

THE BLACK KNIGHT'S REVENGE

AN OSRIC ADVENTURE FOR CHARACTERS 4-7TH LEVEL

BY JOSEPH A. MOHR



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© Old School Role Playing

OLD SCHOOL ROLE PLAYING

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Joseph A. Mohr

CREDITS

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BACKGROUND INFORMATION

This adventure is intended to be played as the sequel to "The Black Knight Rides." But it could be played as a stand alone adventure if you want to modify it for that purpose. In the previous adventure the players intervened when the Black Knight and his band raided caravans near the city of Freeport. The adventurers tracked the Black Knight to his castle, discovered his true identity, defeated his allies and guardians and nearly killed the Black Knight before he narrowly escaped through a secret tunnel from his lair. That previous adventure was lower in experience level. Players of 2nd to 5th level in experience could play that adventure but this one is quite a bit higher in level. The Black Knight has advanced in level and in power as well as the players facing him. This adventure is intended to be played later once the characters have developed and then suddenly they encounter an old nemesis.... The Black Knight....

This installment is made for characters of 4th to 7th level of experience. The monsters, traps and challenges will be more difficult as a result as will the Black Knight himself and his guardians.

GAME MASTER NOTES

The Black Knight is motivated by pride, revenge and a feeling that his family has been ignored for their many accomplishments as nobles. This adventure is set in the land of Zanzia. Zanzia was torn apart by a civil war about one hundred years ago when the king's trusted seer Malcon the Firebringer attempted to seize power by

force from the rightful king. He was defeated by the army of Zanzia led by many knights and paladins including the Great Paladin Antovinious and the Black Knight's father Bror Ironreaper.

The Black Knight is Kamon Ironreaper and he is a powerful knight. But he is not a paladin. He is a shadow knight. An anti-paladin. And he is now quite powerful. He is deadly serious about his revenge and he intends to let no one get in his way. He wears distinctive black plate mail and uses weapons made of black iron. Now that he is high enough in level he has a special black warhorse....a **Nightmare**. When he rides this beast it is a terrifying sight with it's flaming hooves and his all black armor atop this mount. It causes great fear all over southern Zanzia where he is again reportedly raiding regularly.

PLAYER BACKGROUND

After a long time away from this part of Zanzia the players find themselves back in their old stomping grounds. On a trip to Freeport they hear of rumors of their old nemesis who has begun raiding again and disrupting local commerce. Before long the players are summoned to the castle of Baron Gruba to discuss this continuing threat to Zanzia. He is a little confused. He had heard tales that the players had already dealt with this Black Knight and does not understand why he is still alive and terrorizing the local population. He wants this man dead and is willing to pay 2500 gold pieces for his head.

He suggests that the players go back to where they last saw this villain and see if they can again pick up his trail. The ruins of the castle where the Black Knight was first

seen are only a couple of miles out of Freeport.

THE BLACK KNIGHT'S REVENGE

RANDOM ENCOUNTERS (OUTSIDE CASTLE)

1 IN 6

Roll twice daily

1. Guard Patrol
2. Griffins
3. Zanzian army patrol
4. Bandits
5. Guard Patrol
6. Zanzian army patrol

RANDOM ENCOUNTERS (INSIDE CASTLE)

1 IN 6

Roll every two hours

1. Stun Jelly
2. Doom Bat
3. Shadow Mastiffs
4. Death Dogs
5. Hell Hounds
6. Guard Patrol
7. Guard Patrol
8. Guard Patrol

Bandits - will consist of a band of ten men who are scavenging the country side for people to rob. Each is AC 7, HD 1-6 hp; HP 3 each; # At 1; Dmg 1-8 (long swords); AL CE.

Death Dogs - will consist of three of these vile creatures. Each of these double headed dogs is AC 7; MV 12; HD 2+1; HP 9 each; # At 2; Dmg 1-10/1-10; SA bite causes rotting disease unless a save versus poison is made; AL NE.

Doom Bats - will consist of three such creatures flying through the dungeon. Each is AC 4; MV 18; HD 6+3; HP 25 each; # At 2; Dmg 1-6/1-4; SA shriek breaks concentration and lasts two to five rounds (spell use is impossible during this time and attacks are made at -1).

Griffins - will consist of a mated pair that are flying around looking for food. Each is AC 3; MV 12/30; HD 7; HP 24 each; # At 3; Dmg 1-4/1-4/2-16; AL N.

Guard Patrols - will consist of six of the Black Knight's mercenaries. Each is a F3: AC 4, HP 16, chain mail, shield, long sword. Those found outside the castle will also have light crossbows and ten bolts. Each is Chaotic Evil in alignment and wears a golden emblem of the Ironreaper clan worth 25 gold pieces.

Hellhounds - will consist of 3 Hellhound: AC 4; MV 12; HD 6; HP 26 each; # At 1; Dmg 1-10; SA breath fire for 6 hp damage (save versus breath weapon for half damage); SA surprise on 1-4 out of 6; SA see or hear invisible creatures 50% of the time; AL LE.

Shadow Mastiffs - will consist of a pack of three of these strange beasts. Each is AC 6; MV 18; HD 4; HP 17 each; # At 1; Dmg 2-8; SA baying causes panic (save versus spell or drop weapon and run away) (save at +7); SD can hide in shadows at will even after attacking with a 40% chance of success; AL NE.

Stun Jelly - will consist of one such creature that appears to be a normal section of wall. It will be AC 8; MV 3; HD 4; HP 19; # At 1; Dmg 2-8; SA paralysis (save or be paralyzed for 5-20 rounds); AL N. Hidden within this stun jelly is a **dagger +2**.

