighthag (anyone of good alignment reading from this book must save versus magic or go insane). There are no spells within it.

“Codex of Demonic Summoning and Possession” by Malcon the Firebringer (this book radiates powerful magic and evil. Anyone of good alignment who touches this book must save versus magic or take 1-6 points of shock damage and be teleported randomly 1 mile in any direction)

All other tomes in this collection seem to be brittle and old and will crumble and fall apart when handled. The tomes above are quite heavy but in total they are worth 50 to 100 gold pieces each to collectors should they be brought into town and sold. Each weighs from twenty five pounds to fifty pounds.

The “Ironreaper” text is a family history of the Ironreaper family and lists Bror Ironreaper as Kamon Ironreapers father. It also mentions that Bror was a member of the king of Zanzia’s guard and did many heroic deeds in the great Zanzian civil war which went unrecognized or rewarded. The text seems to imply that Bror was shunned and the great and well known paladin Antovinious was given credit for many of Bror’s great deeds.

3. Sarcophagus

The door to this room is locked. Anyone listening at the door to this room will hear no sounds within.

Within this unlit and dark room are three stone sarcophagus. Each of these seem to be ornately carved and decorated. Each seems to have jewels imbedded in the lids and seem to be etched in gold. There are 20 hematite gems decorating these crypts and each is worth 10 gold pieces.

Within these three sarcophagus are three **coffer corpses**. Once one is raised the inhabitant will attack and the lids to the other two will pop open revealing two more of the creatures who will also attack immediately.



Coffer Corpse (3): AC 8; MV 6; HD 2: HP 10 each; # At 1; Dmg 1-6 (two of them but the third swings a two handed sword which has a jeweled pommel (amethysts and garnets) worth 500 gold pieces for 1-10 damage); SD only hit by magical weapons; SD normal weapons only appear to do damage but do none; SD after 6 points of apparent damage the creature will fall as if slain and then jump back up again the next round; SD those seeing the creature rise up must save versus fear or flee; AL CE.

One of these corpses is Bror Ironreaper. The other is his wife and a daughter (sister of Kamon) that died many years ago. In one of the sarcophagus is a necklace made of pearls worth 500 gold pieces and a silver tiara with jade chips worth 350 gold pieces.

One of thecoffercorpse wears a black key around it's neck tied by a thin piece of leather cord. This black key opens room 10 on this level.

There is a door leading to the west from this room and a secret room leading west in the south west corner of the room.

4. Secret Room

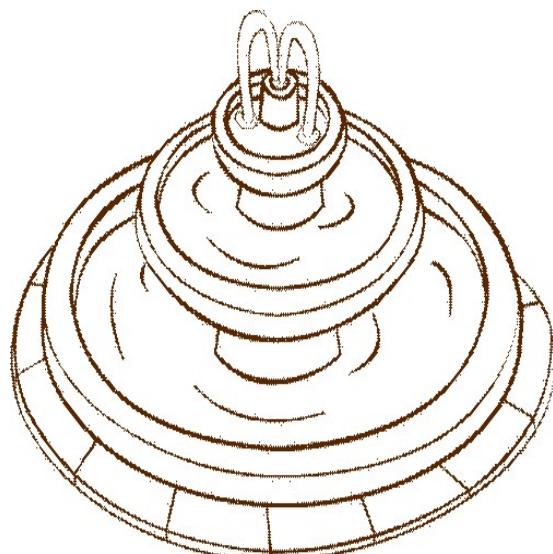
This room contains two large barrels.

One of the barrels is filled with gems. There are 23 hematite gems, 12 malachite gems and 11 pieces of blue quartz. Each of these gems is worth 10 gold pieces each. All of the gems are rough gems that have not been cut.

In the second barrel there are four spears and six arrows. The spears are not magical but are finely made. The arrows are **+1 arrows of flame**.

5. Fountain/Statue/Gargoyle

The door to this room is unlocked. Anyone listening at the door to this room might hear the sound of running water within.



This room is dominated by a single feature. There is a very large fountain here with the statue of a gargoyle in the center of the fountain. Water sprays into the fountain through the mouth of the gargoyle. The statue and fountain radiate powerful magical energy. Three gold coins and two platinum ones shine in the bottom of the fountain basin.

Runes etched on the outside of the fountain basin are written in the language of dwarves. These runes say “make an offering and ye might be rewarded.”

