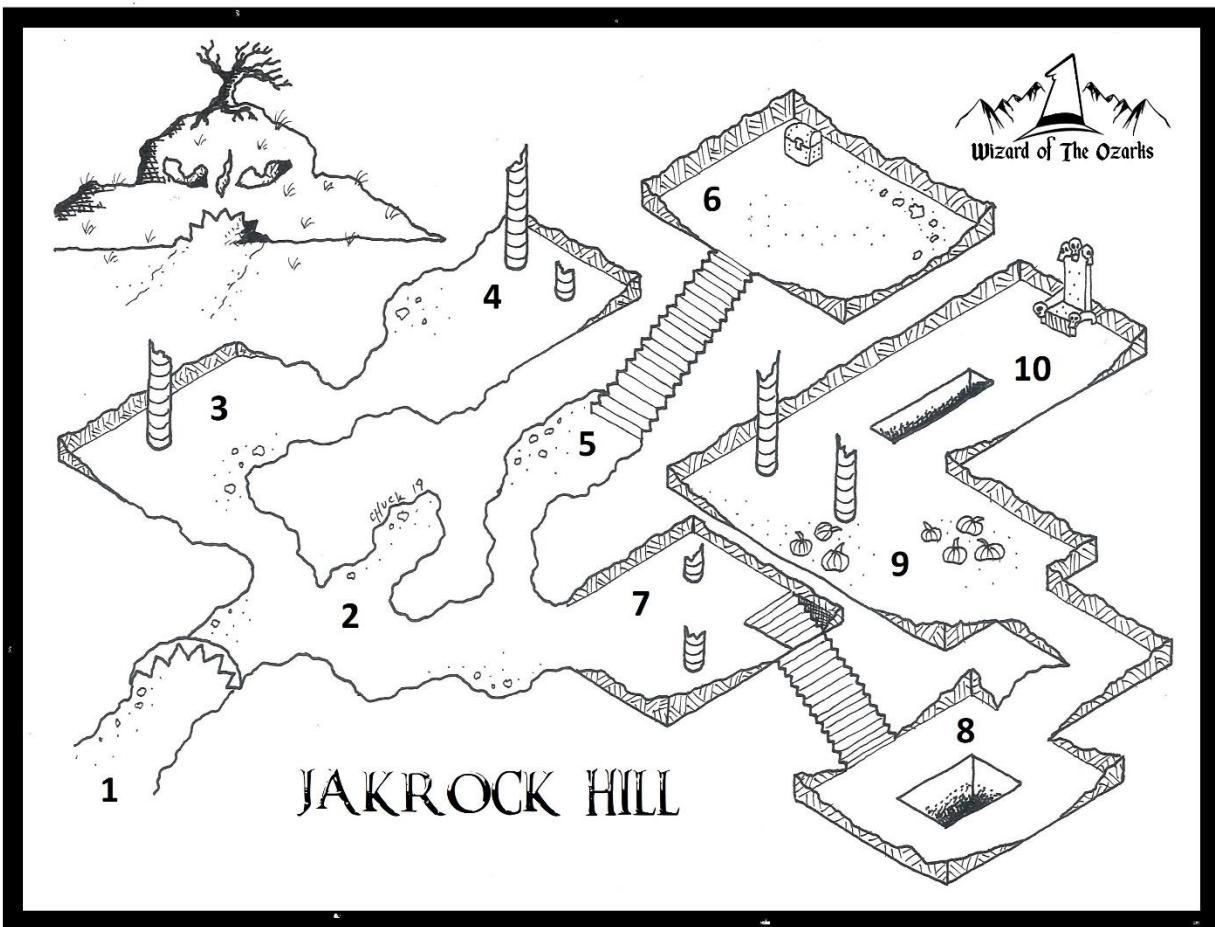


# THE CURSE OF JAKROCK HILL



A PRODUCT OF WIZARD OF THE OZARKS

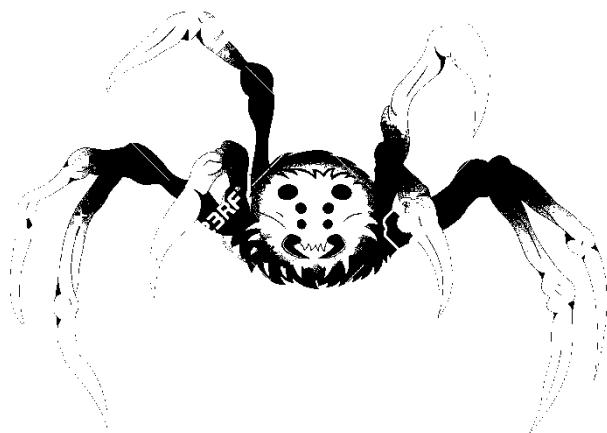
**Dungeon Master Notes:** This one-shot seasonal adventure is set for a single player (young with modest RPG experience) with a single character of 5-7<sup>th</sup> level and equipped with comparable weapons and magical items, or possibly a small low-level group of player characters. If the quest seems to be too easy for the players, you may add more adversaries or add hit dice to the existing monsters.

**Dungeon Features:** Unless otherwise specified, the floor, walls, and ceiling of the dungeon are comprised of dark grey stone, a combination of granite and limestone composites. If playing on a standard tile map, each square or hex equals 10ft x 10ft.

**Story Lead-in:** It seems that as All Hallows Eve (or Samhain) approaches, dark things that go bump in the night have begun to appear and disappear all around the region. Clerics and paladins have been hard at work traveling to-and-fro casting spells and using their abilities to calm the citizens and rid the land of this seasonal mischief. As it so happens, one such entity (the creature known as Razor Jack) has been raising a fuss around the nearby town. A pumpkin-headed monster that can control other hellish creatures, he and his hordes have been slaughtering livestock, destroying out-buildings, and causing terror around the area. The local magistrate has hired you to rid him of this unholy aberration. If you accept his offer, he agrees to pay you handsomely. Razor Jack has been tracked to Jakrock Hill.

#### Dungeon Area Descriptions:

- 1. Entrance to Jakrock Hill:** As you approach, you notice where this hilltop gets its name. The natural form of the hill is that of a crude jack-o-lantern, complete with eyes, nose, mouth, and even an old withered tree as its stem. The jagged mouth acts as the entrance into a cave system. Eerily, the ground in front of the entrance is covered with left-over bones. Some are cow, some pig, and a few are possibly humanoid.
- 2. Entry Chamber and Small Alcove:** Coming into the cave proper, you find a wide corridor roughly 10' wide and 10' high. Naturally formed, the corridor quickly splits into a left path, a straight-ahead path, and a path to the right. The straight-ahead path dead ends abruptly into a small alcove where you see a small pile of empty colored glass bottles and broken shards of colored glass.  