Zanzian Army Patrols - will consist of a lieutenant who is a F3 and 10 men at arms who are F1. The lieutenant will wear splint armor and the men at arms will each wear chain mail. All will be armed with guisarmes as well as light crossbows with ten bolts. The lieutenant will be armed with a bastard sword. They are patrolling looking for bandits as well as the Black Knight and any other undesirables that might be wandering the land.

KEY TO THE CASTLE

GROUND LEVEL

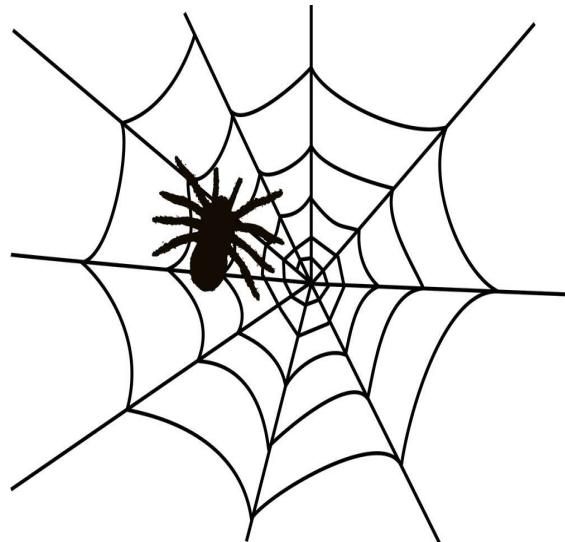
It appears that the original castle has fallen into disrepair. Large sections of the original wall are now gone. The entire keep of the castle seems to be just a pile of rubble. It would appear that the Zanzian army or the city guards or troops from Freeport exacted their revenge on this place after the Black Knight escaped. Now all that remains are a few small pieces of the original castle.



1. Gate House Tower

This structure is the remains of one of the large towers that were part of the original gate house of the castle. The tower is not completely intact. There are visible holes in different parts of the wall. The remains of a wooden door at the northeast corner of the tower still exists but is just a few pieces of broken and rotted wood.

Inside the structure there are cobwebs and rotted wood furniture. The roof above is unstable and there are many holes in the ceiling. The staircase that used to spiral up to the top level has collapsed and is just a pile of rubble. Thick webs fill the spaces near the ceiling of the tower. A little daylight shines into the tower from the holes in the walls and ceilings but it is still quite dark.



Two **giant spiders** lurk in the webs above and will jump down on anyone that they can to attack. A close look from down below inside of the tower will reveal that there is a body stuck in the webs about one

half way to the ceiling. The body wears black chain mail armor and appears to have been one of the Black Knight's mercenaries. A glint of metal can be seen where the fingers on one of his hands is located.

Giant Spiders (2): AC 4; MV 3/12; HD 4+4; HP 20 each; # At 1; Dmg 2-8; SA poison; AL CE.

The glint of metal on the dead body is a ring. It is a **ring of elvenkind**.

2. Section of the Original Wall Still Standing

This is a freestanding section of the castle's original wall. This portion has no stairs leading to the top of it but if one were to climb the rubble on either end of the wall they could reach the walkway on the top of the wall. This wall is not entirely stable. Anyone walking upon the top of it might easily cause a portion of the wall to cave in and collapse. This would result in the person on the wall taking a nasty fall for 2-12 damage unless they make a saving throw of 4D6 versus their dexterity. A roll of equal or less than dexterity on the dice means that the person avoids taking a fall. A roll of higher means that the person does take a fall and damage as a result.

3. Tower

This structure is one of the original wall towers for the castle. It still stands more or less intact. There are a few visible holes in the wall and the roof of the tower. The door to the tower is completely rotted away. A few small pieces of wood still stick to the doorframe but the door itself is gone. The tower is mostly dark inside except for a few places where light shines through from the roof and wall holes.



Inside the tower are a few pieces of intact wooden furniture. The tower appears to be occupied. A few pewter plates and a tankard sit atop a wooden table. A strange two headed creature sits at a table here drinking from a tankard with one head and eating dinner with the other. It is a **two headed troll**. It wears some kind of nasty animal skin for clothing.

Two Headed Troll (1): AC 4; MV 12; HD 10; HP 42; # At 4; Dmg 1-6/1-6/1-10/1-10; SD surprised only on a 1; SD regeneration of 1 hp per round; SD will not re-bond severed limbs; AL CE.

Hidden under a loose stone in the floor of the tower are a goblet made of solid gold and studded with moonstones and jasper worth 750 gold pieces, a **potion of extra healing** and a **scroll of protection against demons**.

4. Rubble

The rubble is in the location of the stairwell from the original castle. The keep is destroyed but with a little searching of the area one will find a wooden plank that covers the entrance to the stairs. The original

staircase from the castle still exists. One will discover, however, that the dungeon beneath has changed drastically since the last time it was visited.



DUNGEON LEVEL ONE

The rooms on this level are not lit unless otherwise specified in the text. All doors are made of wood unless otherwise specified. Secret doors, however, will all be made of stone and blend in well with the stone walls. All of the walls are made of white stone. All of the floors are made of cobble stone.

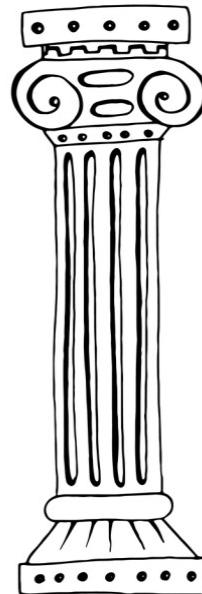
1. Entrance/Stairs

The long staircase leads down about thirty feet into a very large chamber that is circular in shape and has a high domed roof about thirty feet above the ground below. Four ornate pillars hold up the roof here. The domed roof and the walls are covered with murals depicting scenes of battle between the Black Knight and various

enemies. Torches in sconces around the room keep this room well lit. A wooden door in the east wall leads out of the room.