If a platinum coin is thrown into the fountain the gargoyle statue will animate and ask a riddle. If any other coin is thrown into the statue the fountain will ignore the cheapskate. If anyone attempts to take a coin out of the fountain the statue will animate and attack as a normal gargoyle.



Gargoyle (1): AC 5; MV 9/15; HD 4+4; HP 30; # At 4; Dmg 1-3/1-3/1-6/1-4; SD +1 weapons to hit; AL CE.

The riddle of the gargoyle:

“What belongs to you, but others use it more than you do?”

The answer to the riddle is “your name.” If this answer is spoken aloud the statue will turn towards the secret door in the south end of the room and point his hand. The door will become visible and open. This door is well hidden and anyone searching for it will find it only on a 1 out of 100 on percentile dice even if they are elves.

Anyone giving an incorrect answer will receive a blast of corrosive gas from the creature and will need to make saving throws for armor and weapons and other items made of metal versus corrosion or have them destroyed.

6. Secret Room

Hidden away in this room are two large chests spilling over with coins and a table with several items on it.

Chest #1 This chest is wide open and spilling over with coins. There are 543 copper pieces, 344 silver pieces and 55 gold pieces. There are also 23 platinum pieces and 34 electrum pieces.

Chest #2 This chest has a suit of **leather armor +1** , a **rope of climbing** , a **potion of flying** , a **potion of extra healing** and a **potion of diminution**.

Table - This table has three bolts of fine silk worth 100 gold pieces each and a piece of mink fur worth 400 gold pieces.

7. Statue

The door to this room is unlocked. Anyone listening at the door to this room will hear no noise within.

Standing tall in this room is the statue of a man wearing a dark robe and with

evil yellow eyes. Behind the man is a creature of bones wearing a dark robe and carrying a sickle. This statue represents a great necromancer and radiates both magical energy and great evil.

Engraved on the base of the statue are runes written in the common tongue of Zanzia.

“Are you prepared for the challenge?”

If someone says that yes they are prepared to be challenged then the statue will animate and point to the player speaking. All others in the room but the player who spoke will find themselves on the wrong side of a wall of force while their friend does battle with the creature in the statue with the necromancer.

“Meet my friend death!” says the statue as the creature attacks the person who spoke.

This creature is an “**Ancient Death**” as defined later in this adventure.



Ancient Death (1) (minor): AC 6; MV 12; HD 4; HP 25; # At 1; Dmg 1-6; SA harm touch for 8 hit points of damage to opponent while healing itself for same amount once per day (save versus death magic applies); SD sharp weapons do one half damage; SD immune to same things undead are immune to like sleep, cold, hold etc; SD cannot be turned like normal undead; AL CE.

If the person fails the challenge and is defeated by the death the statue will go solid again and the creature will be back behind the necromancer but the body of the person who failed will still be lying on the floor dead. The wall of force will disappear and the magical force will go quiet. If the person succeeds, however, in defeating death then the statue will be pleased and point to the south wall of the room where a magical door will appear. This door will not be found by any other means than succeeding in this challenge. This door will pop open.

8. Secret Room

This room contains a single locked treasure chest.

The chest is trapped. If the chest is opened without first disabling this trap then from the lid of the chest hot burning oil will spray on the person who opened it doing 1-6 damage per round for 1-3 rounds (save versus death magic for one half damage each round).

Inside of the chest are: a **robe of useful items (MU)**, five **bullets of concussion**, and a **scroll of protection from possession**.

9. Skull

The door to this room is unlocked. Anyone listening to the door of this room may hear some strange laughter within.

On the east side of this strangely shaped room is a pedestal made of black stone. Sitting on this black pedestal is a bleached white skull. The skull has flames in its eyes and mouth and seems to be chattering as the players enter the room. The rest of the room seems virtually empty.

The skull speaks as the players enter.



“Who are ye who enter here against my master’s will?”

Regardless of the answer the skull will begin laughing very loudly for an extended period of time. Everyone in the room who hear this laughter must save versus fear or flee for 1-4 rounds from the room. The laughter is so loud that it increases the chance of a random encounter by 1 and a roll should be made when it begins.

The skull can be destroyed quite easily. It is AC 10 and has 3 hit points. It has no attack mode and is chaotic evil in

alignment. If it is attacked, however, it will begin howling for help and call for one more random encounter check.