If the empty bottles are rummaged through or otherwise investigated, some of the broken glass shards scamper quickly into obvious large spiders made from what looks like



glass. These are called Vestal Spiders and you stir up 5 of them. The bite of these creatures is unique because they like to consume the contents of magical potions. Each bite will have different results.

**(5) Vestal Spider:** AC 4, HD  $\frac{1}{2}$ , HP: 4, 4, 3, 2, 2; ATK 1, DMG 1-6, SA: save versus poison for random potion effect, SD: very hard to hit, immune to *Charm*, *Sleep*, *Hold*, and mind reading spells.

**Random Potion Effect:** (see 1e DMG pg.125-127)

- 1 – Healing (heals 4-10 hit points of damage)
- 2 – Poison (suffer 2-8 hit points of damage)
- 3 – Growth (victim grows +12 feet taller for 5 turns)
- 4 – Poison (suffer 2-16 hit points of damage and -1 to strength and dexterity for 5-20 rounds)
- 5 – Speed (victim ages 1 year but doubles their speed for 5-20 rounds i.e. movements from 9" to 18" or 1 attack per round becomes 2. Aging is cumulative but movement is not)
- 6 – Delusion (no effect but the victim believes it has affected them i.e. Healing effects)

3. **Candy Corn Column Room:** Taking the left path brings you to a rectangular-like room with a single stone column. Markings engraved onto the column itself resemble small candy corn candies. Other than these unremarkable symbols, there is nothing else interesting in this room other than the fact that two of the walls have been finished and carved to look like stone block. A short corridor at the far end of the room leads you into room 4.
4. **Twin Column Room:** This cavernous room has two stone columns at the far end of the room, and both have strange glyphs carved upon them. This room differs from the previous ones because the ceiling here is nearly 20' high and the columns rise all the way to the top. Dim light illuminates the high ceiling from a small fissure at the top coming from the "nose" of the hill. Littered across the floor here, near the columns, are scraps of clothing, a single leather boot (size gnome), and 15 g.p.