Close inspection of the pillars reveals that each of them is carved with the coat of arms of the Ironreaper clan. Each has a large "I" carved into them along with a shield and the coat of arms.

Each of these pillars has a different magical effect associated with it. If they are touched each will cause something to happen.



Northwest Pillar - Anyone touching this pillar will be shocked for 1-6 damage and thrown ten feet away from the pillar.

Northeast Pillar - A magic mouth will appear on this pillar if it is touched. It asks a riddle in the common tongue.

"Lives without a body,

hears without ears,
speaks without a mouth,
to which the air alone gives birth."

The answer is "an echo." If the proper answer is spoken aloud then the pillar will glow white and disappear. Where the pillar was a rod will now stand alone. It is a **rod of lordly might**.

Southwest Pillar - If this pillar is touched a magic mouth will appear. It will begin screaming. It will draw a random encounter within three rounds.

Southeast Pillar - If this pillar is touched the person doing so must save versus magic or go temporarily insane for 2-5 rounds. During that time they will feel that the adventurers that they are with are conspiring against them and will cause the person to attack to defend their honor.

2. Lurker Above

This room is well lit. There are torch holders in the walls here which all have torches in them which are blazing. Passages lead north and east from the room. The chamber seems to be empty. There is little dust here and no signs of traffic.

Hiding on the ceiling is a **lurker above** waiting to drop down on unwary adventurers.

Lurker Above (1): AC 6; MV 1/9; HD 10; HP 37; # At 1; Dmg 1-6; SA surprise on 1-4; SA constriction for 1-6 per round; SA smothering occurs in 2-5 rounds regardless of damage taken; SD anyone caught underneath can attack if they had weapons in hand and if they are short enough to do so; AL N.

3. Room of Statues

This room contains several stone statues which appear to be about the same size as a normal human. There are five such statues here. Two of the statues appear to be warriors. A third appears to be a wizard. Another appears to have been a thief. And the last appears to be a holy man. All of the statues appear quite realistic.

What the adventurers may not immediately realize is that these statues are actually adventurers who have been turned to stone. A **medusa** hides in the secret room in area 4 and is watching them through a peephole in the doorway. The peephole might be noticed by an elf if there is one in the party.



If it is not noticed the **medusa** will come through the door in 1-3 rounds and introduce herself by attempting to turn someone to stone. In the meantime, if the players prepare, they might be able to face her in a way that keeps them from turning to stone.

Medusa (1): AC 5; MV 9; HD 6; HP 26; # At 1; Dmg 1-4; SA gaze turns to stone unless save versus petrification; SA asp like hair will bite for 1-4 and cause deadly poison (save versus poison or die); AL LE.

There is a secret door here to area 4. The door may be open already if the medusa has attacked.

4. Secret Room

This secret hiding place has a bed and a dresser. There are no mirrors here for obvious reasons. The drawer to the dresser is trapped. Anyone who pulls the drawer open without first resetting the trap by pulling a knob on the dresser out will cause gas to gush from out of the dresser. The gas causes paralyzation for one turn unless anyone in the area makes a saving throw versus paralyzation.

In the dresser is a small jewelry box. The box is not locked and if it is opened it makes music. The jewelry box itself is made of silver and has small pearls all over it. The box itself is worth 500 gold pieces. Inside the box is a golden necklace with a large piece of jade as the centerpiece worth 1200 gold pieces and a platinum armband with a piece of amber set in it worth 750 gold pieces. There is also a **ring of weakness** inside the box. In the dresser there are several fine dresses and a **cloak of protection +1**.

5. Key Room

The door to this room is unlocked. Anyone listening at the door to this room may hear the sounds of a dragon roaring.

In this triangular shaped room there is a large statue of a dragon. The dragon is

carved out of white marble and it is difficult to determine what color of dragon is actually depicted by the artist. The dragon has large wings which are extended outward and fill most of the space in the room. It's head is raised high as if it is roaring.



The statue radiates magical energy if detected for.

There is a keyhole in the base of the statue. There is another keyhole in the right front paw of the dragon and another keyhole in the left front paw. If the correct keys are inserted into the dragon statue and turned then the statue will animate and ask a riddle. If a wrong key is inserted into the dragon statue and turned it will react negatively as a result.

The Bone Key is needed for the base of the statue. The Black Key is needed for the right paw. The White Key is needed for the left paw. The blue and green keys are false keys and will draw a very negative result from the statue if inserted and turned.

Key Results:

Blue or Green Key - The dragon statue will turn and breath lightning (blue key) or poison gas (green key) at the person inserting it into the statue and turning. The person inserting the key will take 6D6 damage unless they save versus breath weapon for one half damage.

Bone, White or Black Key - If these are inserted into the incorrect place on the statue it will swipe a paw at the person doing so doing 1D6 damage to the person and teleporting the key back into the player's hand.

If the correct keys are inserted into the correct key holes and turned then the statue will animate and ask the players the following riddle:

“The root tops the trunk
on this backward thing,
that grows in the winter
and dies in the spring.
What is it?”

The correct answer is “Icycle.” If this answer is spoken aloud then the statue will look at the answering player and bring his head to the same height as the player's face and then open his mouth revealing a ring inside the mouth. It is a **ring of shooting stars**.

Should an incorrect answer be given the dragon will also lower it's head to the same level as the answering player's face. And it will also have a shiny metal ring inside. And when the player reaches for the ring the dragon will bite down on the player doing 3D6 damage. The dragon will then return to it's original position and no longer speak or move. This metal ring is worthless.

6. Sarcophagus/Wraiths

This room is unlit. It seems much colder and darker than other places in the dungeon. There is a large sarcophagus here in the center of the room with a close lid. Passages lead off in various directions from this room. There are torch holders in the walls here with torches in them that are not lit.