10. The Black Knight and Friends

The door to this room is locked. Anyone listening at this door might hear the sounds of drinking and entertaining. The key to this room is the black key found on the coffer corpse in room 3 on this level. If anyone uses that key it increases their chance of surprise by one. The door to this room is reinforced. Anyone kicking this door will have their chance of surprise decreased by one as a result.

Within this room is the black knight as well as some of his allies and guards. The room is lit by a large brazier in the center of the room as well as torches on the walls of the triangular shaped room. There seems to be a party in progress here. Several of the guards have a tankard of ale and there is a large keg of it in the northeast corner of the room.

Men at Arms (6): F1; AC 4; HP 5 each; chain mail and shield; long swords; each wears a golden medallion with the symbol "I" engraved in it worth 25 gold pieces; AL CE.



Manora Dreadbane Necromancer : MU 6 (necromancer); AC 10; HP 17; AL CE; **wand of wonder with 14 charges on it.** Spells memorized: **shocking grasp, shield, message, detect good, darkness 15' radius, mirror image, feign death, protection from normal missiles.** He is quite weak in combat and will hide in the rear while his familiar fights for him. If the familiar dies, however, he will lose two levels of experience and suffer 1-10 damage as a result of the shock to his system. He wears a platinum medallion with the symbol "I" engraved in it worth 250 gold pieces.

Ancient Death (1) (minor): AC 6; MV 12; HD 4; HP 25; # At 1; Dmg 1-6; SA harm touch for 8 hit points of damage to opponent while healing itself for same amount once per day (save versus death magic applies); SD sharp weapons do one half damage; SD immune to same things undead are immune to like sleep, cold, hold etc; SD cannot be turned like normal undead; AL CE. This creature is the familiar of Manora

Dreadbane. If Dreadbane dies this creature will disappear.



Kamon Ironreaper AKA The Black

Knight: Kamon is a shadow knight. He is an anti-paladin and is quite evil. He is a SK 6; AC 1; HP 45; STR 18/24, I 10, W 15, D 11, C 15, CH 17. He wears black plate mail +1 and carries a large shield. He wields a black **flail +2/ +3 versus magic using and enchanted creatures.** He is a powerful warrior with the skills of a paladin only he is thoroughly evil in nature. He is immune to disease, makes all saving throws at +2 to the dice, detects good at 60', and can harm touch instead of lay hands once a day. This harm touch does 2 hit points of damage per level of the shadow knight and heals the shadow knight at the same time. The victim may save versus death magic to avoid this effect. This can only be done one time per day. He projects a constant protection from good for a 1" radius around him.

Kamon is no fool. If he sees his friends fall or if the fight is going badly then he will use the secret door in the wall while his guards keep the party busy. He will run and escape to fight another day. His horse is waiting at the end of this tunnel if he needs to run.

There is a secret door to an escape tunnel in the south east wall of this room leading up to the surface.

11. Pit Trap

This is a standard pit trap with a twist. Anyone who falls into it will discover that there is seemingly no way to hit the bottom of it. There is a teleporter halfway into the pit which will keep the person falling forever unless someone helps the person out of the pit. The teleporter just constantly teleports the person back to the top and lets them fall again in perpetuity unless someone else intervenes. There is no way for a person alone to avoid this affect unless they can teleport out of it.

12. Circular Room

The door to this room is unlocked. Anyone listening outside of this room will hear someone talking. It seems as if a class is in session in this room. The person inside seems to be telling his students about a great knight and his son.

Inside the large domed circular room are a **skeleton** who seems to be teaching this class of four **zombie** students. The skeleton holds a pointer and seems to be pointing out scenes which are painted on the wall and the domed ceiling of this room. The scenes depict a young knight in black armor being taught by his father who is a knight of the Zanzian kingdom wearing the emblem I as his coat of arms. This young knight in black armor looks very similar to the man in the paintings and busts in other parts of the dungeon. The older knight with the beard looks exactly like the man in the paintings and busts.

Skeleton Teacher (1): AC 7; MV 12; HD 1; HP 5; # At 1; Dmg 1-6; SD sharp weapons do one half damage; SD blunt weapons do full damage; SD Fire does normal damage but cold, hold, sleep and charm have no effect; SD holy water does 2-8 damage to these creatures; AL N.