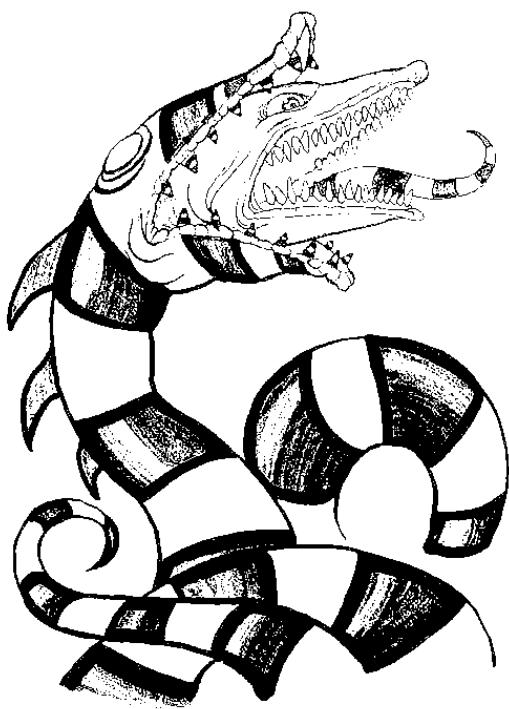
5. **Stairway to Somewhere:** Coming through a small short corridor you find yourself at the base of a steep stone staircase leading up into the wall and room 6. Found at the base of the stairs is the body of a human man, dressed head-to-toe in banded armor. He seems to have recently fallen down the stairs and broken his neck. Long dried blood trickled from his nose and has hardened across his face. A serviceable longsword still lies undisturbed in its scabbard and a dented shield lies a few feet away. If pulled from its housing, the sword reveals that its blade is a deep green hue, has runes etched upon its surface, and it hums with a pleasant sensation that tickles the tip of your tongue. A small sack on the man's belt contains 35 s.p. and a small purple gem (53 g.p.v.)

***Malachite Ghostbane*** – longsword, 1-8+2 S/M or 1-12+2 L

This weapon grants its wielder +1 to hit, +2 to damage, and whispers the word “danger” whenever undead of 3 or more hit dice are within 20’.

6. **Treasure Chest Room:** At the top of the staircase you find yourself in a large square-ish room with four finished walls. The ceiling rises roughly 20’ high. On the walls are beautiful depictions of a sandy wasteland. Dune after dune

of nothing but coarse grating sand as far as you can see. In the far-left corner is a sturdy looking oak chest banded in iron. The far-right corner contains a number of large boulders and scattered stone debris. Strangely, the boulders themselves are painted with black and white stripes.



**For the Dungeon Master:** This room contains four different trigger blocks on the floor (marked on the map as square dots). If a PC depresses any of these triggers, the black/white boulders rumble, roll together, and combine into an enchanted sandworm hellbent on

devouring all living beings in the room. The only way of escaping the creature without destroying it, is to flee down the steep staircase, and chance not falling down them like the poor soul who you found at the base of the steps. If fleeing down the stairs, make the PC roll a Dexterity check with a -3 penalty. Failure causes 4-40 damage.

**Sandworm:** AC 4, HD 13, HP: 88; ATK 1, DMG 2-16,  
SA: swallow whole on a natural 18, 19, or 20, SD: +1 or better to hit,  
immune to *Charm*, *Sleep*, *Hold*, and mind reading spells.

**Treasure Chest:** This chest is unlocked and not trapped. Inside the chest contains; 75 g.p., 87 s.p., a Potion of Extra Healing (restores 6-27 hit points of damage when wholly consumed, or 1-8 hit points of damage for each one-third potion), a simple ladle made of tin, and a small vial of an orange syrupy liquid that smells like pumpkin spice (forever now known as Kay Spice).

7. **Riddle Room:** This room reveals two more stone columns, a 10' ceiling, and the far corner has a square slab of nondescript stone lying flat on the ground. A closer search of the room reveals a riddle engraved upon both of the columns.

*"If you meet this furry creature, on a moonlit night,  
Its fangs and sharpened claws they will, give you such a fright.  
Having simple iron fists, are not what you can afford,  
You'd better have some silver in that long and slender sword."*

If the correct answer is spoken aloud (werewolf) the stone slab in the far corner slides out of the way, revealing a stone staircase leading down.