When the lid is pried off of the sarcophagus a creature will rise up out of it. It is a dark and evil creature with humanoid form but no real substance to it's body. It is a **wraith**.



Wraith (1): AC 4; MV 12/24; HD 5+3; HP 24; # At 1; Dmg 1-6; SA energy drain of one level per touch; SD silver or magic weapons required to hit; SD silver weapons do only half damage but magic weapons do full damage; AL CE.

In the sarcophagus the players will find the Bone Key, a **spear +2, +3 versus lycanthropes**, and a platinum buckle

studded with turquoise and topaz worth 750 gold pieces.

7. Hook Horrors

This chamber is filled with strange creatures that appear be gray in color but have the heads of vultures and walk on two feet. These creatures have hooks for arms and seem to make strange clicking noises. They seem to be communicating with each other in this fashion and they immediately begin advancing towards the party when they first see light approaching. They are hook horrors.

These creatures hear extremely well and can only be surprised on a 10% chance. If they hear the party coming they will send half of their number to the south hallway to go around and come in behind the players which will occur after two rounds.

Hook Horrors (6): AC 3; MV 9; HD 5; HP 20 each; # At 2; Dmg 1-8/1-8; SD surprised only 10% of time; AL N.

8. Spectres

The door to this room is locked. Anyone listening at the door to this room may hear the sounds of weeping.

When the door to this room is opened a cold wind will blow out of the door. But the players will not immediately see anything within the room itself. They will, however, notice that the floor here is made of a different material than that of other parts of the dungeon. The cobble stone here is gray and not white. There are signs of blood stains on the floor here.

Before long a strange apparition forms in the room. It is nearly transparent at first and before long takes substance and form. It is a **spectre**.



Spectre (1): AC 2; MV 15/30; HD 7+3; HP 33; # At 1; Dmg 1-8; SA energy drain two levels on touch; SD immune to sleep, charm, hold, and cold based spells as well as poison and paralyzation; SD holy water does 2-8 damage to a spectre; SD +1 or better weapons are required to hit a spectre; SD raise dead spell will destroy a spectre unless it saves versus magic; AL LE.

Once the **spectre** is destroyed the players will find a **periapt of proof against poison** around it's neck and a **ring of warmth** on one hand.

There is a secret door to area 9 in the north wall of the room.

9. Secret Room/Stairs

This secret room contains a large treasure chest which is spilling over with various treasures. There is also a staircase in the west wall of the room which leads downward.

The chest contains 542 gold pieces and 3213 silver pieces. There is a painting rolled up in a large tube which depicts the grand seer Malcon before he betrayed Zanzia and turned into a lich. The painting shows him in a long flowing red robe and holding a long withered staff glowing at the tip and looking directly into the eyes of the person looking at the painting. This painting is historical and quite valuable. It would fetch at least 500 gold pieces if sold. There is also a **potion of restoration** and a **potion of extra healing**. There are also two bolts of fine silk worth 100 gold pieces each and a rolled up tapestry made of the finest materials and containing the coat of arms of the Ironreaper clan. It would be worth as much as 250 gold pieces if sold.

10. Slicing Blade Trap

A thin wire in the hallway is the trigger for this trap. The lanterns and torches of the player characters are all that illuminate the hallway here so seeing this wire would be very difficult. A thief that is looking for traps might still find it before setting it off. The first person who triggers this trap is not likely to be the person struck by it. There will be a short delay before the blade swings which makes it far more likely to be someone in the second row that meets the blade.

The blade will swing from a hidden compartment in the wall and cut thigh high (for a human) and strike as a 6HD monster for 2-12 damage.

11. The Hounds of Hell

This diamond shaped room is dark and unlit. A passage leads westward from this room. But this room is not without danger. Two reddish brown hounds rest in the north end of this room and a third one rests in the southern tip. All of them have fiery yellow eyes and smoke coming from their nostrils. They are the hounds of hell and there will be hell to pay before crossing this chamber.

Hell Hounds (3): AC 4; MV 12; HD 6; HP 26 each; # At 1; Dmg 1-10; SA breath fire for 6 hp damage (save versus breath weapon for half damage); SA surprise on 1-4 out of 6; SA see or hear invisible creatures 50% of the time; AL LE.

Each of the hounds wears a golden collar with the symbol of the Ironreaper clan "I" engraved upon it worth 200 gold pieces each.

12. Wights

The door to this room is locked. Anyone listening at the door to this room may hear the sounds of crunching bones being chewed upon.

This room smells of death and decay. Literally dozens of corpses and skeletons are stacked in this room. Piles and piles of bloody bones lay upon the floor and are scattered everywhere. Two horrifying creatures are enjoying a meal here when the adventurers arrive and they are not happy to be disturbed in their feast. They are **wights**.

Wights (2): AC 5 (4); MV 12; HD 4+3; # At 1; Dmg 1-4; SA energy drain one level if they hit an opponent; SD silver or magic weapons required to hit them; SD immune to sleep, charm, hold and cold based spells as well as poison and paralyzation; SD raise dead spell destroys a wight; SD holy water does 2-8 damage to a wight; AL CE.



One of the **wights** wears a **scarab of protection +1**. The other wears a platinum bracelet with red garnet gems circling it worth 950 gold pieces.

13. Pedestal/Blue Key

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

In the center of this unlit room is a large marble pedestal. Sitting upon the pedestal is a blue key. If the pedestal is approached the players will notice several razor thin wires crisscrossing the room

around the pedestal. What these wires will set in motion is unknown. The trap is quite visible and easy to spot. No check is needed for the players to realize that a trap is present. A check will be needed if the players wish to disarm it. The key cannot be reached without touching one of the wires by any normal means. Perhaps magical means might succeed.