Zombie Students (4): AC 8; MV 6; HD 2; HP 10 each; # At 1; Dmg 1-8; SA always strike last in each round; SD immune to sleep, charm, hold and cold spells; SD holy water does 2-8 damage to these creatures; AL N.

13. Fountain of the Unholy

The door to this room is unlocked. Anyone listening at the door to this room may hear the sounds of running water.



In this room is a large round fountain with the statue of a demon in the center of it. Water flows from the demon's mouth into the basin of the fountain. The water is unholy water and those of good alignment who drink from this fountain must save versus death magic or suffer 1-6 points of damage from the pure evil entering their bodies.

After a few rounds the demon statue will slowly move and then speak. He will ask a riddle.

“Thirty men,
but only two women,
yet these two hold the most power.
Dressed in black and white they could fight
forever.
Who are they?”

The answer is “chess pieces” and if this answer is spoken aloud the demon will point to the secret door to area 14 and it will open magically. If a wrong answer is spoken the demon will point to the answering person and say “ye are cursed” and then he will go silent and do nothing else. The secret

door cannot be found by normal means. The curse will mean that the person who answered incorrectly will suffer -1 to all saving throw rolls until the curse is lifted by normal magical means.

14. Secret Room

This room contains two treasure chests both of which are locked.

Chest #1: Trapped. Sleep gas and makes a very loud noise if the trap is triggered causing a random encounter roll at double the normal rate of success. Inside the chest are a gold tankard worth 50 gold pieces, a jeweled goblet (aquamarines) worth 250 gold pieces, a pearl clasp worth 100 gold pieces, a silver decanter worth 15 gold pieces, a golden locket worth 25 gold pieces, a jeweled chalice worth 125 gold pieces and a gold and silver anklet worth 75 gold pieces. There is also a **ring of feather falling**.

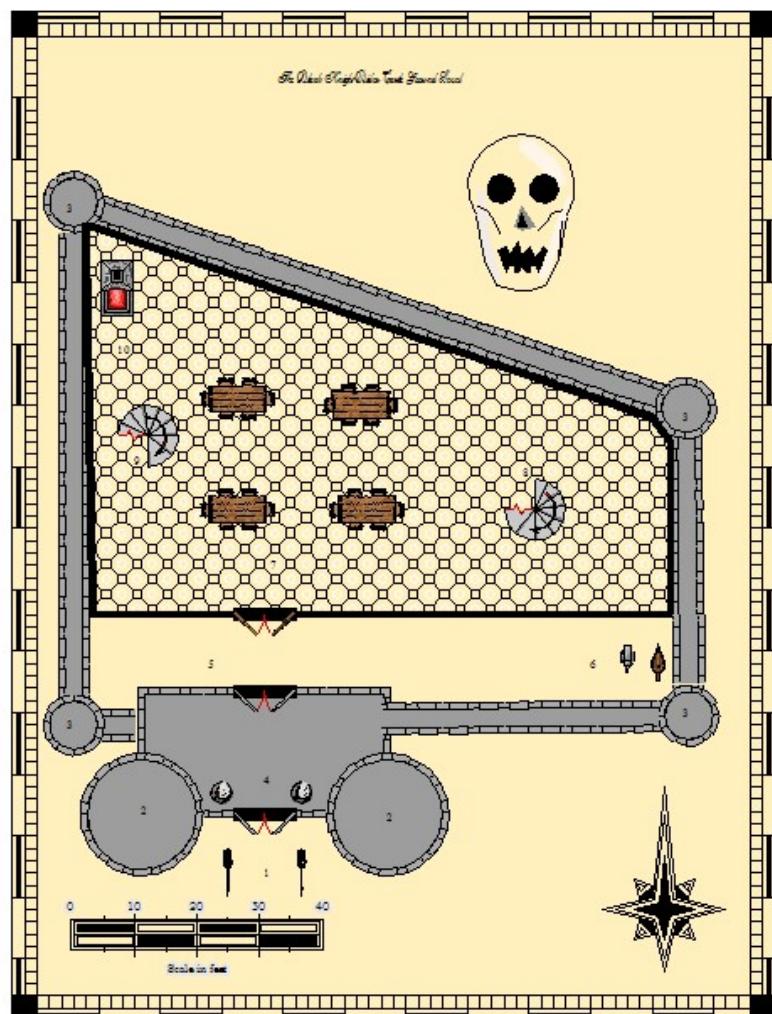
Chest #2: It is not trapped but when this chest is opened instead of treasure one will find that it is filled with **yellow mold** to the brim.