8. **Pit Room:** This square room reeks of Sulphur, contains a doorway leading deeper into the complex, while the center of the room boasts a large dark pit. Attempts at distinguishing its depth are met with failure...

9. **Pumpkin Patch:** A short hallway later brings you to a large “L” shaped room with 20’ ceiling, a pair of stone columns, and none other than the lair of Razor Jack himself. Though the floors in this room are covered in clumps of soil and a maze of vines, the walls and the columns are painted in a vibrant orange color. Centered in the bottom portion of the room are a number of very large pumpkin gourds. If the player nears any of the massive pumpkins, one or more of them burst into life, becoming a Gourblin monster. Sharp claws and a vicious bite are its weapons! Thankfully, only three of these creatures may hold life at a time. Thus, is the limit of Razor Jack’s power.

**(7) Gourblin:** AC 8, HD 3, HP: 21, 19, 18, 16, 14, 14, 12; ATK 3, DMG 1-4/1-4/1-4, SA: nil, SD: +1 or better to hit, immune to *Charm* and *Sleep* spells, being doused in Kay Spice causes 2-8 damage.



**10. Throne of Razor Jack:** The final leg of this massive room reveals a slim pit running the length of the room, and a giant throne made of blood-stained bones with various skulls adorning the head and arm rests. Seated upon his throne is the pumpkin-headed demon himself, the legendary Razor Jack! He is covered in dark black plate mail from his neck to his feet and wears a wicked sharp hatchet at his belt but laying across his thighs is a sword that is unmatched by any you have seen before. Long and slender, it visibly radiates with arcane power! An unnatural smile crosses his face and he rises up off the throne when you approach. A practice swing with the weapon known as the *Lantern Blade* emits a rattling hum and an eerie scream proving that it is indeed enchanted with some foul magic!

*"THE TIME IS AT HAND! MY POWER IS AT ITS FULLEST! YOUR SOULS SHALL BE ADDED TO MY COLLECTION BEFORE MY MINIONS DEVOUR YOUR FLESH!"*

Razor Jack is a master swordsman and should not be taken lightly. He is granted two attacks per round and may divide these attacks among more than one target. His enchanted weapon is an unholy blessed sword that gives him +2 to hit versus good aligned opponents, +2 damage against good aligned opponents, and radiates a *Protection from Good* aura in a 5' radius. Should his hit points ever reach half of his starting total, he will burn one of his attacks that round to point at his throne and bring it to life as a bone golem guardian. It will then fight along side of him always attacking the strongest member of the PC group.

If Razor Jack is defeated, the *Lantern Blade* will dissolve and evaporate into the air releasing screams and souls from the weapon. Behind the throne (or where the throne was previously placed) is the demon's small treasure horde. A shiny collection of coins and enchanted items!

**Throne Golem:** AC 9, HD 5, HP: 40; ATK 2, DMG 2-16/2-16,  
SA: nil, SD: hit only by magic weapons, immune to most magic.  
Electrical attacks restore hit points instead of taking them.

## RAZOR JACK

ARMOR CLASS: 0

MOVE: 12"

HIT DICE: 12 (89 hp)

TO HIT AC 0: 9 (7 vs good)

NO. OF ATTACKS: 2

DAMAGE/ATTACK: By weapon

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50%

ALIGNMENT: Chaotic evil

SIZE: L (7' tall)

PSIONIC ABILITY: Nil

S: 16 I: 14 W: 12 D: 16 C: 13 CH: 13

Above stats include the +1 Strength damage bonus, & the +2 Dexterity reaction adjustment.

Black plate armor is enchanted with a +1 AC.

Lantern Blade grants Razor Jack a +2 to hit and a +2 damage versus good aligned therefore, allowing him to inflict 1-8+1 damage normally or 1-8+3 vs good.



Razor Jack is considered a **Type I demon** for intents of special attacks and special defenses. See page 16 of the 1e Monster Manual for additional information.

The demon's treasure horde for this module includes: 117 g.p., 141 s.p., 26 e.p., +1 kite shield, Potion of Climbing (pg 125 DMG), Potion of Fire Resistance (pg 126 DMG), Ring of Spell Storing (pg 131 DMG), Enchanted Boots (insures that the wearer's feet never get wet), 3 vials of Kay Spice (orange syrupy liquid that smells of pumpkin spice).