If one of the wires is touched then a 10000 pound stone block will fall in the hallway behind the players blocking them into this room and sealing off the hallway from escape.

Sitting on the pedestal is the blue key which is a false key for the key room in area 5.

14. Crushing Walls Trap

The door to this room is unlocked when the players first arrive. Anyone listening at the door here will hear nothing at all.

The room inside appears to be empty except for a large wooden chest with a rusty old looking lock upon it. Before the chest is a trigger stone in the floor which will set a trap in motion. The walls will begin crushing inward and will reach the center of the room in ten rounds. The door will slam shut and lock and there is no key hole to pick the lock on the inside of the room. The chest will begin folding up as the walls move inward. It is just a ruse to bring unwary victims into the trap. There is nothing inside of it.

The door is made of reinforced wood and can be broken through by normal means. Or it could be hacked with swords or magic. It would have AC 10 and HP 100 should

anyone attempt to do this. If the party thinks to put some object in the doorway to block the door from being shut it will prevent the trap from engaging and they will just hear the sounds of gears moving and grinding to a halt.

15. Spear Trap

A thin wire about knee level (for a human) will cause a spear to strike outward from the west wall of the hallway and strike the first person in the party marching order as a 6HD monster for 1-6 damage unless the trap is detected. The sound of this trap going off will alert the priest in area 16. If it does not go off as intended then the priest might be surprised by the party.

16. High Priest/Altar of Simaru

The door to this room is unlocked. Anyone listening outside of the door may hear chanting and praying (if the priest has not been alerted by the spear trap) or they may hear nothing at all (if the trap has been sprung).



When the door to this room is opened the party will see a terrifying sight. There is an altar of evil here with a high priest and two acolytes before it wearing black robes. A small idol of the god of chaos Simaru stands upon this altar and it's evil

gem eyes glint at the players as they enter the chamber. The idol is made of red clay and has two gems for eyes and ivory teeth which seem to smile a wicked grin. The idol and the altar radiate powerful evil and magical energy.



The priests are either waiting for the players (if alerted) or are kneeling before the altar praying as the players enter the room.

High Priest Baltazor: C8; AC 1; HP 38; **morning star +2, +3 versus cold using or fire using creatures; plate mail +1; large shield;** Spells memorized: **bless, curse, command, silence 15' radius, hold person, chant, dispel magic, prayer, cause blindness, cure serious wounds, protection from good 10' radius.** He wears a long black robe with the letter I embroidered on it and a golden medallion with the letter I engraved upon it worth 250 gold pieces. Alignment Chaotic Evil.

Acolytes (2): C1; AC 2, HP 5 each; maces, plate mail, shield, each wears a black robe and a medallion made of gold worth 50 gold pieces each; Spells memorized: **cure light wounds**. Each is chaotic evil.

Altar of Evil

The altar radiates powerful magic and evil. Anyone who is not chaotic evil that touches this altar may have random effects occur to them unless they make an appropriate saving throw to avoid the effect (usually save versus magic).

1. Polymorphed into a frog
2. Paralyzed for one turn
3. Shocked for 1-10 damage
4. Thrown forcefully by magic into a wall for 2-8 damage
5. Sleep for one turn
6. Diminution for one turn (six inches tall)
7. Gaseous form for one turn
8. Silenced for one turn
9. Held for one turn
10. Flee in terror for one turn
11. Poisoned (take 1-6 damage per round for 2-7 rounds)
12. All magic in effect is dispelled
13. Teleported one mile from dungeon
14. An ice storm is set off in the room as a 9th level magic user
15. Slowed for one turn
16. Reduced to one hit point (can still be healed)
17. Confusion
18. Shatter spell cast in the room
19. Illusion of a ghost attacks players
20. Death unless the person saves versus death magic



Idol of Simaru

The idol radiates powerful magic and energy. The idol is small and only sits about two feet tall upon the altar. It has two topaz for eyes which are worth 500 gold pieces each. It also has twenty eight ivory teeth. Each is worth 10 gold pieces. If anyone reaches into the mouth, however, to take these teeth the idol will bite down for 3-18 points of damage. This trap can be avoided and disarmed by a thief. If the eyes are removed then the statue will curse the thief removing them with a penalty of -1 to all saving throws until the curse is lifted. One can avoid this effect with a saving throw versus death magic. Simaru will not be pleased if his statue is defiled and he may send assassins to pay the defilers for their insult to him at a later date.

Simaru is the god of chaos. Actually he is an angry demi-god who feels that his power is being ignored by the other gods. His followers spread chaos across Zanzia. He is usually depicted as a red demonic presence with horns and jewels for eyes. He

is usually shown with a toothy grin and holding a bowl of fire.

There is a secret door in the north wall leading to the secret room at area 17.

17. Secret Room

Hidden in this secret room are several treasures of the high priest. There is a platinum unholy symbol with red rubies worth 2500 gold pieces. There are three bolts of fine black silk cloth worth 100 gold pieces each. There is a barrel here filled with 243 gold pieces and 442 silver pieces. And there is a **rod of smiting**.

DUNGEON LEVEL TWO

The random encounters on this level are the same as on the previous level. The doors, walls and floors are the same as on the first level.

1. Stairs/Entry to Level/Chandelier

The stairs lead down into a six sided chamber with passages leading off to the northeast northwest and south. The room is lit by a strange chandelier. Without any source of power the chandelier keeps this room totally illuminated.

Anyone walking underneath the chandelier, however, may discover other strange aspects to the light. Random effects take place to each person who walk beneath the lights unless an appropriate saving throw is made (should one want to avoid the effects).