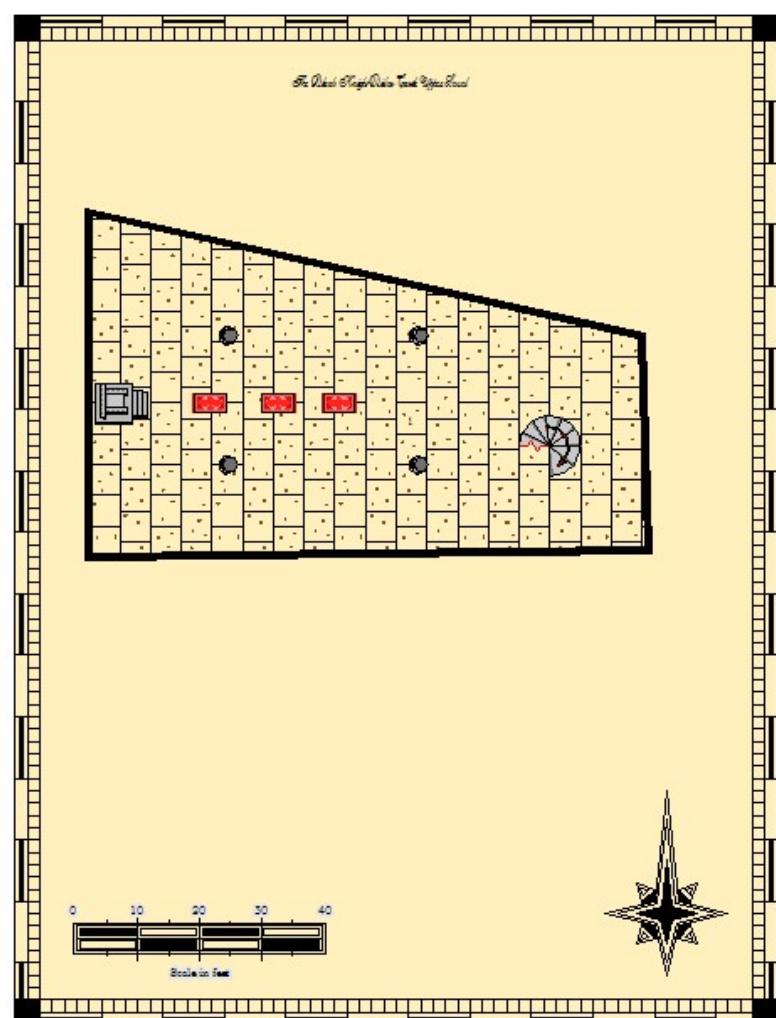
Yellow Mold: AC9; MV 0; HD 0; HP 0; # At 1; Dmg 1-8; SA poison spores; SA 50% chance that spores will be released if treated roughly; SD only damaged by fire; SD continual light makes it go dormant for 2-12 rounds; AL N.