1. Invisibility for one turn
2. Skin turns blue for one turn
3. Skin turns green for one turn

4. Aged for 10 years unless save versus magic
5. Skin turns yellow for one turn
6. Suggestion (that the person flee) for one turn unless save versus paralyzation
7. Person turns greedy for one turn and will demand all treasure found during that time
8. Person turns pathological liar for one turn and cannot tell the truth
9. Mirror image spell effect on the person walking under neath
10. Skin turns red for one turn

2. Fountain of Good and Evil

The doors to this room are unlocked. Anyone listening at the door to this room may hear the sound of water rushing.



Occupying the center of this large room is a large double fountain. On one side of the fountain basin is a gargoyle statue spitting water into the fountain. On the other side of the fountain is a unicorn statue spitting water into the fountain basin. Both statues face towards each other. The statues

and the fountain itself radiate powerful magical energy. The gargoyle statue alone radiates evil. In the water a key is visible. It is the green key.

As the players arrive the unicorn statue animates and speaks.

“The wise and knowledgeable man is sure of it.

Even the fool knows it.

The rich man wants it.

The greatest of heroes fears it.

Yet the lowliest of cowards would die for it.

What is this upon which I ponder?”

The answer is “nothing”. If the proper answer is spoken aloud then the unicorn will go back to stationary and the gargoyle will speak another riddle. If the wrong answer is given, however, the water in the fountain will turn black. Anyone drinking from the fountain will be poisoned and must save versus poison or die.

The gargoyle will ask the following riddle:

“Light brings me to life,
but darkness kills me.
What am I?”

The answer to this riddle is “shadow”. If the proper answer is given then the unicorn will begin spitting blue water into the fountain and the gargoyle will stop spitting any water into the fountain. Water drunk from the fountain will heal the players for 2-8 points of damage. The water will continue flowing blue into the fountain for one turn. After that it will turn clear again. If an incorrect answer is given then the unicorn statue will stop flowing water into the fountain and the gargoyle statue will start spitting green water into the fountain.

Anyone drinking from the fountain must save versus poison or be inflicted with leprosy.

There is a secret door in the north wall of this room.

3. Secret Room/Treasure Chests

Two large treasure chests are located in this room. The room seems a bit dusty and does not appear to have had many visitors recently.

Chest # 1 - Not Trapped - Has 432 gold pieces and 723 silver pieces. A **potion of insanity** and a **potion of luck**.

Chest # 2 - Trapped. Anyone opening this chest without first disarming the trap will cause a vent in the ceiling to open up and dump flaming oil on the person opening the chest for 3-18 damage unless they make a saving throw versus dragon breath for one half damage. Inside the chest are a silver anklet with diamond chips in it worth 1150 gold pieces and a platinum decanter worth 350 gold pieces. There is also a bone scroll case with magic user spells: **Blink, haste, protection versus normal missiles, locate object, continual light, magic mouth, hallucinatory terrain**.

4. Idol of Simaru

The door to this room is unlocked. Anyone listening at the door may hear evil laughter within the room.

Entering this room the adventurers will see a terrifying huge idol made of red stone. It has two large diamond eyes and an evil grin. The ceiling to this room is twenty feet tall and the idol is nearly that tall. It rises up until just a few inches short of the

roof. There is no one present in the room. The statue holds a large stone brazier in it's two hands which has burning white coals in it. The statue seems to grin at the players with it's evil demonic gaze. The statue radiates powerful magic and evil.



Anyone touching this evil statue must save versus paralyzation or flee the room in terror for one turn. The two gem eyes are both fakes but unless someone gets close to one it will be difficult to determine this. Anyone climbing the statue may notice that there is an object inside of the mouth of the statue. Anyone reaching into the mouth will not be harmed by the idol and will find a **ring of leadership**.

Anyone who dumps out the coals in the statue will find seven pieces of jade which are hidden under the coals and are worth 150 gold pieces each.

The idol is not trapped but anyone who falls off of it while climbing will take 2-12 damage from the fall.

5. Brazier/Caryatid Columns

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

In the center of this room is a large metal brazier with hot coals which light up the room well. There is a door leading to the northwest. On both sides of the northwest doorway are statues of human females carved into the wall. Each of the females carries a thin sword in one hand. Both of the statues radiates magical energy. They are **Caryatid Columns** and they will defend the northwest doorway. No one may enter without the master's permission.

Caryatid Columns (2): AC 5; MV 6; HD 5; HP 22 each; # At 1; Dmg 2-8; SD normal weapons do only one half damage; SD magical weapons do full damage but with no magical bonus; SD 25% chance that any weapon striking this creature will snap (reduced by 5% per plus of bonus); AL N.

The sounds of combat in this room will be heard in area 6 and prevent any surprise from occurring by the adventuring party.

6. The Black Knight/Throne Room/Bird Cage/Brazier

The door to this room is unlocked. Anyone listening at the door will hear nothing inside except the sound of fire from the brazier and perhaps the sounds of the harpy in the cage.

When the door to this room is opened the adventurers will see a large stone

throne. Before the throne is a large red carpet on the floor and a brazier with red hot coals lighting and warming the room. There are torches in holders in the walls every five feet. In a corner of the room which cannot immediately be seen by the arriving party is a large bird cage with a strange creature inside of it. There are tapestries on the walls here depicting the Ironreaper coat of arms and scenes of knights doing battle.



Sitting on the throne is the Black Knight in his black armor. Standing at his side are two body guards. A third one is standing at the bird cage and is releasing the creature inside of it. A harpy flies out of the cage and into the room.



Harpy (1): AC 7; MV 6/15; HD 3; HP 22; # At 3; 1-3/1-3/1-6; SA singing and charm; AL CE.

Black Knight, Kamon Ironreaper: SK 7, AC 0, HP 57, carries a **ranseur +2, +3 versus magic using or enchanted creatures and against lycanthropes or shape changers**, wears a fine suit of black **plate mail +1** with the symbol of the Ironreaper clan etched upon it, and a **large shield +1**, can harm touch for 14 points of damage (healing himself) once per day, AL CE. See Shadowknight description at end of this adventure for specifics on other powers of this class. He also wears a special **ring of protection from the stone guardian** in room 8. He also wears the black key around his neck.

Bodyguards (3): F4, AC 2, HP 25 each, plate mail, shield, long sword, each wears a medallion with the symbol of the Ironreaper clan made of solid gold worth 250 gold pieces, AL CE.



The Throne

The throne radiates powerful magic. If anyone other than the Black Knight sits upon this throne they must save versus magic or be teleported one mile away in a random direction from this room and dropped from a height of ten feet suffering 1-6 damage as a result. The throne has a large emblem of the Ironreaper clan etched upon it (a large red I). There are six large peridot gems in the armrests of this throne worth 500 gold pieces each. Along the top of the throne are four aquamarine gems worth 500 gold pieces each.

The red carpet

Is actually a rug of smothering. It looks just like a carpet of flying and if anyone makes the mistake of sitting upon it they will receive a nasty and deadly surprise.



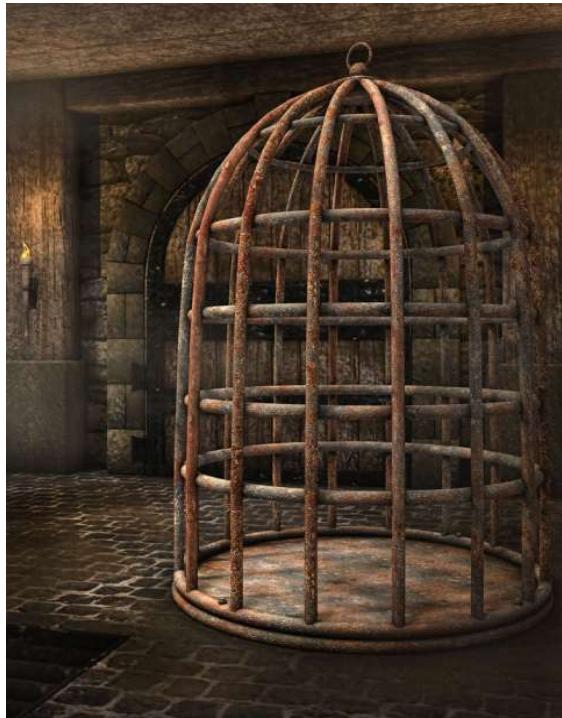
The Brazier

This copper brazier burns red hot with coals and gives off a great deal of heat in the room making the room almost comfortable. The brazier radiates powerful

magical energy. If anyone puts a normal weapon into the fire it will glow red hot and do another 1-4 heat damage to any opponent who is struck by it. Leaving the normal weapon in the fire for more than a turn has a 99% chance of ruining the weapon and a 1% chance of imbuing it with a bonus of +1 permanently. A magical weapon will be unaffected by the fire regardless of how long it is left in it.

Tapestries

These tapestries have historical value and are finely made. Each is worth 100 gold pieces and there are six of them around the room.



The Bird Cage

This bird cage is very large. It is five feet by five feet and made of strong black iron. Inside of the cage are the bones of

victims that were fed to this beast. Close inspection inside of the cage will reveal that the remains of a humanoid finger can be seen which still has a ring on it. It is a **ring of shape changing**.

There is a secret door in the east wall of the room.

7. Secret Room/Treasure Chest

This secret room has a large treasure chest within. The chest is locked but not trapped.

Inside the chest are: 543 gold pieces, 2111 silver pieces and 121 platinum pieces. There are two gold rings. One has a ruby and the other is set with an emerald. Both are worth 1250 gold pieces. There is a jeweled scepter set with black opals worth 1750 gold pieces and a jeweled orb set with pearls worth 750 gold pieces. There is also a **gem of brightness** and a **bag of holding**. A quiver of **twenty bolts +1** is also inside the chest.

8. Statue/Stone Guardian

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

When the door to this room is opened the adventurers will see a statue standing on a short base and staring towards the doorway that they enter from. The statue is not well formed or carved and has little artistic value. It looks vaguely humanoid and is roughly human in shape and size but other than this one cannot see why this piece of art would be fitting here.

Soon, however, the reason for the statue is apparent. It is not a statue at all but

is a living creature. It is a **stone guardian** and it is here to defend the master from invaders.

Stone Guardian (1): AC 2; MV 10; HD 4+4; HP 30; # At 2; Dmg 2-9/2-9; SD anyone wearing the **black knight's ring of protection** from this stone guardian will be immune from attack from this creature as will those within a 10' radius of him or her; SD takes 1/4 damage from edged weapons; SD normal missiles do not harm this creature; SD no morale checks are needed for this creature; SD immune to poison, hold, charm, paralyzation and fear SD stone to flesh, transmute rock to mud, stone shape or dig spells will kill it immediately with no saving throw; AL N.

9. Secret Guard Room/Ambush

Four guards of the Black Knight wait here to ambush anyone invading this complex. They will always have one watching through the peephole at all times and will try to ambush the party from behind after they have passed through the hallway.

Black Knight's Mercenaries: F4, AC 2, HP 25 each, plate mail, shield, long sword, each wears a medallion with the symbol of the Ironreaper clan made of solid gold worth 250 gold pieces, AL CE.

10. Banshee

The door to this room is locked. Anyone listening at the door may hear the sounds of weeping within.