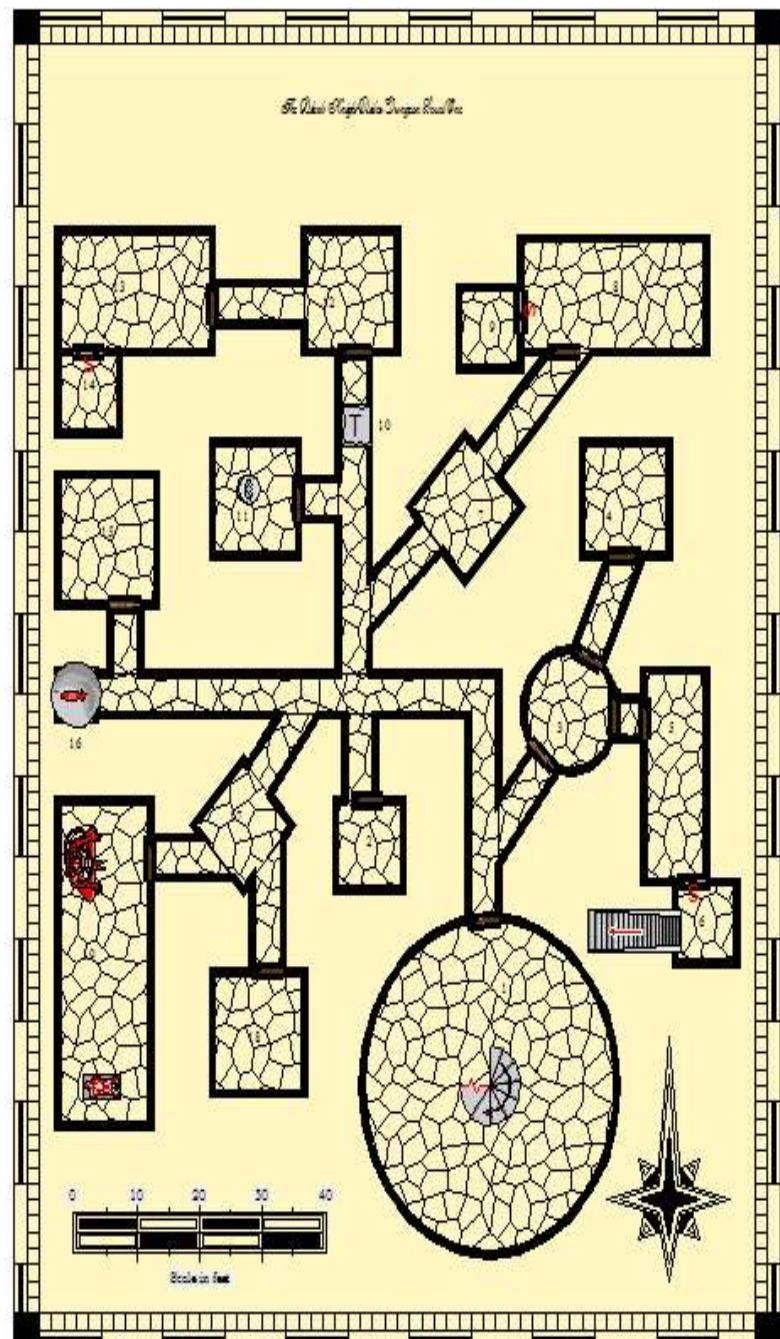
This is the end of the adventure.

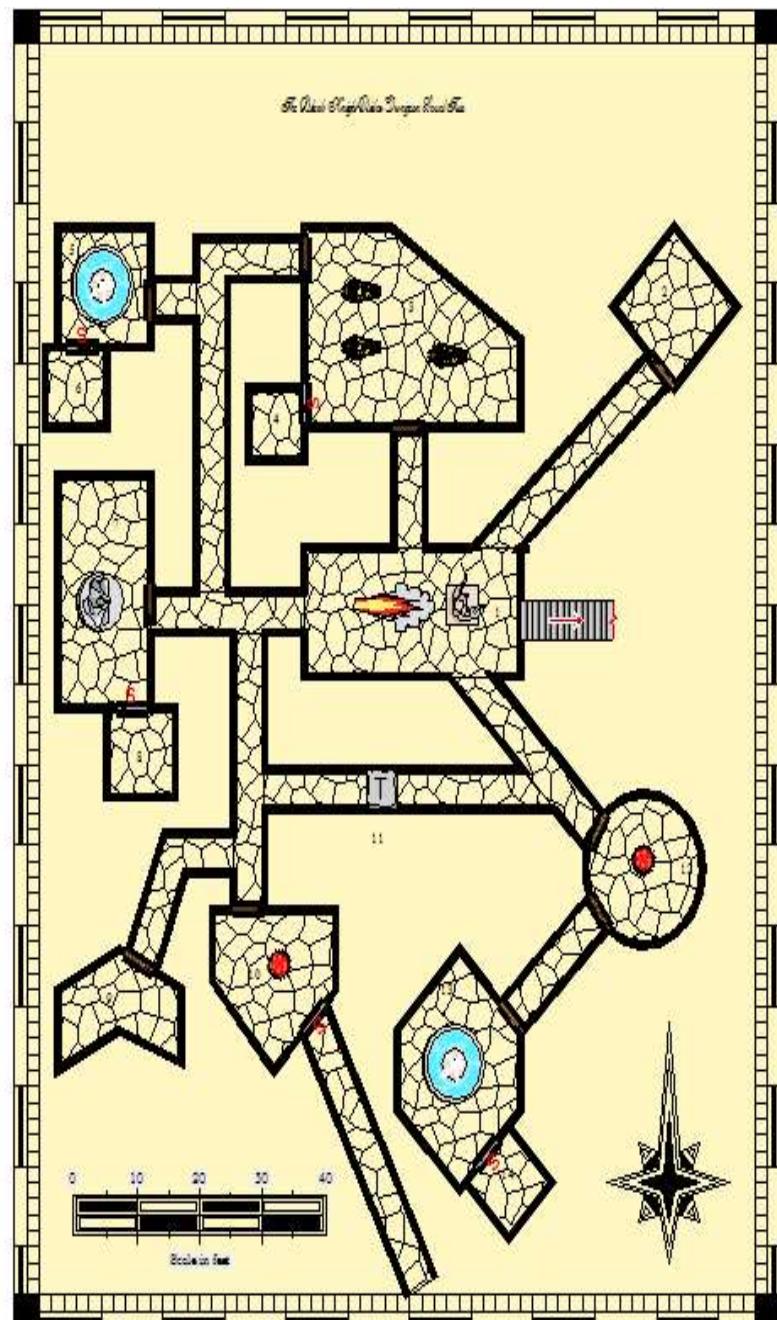
GM NOTE - If Kamon escapes then look for part two of this series **“The Black Knight’s Revenge”** which will take place down the road when both the adventurers and Kamon will have both advanced in level and power.