This room is dark and cold. Anyone entering here will immediately feel uneasy although they will not immediately see any danger here. Soon, however, they will hear crying and weeping sounds in the room and

an ethereal apparition will appear. It is the image of an elvish woman who is sad and weeping. Suddenly she angrily advances towards the players



Groaning Spirit (Banshee): AC 0; MV 15; HD 7; HP 29; # At 1; Dmg 1-8; SD +1 weapons or better to hit; SA wailing causes death to those who hear it if they are within 3" and fail to save against magic; SA sight of it causes fear unless one makes saving throw; SD can only wail once per day; SD immune to charm, sleep, hold, cold or electricity; SD exorcism kills this creature; AL CE.

Around the neck of this ghostly creature is an **amulet of the pathfinder**. She also holds the white key.

11. Black Armor/Statue

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

In this room is the statue of a man wearing black plate mail. The plate mail has

the letter I etched upon the breast plate. The visor of the statue is down and it has a large two handed sword pointed down in both hands. The statue radiates magic but not evil.



If the statue is approached it will animate and raise it's sword before it but does not attack. It stands and waits for the players reactions.

If anyone kneels before the statue the statue will advance and tap the sword upon the shoulders of the brave lad giving them a bless spell effect for one turn. If anyone attacks the statue they may cause it to shatter but will have a 50% chance of shattering their own weapon in the process (magical or otherwise).

If a player presents arms but does not attack the statue it will stand and wait.

If a player salutes or shows the statue any sort of respect as a knight it will drop it's sword which will turn to metal and become a **+2 two handed sword, +3 versus flying creatures or creatures that breath water.**

Nothing else of value is in the room.

12. Fountain/Nagas

The door to this room is locked. Anyone listening at the door to this room may hear the sound of rushing water.

This large chamber is L shaped and has a large double fountain in the center of the room. The fountain has no statues in it but has two different places in the fountain where water is sprayed up into the air and back into the fountain basin. The water seems clear and pure. The fountain radiates magical energy.

In the southern leg of the room are two creatures that are hiding waiting to ambush anyone who approaches the fountain. They are long snake like creatures with black scales and crimson bands and a humanoid face. These creatures are **spirit nagas**.



Spirit Nagas (2): AC 4; MV 12; HD 9; HP 33 each; # At 1; Dmg 1-3; SA poison bite (save or die); SA gaze acts as a permanent charm spell (save versus paralyzation to avoid); AL CE. Magic User spells known by each: **magic missile, sleep, friends, hold portal, mirror image, darkness 15' radius, dispel magic.** Cleric Spells known by each: sanctuary, cure light wounds, command, silence 15' radius, hold person. Each of these creatures wears a golden medallion with the emblem of the Ironreaper clan etched on it worth 250 gold pieces.



The Fountain

The fountain radiates powerful magical energy. The water is pure and clean and looks quite refreshing. Should a player drink from the fountain various random effects may take place depending upon the roll of the dice.

1. Tastes refreshing
2. Heals for 1-8 hit points of damage
3. Poison - save or die within 2-5 rounds

4. Poison - save or take 1-4 damage for 1-4 rounds
5. Tastes refreshing
6. Invulnerability for one turn
7. Invisibility for one turn
8. Heals for 1-8 hit points of damage
9. Speed for one turn
10. Tastes refreshing
11. Heroism for one turn
12. Fire resistance for one turn (as per potion of)
13. Heals for 1-8 hit points of damage
14. Cold resistance for one turn (as per potion of fire resistance)
15. Tastes refreshing
16. Lighting resistance for one turn (as per potion of fire resistance)
17. Protection from evil for one turn
18. Extra healing
19. Super heroism for one turn
20. Giant strength (fire) for one turn

There is a secret door on the west wall of the room which leads to area 13.

13. Secret Room/Treasure

This secret room has a large chest with a lock on it. The chest is not trapped but is obviously locked. Inside the chest are a coat made from fox furs worth 300 gold pieces, a small golden idol of a multi-headed dragon worth 450 gold pieces, a portrait of Malcon the Firebringer made shortly before his conversion to a lich worth 600 gold pieces, a golden necklace with tourmaline gems worth 1250 gold pieces and a pair of **boots of speed**.

This is the end of the adventure.

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.

NEW MAGIC ITEMS

Amulet of the Pathfinder - This magical amulet seems to have no powers unless worn by a ranger or an elf. An elf who is not a ranger will recognize it's value but cannot use it's powers. Only a ranger can do so. Worn by a ranger the amulet gives the user the following powers once daily: **pass without trace, locate animals, locate plants, pass plants, locate water.**

Potion of Insanity - A person drinking from this potion goes permanently insane unless they make a saving throw versus magic to avoid the effect. Determine the insanity randomly.

Potion of Luck - A person drinking from this potion gains plus one to all saving throws for one turn thereafter.

Ring of Elvenkind - When worn by a non-elf this ring does not reveal any magical effects at all. But when worn by an elf or a half elf it's true value becomes immediately obvious to the wearer. An elf that wears this ring gains an extra plus one to hit rolls when using a short bow or a long bow or when using a short or long sword. It adds another 5% resistance to sleep and charm spells to a true elf as well.

When worn by a half elf the ring adds 5% to resistance to sleep or charm and adds plus one to hit with bows and swords as if the half elf were a true elf. (A true elf has a natural bonus to those and gets an additional bonus by wearing this ring. This ring puts the half elf in the same position that a true elf is naturally).

Ring of Leadership - This ring can be worn by anyone but only a paladin, fighter or

ranger will gain any benefit by wearing it. The wearer of this ring can attract 25% more followers and gains +1 to all saving throws (for those who follow this character) against fear or terror. This saving throw applies only to henchmen or followers not player characters.

Ring of Shape Changing - This plain and ordinary looking piece of metal looks to be a worthless trinket. However, on the hand of a druid the ring will reveal it's true powers. A druid wearing this ring gains an extra shape change per day added to his or her normal daily total.

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