NEW MAGICAL ITEMS

Arrows of Flame +1 - These arrows are +1 to hit and to damage and burst into flame once they are turned loose into flight. Anyone struck by these flaming arrows will take 1-6 fire damage as well unless they make a saving throw versus magic for one half damage.

Belt of the Cutpurse (T) - This special belt is intended for use by rogues and thieves. If worn by any other class of person the belt is just a normal belt. But worn by a thief the wearer of this belt gains certain abilities: +2% to move silently, +1% to climb walls and this belt comes with a built in set of thieves tools which are located in this belt in hidden compartments within it. These thieves tools are of the finest workmanship and give the user +1% to lock picking skill when using them.

Bullets of Concussion - If these bullets are used in a sling they will strike at +1 to hit and to damage and upon impact the victim struck must save versus magic or be stunned for 2-5 rounds.

NEW MONSTERS

Ancient Death (minor)

No. Appearing:	1
Armor Class:	6
Move :	12"
Hit Dice:	4
Number of Attacks:	1
Damage:	1-6 (sickle)
Special Attacks:	Can harm touch once daily (see below)
Special Defense:	Sharp weapons do one half damage to it
Magic Resistance:	Immune to the same things undead are
Alignment:	Chaotic Evil
Size:	Medium

This creature looks like a grim reaper and swings a vicious looking sickle. This is a minor version of this powerful creature. They come in much more dangerous varieties. These creatures are the familiar of powerful necromancers and although they are similar to undead creatures they cannot be turned by a cleric or paladin.

Once per day these creatures can do a harm touch attack against an opponent and steal life force from their enemies while healing themselves in the process. This effect does 2 hit points per hit die of the creature damage and heals the creature by the same amount (eight hit points) unless the target saves versus death magic to avoid the effect.

NEW NON PLAYER CLASS

The Shadow Knight is the anti-paladin. These evil beings are the reverse of everything good. They are thoroughly evil and must be chaotic evil in alignment. Humans and drow may become Shadow Knights and no other races.

These evil champions are limited to non player characters. These knights are villains and should not be available to player characters except, perhaps, in an evil campaign. These evil knights tend to wear black armor and favor black weapons. These knights have many similar abilities to normal paladins such as:

- Detect good up to 60'
- All saving throws at +2
- Immunity to all disease
- Harm touch instead of lay hands (two hit points per level are drained and applied to the shadow knight unless victim makes a saving throw versus death magic to avoid the effect)
- Constant Protection from Good 1" Radius

At third level:

- Instead of turning undead he can command them (successful roll to turn)

At fifth level:

- Can call for a **nightmare** as a war horse

If a Shadow Knight obtains an “Unholy Sword” he can project a circle of power like a paladin does and dispel magic in a 1" radius.

At ninth level the Shadow Knight can learn cleric spells like a paladin but will always choose the evil or reverse versions when appropriate.

Experience is the same as the Paladin table for advancement as are the hit dice per level.

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